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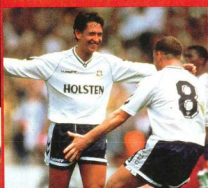
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ISSUE 61 • MAY 1993 • £3.95

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The World's Only  
ST Games Magazine

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# CON

## REVIEWS

### No Second Prize.....14

The title says it all. Prepare yourself for an amazing graphical race feast that's set to better any other road game on the ST. Those chaps at Thalion in Germany have been working almost too hard in producing this stunner of a title. Everything you need to know about it starts over on page 14.



### Crystals of Arborea.....17

### Championship Manager '93.....18

### The Greatest Compilation.....22

### Risky Woods.....24

We had the coverdisk demo a couple of months back. Now the finished game gets the full treatment in a storming four page review which you can't really afford to miss if you want to call yourself a true platform addict. So get all the best details first before you go and spend your hard earned money!



### Metal Mutant.....28

### Storm Master.....29

### Civilization.....30

Sid Meier has made himself famous on virtually any computer format with his amazing strategy games. Civilization has had the office in its grip for months in its various incarnations. Now let's see how the ST version holds up on its own. It's rare that these games appeal to all, but this is one that should be given a chance.



## WIN!

Fancy the chance of winning a complete multi-channel satellite system with a free years subscription to the Sky Sports channel? Well, you've come to the right place, haven't you?

**Page 32**

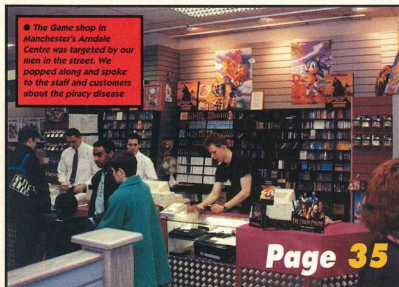


## WORK IN PROGRESS

Three excellent previews come under scrutiny this month. War in the Gulf, The Patrician and FA Premier League are all examined but do they look any good? The results can be found on...

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# TENTS



● The Game shop in Manchester's Arndale Centre was targeted by our men in the street. We popped along and spoke to the staff and customers about the piracy disease

Page 35

## FEATURE

### Piracy - the debate. Is this the disease without a cure?

Last month's feature was directed at the software houses and how piracy affects them. This month, we travelled to Game in the Arndale Centre Manchester where we asked some searching questions to the staff and you, the general public, who buy the games.

## REGULARS

### News.....10

The only way to keep up-to-date with what's happening in the ST world is via our News section. The best gossip starts here...

### Tips and Cheats.....42

Ooh, how lucky are you? This month's solutions include the second part of the Goblins II guide, Dragon's Lair III and Sabre Team.

### Write On!.....60

We have lots of interesting comments this month including some more Dave Payton related hilarity regarding his views on the fairer sex!

### Buyer's Guide.....62

Don't waste your money! Take a look at the ST Action Buyer's Guide to help you make that essential purchase more easily.

## Cover disk...

### 1. SUPER CAULDRON

**BARMY BROOMSTICKS:** Take to the skies on your magic stick courtesy of Titus and ST Action. Witches have never been so cute before!

### 2. CREATURES

**1 MEG SPECIAL:** Part one of a two part demo from Thalamus sees you in control of...well a Creature of course! What are you waiting for then?

**PLUS: ISSUE THREE OF FREESTYLE:** Our diskmag returns for more top stuff.

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

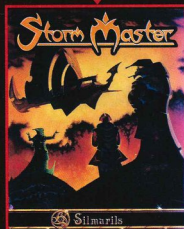
Page 7



**CHECK OUT  
OUR SUPER SUBS  
OFFERS ON  
PAGE 40**

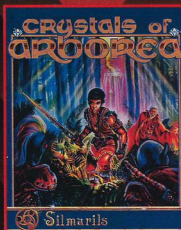


# ISN'T IT TIME YOU GOT SOME GAMES WORTH PLAYING?



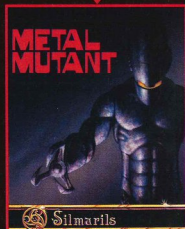
"IN A CLASS BY ITSELF... EXCELLENT GRAPHICS AND SOUND."  
AMIGA FORMAT 90%

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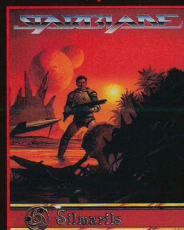
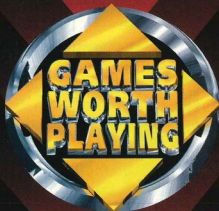
"OUTSTANDING RPG, TOTALLY ABSORBING."  
CU AMIGA 91%

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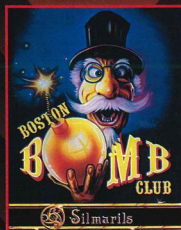
"AN ABSOLUTELY TERRIFIC GAME"  
AMIGA ACTION 90%

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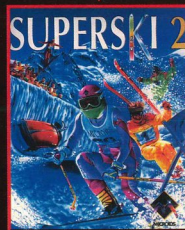
"ORIGINAL AND SURE TO APPEAL"  
AMIGA ACTION

AMIGA, ST AND PC  
RRP: £9.99 RELEASE: MAY



"THOROUGHLY ENJOYABLE... WITTY AND INGENIOUS!" CU AMIGA 84%

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"PLAY THIS ONCE, AND YOU'LL STILL BE AT IT MONTHS FROM NOW"  
AMIGA ACTION 85%

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See that cover disk? Yes the cover disk! That's the thingie stuck on the front of the mag that looks like it might fit into your computer. Yes, the blue one! Stick it in and everything over the next three pages will begin to make sense.

## 1 SUPER CAULDRON

This game could have been called a number of things. "Every Witch Way But Loose" is just one of 'em. No there's no Clint Eastwood and no monkey but there is a witch if that's any consolation. There's a minor problem in running this demo in that it must be in an AUTO folder before it'll work. Boot up your disk and go into the menus. Choose NEW FOLDER and call it AUTO. Drag the NEEDAUTO.PRG file into the folder. Reset your machine and the demo should load.

Unfortunately every time you boot the disk you'll automatically load SC. To get around this so you can read Freestyle! or play Creatures you must either boot your machine with a blank disk (so that you get the green desk-top) then change disks. Or copy the CREATURE.PRG and FREE3.STA onto a blank disk and run that.

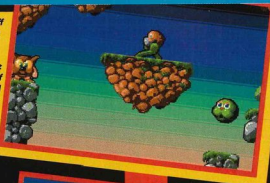
● Witch way do you go from here? You'll have to load up and play the top demo to find the answer to this little posing question



## 2 CREATURES – 1 MEG ONLY

Coming hot and ready from Thalamus (now there's a name that's been quiet on the ST for a while) comes Creatures. Unfortunately, you'll need one megabyte of memory before you can play this properly. If you have a 1040 or greater, simply double click on the CREATURE.PRG file and the demo will load. This is part one of the demo. We'll have another exclusive level of Creatures for you to play next month too! Enjoy yourselves!

● Starting off on the ledge you must move your cute creature to the end of the level and save all your pals at the same time. Go for it



## 3 FREESTYLE! 3

It's back, it's bigger and it's better than ever. Freestyle! – ST Action's very own on-disk supplement is three today. Tons of gossip, news, lifestyle stuff, irrelevant bits, humour, text, phone numbers, girl talk, boy talk, pillow talk, just talk really, good news, bad news, industry news, movie news, news at 10 and the kitchen sink!

Just double-click on FREE3.STA and click on show. Remember where you saw the idea first!

● Cute isn't he? Well this is the guy you have to guide through the levels and rescue all his friends so that he isn't lonely ever again!



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),  
Stanley Precision Data Systems,  
Unit F Cavendish Courtyard,  
Swallow Road,  
Weldon North Industrial Estate,  
Corby,  
Northants NN17

COVER DISK



# SUPER CAULDRON

**IMPORTANT:** Read the loading instructions on the previous page!  
Time for a bit of broomstick bashing courtesy of the guys at Titus...

**W**ay back on the 8-bit machines there was a game called Cauldron which was by Palace and did remarkably well. Very few of today's breed of computer users will remember the original. Super Cauldron is the new addition to the family. Following the same basic principles of controlling a cute witch around various levels, this 16-bit version has been tarted up to look the

part on today's machines.

She's back - the witch that time forgot has been called upon to do her duty. At the start of the demo you'll be on foot, because of the turbulent times, you can't trust anyone or anything anymore. So your first objective is to find a magic broomstick. Confused? Okay we're not renowned for our generosity but we will tell you this - if you run to your right you'll find a magic cupboard. Inside



● Witches aren't generally cute but this one certainly is. Get up on that broomstick

the chances are you'll find your ticket to ride - the magic broomstick.

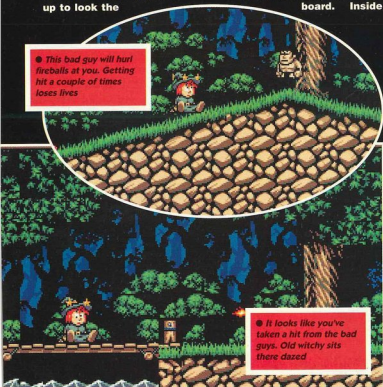
Simply head into the sky and see if you can find the hidden level (who was it who said we weren't generous?). There's plenty to see and do with this big broomstick bonanza and it should

help you brush up (groan...) your broom/joystick skills for when you buy this first rate game. If after playing this fabby demo you're still a bit apprehensive as to forking out the asking price, why not wait until next month's

STA for a full review (probably).



● This bad guy will hurt fireballs at you. Getting hit a couple of times loses lives



● It looks like you've taken a hit from the bad guys. Old witchy sits there dazed

## DEMO INFO

**COMPANY:** Titus

**RELEASE DATE:** April 1993

**GAME TYPE:** Arcade

**PRICE:** £25.99

# CREATURES

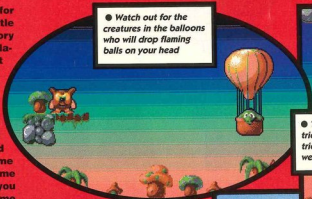
1 MEG ONLY

Now's your chance to creep along with your favourite creature in the first of two exclusive playable demos from Thalamus...

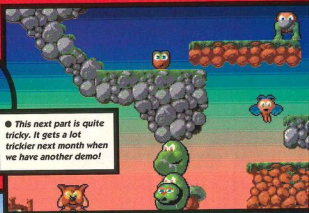
A special bonus for users with that little extra memory comes from Thalamus. This is actually part one of the demo and we've got another exclusive level enticingly called Torture lined up for you next month. The basic gist of this game is that you are a Creature and you have to rescue some other Creatures from some Creatures. Right, now you get the general idea it's time to learn how to play it.

Plug your joystick in, move it left to right and press fire. Lesson over with. Only kidding. The fire button will let you kill things off by firing a small bolt of energy at them. Be warned though, some things need more than one hit to kill 'em. Another thing to watch out for is

● Watch out for the creatures in the balloons who will drop flaming balls on your head



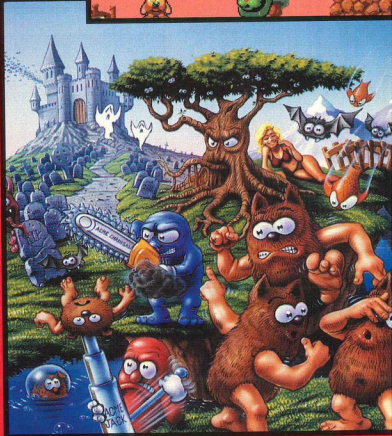
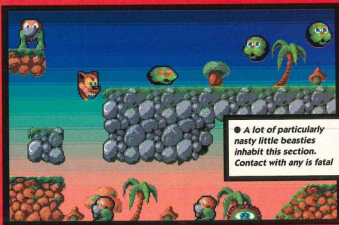
● This next part is quite tricky. It gets a lot trickier next month when we have another demo!



them firing at you. There's no point in losing a life through rushing. Once you've rescued everything that needs rescuing, only then can you truly say you have completed this smart demo.

Thanks to all the guys and companies concerned with all the demos on this disk

● A lot of particularly nasty little beasts inhabit this section. Contact with any is fatal



## DEMO INFO

**COMPANY:** Thalamus

**RELEASE DATE:** May 1993

**GAME TYPE:** Platform

**PRICE:** TBA!

## FREESTYLE! ISSUE 3

More from your favourite on-disk extra this month. You'll find up to the minute film and record reviews, competition and winners names from the past couple of months, loads of jokes and as usual our Word of the Month feature. Just double-click on the Free3.STA and then click on SHOW to see what goodies the team have put together for you this month. Remember any contributions to Freestyle! should be humorous and sent in to the usual address, but mark the envelope Freestyle!

# news stories

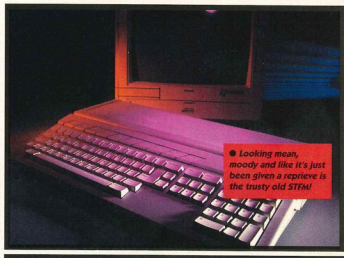
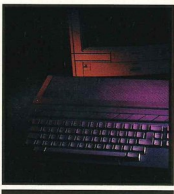
## Brave new step to

# KEEP ST ALIVE!

**I**n a completely unexpected move Atari have announced they are to re-release the 520STFM at the silly price of £159.95. This obviously brings the machine in line for an assault on the console market. If anybody is out there looking to get their kids into something a little more serious than a box with a slot on it then this little offer could well be the one to entice them to take the plunge.

The alternative argument may suggest that the money being ploughed into this operation would be better spent on promotion for the Falcon, but for under £160 this offer is ideal for people who are looking to pick up a machine for musical purposes. What do you think? Send

your comments to Write On! and we'll print a selection of the best that we receive.



● Looking mean, moody and like it's just been given a reprieve is the trusty old STFM!

## ST GALLUP CHART

1	(1)	Streetfighter II	US Gold	£27.99
2	(2)	Sensible Soccer	Renegade	£25.99
3	(3)	Premier Manager	Gremlin Graphics	£25.99
4	(4)	James Pond	GBH	£7.99
5	(11)	1st Division Manager	Code Masters	£7.99
6	(8)	Trivial Pursuit	Hit Squad	£7.99
7	(6)	Terminator 2	Hit Squad	£7.99
8	(5)	Prince of Persia	Hit Squad	£7.99
9	(20)	Indy Jones: Graphic Adv.	Kixx XL	£14.99
10	(13)	RBI 2	Hit Squad	£7.99

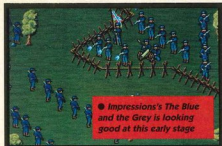
*The top four remain static this month and the rest of the chart is made up by another six budget titles. Streetfighter II is still doing the business probably on name alone by now!*



## Charting success

With all the recent furore about games killing kids or turning them into axe-wielding maniacs, ELSPA (European Leisure Software Publishers Association) have been discussing plans to launch a Player's Charter for the games playing public.

The Charter promotes sensible games playing amongst the public gaming fraternity and will include such common-sense tips as not playing in a darkened room and sitting well away from the screen. ST Action obviously supports any such move, especially if it gets the gutter press off the backs of the people who just want to have fun!

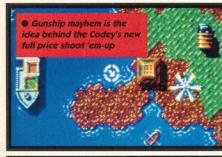


## Civil disorder

Currently being developed on the PC, but nonetheless surely bound for an ST release in the near future is Edward Grabowski's *The Blue and the Grey*. Not surprisingly, as you might have guessed from the wealth of clues so far, the game will cover the American Civil War. The screenshots show this game could well be one of the best looking war games ever.

There are plenty of features in there too. The battles will be fought over a map stretching from the Mid-west to the East Coast. You have complete control over your armies while the battles rage. Each battle can contain up to 200 animated figures, all wearing various uniforms. The easy to use point and click system should see off any controlling problems too. All in all, when it eventually gets released it should be a little corker. Watch this space for more news and maybe even a preview in the coming months.

## Codemaster's chopper



## Red in the face!

Red Nose day 4 has now well and truly gone (a lot of people may well be thankful having seen that awful Mr Bean on Blind Date sketch). But by all accounts the day went really well and raised a lot of cash for various good causes. The Ocean game - Sleepwalker - has also done the business in the shops and has raised over four pounds for every copy sold.

He's behind you! Here's a promo photo of lots of famous people being daft!

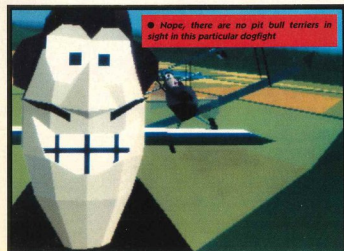


## Chocks away chaps!

A little arcade news now for all you coin-slot fanatics. V Industries, the smart company responsible for all the Virtual Reality arcade games have released their *Flying Aces*, which allows you to go back in time and fight pilots like the Red Baron.

What it basically is, is an interactive dogfight between a number of linked up machines contain-

ing the very latest in technology. Upon inserting your cash you can choose the nationality of your pilot from American, French, English or Italian. Whichever you choose, your co-pilot will even have the appropriate accent. Nobody here has had the chance to try it just yet, but watch out for it in the larger arcades around the country.



## Is it a myth?

Krisalis are a company who have been a bit quiet over the past few months. News that both *Soccer Kid* and *Arabic Knights* were not to be converted may have lured some people into the frame of mind that the Rotherham based house had finished on the ST.

Not so! News has filtered through about *Legends* which is being programmed by the same guys responsible for the excellent *Sabre Team*. Featuring five quests, four of which are based upon Egyptian, Chinese, Arthurian and American Indian mythology.

Viewed from an overhead perspective, the game will apparently combine the strategy elements of *Sabre Team* with the speed of an arcade game. Other than this we know very little about it. What we do know however is that it will be released on the ST in late summer.

## Blue moon

A gulp went around the office when we heard a little tit-bit of news from across the water in Germany. After spending months playing *Amberstar* to death and eagerly awaiting the sequel - *Ambermoon*, we got wind of a bitterly disappointing rumour that this said sequel isn't to make an ST appearance. This really is a crying shame because we know that there is a demand for quality ST gear out there. If you want to have a good old moan write to us and we'll collect your complaints and forward them on to the guys themselves in good old Germany.

Please make cheques & PO payable to **RUBYSOFT**.  
Credit card orders cashed only on despatch.  
Please note we do not make any charge for credit card orders. Please add p&p per item for all UK orders, EEC countries add £2.50 per item, non-add £3.50 per item, all other countries add £4.50 per item. All items are subject to availability. All BPPO orders add £1.50 per item. All prices subject agent or manufacturers price reviews without notice. E&OE. Please note order companies may take up to 28 days to deliver goods from receipt of orders. Please allow for customs clearance. **Order 724 Nov 91.**

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

# REVIEWS

## THIS MONTH

**T**here 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 of quality.

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.

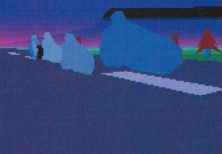
### No Second Prize



The ultimate 3D polygon racing game hits the streets.

Compete against other computer controlled drivers but remember - there's no second prize!

p.14



### Championship Manager '93 p.18



More football related fun in this new, improved version of the classic Championship Manager.

An excellent platform shoot'em-up that combines incredible graphics with absorbing gameplay.



Risky Woods p.24

### Civilization p.30



Your chance to build a complete Civilization in this latest masterpiece from Microprose.

**PLUS:** Crystals of Arborea...p.17, The Greatest...p.22, Metal Mutant...p.28 and Storm Master...p.29

● All of a sudden the angle changes and you position yourself as though you're on the road

● The start up sequence begins at the foot of a small hill looking over into the near dark horizon.

● Four dark silhouettes rise from the ground and scream right past you over the hill

# NO SECOND

**Thalion follow up the incredible success of Amberstar with one of the fastest racing sims available on the ST.**

Speed is important in many aspects of life. The ability to pursue a goal with a sense of persistent acceleration is vitally important in the constant search for success. After the recently released Amberstar (STA1 Rated 92%), Thalion have concentrated their efforts on trying to produce the fastest motorcycle racing simulation on the ST. And it is with great pleasure (and admiration!) that I can honestly say they've succeeded.

Unlike most racing games this one actually contains a

reasonably believable storyline that tells the tale of a super bike, regarded by most as the ultimate racing machine in the world. There used to be two cycles in production but one of them was lost in transit so there is now only one left in the world. This super bike combines some of the finest German technology with precision aerodynamics and a throaty engine to offer a dream machine like no other.

The owner of this power

house is a very modest (and stupidly rich) man who has announced his intention to offer the bike as the first prize in a race to top all races. The winner of the bike will be the person who comes out top after a complete season has been finished. The season will cover 26 races, divided up into two sections that will test the speed, skill, stamina and endurance of each rider to the full.

The first section of the race will cover five laps in five races on selected race tracks. The second and most enduring bit covers 10 laps on all 20 championship circuits. The six riders have

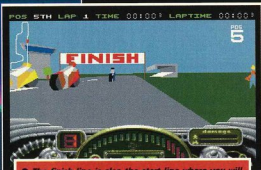
invested an incredible amount of time, money and patience in their pursuit of the finest vehicle ever created. There will be no second prize (that rings a bell!) for the runner up and only one person will walk away with the ultimate goal.

Once you have loaded the game and watched a splendid intro sequence, you will then

**Do not mention No Second Prize unless it is accompanied by such words as exhilarating, essential, dazzling, divine and any other impressive adjectives you can think of. The speed of the game is incredible, combining fabulously fast polygon graphics with realistic 3-D track-side objects that move authentically, giving you an amazing feeling of actually being there. Absolutely splendid!**

COMMENT

● There are several camera angles to choose from, each offering a different perspective



● The finish line is also the start line where you will line up against your opponents for the next race



As you wipe the dust from your clothes and stare in awe, you silently vow that one day you will follow in their footsteps!

# PRIZE

be taken to a start menu where you can choose to start a practice lap, a full season, check the records and lap info or just load a previously saved game. If you choose the start season option, you will be taken to another main menu where you can then begin to choose which track you want to race on and also check out the statistics of your fellow drivers.

## Seasonal activities

When you have decided the time is right to begin a full season, you will be taken to the driver selection screen where you must choose one of six riders to represent you in the races to come. Each rider will bring along their own bike, statistics and profile for you to examine before making your selection.

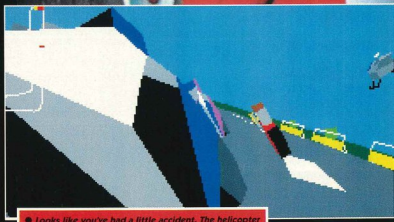
The statistics are vitally important as they will give you an indication of what kind of abilities you can expect from your rider and accompanying machine. There are five main stats that tell you different things: Acc - shows you the speed of acceleration that can be used from the starting point. Speed - this is the maximum speed your bike can achieve. Bends - shows you how much ability your driver has

through the bends (very important if you are going to win). HP Mach - The hit points of the machine tell you how much damage your bike can soak up from shock and vibration. HP Body - details the strength and resistance of the rider. How much can he take?

Once you've chosen your character and given him a nickname, it's time to concentrate on the more important things such as mouse sensitivity and gearbox selection (automatic or manual). The gearbox is automatic or a nice, six speed manual. One point to remember is the fact that an automatic gearbox will change gear when it is safe for the engine and therefore you can use higher engine revs with a manual gearbox.

## What's the point?

As it is not really a championship simulation but more of a motorcycle racing game, a meaningful points system has been created. Winning a race scores three points, coming second scores two points, third place one point, fourth and fifth score no points at all, and finishing the race in sixth place actually scores a minus point which is deducted



Looks like you've had a little accident. The helicopter above will record the incident and play it back to you

● Accidents can be replayed from any side. Each bike involved in the collision will temporarily lose its balance

RPM 04800 SPEED 054 GEAR 01

from your existing points total. There are also about 15-20 amateurs racing alongside you in the main season but they don't score any points at all and only the six professional riders collect any points.

### Rodent related riot

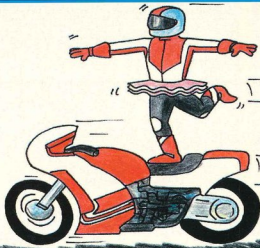
Controlling the bike is done via the mouse and some keys on the keyboard. Sliding the mouse to the left or right will cause the bike to steer in the appropriate direction. The right button is used to accelerate and the left button acts as your brakes. If you are using the manual gearbox, the left hand [Shift] key changes up a gear and the [Alternate] key changes down a gear.

Besides your obvious view of the race track and any riders in your vision, the screen also displays a top line that acts as your general details indicator. It tells you such necessary things as your position in the race, your current lap, race time elapsed and your current lap time. A small diagram of the track you are on will also be displayed on the left of the screen. It shows you the features of the track (bends and straights) and also gives you an indication of the positions of the other drivers.

### Beadle's About!

While you are in the process of completing a race, four cameras will be constantly running and also recording everything that takes place. It is then possible to replay any particularly exciting or interesting features at the touch of a button. The cameras display the views from four positions: the perspective of the rider, closely following the rider, from a greater distance behind the driver and the best view is from a helicopter that always follows the leader of the race. You can fast forward, rewind, pause and generally do anything with the camera tapes before returning to a race by pressing the [Spacebar]. Jason

## FUN SPOT



“The intelligence of your opponents is good enough to prove challenging but doesn't get too difficult or frustrating. It's hard to criticise a game of this unrivalled quality but if I was put on the spot, I'd have to say the length of some of the races is a tad long. Please don't let this put you off though, No Second Prize is by far the most enjoyable game I've played in ages. Paul

**2ND OPINION**”

## ACTION

**PRICE: £30.99**

**CONTROL METHOD:**



**NO. OF DISKS:**



**NO. OF PLAYERS:**



**PRODUCED BY:**

**THALION**

☎ 021 442 2050

**SOUND: 82%**

**GRAPHICS: 94%**

**OVERALL:**

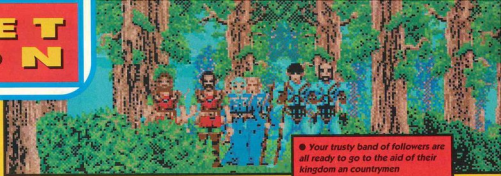
**93%**

**INFO**



● You must choose your driver at the beginning of the season. Each driver comes with their own profile

## CRYSTALS OF



● Your trusty band of followers are all ready to go to the aid of their kingdom on a journey

# ARBOREA

More cut-price role-playing from Games worth Playing courtesy of Daze Marketing...

You don't really get that many RPGs coming out as budget releases so this is a welcome exception that should do well and hopefully break new ground. The problem that the game had when it first came out was that it had about five zillion locations, all of which looked virtually the same.

Now it's on budget you can forgive the odd discrepancy and concentrate on getting frustrated properly!

To give you a brief outline of what's going on, Morgoth the Lord

of Chaos (and let's be honest, with a name like Morgoth, there are very few jobs he could get other than Lord of Chaos!) has infected your world with his particularly nasty brand of evil and mayhem.

In a fit of sorrow and anger the Gods have drowned all but the magical land of Arborea (which is probably a good thing because that's where your house is!).

### Merry men

You are Prince Jarel and in an effort to take the reins of Chaos and bring it under control you must recruit a band of trusty companies and take

them on an adventure the likes of which they've seen before (I should be writing film scripts!).

So then take your mouse in hand and traverse the 16,000 individual locations as you desperately hunt to find the four Crystals of Harmony and restore them to their

sacred shrines.

There's everything you would expect in an RPG, loads of magic, enemies, a healthy dose of strategic fighting to have a go at. There's even some "brain teasing" puzzles thrown in to mess you about a bit.

### Keep at it

Crystals of Arborea is one of those games you have to get into before you get any enjoyment from it. Initially you may be thinking that you're getting nowhere, and by that stage you'll probably be quite right in doing so, but perseverance will soon have you finding something new and interesting that will open up a whole load of new avenues.

The graphics and sound are up to a high standard, although the game is by Silmarils of France so that goes a long way towards explaining that as these guys never do anything by halves. There's an awful lot of trees out there but at least they're well drawn!

Paul

I actually like this game and for a tanner you shouldn't knock it. Daze are doing the business with their budget at the mo and deserve to be commended for their efforts and hard work!

COMMENT



● These are the guys that have to do it. It's up to them to get the Crystals back to their proper homes and restore Good to its rightful place ahead of Evil



● This map will help guide you around Arborea, pointing you in the direction of many useful things including people to bump into and recruit

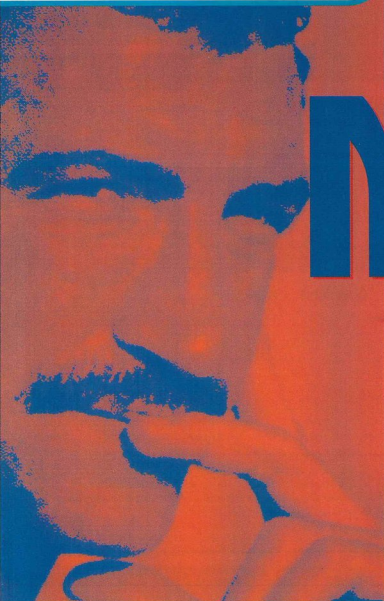
PUBLISHED BY DAZE/GAMES WORTH PLAYING

PRICE: £9.99 1 DISK

CONTROL METHOD: MOUSE 1 PLAYER

OVERALL  
82%

# CHAMPIONSHIP MANAGER



## Domark end the Premier League with a superb football game.

There were two schools of thought that arose from the original Championship Manager game. The first is that the game is too slow to be playable, with long pauses holding up the action for silly amounts of time. The second is the one that it is an extremely playable and absorbing management simulation that once you get into it you'll soon forget the game's little problems.

Thankfully I'm definitely of the latter, which is probably a good job as I've now got to embark on a four page review of the '93 edition! Management games come and go and all have their plus and minus points. First time around CM was a statistical dream. Gone were any fancy graphics which have never been done well in this type of game anyway, and in were massive amounts of fictional player data for

teams in all four divisions. If you started off with a lower division team you never really had a chance of taking them to the top and winning everything. The idea was to do well with such a team before progressing onto one of the big boys where you would have a chance of major honours.

From a personal experience I originally started with Stockport and after a couple of seasons moved on to Swindon who were in Division 2 at the time. After a two season promotion push and a year in the First Division it was off to Manchester United where they had the

**1ST  
ACTION  
AT RATED**

● Scout report - a new feature for the updated version

REPORT ON HAVNE ALLISON OF BRIS			
SCOUT PRESENT	GARY PRICE		
OPPONENT'S	NOTES C		
SHIRT / FITNESS	NO.14 / 100%		
PLAYED	6 MINS		
RATINGS	-		
GOALS	0		
BOOKED	-		
SENT OFF	-		
INJURED	-		
LAST 5 GAMES	- 7 - - -		
	OTHER SCOUTS		
	NONE		
	APPROACH 2		NO

● The results begin to pour in. How did you fair this week?

## Latest Results

TODAY'S RESULTS  
WEEK 9 SEASON 1

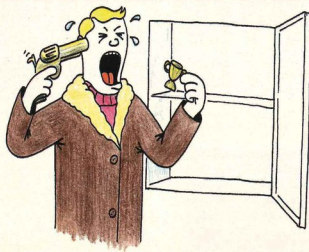
4.41

D2 W.B.A. 1 LUTON 2  
D1 SUNDERLAND 0 OLDHAM 2  
D1 PORTSMOUTH 1 MIDDLESBORO 0  
D2 SOUTHEND 2 BRISTOL R 1  
D3 BARNET 1 SCARBORO 1

4.42

D1 MILLWALL 1 BRENTFORD 0  
D1 CHARLTON 3 OXFORD 2  
D1 BARNSELY 1 WEST HAM 3

## FUN SPOT



# CHAMPIONSHIP TRANSFER '93

STOCKPORT Transfer List						REC
NAME	CLUB	AP	GL	AV	R	VALUE
BOE	STON VILLA	1	0	6.00		250000
HOB	STON VILLA	46	2	5.85		250000
HAL	MAN UTD	0	0	---		TO LOAN
BUTTON	NORWICH	22	2	5.82		TO LOAN
HARKES	SHEFF HED	29	3	5.72		500000
JEMSON	SHEFF HED	20	4	7.95		TO LOAN
REGIS	COVENTRY	44	11	5.91		200000
ROSSIETO	COVENTRY	29	4	5.93		500000
GALLACHER	COVENTRY	35	3	8.24		TO LOAN
HAY	BLACKBURN	12	0	6.08		TO LOAN
HOLLOWAY	Q.P.R.	40	0	6.70		TO LOAN
ALLEN	Q.P.R.	11	5	5.36		TO LOAN
FERDINAND	Q.P.R.	28	10	7.63		3200000
FENICE	Q.P.R.	19	3	6.16		TO LOAN
HINTERS	IPSWICH	0	0	---		TO LOAN

● If a player's what you need, you'll find him on here

EXIT +SCR

cash, players and supporters to mount a serious challenge. Anyway I got relegated! Bland as it may have sounded, I've just summed up about three months' play in a single paragraph there in an effort to get across just how much I've actually played it. Needless to say, there was nobody going to beat me in a fight to review this!

The remainder of this review is going to concentrate mainly on the massive number of changes and tweaks that have been made to the

'93 update as there seems little use in rehashing old material. The first and perhaps most significant is that the game now has the option at the beginning to be played with factual data on all the current crop of footballers out there.

## The big league

The divisions are now named correctly with the Premier League now being incorporated as well as the Coca-Cola Cup. Each team (yes even teams like Chester and Don-

## WHAT'S WHAT AND WHERE

1. First team squad										6. Reserve squad	
Trns	Staf	Leag	Fixt	Acc	Info	Rsrv					
1	BARRAS T	D	C		4	ODIA R					
2	BEAUMONT C	D	C		4	HALL T					
3	CHRISTIAN J	D	C		4	WHEEL A					
4	EDWARDS N	D	C		4	WILLIAMS P					
5	FRANK D	D	C		4	WILLIAMS B					
6	FRANCIS K	D	C		4	WILLIAMS P					
7	GRANON J	D	C		4	WILLIAMS P					
8	PAWELC D	D	C		4	WILLIAMS P					
9	HACCORD B	D	C		4	WILLIAMS P					
10	MILLER D	D	C		4	WILLIAMS P					
11	MOORE C	D	C		4	WILLIAMS P					
12	PREECE A	D	C		4	WILLIAMS P					
13	REDFERN D	D	C		4	WILLIAMS P					
14	STOKES G	D	C		4	WILLIAMS P					
15	GOAL DISP	D	C		4	WILLIAMS P					
DONE						DEFS MIDS ATTS					

1. First team squad

4. Player select

2. Correct names

5. Penalty takers

3. Player breakdown

6. Reserve squad

Stockport Info		PRINT HIST RECS	
GENERAL	CLUB RECORD	CLUB RECORD	CLUB RECORD
MANAGER	MANLYV	THE FA CUP	THE FA CUP
BOARD	SEN	DOUB NOT WIDE	DOUB NOT WIDE
CAPACITY	5000 (23)	THE COCA-COLA CUP	THE COCA-COLA CUP
OWN	0	1ST ROUND	1ST ROUND
INTS	0		
U-21	0		
LEAGUE RECORD		THIS SEASON	
1ST	5TH	AVERAGE ATTENDANCE	8799
2ND	5TH	BEST AVERAGE RATING	
3RD	5TH	BEST AVERAGE RATING	
4TH	5TH	HIGHEST DISCIPLINE	

● You can get all the juicy gossip on your team from this page

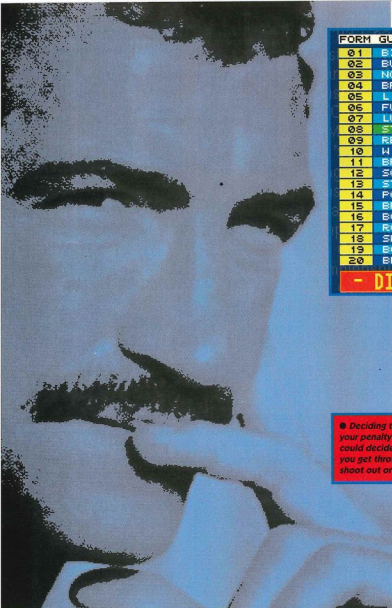
DONE

Stockport Fixtures			
01 FOGGIA	02 BRADFORD	03 SWANSEA	04 SWANSEA
05 BOLTON	06 HOTTIS C	07 STOKES	08 STOKES
09 BURNLEY	10 BURNLEY	11 LORSENT	12 LORSENT
13 BURNLEY	14 BURNLEY	15 BURNLEY	16 BURNLEY
17 BURNLEY	18 BURNLEY	19 BURNLEY	20 BURNLEY
21 BURNLEY	22 BURNLEY	23 BURNLEY	24 BURNLEY
25 BURNLEY	26 BURNLEY	27 BURNLEY	28 BURNLEY
29 BURNLEY	30 BURNLEY	31 BURNLEY	32 BURNLEY
33 BURNLEY	34 BURNLEY	35 BURNLEY	36 BURNLEY
37 BURNLEY	38 BURNLEY	39 BURNLEY	40 BURNLEY
41 BURNLEY	42 BURNLEY	43 BURNLEY	44 BURNLEY
45 BURNLEY	46 BURNLEY	47 BURNLEY	48 BURNLEY
49 BURNLEY	50 BURNLEY	51 BURNLEY	52 BURNLEY

● It's Stoke next week and it's a vital three points that must be gained

Week 9			
SATURDAY FIXTURES	WITH TABLES	FIXTURE INFO	
CLUB DETAILS	MATCH REPORTS	FIND PLAYER	BOARD DESIGN
MANAGER JOBS	NATIONAL SQUADS	NEW PICTURE	SAVE GAME

● The main menu lets you access everything at the click of a mouse



FORM	GUIDE	DIVISION 2	HOME	AWAY	LE	BOARD	%
01	BIRMINGHAM	XX	MMH	01	5.9		
02	BURNLEY	XXH	XX	02	6.9		
03	NOTTS C	MMH	LL	03	5.2		
04	BRISTOL C	MMH	XXL	04	6.0		
05	LORIENT	MMH	DL	05	5.9		
06	FULHAM	LXX	XX	06			
07	LUTON	DL	DDL	07			
08	STOCKPORT	DDL	LH	08			
09	READING	DL	WLD	09			
10	H.B.A.	XX	XXX	10			
11	BRISTOL R	LHX	LH	11			
12	SOUTHEND	XDD	XX	12			
13	STOKE	XLH	XX	13	5.7		
14	PORT VALE	LH	DXH	14	5.7		
15	BRADFORD	LXX	HL	15	4.9		
16	BOLTON	XXL	DL	16	6.5		
17	ROTHERHAM	XX	LLL	17	4.2		
18	SWANSEA	LL	XXL	18	5.7		
19	BOURNEMOUTH	LL	LDL	19	4.1		
20	BRIGHTON	DL	LLL	20	3.2		

● A quick view of every team's form both home and away. Invaluable in planning strategies

- DIV

Penalty Takers

• A quick view of every team's form both home and away. Invaluable in planning strategies

## Stockport

NAME	GLS	NAME	GLS	OPTIONS
N. FRANCIS	2	D. FRAIN	0	HAVE UP
A. FREEST	1	D. KNOWLES	0	
P. WHEELER	0	M. WALLACE	0	HAVE DOWN
P. HARD	0	C. BEAUMONT	0	
N. EDWARDS	0	C. MOORE	0	USE FACTFILE
D. REDFERN	0	L. TODD	0	
T. BARRIS	0	P. WILLIAMS	0	
STAIRS	0	P. WILKINSON	3	
ION	0			SHOW GOALS
IER	0			
JAMES	0			SHOW ALL
JAKS	0			
IRD	0			

Deciding the order of your penalty takers could decide whether you get through a cup shoot out or not

Done

• Deciding the order of your penalty takers could decide whether you get through a cup shoot out or not

Done

caster) has the correct player names and positions of the current first team squad. Not only that but each of these guys also has a correct playing history including which clubs he's played for, and when and how many goals he scored in a particular season during his career. You are also given his average rating.

It is only when you start wading through all these piles and piles of

stuff that you begin to realise the stupid amount of research that has gone into making the game. The poor bloke responsible for typing it all in is a chap called Andy Haynes, who really should have a justifiable gripe at the Collier brothers for forcing him to do it all! Ah well, it's a job I suppose. Poor beggar!

The real names help to add a touch of realism to the game and as

all the players have the correct ages it is only a matter of time before they get so old they have to retire. The program also has a decent generator which will keep quality players coming into the game even when the Giggs, Shearer's and Barnes' have long gone. Of course there is no way without an awful lot of cash that you'll ever be able to prise guys like this away from their clubs, but who knows, you may one day be managing such a team. Or if you wait long enough you may be able to pick them up for next to nothing when they get into their 30's. There's nothing like having a Peter Reid style war-horse in your young inexperienced side to pep them up with

a little of his influence and knowledge. Everything means a little something in this game.

**Contented continentals**

Another big addition is the inclusion of foreign players into the transfer market. A wide variety of continental footballers can be poached from their clubs. These tend to be more of the Scandinavian, Russian, Ukrainian type rather than the big name Italian or Spanish stars. A foreigner in the side will be expensive in both transfer fees and wages and isn't always a guaranteed success story, but they can certainly help to bolster your flagging squad if they

### Division Two

### From Victoria Ground

16

## Stockport

CONTINENTAL

03	09
04	10
01	05
02	07

• The match is underway and Cranson is putting himself about a bit

• A change has to be made to your formation because No.8 has had to go off

### Williams injured by Cranson

#### STOKE

0

Attacking...

CHANCES : 1

DEF

MID

ATT

#### STOCKPORT

0

Defending...

CHANCES : 0

DEF

MID

ATT

Championship Manager  
Manager '93 Champion

ARSENAL	✓	TOTTENHAM
BLACKBURN	✓	WIMBLEDON
C.PALACE	✓	MAN UTD
CHELSEA	✓	LEEDS
EVERTON	✓	N.FOREST
IPSWICH	✓	Q.P.R.
LIVERPOOL	✓	COVENTRY
	✓	SHEFF UTD
	✓	MAN CITY
	✓	ASTON VILLA

CLICK MOUSE

Those major enhancements continue with a bit of an overhaul to the scouting/trans-

Sound still involves dodgy crowd noises during the match, but that's about your lot.

Don't forget there are two ways of buying this game. The first is to go down to the shop and get it over the counter. The second option is to upgrade your original Championship Manager by sending the original disks plus £7.99 to the guys at Inteltek who can be reached at:

**Championship Manager '93,**  
**Intelek, PO Box 1738,**  
**Bournemouth, BH4 8YN.**

It's worth the money and you could be helping a new development team on their way to success. **Paul**

**Paul**

**Championship Manager in this form is really just what it should have been first time around. What you have now is a good game made better by its enhancements. If you're upgrading then this is pretty much a bargain. If you're a first time buyer then obviously it's a lot more money, but if you're into management then you're daft if you leave this one behind.**

One final tweak worth mentioning is the addition of new tactics and also the ability to name a third sub – a goalie, if you are manager of a Premier League side.

There have been no changes to graphical content. The same easy to operate mouse controlled menu system works just as well as it did in the original with all the options being easy to find and click through.

**2ND OPINION**  The guys at Inteltek have put an awful lot of time and effort into this follow-up. The research must have been a major nightmare. At first sight, the game is pretty similar but a closer look reveals many a subtle change and improvement tucked away in there. These guys are worth supporting and Domark are on to a winner and deserve the forthcoming success.  Jason



**PRICE: £29.99/£7.99**



1 person to 4 people

**DOMARK**  
☎ 081 780 2222

**GRAPHICS: 40%**

**OVERALL:**

**92%**  
**INFO**

STOKE		0	STOCKPORT	
HT 0-0				
01	R. SINCLAIR C	5	01	N. EDWARDS C
02	R. GOULDOOZE	6	02	B. WILLIAMS
03	J. BUTLER	7	03	J. CARESTAIRS
04	L. SHANDFORD	8	04	P. WILLIAMS
05	V. OVERSON	9	05	D. MILLER
06	T. FINE	10	06	C. SEARUMONT
07	T. CRANSON BK	6	07	B. MCCORD BK
08	A. RUSSELL	7	08	P. WILLIAMS LJ
09	D. KEVAN	8	09	A. FREEZE
	EIN	9	10	K. FRANCIS
	ESTON	6	11	P. WILKINSON
	LEV	7	12	D. PERAIN
	AK	5	14	P. WARD
		60%	DEFENCE	-
		53%	MIDFIELD	-
		28%	ATTACK	-
		9	ATTEMPTS	-
ATTENDANCE	-	7171		

● The game's statistics come through at the end of the game showing you the man-of-the-match

## Stockport Staff

**SACK**

MANAGER	
PAUL MCNALLY	
AGE	35 YRS
CHARACTER	CONFIDENT
REPUTATION	UNKNOWN
BOARD	60%

TEAM COACH	JOHN SAINT
AGE	51 Y
CHARACTER	THOU
ABILITY	FAIR

LEAGUE SCOUTS	
MATT MCGIVEN	
AGE	35 YRS
CHARACTER	RESPONSIBLE
ABILITY	FAIR

CLUB PHYSIO	
GAVIN WALTER	
AGE	55 YR
CHARACTER	UNSEL
ABILITY	FAIR

● The County back room staff in all their glory. There's plenty of room for improvement mind

YOUTH SCOUT	
CHRISTIAN BART	
AGE	50 YR
CHARACTER	WITHD
ABILITY	FAIR

**DONE**



# THE

Three incredible games that all received the coveted STA1 Rated award for the measly sum of £30.99.

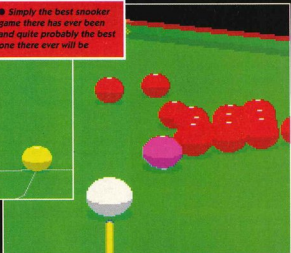
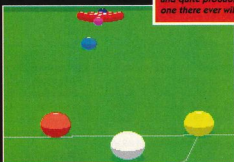
## 1 Jimmy White's Whirlwind Snooker

**T**his game was based around one of the world's most loved snooker characters and it delighted audiences everywhere when it was released almost a year and a half ago. This simulation allows you to repeat almost anything you see on the baize and bring it to the comforts of your own home.

The actual table can be viewed from any angle which includes zooming in from the left and right, and also elevating the table to the desired height. An open plan view which displays the complete table and the position of each ball can also be viewed whenever necessary.

As in real life, good cue ball control is vital if you are ever going to finally beat the master himself. Jimmy White's Snooker gives you complete control over the white ball and allows you to put top spin, side spin and even back spin by positioning a small cursor over a graphic representation of the cue ball. You can even mis-cue the ball if you forget to put

● Simply the best snooker game there has ever been and quite probably the best one there ever will be



enough chalk on it before you take a shot.

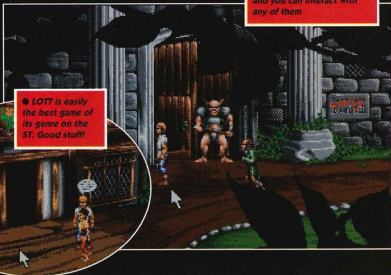
There's absolutely loads of things to take into consideration such as cue ball position, correct power, swerve shots, match stats, high breaks and even three computer controlled characters before you finally meet the great man himself. All in all, an absolutely amazing game!

## 2 Lure of the Temptress

**A**s adventure games go, this is by far one of the best examples you could find across any format. Even the mighty PCs are hard pressed to better this incredible example of ST programming.

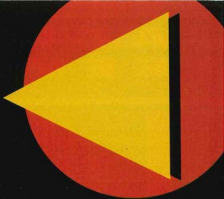
You play Diermot, an unwilling hero, who has found himself in a spot of bother. After being mistakenly taken along with the King's armies, you slipped off your horse, banged your head and remained unconscious

● All the characters in the game are beautifully drawn and you can interact with any of them



● LOTT is easily the best game of its genre on the ST. Good stuff!

# GREATEST



for the rest of the battle. The result of the massacre was terrible – the King has been killed and you've been imprisoned in a small, dark cell all on your own.

As far as you know, you are in the region of Turnvale. A dingy cell surrounds you and you can see a small bed in the light of a torch that burns brightly on the wall. Every so often a Skolr guard looks inside to check on you.

After escaping from the cell, you must now go about finding what you must now go on your mission. There are many people in Turnvale who will help you,

some needing a little bit of persuasion!

Everything is done via the usual point and click system so examining objects and talking to people is very easy to do. An exciting feature in Lure Of The Tempress is the Virtual Theatre.

What this basically means is anyone or thing in the game has their own life and they will happily go about it without much fuss. So conversations and locations will always change.

Superb graphics and atmospheric sound effects combine to make this an excellent addition to your collection.



● The shop is a useful place to both buy provisions and pick up a little gossip

## 3 Shuttle

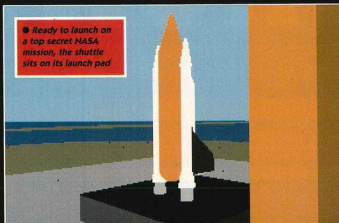
This game is still as scary as it was when it first came out. You'll need to be a serious simulation boffin to get anything out of this little beauty. There's a manual the size of Manchester and the original box could be bolted onto a bar and given to Russian weight lifters in the Olympics!

I suppose you don't really need to know this but you get to fly the American Space Shuttle. The great dream. The hopes of a nation of people is now in your hands to crash it. Apparently the game is a realistic sim of the real thing, but then again, we wouldn't really know because nobody here has ever been in one.

There's a mil-

lion and one controls and a million and two different views to see what you're are doing. If you really fancy opening the payload doors and launching satellites, as well as performing the odd top-secret mission for NASA then you won't have seen anything quite like Shuttle on the market today.

It is a strange but more than worthy addition to this package. You'll have to devote a healthy section of your life to it if you want any success, but if you're prepared to sacrifice this then you'll love it.

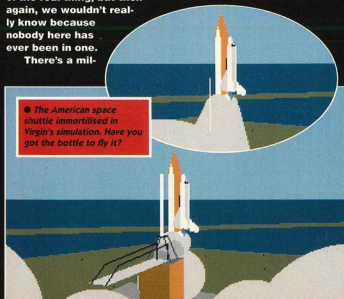


● Ready to launch on a top secret NASA mission, the shuttle sits on its launch pad

## The Greatest Virgin £30.99

This has to be one of the best value for money packs available. The three games all received STA1 ratings and can be classed as the best examples of their genre. All contain excellent graphics and the sound is equally impressive. The best thing about this pack is its longevity. You'll get into each game pretty quick but you won't be able to get out as easily! Jason

93%



● The American space shuttle immortalised in Virgin's simulation. Have you got the bottle to fly it?

# ACTION REVIEW

● Don't ever be under the illusion that this big bird is as harmless as a parrot! You'll get more than a peck off this!

● A shield of stars around you means you are temporarily invulnerable from harm. Travel as quickly as you can!

# RISKY WOOD

**Electronic Arts burst back onto the ST scene with a platform stormer that could set a new standard in an overcrowded gaming area!**

**IF YOU GO DOWN TO THE WOODS TODAY...**



1. Rescued monk
2. Transports you back
3. Contents of chest
4. Coins collected
5. Eye Keys collected
6. Rohan the Warrior
7. Time remaining
8. Lives and energy

**W**e had this game on a coverdisk demo a couple of months back and I'd already played the Amiga version and liked it. However, I was more than a little apprehensive about a transition to the ST.

The demo was good and certainly looked the part and this helped to ease my tension, but that wasn't good enough. The boxed version came through the post and I claimed my rightful prize to review it immediately.

**COMMENT** This is a whisker from being a classic. Let's be honest there have been a number of sub-standard releases of late but I genuinely enjoyed playing this. It's one of the best looking games for a while and it has the playability in there as well. Sure it's extremely frustrating, but this all works in its favour as you still play it regardless. A smart little platform game that comes highly recommended!

● The undead have never been the friendliest of species to get on with and this escapee from Thriller is a prime example

● Jumping to this platform will take you to a chest which can be opened to reveal loads of goodies you can pick up

# DS

The game itself, although marketed by EA, is coded by Dinamic. These guys you may remember from the impossibly difficult Army Moves and Navy Moves.

Now they're back and is Risky Woods too easy? What do you think? Well it doesn't really matter what you think because you won't be able to change anything!

## Risky business

Be warned now Risky Woods is difficult, frustrating and it hurts your fire-button finger, but above all it's a smart little game. There are bound to be people who complain at the difficulty and throw their joystick around the room.

You'll have to judge for yourselves whether I'm

speaking from personal experience but these same people would still have a good moan if they completed it within a day!

Risky Woods is one of the few games of today that comes on just one disk.

The packaging is very impressive and features some of the best screenshots you could get on its glossy cover.

Okay, they're not from the ST version but they're not too far off in this case, which makes a welcome change.

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

● Chests can be opened by repeatedly firing your weapon until they crumble away revealing their contents

● Left: Each enemy you kill leaves behind a coin that you can collect and spend at the shop at the end of a level

● Below: Stepping on these logs will spring a trap that will send a large boulder crashing on your head



## FUN SPOT



● Having opened the chest it's time to choose which objects to pick up and collect. Some are good, some are bad!



● Rohan jumps, taking a couple of hits in the process. Watch your energy bar at the bottom of the screen



● Rohan has just picked up a shield so that skeleton creeping up behind him can cause him no harm

This game is a sort of cross breed shoot 'em up and arcade adventure. You control Rohan - a young warrior given the task of freeing all the monks who have been turned to stone by the forces of evil. Now evil minions roam the Woods freely and you have to alter all of that.

### Woody Allen

The best thing about the game is that it is so easy to pick up and play because it's basically just frantic action.

Rohan will be attacked from all sides as he moves from left to right and to start off with

throwing knives will be his only weapon.

Killing most enemies will force them to drop a coin. Collecting these coins is extremely important as you can spend your booty in the shop at the end of each level.

Having said that, it isn't always as easy as it sounds to pick everything up while



## ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:  
ELECTRONIC ARTS  
0753 549442

SOUND: 70%

GRAPHICS: 83%

OVERALL:

85%

INFO

## YOU'RE SURE OF A BIG SURPRISE...



● **ARROW:** There's a bit of risk here. Picking this up will give you either 10,000 points or send you back



● **CROSS:** A guaranteed winner. The cross will top up your points tally by a whopping 10,000 points!



● **SANDGLASS:** As the sands of time run out you'll need a little extra. Collecting one gives you an extra minute



● **APPLE:** The apple is a bit of problem. 10,000 points could be yours, but there's also a chance of being put to sleep



● **HEART:** Useful when it comes to needing a little extra top up energy. This will give you three notches of juice



● **STAR:** Collecting this bonus or the **MOUTH** will give you an extra 5,000 points. Useless but fun nonetheless



● **SKULL:** Pick this up at your peril. Doing so will cause you to lose an incredible six notches of vital energy.



● **THUNDERBOLT:** This is the shield you seek to make you immune from harm. At least for the time being



● Jumping up is essential to kill off some of the more persistent beasts. It's the only way of getting there first



● Well, the stage is nearly completed. All that remains now is to find the last monk to rescue from his stone



you're being attacked from all sides!

At the shop you'll be able to buy a variety of new weaponry as well as topping up your energy. When you lose a life on a level though you'll lose your coins which can be very, very annoying if you're seconds away from the store!

## Woody Woodpecker

At the bottom of the screen there is a status panel that will keep you informed of the necessities of life. This includes how many coins you have and how many more monks you still need to free on the current level.

When you come across a monk and manage to set him free he'll break away from his stone cast with a spectacular burst of energy. You have to be a little careful though because some of them are bad monks and will knock off some of your energy.

My only gripe with the game is that it can get incredibly frustrating, especially if you are playing with a joystick. Jumping can be an absolute nightmare espe-

cially if you leap into a creature trying to get across a chasm. It's extremely possible to lose all of your remaining lives in the space of about 30 seconds!

A strict time limit will also cause you problems but opening chests will sometimes find you objects of great use.

## Woody from Cheers

Contained within these magical boxes you'll find a variety of objects including egg-timers which will give you an extra minute of time to magic apples which will either supply you with 10,000 points or send you to sleep for a short period, thus wasting your time away.

Watch out for Risky Woods, I've got a sneaking feeling it's going to do very well indeed on the ST! Paul



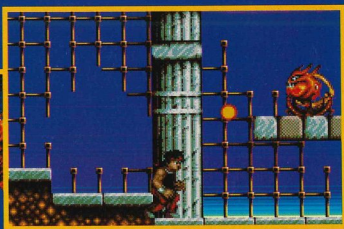
● The guardians of the Eye-Keys are pretty easy to dispose of as long as you are careful. Try to avoid getting hit because the fire seriously hurts!



● Trying a precarious balancing act with one foot is never the best of ideas. Especially with all those bad guys in the vicinity

**“** I think I found it easier to play than Paul because I prefer to use the keyboard which allows a simpler control method. Risky Woods is immediately playable and successfully combines big, colourful graphics and absorbing gameplay to offer you instant addiction. The 50hz/60hz feature also adds to it if you have a monitor to play on. Splendid stuff that deserves success! Jason

## 2ND OPINION ”



● Another guardian has set his sights on scorching you to death. This one is slightly trickier to kill because of his safe position on the platform

● Lots of fire and vicious zombies inhabit this level. Watch out for the ghostly heads that fly from the evil zombie

# METAL MUTANT

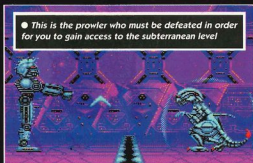
The budget pages have been subjected to a slight change this month due to the quality of the three incredible games being reviewed.

The best game on offer this month is the incredible Metal Mutant. Released quite a while ago by Silmarils, this was well received by the Press because of its originality and dedication to detail.

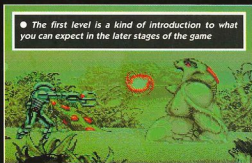
Fortunately, this is still the case now as it offers excellently crisp graphics, atmospheric sound and enthralling gameplay.

## Create a borg

You take control of a new era in technology - a battle machine that is virtually indestructible and can transform into three borgs. After being sent to Planet Kronox



● This is the prowler who must be defeated in order for you to gain access to the subterranean level



● The first level is a kind of introduction to what you can expect in the later stages of the game

to search out and destroy the evil Arod 7, you are now aware of your mission and the dangers it holds.

The Cyborg is the most humanoid of the three, visually similar to a kind of Robo-

cop incident. His main emphasis is on hand to hand combat as he is armed with a piercing fork and a death-delivering battle axe. As he walks upright, he can also move quickly and is the only droid capable of jumping and using a grapple hook.

The dinosaur is based around the Tyrannosaurus Rex and packs a mean punch. He walks on two legs and can destroy anything with a combination of fire (delivered through the mouth or tail), hypnotic eyes and an incredible bite. He will also have the ability to launch a remote flying robot from his back later in the game.

The last but most practical of the droids is the tank. Pottering along like Number Johnny 5 from the Short Circuit films, he can fire his laser gun in five horizontal and vertical directions, use a rocket launcher and also emit radar signals from his head. Very versatile don't you

agree?

The chap you are hoping to find is situated at the end of four very long levels. Each level is set over a different section of the planet and they each contain some brain-taxing puzzles. The puzzles range from obstacles to creatures and they all must be dealt with in order to progress.

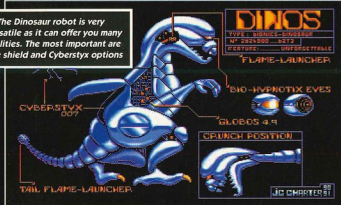
Some screens cannot be passed until you clear them of their inhabitants. This usually means you have to shoot the hell out of something big and ugly! Various numbers will have to be shot and choosing the right robot is vital.

Various accessory chips can be found scattered about the levels, occasionally held by rogue creatures. Collecting them will give you an extra feature that can then perform at any time. A small diagram will appear when you pick it up detailing the joystick position that activates your new found skill. Jason

“Metal mutant is an outstanding debut budget release by Daze Marketing and is easily one of the best budget games available on the ST. Buy it and be prepared for an incredible gaming spectacular!”

## COMMENT

● The Dinosaur robot is very versatile as it can offer you many abilities. The most important are the shield and Cyberstyx options



PUBLISHED BY DAZE/GAMES WORTH PLAYING

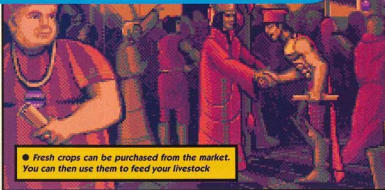
PRICE: £9.99 1 DISK

CONTROL METHOD: JOYSTICK 1 PLAYER

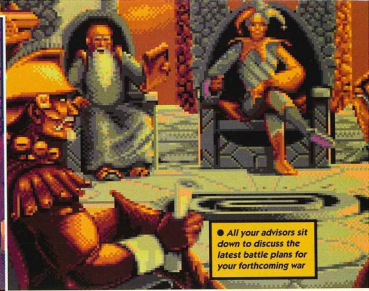
OVERALL

92%

# BUDGET ACTION



● Fresh crops can be purchased from the market. You can then use them to feed your livestock



● All your advisors sit down to discuss the latest battle plans for your forthcoming war

# STORM MASTER

Daze's budget bonanza continues with this classic God game re-released on their new cheapo label - Games Worth Playing...

This came out at roughly the same time of '92 as *Populous II* and for some it may have even bettered the classic *Bullfrog* game. Groovy graphics and that special *Silmarils* presentation pushed it away from the normal run-of-the-mill games and made everybody look at least twice at the product on show.

The thing about this stuff is that you generally have to be prepared to wade through a huge manual. Even then, for your first couple of games, chances are you'll be completely obliterated.

If you can stick out the trauma and not instantly demote the game to the back of your disk box then many an hour can be whiled away once you get involved.

Anyway, on with the show and the show involves a battle between two islands. Now these islands are on a far off planet where to cut a long story short it is very windy. Basically what you have to do is design air-ship type vehicles, test 'em and fly them across on the windy currents to your enemy's

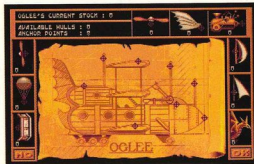


● As you can see the two islands are situated close to each other. What you can't see are the horrible winds!

island, destroy a bit and fly back. Of course, life is never that simple and you have your own population to feed, intelligence to gather and religious ceremonies to perform.

## Ian McCaskill

Designing ships is one of the key elements to the game. You get to work actually on the drawing board positioning key parts. Once you are happy with the design you can go to the test field and watch the experiments being carried out. If they are successful and the ship flies, then you can put it into production and



● Designing a good ship is the key to success in battle. A bad ship generally means a dead pilot!

There hasn't been one mention of wind in here which is quite an achievement! However, SM created a gust in the office first time around. At £12.99 this is well worth buying if you haven't already got it.

## COMMENT

start to construct them for your forthcoming battles.

Graphically this game could well blow your head off. All the other God games tend to be well presented but this just seems to have a little extra class. From a personal point of

view, I don't find it as interesting as *Populous II*, but to an extent, it isn't really fair to compare the pair of them as they are different. Storm Master was a smart product originally. Now it's at a budget level it's certainly worth seeking out. **Paul**

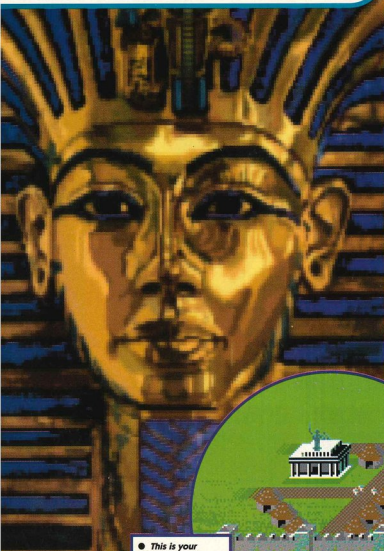
PUBLISHED BY DAZE/GAMES WORTH PLAYING

PRICE: £12.99 1 DISK

CONTROL METHOD: MOUSE 1 PLAYER

OVERALL

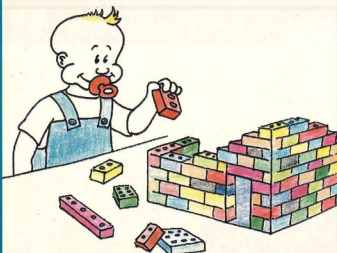
# 84%



● This is your flourishing city. Everything you build here will increase your status



## FUN SPOT



# CIVIL

**Sid Meier will go down in gaming history for his innovative ideas.**

**W**hen *Railroad Tycoon* first emerged more than a year ago, Sid Meier was a name that very few ST people would have heard of. However, the game was so original and in turn successful that any new product bearing his name deserves immediate attention.

With *Covert Action* still in the pipeline for an ST release, Meier's *Civilization*

has arrived. There's not exactly been tons of publicity, but never the less, it's on your shelves as we speak.

Has the great man done it again? The answer is a definite yes. *Civilization* attempts to take the theory behind God-games a little further and begins to mess around with the evolution of a small tribe in the year 4000BC. You are the Emperor of the tribe (which you can choose at the beginning from a range of guys like Egyptians, Romans and Germans).

Starting off as a small band of settlers (and we're not talking indigestion relievers here). You'll have to find a suitable site to form your first (and what will eventually become your capital) city.

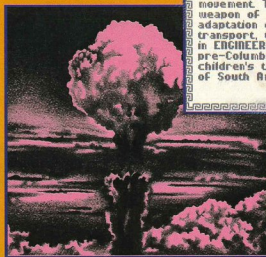
### Barratts

On screen hints will come up near the start of your game and you'll generally be informed when you discover a decent site to build on. Once you've got a dwelling underway it's a case of nurturing it into a prosperous megapolis (look it up!). Having said that this game isn't just about one city, it's about...well...a civilization. Expansion is the key. You must go forth and multiply as someone dead famous once said.

Empire building is all well and good but part of the fun is generally treading on somebody else's toes. To get anywhere in this game you'll



One of the five great simple axle greatly increased the animal could pull by lowering movement. The WHEEL was a weapon of war after its introduction. The Chariot. In transport, the WHEEL became an ENGINEERING and in the Industrial Revolution. The WHEEL is a child's toy, partly because of South America made it lo



# CIVILIZATION

## ACTION

**PRICE: £34.99**

**CONTROL METHOD:**

**NO. OF DISKS:**

**NO. OF PLAYERS:**

**PRODUCED BY:**

**MICROPROSE**

**0666 504326**

**SOUND: 67%**

**GRAPHICS: 75%**

**OVERALL:**

**90%**

**INFO**



● Once you have nuclear capabilities you are very dangerous

**NUCLEAR FISSION** occurs when a fissionable atomic nucleus absorbs a neutron, becomes unstable, and splits into two new nuclei. In the process, tremendous energy is given off as heat, light, and radioactivity. The first use of **NUCLEAR FISSION** was in warfare, where the heat and shock wave of uncontrolled fission produced an unprecedented weapon, the atomic bomb. Later, controlled **NUCLEAR FISSION** was employed to provide enough heat to power the generation of electricity in a **NUCLEAR POWER** Plant. The dangers and risks associated with **NUCLEAR POWER** have so far limited its employment.

have to put the nice side of you away and do a bit of conquering. I mean what's the point in developing all that technology and then not pillaging a village or two? If you can come up with a civilization containing however many cities and outposts that can keep up with technology of other races then you'll have a chance of survival. Fail and you'll be obliterated along with the likes of the Aztecs, Hittites and Belgians!

Despite the size of the manual, once you're into *Civilization* there really is no putting it down. It isn't all complicated to get to grips with. The art is in finding the strategies good enough to win it.

### Culture clash

Graphically and sonically the game is pretty smart. The tune (for chip music) is good and the graphics are better than the PC version. There are literally millions of decisions to make and ones that you make in 2000BC can still have serious repercussions a good 2000 years later.

A lot of people have been waiting for this game eagerly and the

“ This has to be the ultimate strategy game ever. Initial impressions are a bit off putting, and the graphics display, icons and the like are ever so confusing. However after an hour of struggling through the game, you'll suddenly find yourself understanding the play area. Don't bother trying before you buy, simply buy. Microprose value for money! Brad ”

fact that it is one meg only may well disappoint some of those said people, but for those of you who can run it, there is an experience here not quite like any other. If God-games are your forte then you're in for a treat when you get this one. Paul

● Inventing the wheel could prove quite useful to your people

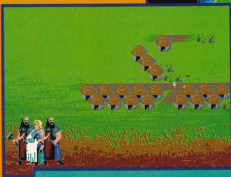
machines, the **WHEEL** and load that a human or g the resistance to also quickly turned into a vention, especially in e addition to its use in e a vitally important tool ustrial Age. In the e **WHEEL** only appeared in ise the mountainous terrain ss practical.

● This screen gives you information on any of your cities

“ I've peered over people's shoulders who've been playing other versions of this game and have to admit I've come away thinking "so what". However once I learnt exactly what it is I was supposed to be doing I was totally hooked. It's so simple in a lot of respects but everything you do effects something else. It's weird but totally wonderful. Another treat. ”

● This is your palace. Every time you please your people they will get together and build a new bit

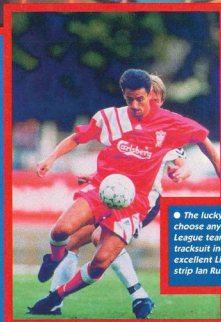
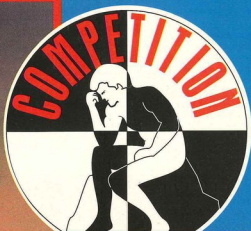
● The map of the Roman Empire you have created can be scrolled around easily



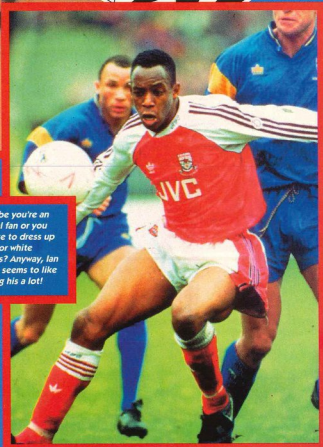
WIN A COMPLETE SATELLITE SYSTEM

# TOP OF THE

● A year's free subscription to Sky Sports is also included in the first prize package. How lucky are you?



● The lucky winner can choose any Premier League team kit or tracksuit including the excellent Liverpool strip Ian Rush wears



● Maybe you're an Arsenal fan or you just like to dress up in red or white clothes? Anyway, Ian Wright seems to like wearing his a lot!

PLUS 10 RUNNERS UP PRIZES OF CHAMP

AND A TEAM STRIP OF YOUR CHOICE!

# THE LEAGUE

## DISH OF THE DAY

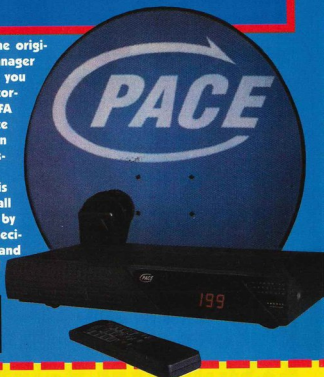
How would you like to win four hundred pounds worth of prizes? You would? Well, you've come to the right place. To coincide with the imminent release of Championship Manager '93, ST Action and Domark are offering you the chance to walk away with some incredibly smart football prizes.

As you will undoubtedly know, the live FA Premier League matches can only be seen if you have Sky TV so this is your chance to pick up an amazing multi-channel satellite system, complete with dish, decoder and all connecting cables.

The lucky winner will receive a year's subscription to the Sky Sports channel free of charge and also have a choice of either a full team kit including shirt, shorts and socks OR a complete tracksuit of any Premier League team. Ten runners-up will

each receive a copy of the original Championship Manager courtesy of Domark. All you have to do is predict the correct score of this year's FA Cup final which takes place on May 8th and then answer the tie-break question to the nearest mile.

The closing date for this compo is May 5th and all entries MUST reach us by this date. The Editor's decision is absolutely final and no correspondence will be entered into.



## I WANT TO WIN A SATELLITE DISH & A TEAM STRIP PLEASE

Questions & answers:

This year's FA cup final score will be.....

Team name of the tracksuit or kit you want  
.....

I would prefer a:

tracksuit ☐

or a team kit ☐ (tick as appropriate)

Guess the approximate distance between Manchester and Macclesfield. An A-Z will help you if you can borrow one from somewhere!

.....Miles

Name:.....

Address:.....  
.....  
.....Age.....

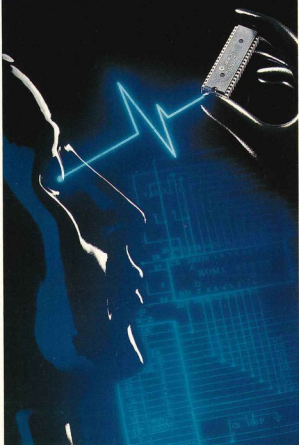
Send your entries to: I want to win a satellite dish or a team strip compo, ST Action, Europress Direct, PO Box 2, Ellesmere Port, South Wirral. Your entries must reach us by 8th May.

\* Please note the satellite dish shown is not the same model as the first prize

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

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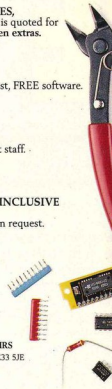
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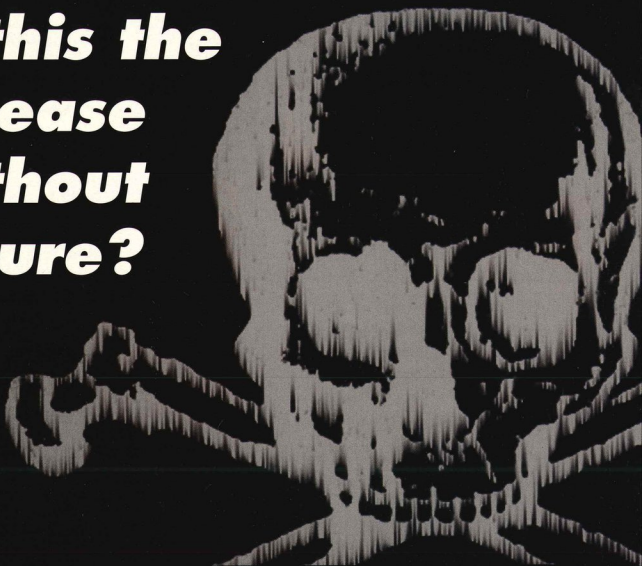
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# PIRACY

**Is this the  
disease  
without  
a cure?**



**F**irst of all, a big hearty thank you for all the excellently constructive feedback we received from last month's piracy feature. As we concentrated heavily on the effect this disease has on the software houses, we thought this month you would like to know what damage is done to

the retailers and you, the customer. Armed with a dictaphone and a wealth of knowledge, Jason Dutton set off on a quest for truth, justice and a few quotes from the general public. His journey ended at Game in the Arndale Centre, Manchester where he began to find out the truth about this seemingly incurable disease we know only as software piracy.





● Here we see the ever so helpful staff at Game in the Arndale Centre, Manchester



● Busy shops will be a thing of the past if piracy continues to grow at the presently alarming rate

**T**he first guys to come under the cosh were Jamie Tassell, the manager of the shop, and one of his senior consultants, Mark Lee.



● Is the future of floppy disk sales in jeopardy because of the boom in computer piracy?

**STA:** As respected members of the computer industry, how do you see the floppy disk market in, say, one years time?

**GAME:** Console sales are obviously increasing but because of a boom in the PC market we believe floppy disks will remain one of the front runners.

**STA:** If you had to blame someone for piracy, who would it be? Some people might say it's down to the big companies who are dropping out of the market, thus leading to a loss in faith from the general public. Others may credit it to a lack of parental guidance or playground pirates. What do you think?

**GAME:** Nobody can really accept the blame except the pirates themselves. It is because of their attitudes, companies are dropping the floppy disk market and heading

towards consoles where piracy doesn't effect sales.

**STA:** Do you think an increase in product quality would lead to a renewed surge in disk purchasing?

**GAME:** The current market has already proven that quality games far outsell inferior ones and thanks to magazines like yourselves, the consumer is aware of excellent games that justify the retail price.

**STA:** Would an overall improvement of the protection systems help deter the would be pirate or do you think manual protection is adequate enough?

**GAME:** In an ideal world, a copy protection system would be created that is both easy for the consumer to use and also eliminates any form of copying. Sadly this is not the case today and manual protection is the





best available system to stop the piracy. Thankfully companies are trying to create new methods of protection (for example, the dongle device on Robocop 3) but it will take time to create the right system.

Many companies include basic software protection such as manual protection or code wheels in an attempt to deter the common pirate. Although professional pirates would be able to overcome this, it does stop the base level problem (friends copying games from one to another) from getting out of hand. Many companies still do not use these forms of protection and still leave the software arena open to abuse.

**STA:** How much of a drop in sales figures can be associated to piracy?

**GAME:** It is very hard to determine 'lost' sales caused by piracy because it is such a vast operation. It varies from two friends exchanging games between them to full scale production of pirated games for mass marketing. Luckily, most people are honest and satisfied to buy the original game from an established retail outlet, knowing they have full after sales support and a shop that still exists when they have a problem with the product!

**STA:** Do you think the "try before you buy" cliché is slightly misleading and literally invites pirates to copy games?

**GAME:** Not many computer outlets allow people to actually purchase computer software on a trial basis because it is such an open invitation to piracy.

**STA:** If asked, would you demonstrate a game thoroughly to a potential customer? If no, why?

**GAME:** We always try to demonstrate games to a potential customer for several reasons. Firstly, we feel it gives the customer the chance to actually see what the game is like to play, but also, we feel it encourages people to steer clear of sub-standard copies they can't try.

**STA:** What percentage of "copy users" would go out and buy a full price game if they already have a pirated version?

**GAME:** This is very hard to judge as not many people walk up to us and say they have a pirated game. I would like to think that there are a lot of honest people who are.

**STA:** Although many people know it's wrong, how do you think we can make people refuse when they are offered 10 or so games on a disk for a few quid?

**GAME:** The only thing we can do is make the people aware of the damage it is doing to the industry, but I'm afraid we will have to rely on their own honesty and their awareness.

**STA:** Do you think piracy is costing a lot of money. Is the high price of software causing the piracy or is the number of pirated copies available causing the increase in prices?

**GAME:** Piracy is definitely costing the industry money but there is no way that people can use high software prices as an excuse. All games, ranging from £3.99 budget games to expensive business products costing up to £400+ are subject to piracy so this is a lame excuse. Mass piracy is done for one purpose and that is money. Professional software pirates take the reward away from the dedicated professionals - the hard working computer programmers.



**O** kay, we've listened to the argument forwarded by the software retailers but what do you, the consumer think about the effect piracy has on the market in general? I picked out a few people at random and asked their opinions on this controversial subject...

● **NAME:**

Colin O'Flaherty

● **AGE:**

14

● **ADDRESS:**

Levenshulme



“ Although I own a Sega, I think you should try to improve the protection system to stop people being able to pirate. If you can't get past the protection, you'd have to buy the game. Maybe they could also reduce the price of games to about £15. It is because of this that I think I would accept pirated games for my own personal use. I mean, why pay £25 for a game when you could get it for nothing? ”



● **NAME:**

Brian Wilde

● **AGE:**

26

● **ADDRESS:**

Rochdale

“ I think I'm one of the minority who would definitely not accept pirated software. Although I can afford to pay the asking price, I still think it should be reduced to about £20. An increase in the copy protection should also help to reduce the piracy. ”

I was offered pirated software once, reported it and nothing was done. They just asked me for my name and address, and whether I would be willing to appear in court to testify. After agreeing to all this, they said they would be in touch. But did they? Did they hell! How can they hope to reduce it when they just seem to ignore it?

The small, little league pirate isn't afraid of FAST. There's no way that FAST are going to break down their door and search the bedroom for pirated disks? It's a shame but it just doesn't happen. ”





- **NAME:**  
Nikki Skipsey
- **AGE:**  
20
- **ADDRESS:**  
Liverpool

“ Surprise surprise! Where I live a lotta people copy and sell Amiga games. There's this teenager who lives on my road and he's guilty of this crime. He makes about 50 pound a week! I can understand why people buy these copied games, but under no circumstances do I agree with it. Some programmer somewhere has a mortgage to pay and a baby to feed. Think about that the next time you copy or sell a game! ”

- **NAME:**  
Steven Billington
- **AGE:**  
15
- **ADDRESS:**  
Timperley



“ If they could make the games cheaper (about £20) and increase the quality, maybe people would shun the pirates and consider buying the software instead. I suppose I would accept the pirated games purely because I can't afford to pay £30 for a game, especially if it is a load of rubbish. ”



- **NAME:**  
Claudio Avrili  
& Samantha Goodwin
- **AGE:**  
30 & 18 respectively
- **ADDRESS:**  
Warrington



“ A good idea would be to reduce the price of games to about £20. This should hopefully make it easier to afford the games rather than pirating them. Increasing the quality of the games will help them to sell but I would still consider accepting pirated software because of the price and quality. ”



- **NAME:**  
Lisa Waugh
- **AGE:**  
18
- **ADDRESS:**  
Oldham

“ Pirated stuff doesn't really effect me but games prices in general are way too high. My younger brother has lots of pirated games but this is only because he can't possibly afford to pay out £25 per game. Although it doesn't justify it, I can see why so many people do it. ”

- **NAME:**  
Perry Bayliss
- **AGE:**  
33
- **ADDRESS:**  
Southampton



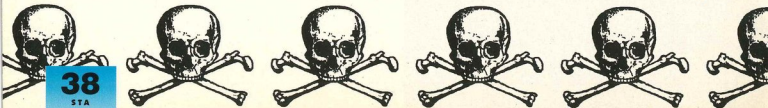
“ I think it could be helped by reducing the prices of the games. At the moment they are way too high but I wouldn't mind paying about £15 for a good game. If I had to be put on the spot, I would have to say I would accept pirated software, purely because the price is too high. ”



- **NAME:**  
Coral Robinson
- **AGE:**  
22
- **ADDRESS:**  
Manchester

“ Although I don't think I would accept pirated games, I can understand why people are doing it. The games are so expensive to buy, especially for the kids who are still at school. No wonder they submit to the temptation of cheap, illegal software. Perhaps they could make the games cheaper or improve the quality to make people keener to buy rather than steal. ”

Well, thank you all for your time and opinions. The final part of this feature is dedicated to the pirates themselves who deserve their say no matter whether they are right or wrong. The following three letters were sent in just after the first piracy feature hit the streets. The opinions of the writers are not necessarily the views of ST Action or Europress Interactive as a whole.





Dear ST Action,

I would just like to air my opinions on piracy following the article in the April issue which caught my attention by chance.

I was a pirate on the Atari ST as soon as the machine was released. I was very young then and had previously owned an Acorn Electron. The games for the Electron were all reasonably priced (£10 at the most) and had special qualities that 95% of ST games were never to possess. These golden qualities were playability and long term appeal. Games without these qualities were, and still are, available in vast quantities. This drove me to copying hundreds of games that I had in my library rather than paying £19.99 for a big fancy box which disguised the dire software that it contained.

## "Software houses have dug their own graves!"

At the time, £20 for a game was much too expensive. Software houses are stating that it is a "vicious circle" whereby the pirates diminish the company profits by copying their software so they have no choice but to increase the price. This is a load of nonsense! This circle started somewhere, but who by? Think about it: who produced the software in the first place and who decided on the prices? It was of course the software houses. In short, what I'm saying is that the software houses have dug their own graves by charging high prices from the start so the only way of getting the best games (which are few and far between) without spending two month's savings was to spend 50p on a blank disk and get a copy of the game from a friend.

When I had saved enough money, I bought blank disks by the hundreds (about 600 at a time) and split the costs and disks between friends. It was with these disks that I built up my collection of software that included hundreds of games. I can honestly say that out of these hundreds of games I was only ever truly addicted to about five or six!

My supplier was eventually caught and I ended up selling my ST. A few people within my circle of friends owned Amigas and they were copying more games than you could play in a lifetime. So I bought an Amiga and had even more pirated software than my ST collection. Then my Amiga supplier was caught so I sold my machine.

I now own the perfect games machine. Finally a computer entertainment company and its cohorts have the combination of sound, graphics and gameplay perfected. It

is, of course, a 16-bit games console. The games are expensive and can't be duplicated, but at least you are assured of excellent quality.

The software houses deserve to struggle to keep their heads above water. They started it, and now they have to suffer the consequences.

R. Richard, Hammersmith, London.

Dear ST Action,

For reasons that will become obvious to you, I have not included my name or full address. I would, however, like to have my say about piracy.

I personally agree with "Mr X" 100%, and I do buy pirated copies of games for a small sum of £2, saving me a massive £23+. I already have 10 pirated games including Lotus 3, D/Generation and Another World. Why should I pay the excessive sum of £25+ when I can get them for next to nothing?

In all my years of buying ST software, I have built up a collection of over 200 games, and I can honestly say that less than 10 are worth the dosh I paid. Piracy will continue as long as software houses charge excessive amounts of dosh for games that are simply not worth it. What would you honestly do, buy Lotus 3 for £2 or for £25? Now I know that your answer will be £25 because you are a reputable publisher and you can't be seen in favour of piracy, but in all honesty, most people would rather pay £2.

Another thing, how can anyone justify the staggered pricing system? Some games now are priced at £30+, while most are still £25.99. WHY? Surely the same amount of work goes into producing a game regardless of its type. There is also a serious lack of originality out there. I mean, how many platform games do you know of?

## "How can anyone justify the ridiculous prices?"

Well, that ties up the debate for another issue. Perhaps someone from one of the software houses could write to us, justifying the seemingly extortionate cost of computer games and also give us their opinions on this incurable disease? Don't hesitate to write in with your views to the usual address.

So, as long as software houses continue to churn out rubbish at ridiculous prices, there will always be pirates out there giving good value for money and I will continue to support piracy.

Of course, you could also argue that everyone who videos a film from television or one of the Sky channels is guilty of this crime as they are copyrighted material too. So please, define the difference.

Anon. (Name and address withheld at the request of the author)

Dear ST Action,

I believe that the amount of software piracy at the moment is ridiculous. Lots of my friends, who have Amigas (a sad sign of the times for us poor ST users, I fear) copy their games and every morning in school you can see about twenty disks being passed around (twenty per person that is). These people don't seem to realise what is happening to the software industry when they are doing this.

I seem to find that more software piracy is carried out by Amiga owners. Maybe this is just because there are more Amiga owners around?

It seems that the software companies are not doing enough to protect the games although Krisalis put a "Any fool can copy software, it takes a little more sense not to" slogan on their manuals. So people, it's time to smarten up your protection systems before it's too late.

The ignorance of the police and other relevant authorities is also to blame for the rise in copying. For example, at the Glasgow Barrowlands market tens of pirates gather each day to sell their goods.

Recently there was a raid by the police on the market recovering over 5,000 disks. Since then more gangs of pirates have appeared and obviously the news of that has spread far and wide across Scotland.

Would you contribute to the helping of the stamping out piracy by placing a slogan in your magazine somewhere each month?

Jonathon Savage (12), Stirling.

I'd like to take this opportunity to thank the staff of Game in Manchester for their time and co-operation.



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# PLAYER'S GUIDE

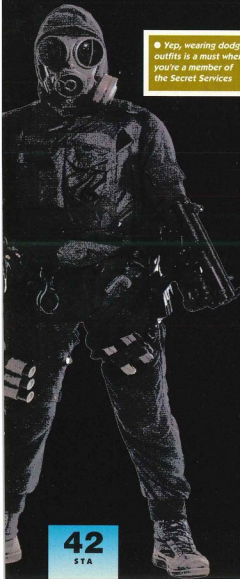
# SABR

*This smashing simulation can prove rather difficult so these hints and tips for level one will help all you would-be assassins complete your missions and be home in time for tea and crumpets!*

## THE CHARACTERS

The most important factor to consider if you are to be successful is choosing the best and most effective team. Although marksmanship is of paramount importance it can be improved by choosing a good weapon. If you take all these things into consideration you will find the following team the most effective.

● *Yep, wearing dodgy outfits is a must when you're a member of the Secret Services*



### C. CALVERT TROOPER

As he is renowned for his speed and perception, Calvert is exceptionally good at hearing and spotting enemy movement. He is quite good with a gun so he is more than capable of dealing with most situations. He works best with a G3



which is the lightest weapon with the longest range. Make sure he is kitted out with at least two magazines. This is because he will have more encounters due to his perception abilities

### T.L. RODERICK SERGEANT

The leader of the group is also the third fastest soldier in the party. His ability with a gun is incredible so you should arm him with the M16A2. Although he possesses an average perception rating and poor strength, his other qualities more than make up for it. One final thing to remember! Do not, under any circumstances, expect him to accurately throw a grenade. This is extremely important when he is accompanied by a hostage.



### W. JONES TROOPER

His two most outstanding abilities are his speed and strength. He is very impressive when it comes to grenades as he can throw them much further than any of his colleagues.

Unfortunately, Jones is lacking in the marksmanship department. This can be helped by giving him an L7A2 which will increase his ability. He also lacks intelligence which plays a part in his ability to notice or hear other things.



His height can also occasionally be an advantage as he is a pretty short young man. He won't be spotted as easily as, say, Sgt. Armstrong or one of the other taller men in the team.

### L.P. McDONALD LANCE CORPORAL

Although he is pretty much your Mr Average, McDonald has good speed and, when you give him an L7A2, his marksmanship is very good.

As the dodgy saying goes - "Jack of all trades, master of none!" His main weakness is perception but even in this department he is second only to Trooper Calvert so try not to send him out on his own. Keep him in contact with the others members.



# RE TEAM

## WEAPON SELECTION

Choosing the correct weapons and equipment is also important when you are about to enter a mission. Each player should be given a bullet-proof vest and an S10 respirator. Give CS gas grenades (no more than two) to Trooper Jones and Lance Corporal McDonald. Give the medical kit to McDonald as well (I'll explain later!) but don't use the spare. This will safeguard you in case McDonald gets lost in action.

Make sure you only use one magazine for those guns that have a good capacity. Any more (except in the case of Calvert) are a waste if your soldiers are cut down in action.

Stun grenades are the least effective weapons but they can actually kill an enemy when they are used at close range. They are quite limited however so try not to use them all.



1. Objects used
2. Weapon stats
3. Inventory list
4. Team member

● The scatter fire option is invaluable when you manage to get close to the enemy. Firing will virtually guarantee a hit for half the AP.



● Above: Standing with your back to the wall offers increased vision. Left: Looking through windows can reveal enemy soldiers.



26

# WEAPONS & EQUIPMENT



● Try to make use of the available objects when you are taking a shot. Standing behind equipment will reduce the chances of you being hit by a stray bullet.



● Using CS Gas is a great way to buy you some much needed time on the later levels.

## L7A2

Usually two shots from this machine gun are enough to take out the enemy even at a great distance. Unfortunately, there are only two of these available and ammo is scarce. If you find any ammo for this gun grab it quickly.

## M16A2 & G3

These are usually the second choice for guns. There is nothing much between them in terms of close combat accuracy and weight. Three shots will usually kill someone but the G3 leaves a lot to be desired at great distances.

Make a point of not swapping any weapons between the missions as this results in a loss of the ammo which was already loaded in the guns.

## CS GAS & STUN GRENADES

These two items are both very handy in tight corners when you are under attack from all sides. Make sure you have enough action points to throw them or you could end up in a tricky situation.

## GAS MASK

An essential item and fortunately there are enough to go around.

## BULLET PROOF VEST

Another indispensable item. It cuts down the amount of damage inflicted from bullets.

## THE MEDICAL KIT

There are only two of these to begin with but you can find some more on later missions. It is a good idea to split the team up into teams of two, each team can then carry a medical kit, passing it on to the injured person.

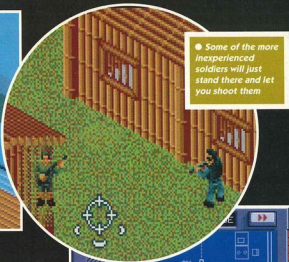


● Well done, you've found a hostage. Now you must escape.





● If you have enough action points, try to rotate your man so you can see everything on screen. This will reveal any hidden enemy soldiers



● Some of the more inexperienced soldiers will just stand there and let you shoot them

## GENERAL TIPS

Always collect useful equipment from the deceased members of your team. For instance: Gas Masks, Bullet Proof Vests, Medical Kits and any decent weapons. Always grab the medical kit.

Move slowly in teams of two and cover each others backs. Save at least 20-25 action points in sticky situations.

him as he will be in the best position to aid any of his fellow soldiers.

The first two hostages are in the hut at the bottom left hand corner of the camp. Trooper Jones is the best man to tackle this as there are quite a few enemy soldiers patrolling the area. Using his speed, he can get in the door and dispose of the main guard. The main guards, unlike the randomly placed enemy troopers, are always positioned in the same place. One such guard is always near the main gates at the beginning of this level.

The next hostage is placed in the hut directly in front of the main gates. As this is the easiest hostage to rescue, Sergeant Roderick is best used here as he doesn't quite have the speed of Trooper Calvert.

The last hostage of the level is situated in the hut to the far right of the camp. He is one of the trickiest to rescue because of the surrounding windows and the open space.



Use Trooper Calvert to get the hostage out and take him back through the trees. Don't take him back near the fence as the reinforcements will be able to pick you both off easier.

After operating your soldiers, always try to leave them with about 15 action points at the end of their turn. This will give you a better chance of getting an opportunity move.

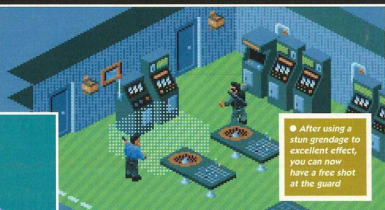
When you are searching one of the huts and your turn ends, try to leave your soldier with his back to the wall. This way he can see all the camp and it will be easier for him to survive.

If you do get shot and manage to survive, try to head for cover. The two best forms of cover are the trees and huts so try to get to them if you have enough action points left. Even after you have received treatment, keep well hidden until you have enough action points left to make it to some more cover.

The more experienced players will find this level pretty easy to complete with just two soldiers, namely Jones and Calvert. Although it will take longer, you'll be able to save your other team members for the later levels.

## JUNGLE TACTICS LEVEL ONE

When the reinforcements are called in they usually come through the main gate that you used to enter the camp. It is a good idea if you leave one of your party on these gates to deal with them when they arrive. This acts as perfect protection when your other team members are bringing out hostages. You'll probably find that McDonald is the best man for the job. You can also leave a medical pack with



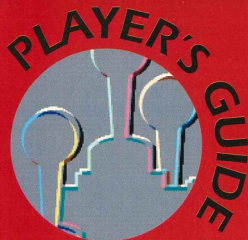
● After using a stun grenade to excellent effect, you can now have a free shot at the guard



● Each rescued hostage must be taken to the pick up point to await collection.



● Make sure you don't shoot any remaining hostages when you burst into a room. They will always be stood with their hands tied behind their backs



# DRAGON

*How good are your chances of completing this game without a guide? Not very high we can tell you. Anyway, it all becomes clear now with our help...*

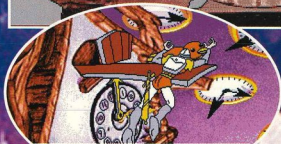
● Crikey! That sword won't do you any good against this particular pussy cat

## MAKE YOUR MOVE MISTER...

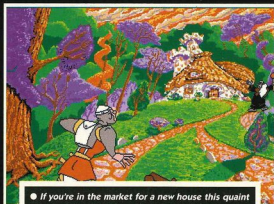
The following are the correct moves for each of the scenes found in Dragon's Lair III: The curse of Mordred. To successfully complete each scene, please attempt your moves with varying times for each move.

- |  |                               |
|--|-------------------------------|
| 1. Intro                                     | 16. Left, Down, Right, Fire   |
| 2. Up, Fire, Fire                            | 17. Fire, Fire                |
| 3. Right                                     | 18. Left                      |
| 4. Fire                                      | 19. Fire, Down, Right         |
| 5. Fire                                      | 20. Right, Up, Fire, Up, Fire |
| 6. Left                                      | 21. Fire, Fire                |
| 7. Left                                      | 22. Down, Fire, Fire, Left    |
| 8. Up, Down, Fire                            | 23. Up, Up, Right, Up, Right  |
| 9. Right, Fire, Left, Fire                   | 24. Right, Up, Right, Right   |
| 10. Up, Left, Right                          | 25. Down, Left                |
| 11. Fire, Left                               | 26. Down, Right, Right, Fire  |
| 12. Up, Right                                |                               |
| 13. Left, Fire                               |                               |
| 14. Up                                       |                               |
| 15. Left, Down, Right, Right, Down, Fire, Up |                               |

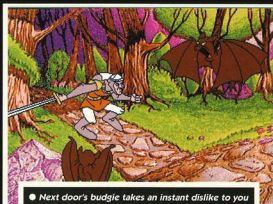
### THE END



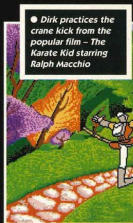
● Absailing down Big Ben is a popular pastime for people wearing orange shorts!



● If you're in the market for a new house this quaint little country cottage could be what you're after



● Next door's budgie takes an instant dislike to you and decides to eat you alive

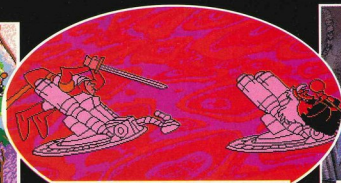


● Dirk practices the crane kick from the popular film - The Karate Kid starring Ralph Macchio

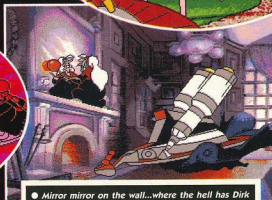
# ON'S LAIR III



● Every good hero deserves a snog at the end of an adventure and now Dirk gets his reward!



● Everything has gone a little purple. Get your sword ready for a bit of fighting action



● Mirror mirror on the wall...where the hell has Dirk gone and disappeared to now?

# PLAYER'S GUIDE

# GOB

Last month we promised to bring you the final four levels of the amazing *Gobliins 2* player's guide. Well, we're very sorry but we've decided to prolong your agony and offer you worlds four and five this month and bring you the last part next month. Ha!

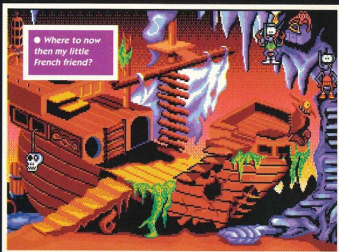
## WORLD 4



**Objective:** to get the mermaid and octopus to open the passage to the throne room.

### MERMAID

Use the stool on the sea horse with Fin. From now on use the sea horse directly to go up. Go with Fin through the hole going up on the right. Activate the shell with Win, who will throw it. Use Fin to catch it. Go with Win through the hole making sure you continue going up on the right. Activate the cavity with Fin, a gloved hand should hopefully emerge from inside. While the hand is stopped, drop the shell on it with Win. Pick up the shell with Win. He can now take the glove with a starfish inside.



### WRECK

Go on deck and through the door with Win. Light the lamp with Fin, a lamp-fish arrives. Catch it with Win who should be placed on the mast. Use the lamp-fish on the "???" zone and a chest should

appear. Place Fin on the big shell. Light the lamp with Win. When the Moray eel appears, activate the rudder. Fin is thrown by the big shell near the statue. Use the starfish on the chest with Win and activate the statue with Fin while the chest is open to get the sword. Use the sword on the skull and pick up the diamond.



### MERMAID

Use the glove on the blob to neutralize it. Grasp the bottle with Fin, it contains a parchment which is an SOS message from Prince Buffoon. Grasp the bottle with Win, it contains a pearl. Give the pearl and the diamond to the mermaid - she will open part of the passage. Get Fin to use the parchment on the octopus. It will now open part of the passage. Recover the glove on the blob and the stool. Now exit to world five.

# LINS 2

## WORLD 5



**Objective:** to deliver Prince Buffoon by making Amoniak and his henchmen drink the elixir of kindness.

### STORE

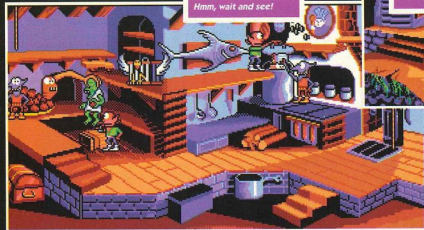
Activate the swordfish with Fin and take the salt. Lift the pot lid with Fin. While he's holding it, pour the salt on the little guy with Win. Take the file in the bowls with Win. While Fin's holding the rope on the right, activate Win on the left one, to get to the shelf. Use the file on Colibrius's chain with Win to free him. He will fly off with his cage. Take on of the thumb

tacks from the wall. Salt the dish of meatballs with Win. When Oumkapok's hand grabs the cook, place the thumb tack on the chest with Fin. When the cook throws the meatball in agony, use the kindelixir on him with Win. Oumkapok is now neutralised. Exit.

### THRONE

To get to the cornice, use the stool with Win and climb using his hands with Fin. To get Win up, press the button

Now what can you do with those swordfish? Hmm, wait and see!



with Fin and make Win go through the door that opens in the eye, bottom right. To take the crown, throw Win into the left ear and activate the tongue immediately with Fin. To make a cockroach emerge, throw Fin into the left ear and activate the tongue immediately with Win. To catch the cockroach, use Win on the left hole, then immediately use Fin on the right hole with the glove. Put the cockroach in front of the right hole and pour kindelixir on it. Glotziok eats it and is neutralised. Before you leave the screen, make another cockroach come out.

### ARMOUR

The cockroach must be disguised as a ladybird and coated with kindelixir for Amoni-

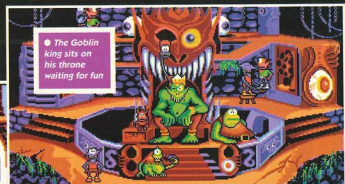
ak to eat it. Take a helmet feather and dip it in the paint pot. Put the cockroach in front of the hole through which the painter feeds the king. Paint the cockroach red. Pour pepper on it and then put kindelixir on it. The king can be given back his crown so that he returns to normal size. To speak to the king, click on the stone to go up then on his helmet.

### THRONE

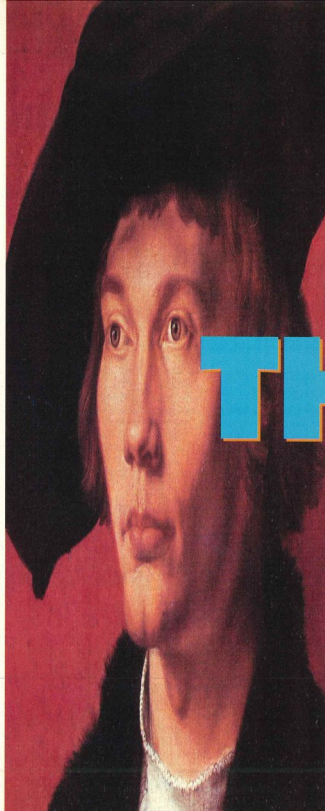
Amoniak has disappeared. Glotziok and Oumkapok, his two henchmen, have silly smiles. The Buffoon can be taken.

### ARMOUR

Put the Buffoon near the shrinking machine. Put Fin, then Win, under it. The buffoon starts the machine which shrinks them both. He then follows them. They can now all jump out of the learned man's window.



**Well, that's it for this month. The concluding part of this guide will follow in our next splendid issue. See ya!**



● An interesting screen you will come to is the shipyard. From here you can purchase a new ship or just order some repairs on an existing vessel

# THE PATRICIAN

**D**aze Marketing's latest release topped the German charts for an amazing eight months and is still flying high as you read this.

It received extremely high scores from the German media and Daze are hoping this is the case when it is finally released here in a couple of months.

The Patrician is a vast trading simulation based in medieval Germany for one to four players. It is set during a time when a powerful trading organisation known as the Hanseatic League was in operation. This group of highly recognised traders was the social elite and you have finally made it into their members club!

## Karma Sutra

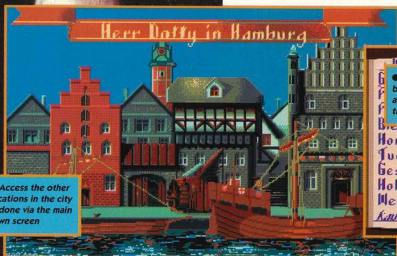
After choosing one of eight possible starting positions, your aim is to manufacture ships and send them out to the sixteen towns trading in eighteen different types of

goods. Successful management of your money and clever social activities will win you the sympathy of the town which in turn will see you win the election for the vacant Mayor's position.

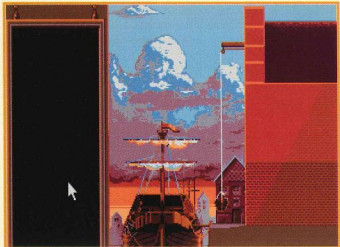
## I wanna be elected!

After being elected Mayor, this will give you the right to take part in the Hanseatic League meeting which takes place every two years. This will then open the possibility to be elected Alderman or Patrician by the other members and traders of all the Hanseatic towns and foreign offices. Whoever can achieve this will win the game.

If you think you are confused already, you ain't seen nothing yet! When you have started a game of Patrician, you will begin to notice just how complex things will start to get. For instance, the price of trading goods is not fixed arbitrarily but will adjust itself to the economic situation of any town depending on the supply and demand of the commodity in question. The same rule applies for



Schiff		Schiff Preis	
6	8	0	38
7	8	0	97
8	8	0	87
9	8	0	68
10	8	0	291
11	8	0	179
12	8	0	167
13	8	0	67
14	8	0	497
Kaufer:		Platz:	
1		2	



● Once you have your ship ready to sail, it's time to load it up with precious cargo and crew. This is all done at the harbour next to your warehouse

**PROJECT:** The Patrician

**PUBLISHER:** Daze Marketing

**AUTHOR:** Bernd Ludwig, Thomas Schlötel

**GRAPHICS:** Carston Neubauer,

Jörg Bushing, Celal Kandemiroglu

**SOUND:** Jörg Doepper, Frank Wojscke

**INITIATED:** January '91

**RELEASE:** June '93

**PRICE:** £29.99

# TRICIAN

**Okay, listen up! I'm only going to say this once. This game is deep! Real deep, as in ocean deep!**

other parts of the game such as goods production or population development.

For example, the production of leather harnesses for horses depends on how much pig iron and leather is available in the town, as well as the number of people capable of work. This is, obviously, dependant on the amount of food and water available.

Okay, you understand the complexity of the game, but do you feel lucky? Once you have loaded the game, a signpost will appear offering you two choices. The first one will start you off in a full blown game. This means you will be playing for

the chance to become The Patrician. The second option is a practice mode that will allow you to spend the time remaining to the next Hanseatic League Meeting practicing.

**"One of the most complex and involved games ever seen!"**

Your next task after choosing your family coat of arms and sex is to select a home office from one of the eight towns available. This will be your home town so you must choose carefully. Each town has its own advantages and disadvantages such as good or bad production, population size and town wealth.

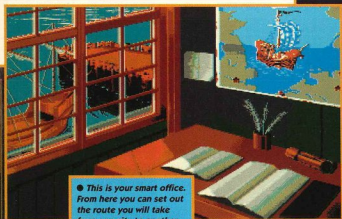
If you have just started a game, you will want to concentrate on four main

areas that you can access – The Shipyard, The Office, The Harbour and The Bank. Each place allows you to do several things in order for you to make money and progress through the game.

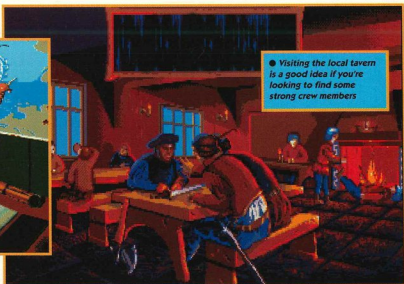
The Shipyard is the place you must go to if you are in need of a ship (ooh, how smart am I?). After selecting your new vessel, you must name it by typing in your chosen name on the keyboard. After this small task has been completed, you will be taken to the main shipyard area where you

## GRAPHICS

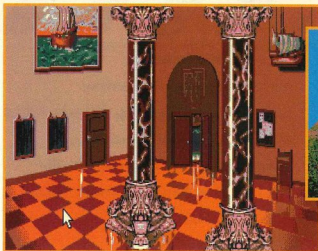
The graphical side of The Patrician is mainly static screens that are used to access the various different areas within the game. Although they don't animate very much, they are still exceptionally pretty to look at and you won't find yourself getting bored with them. The colour and attention to detail on each shot is also worthy of a mention. A good use of varying contrasts and shades has allowed them to be more precise and accurate in their representation of a Hanseatic city.



● This is your smart office. From here you can set out the route you will take from one city to another



● Visiting the local tavern is a good idea if you're looking to find some strong crew members



● All the boards on the left advise you of any expected changes in the running of the Government. You may also hear any gossip of rumours

can inspect or repair one of your existing ships or construct a new one. You can also choose to scrap one of your ships if you are not happy with its design or load capacity.

The Office is probably the most important place you can visit. There are many things to see and do when you are inside your little room. A document on the wall will show you a list of all the places where you have accumulated debts and also detail a map of the North Sea and Baltic area. On your desk you will find the following objects: a little book, a big book, a pitcher with writing quills and a quiver for documents. You can look at any item by clicking on it with the mouse cursor.

## Little black book

The little book details your firm's inventory as it currently stands. From here you can transfer money to your ship or vice versa and also dismiss some of your crew members in any port. Warehouses can also be constructed from here along with the purchase of any necessary materials.

The big book is for actually trading goods from various ports. The main pages are split into two sections "Purchase" and "Selling". As in real life, you are restricted in the amount of goods you purchase by the size of your ship and its maximum capacity. Each

item will be displayed along with the maximum number you can buy and the cost per unit.

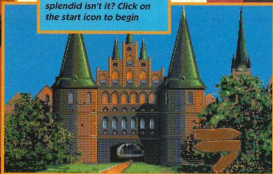
Selling is the best way to make extra money and increase your social standing. The page is laid out similar to the purchase section but instead of the purchase price, it will give you the amount you can sell each unit for and the maximum number of units you can sell.

## Robin Hood

The brass quiver will allow you to access vital information about the town and its inhabitants. It will detail the number of people living in the town, tax levels and economic strength. In Hanseatic towns the Mayor's name will also appear so you should try to get yours there as soon as possible.

Once you are familiar with the way the town runs and the material exchange rate, you can then begin to increase your own social standing by organising various private functions and even considering a marriage proposal. Parties must be done properly which means you are solely responsible for all aspects of food, drink and

● This castle is rather splendid isn't it? Click on the start icon to begin



entertainment.

You will have to make such decisions as: how many guests do you want, will you have jesters, will it be a religious event, the amount of food and drink available and so on. When all the preparation has been completed, you must then set a date and wait for the arrival of your guests.

## The World's worst!

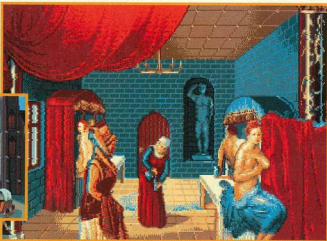
Marriage is a funny old game! Occasionally, you will be able to speak to the marriage broker whose job it is to arrange weddings. He will show you a portrait of the bride or bridegroom and tell you who she or he is and what their parents do. If you are impressed by the beauty of the portrait or the size of her bank balance, you can then click on yes and the deal will be done.

There is so much more to do that 20 pages wouldn't be enough to tell you everything. You will have to deal with corrupt politicians, bribery cases in the local court, defence policies, joining one of the various guilds, ship auctions, buying and selling weapons, convoys, sea battles and pirates! Plus...[enough already! - Ed].

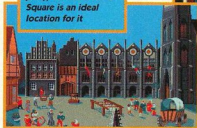
The Patrician is going to be one of the strongest strategy titles this year. Daze Marketing are hammering the market with top quality releases and this one deserves to go straight to the top of the pile!

**JASON**

● The baths are an ideal place to improve your diplomatic relations. Be careful though! Offering money to the politicians could land you in hot water



● If you are having a party, the local Town Square is an ideal location for it





# FA PREMIER LEAGUE FOOTBALL

**Wembley! Wembley! We're the famous Man United and we're going to Wembley! Ocean climb the table with their latest release**

**W**e all know it's going to take something special to take the footballing crown from kick Off 2. Sensible Soccer tried and in many ways succeeded, offering a combination of slower gameplay and improved pixel-perfect passing. Although most people weren't convinced, it is quite a playable game that may well appeal to the less, how can I put it, competent gamers-player.

Ocean are hoping to steal in and take the crown with their latest release - FA Premier League football. Many of you will find the combination of easy passing and intelligent opposition tax-

ing enough but some of you may be searching for something on a higher plane of footballing excellence.

The first and most commendable feature is the ability to change the perspective at a touch of a key. The best of the two views gains inspiration from the classic Emlyn Hughes' International Football where you are looking at it from a person-in-the-stands point of view. This makes for easy playing but your goalkeeper can occasional-

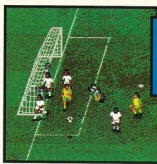
**"Ocean are hoping to steal the crown with their latest release"**

ly be obscured by other players when attempting to catch a key.

The second view is in style to Microprose Soccer in the

way that it is covered from a bird's eye perspective. This certainly has its advantages such as easier shooting and man marking.

● Manc pride is at stake for both Ocean and United. Choose carefully

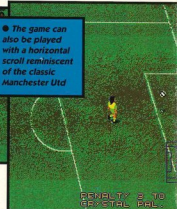


My only criticisms on this view is the unrealism that comes with it. Not many of you out there can claim to have seen your favourite team play from within the comforts of your own private jet!

## Kickabout

As with most games of this ilk, passing plays an important part if you are to be successful. When you are in control of the ball an arrow will appear above his head. Moving the joystick will change the direction of the arrow and pressing fire will pass the ball in the chosen direction.

Another important feature is the ability to kick the ball downfield and chase after it. Pressing and holding the fire button will cause a small cursor to appear which can then be controlled by the joystick. Letting go of the but-

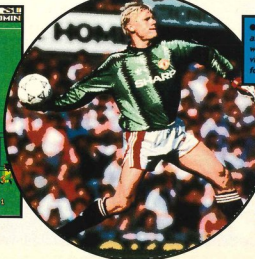


ton will send the ball soaring to your chosen destination. After-touch can then be added by changing the joystick direction when the ball is in flight.

Another unique feature to

## INCLUDES

- Excellent multi-angle views allow easy controls and pixel perfect passing
- Every team name and player from the Premier League clubs
- Player statistics that effect overall performance on the pitch



# PREMIER FOOTBALL

**PROJECT:** FA Premier League Football

**PUBLISHER:** Ocean

**AUTHOR:** In house

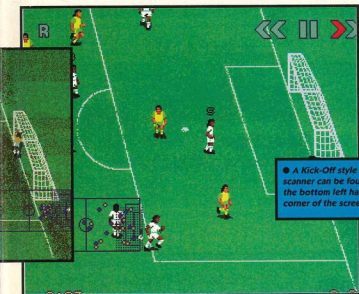
**GRAPHICS:** In house

**SOUND:** In house

**INITIATED:** Early '93

**RELEASE:** July '93

**PRICE:** £25.99



● A Kick-Off style scanner can be found in the bottom left hand corner of the screen

mention is the one-touch football. This allows you to initiate a manoeuvre before your man has the ball. When he is about to receive a pass, you can position the joystick and tap the button. This will cause him to instantly react and volley, head or immediately pass the ball on to another player.

## Vital statistics

Each team player has his own set of vital statistics that will determine how well he plays and reacts to certain situations. They will effect his speed, stamina and overall ability during play.

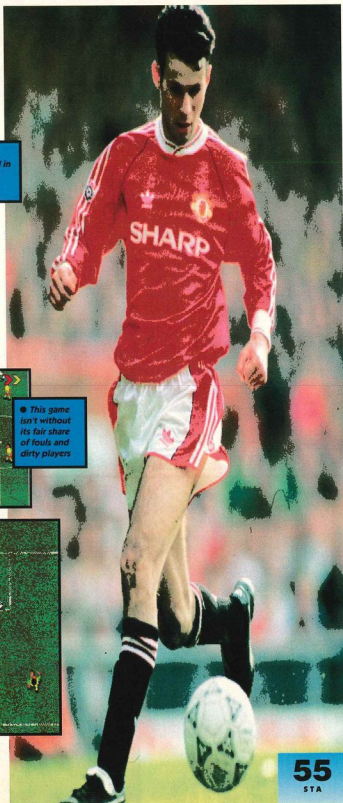
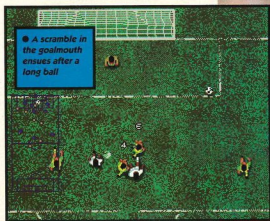
As you can probably imagine form the name, it incorporates every team and player from the league and also includes such excellent additions as the back pass rule and varying pitch conditions. **Jason**



● This game isn't without its fair share of fouls and dirty players



● A scramble in the goalmouth ensues after a long ball





# WAR IN

**The most imminent release from the Empire label is a tank simulation based around the exploits of Sadaam Hussein.**

It comes from the same programming stable as Team Yankee and Pacific Islands, and if it's anything as good as those two, then we've got a treat in store for us.

Unsurprisingly, the Gulf referred to in the title is the Persian Gulf, and the major aggressors are the Iraqis. This war is set a few years ahead with a scenario background which draws heavily on the Gulf War of 1990.

## Top nutter!

Sadaam Hussein is still in power, and claiming sovereignty over the Rumaila oil fields of northern Kuwait. (You might remember that the fate of the oil from these oil fields was the original 'excuse' for the invasion of Kuwait in late 1989.)

Sadaam's Republican Guard have muscled their way across the border, taken over most of the oil field territory, as well as a couple of islands offshore from Kuwait City.

The task of the player is basically to push the enemy back over the border again. This time, though, there isn't the back-up of half a million men and a fifty billion dollar task force fund.

The player finds himself in charge of Team Kuwait, one of a few American tank units left behind to help the Emir bolster up his own armed forces.

Relying solely on these forces, the player must set about reversing the occupation and eventually

chase the Republican Guard out of Kuwaiti oil fields.

The action of War in the Gulf is right down at the hands-on level of tank commander. Those of you familiar with Pacific Islands will be quite at home with the control mechanisms of this game.

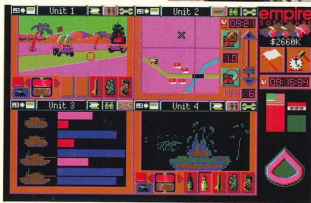
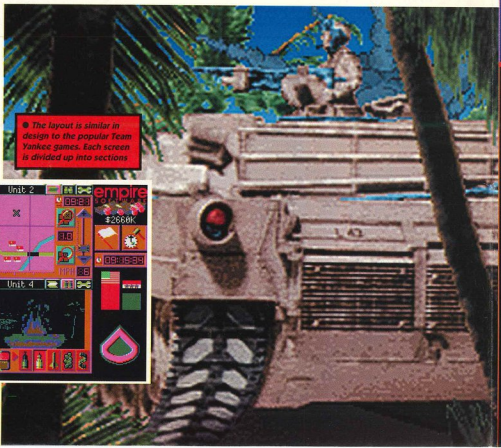
The computer commander controls all sixteen vehicles of

Team Kuwait. This seems like a really daunting task at first. But by allowing the screen to be split up

**"This should definitely be an addition to your shopping list!"**

into four quadrants, and by providing controls in the form of readily understandable icons, Empire have ensured that most players will quickly become adept at manoeuvring all of their vehicles.

The battle areas can be dis-





● Well, would you believe it? You even have control of the aerial attacks as well. (Isn't that a washing powder? - Ed!)

## HOW SMART?



● This is David "Doc" Pringle, game designer and all round genius!

**PROJECT:** War In The Gulf

**PUBLISHER:** Empire

**PROGRAMMER:** Steven Green

**GRAPHICS:** Saul Marchese

**RESEARCH AND DESIGN:** Dr. David Pringle

**INITIATED:** July 1992

**RELEASE:** April 1993

# THE GULF

played in real time as 3D images from the perspective of a tank gunner, or from an overhead map view. The three dimensional world is a clever mix of bit-mapped and vector images. Tanks, for instance, are displayed as dynamically-sized sprites, whereas buildings are made up of a number of filled polygons.

The creators of the game at Oxford Digital claim that they were early pioneers of this technique, subsequently used to good effect in games like Wing Commander and Ultima Underworlds.

Whatever the basis of that claim, the technique that they've developed works effectively and

smoothly on all of the platforms for which they've written. The combined effect of the view and the icon selection emphasises that War in the Gulf is not a strict simulation in the sense that Microprose's M1 Tank Platoon is.

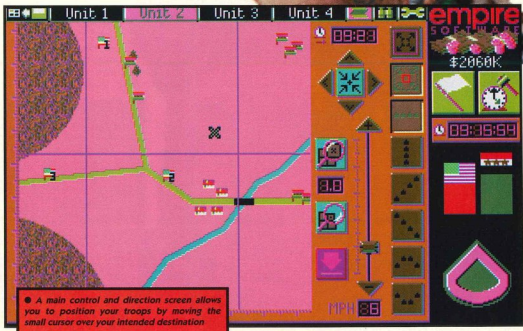
## Suspect sweaters!

The game's co-designer, David Pringle at Oxford Digital, likes to describe the game as a battlefield simulator rather than a tank simulator. Having played a few of the battles in the new game, I can see what he means!

The overall battle areas are split up into twenty five separate maps, and the aim of the player is to defeat the invading Iraqi forces and progressively force them back over the Iraq



● As you can probably imagine, War In The Gulf includes lots of tank related tomfoolery



● A main control and direction screen allows you to position your troops by moving the small cursor over your intended destination



● The explosions are all displayed on screen so you know when you have made a direct hit on the enemy

Kuwait border and into an obvious submission.

That gives the player twenty five successive battles in which to be victorious. If Pacific Islands was anything to go by, then I can see a few months hard effort in store for many of the purchasers of the new game.

## Easy parking!

So, how does someone go about designing the scenarios for a game like War In The Gulf? I was hoping that David Pringle would say that he had to buy a tank and spend some time 'bombing' around the lanes of Oxfordshire for inspiration.

But no such luck! Hardly surprisingly for a city like Oxford, the main inspiration seems to have come from regular visits to libraries for all sorts of background material.

Apart from the obvious analyses of the

Gulf War itself, there was the need to get hold of accurate topographical information about Kuwait. (That's maps to you and me!)

It seems that it's not so easy to walk in off the street and just pick up a map of the Kuwaiti oil fields. "If you try," said David, "then it seems that they assume you're a member of the SAS, or something."

So, he had to make use of the rather extensive and obliging map library at the University to fill in the gaps. I didn't ask him what the University thought of assisting in the creation of a new computer game, but I have this feeling that they may have been unknown partners in this mission.

It appears that each scenario

(or battle) in War in the Gulf (as in its predecessors) is individually coded. What often happens in war simulations is that the initial conditions are encoded, and then some super 'war equation' takes over and decides how the enemy will respond to what the player actually does on his move.

Not so in this game - the response of the opposition can be coded in as much detail for each part of each battle.

## He did it mi-graine!

This makes a game which is a real headache to design, but which plays more individually in each tactical situation you may eventually encounter.

So, although the twenty five battles of War in the Gulf may not seem like a lot, compared to the 'thousands of variations' of some of the competition, there actually seems to be more variety using this sort of approach.

I don't know how many of you have actually seen a gulf oil state, but the impression I had on a flight stopover was that the Norfolk Broads were considerably more undulating. Surely this created a problem for designing exciting scenarios?

I think I hit the nail on the head when I asked this one,

because I could detect a little bit of embarrassment on the part of the designer.

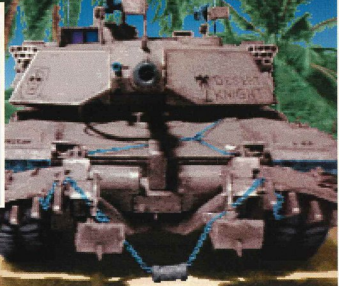
"Well, that's very true", said David. "So, we did have to add a few extra elements to the maps in order to make the battles more fun to play." Well, I think that approach is quite fair enough - after all, as David points out, the terrain of the gulf is ideally suited to the M1 Abrams tank - the major vehicle in the player's arsenal.

If the scenarios weren't gauged sensibly, then the game would turn into the sort of turkey shoot which resembled the last twenty four hours of the Gulf War. And that isn't exactly the sort of sport which sensible people would want to play.

And that brings up the last question which I wanted to ask about this new product. How does a designer feel about writing a game so closely linked to a real war which occurred so recently?

"Uneasy, in some ways", said David. "But the use of this scenario does lend an urgency which certainly adds to the product. And at the end of the day this isn't the sort of product which glorifies war, and that's what matters."

War in the Gulf should be out on the streets by the end of April. It certainly looks like one to check out for your shopping list! Jason



● After you have deployed your four tank units, you can then monitor their progress on any one of several tactical war screens

# THE ACTION ZONE



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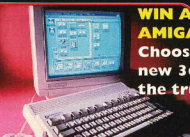
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**It's that time of the month again when all your mail gets tipped out of the sack onto the table. Then it all goes through a tough sorting technique before we come up with the cream of the crop.**

# WRIT

## GRIM UP NORTH?

I don't know what all the fuss is about. In the March issue of your excellent magazine there were complaints of games not being out for Christmas and not being out for the ST. Well if you can get up here to Newcastle you will find most of the mentioned games out for the ST. Street-fighter II was in the Computer Shop and WH Smith's in Eldon Square for Christmas.

I think the reason for this is that there are less people living in the north than in the south. If you try a game out in the north first and then in the south, you will probably have a better idea of how well it will sell. The mentioned games have not sold well on the ST and so they will not be sold further south.

**Ian Morton (12), Ashington.**

*Interesting point Ian although having said that Street-fighter II has done very, very well on the ST and can be freely obtained in shops south of Manchester. The reason a lot of shops didn't have SFI prior to Chrissy is unclear to us. Whereas a retailer may well think twice about taking an ST game in stock because of sales, surely a game of this size would have been a definite purchase for any shopkeeper worth his salt! Weird eh?*

## SOUR LEMONS

Where are you Dave?

Dave Payton, I sense a big wind-up here. You're probably quite a decent, genuine bloke who is having a bit of harmless fun causing some controversy. Because if anyone actually held such views as yours, then I'd be very concerned for their personal safety. First of all, you call us lesbians. OK, so it was a joke, but that's exactly what I'd expect from a little nurd like yourself. Unfortunately, you haven't even got a grip on the English language - "the women who have wrote the aforementioned letters are all lesbians". You dull child, stay behind after school! It should have been "have written", not "have wrote". You obviously lack intelligence if you can't even insult people properly.

You are the sort of bloke who is terrified of women. You'd buy Elvira just to oggle her cleavage, but if you ever met a woman like that you'd be covering in the dust. Underneath that laddish exterior is an insecure and frightened little boy - short hair, small joystick etc.

To have such damning views of women is a way of consoling yourself because you recognise your own failings. You give men a bad name Mr. Payton. I bet I could thrash you at IK+.

Now bog off and get back to polishing my pointed boots. Soon they may lodge themselves in your minuscule brain. You're a waste of a name. Thank you I feel better now.

**Heather Slater, Abbots Bromley.**

*Crikey. One decision Dave Payton will never have to make is whether to move down to Abbots Bromley or not. If you ever drive down south Dave I'd probably steer clear of the Midlands as much as possible on the off chance you run into Heather. We have to agree with you there though H. It is beginning to sound like a wind-up for a bit of a laugh. So we won't trouble the girls out there with any more nonsense from this geek unless he comes up with something really worthwhile to say. Somehow though, I don't think he could!*

## FAIR COMMENT

I think your magazine is really good but there are a few places you could improve on. In issue 59 you introduced a new way of giving information about games - for example how many players and disks there are. I thought this was excellent but you could improve the reviews by having a box saying the good and bad points of the game, just to give the finishing touch to the review. This tells people how good a game is without having to read the whole thing.

Another way you could improve is on the quality of the screenshots which are sometimes blurred or blocky because you zoom in too much.

What happened to the tips? When I first started buying ST Action there were Small Tips but now there are only Player's Guides. Sure a small one of these and some tips are good but three player's guides and no tips? What's happening? Finally, please can you answer the following questions?

1. Is Zool coming out for the ST and if so when?

# STAR LETTER

## HOME MADE HEROICS

I thought it was about time I wrote to you again. My last letter was published so I'm going for two out of two!

I thought I would tell you about my long term project "Jericho" that has been put together over nearly five years! It is a fantasy role playing game in the traditional mould. I have written it on First Word and completed most of the artwork on Pegas. I did use an artist for the rulebook cover.

It is a Play-by-Mail game and I was hoping you could give it a mention in Action. It has a full A4 sized rulebook detailing races, spells, weapons, equipment, the Gods and many other aspects of Jericho.

It costs £5 to enrol for which you receive turn sheets, a rulebook and three turns or goes. It is all operated by my STE which is ideal for all of the data handling. It is a non-profit making hobby - the little I would make is to be put towards a cheap printer and a better rulebook.

I hope you will mention this as the ST is a very versatile creature and this fact may help to improve its shelf life.

Thanks for the mag, I'm on my fourth subscription now!

**Paul Thomas, 18 Darwin Avenue, Ilkeston, Derby, DE7 5GN.**

*Nice to hear of someone making good use of their machine with a little bit of creative thought.*

*That's two out of two you've had published now Paul - not bad! By the way if anybody wants to enrol for Jericho, just make a cheque or Postal Order out to him and he'll do the rest.*



# LEON!

2. Are there any STE only games coming out in the near future or will it be left out as the Falcon takes over?
3. How compatible will the existing ST software be on the new Falcon. Will it all be made redundant?
4. Will software houses bring any STE/Falcon games out or will it just be utilities and hardware?

I'd just like to ask Dave Payton if he was dropped on his head at birth because often women are good at computer games and enjoy the most violent games there are. Thanks for producing such a great mag every month.

**Alan Bradshaw, South Croydon.**

The Comment box should really sum up a game's good and bad points. From this month you should have also noticed that a second opinion box has appeared on the reviews giving you a better idea of what a game's like and who it may appeal to. We obviously try to make screenshots as clear as we can. We don't set out to blur them (I wasn't really aware we ever had) but as for blocky pixels, that's generally the game's graphics and nothing to do with us.

Now on to your questions.

1. Hmm, will it, won't it? It seems to change every day. Watch this space though!
2. Yep, Sleepwalker is STE only!
3. Most existing ST games will probably not run on the new machine.
4. Yep, just watch for the flood and check out this month's Freestyle! on the disk.

Hope that helps Alan, thanks for the compliments.

## QUALITY NOT QUANTITY

I am writing to agree with a complaint from D Vary from Pitsea. I was just reading your brilliant magazine when I noticed that the last page number was 66. I cannot believe that you can lose 22 pages of magazine from nine issues.

I was also wondering if you can answer these few questions for me?

1. Is Sensible Soccer V1.1 the same as Sensible Soccer European Champions or do I have to buy the original and upgrade it?
2. When will Monkey Island 2 be released on the Atari?
3. I have heard rumours about a game called Addams Family 2. Are these true and if so when will it be released?
4. Why have you recruited half of the Your Sinclair team to review games?
5. Will Lemmings 2 and Sleepwalker be available on half meg STE's?
6. In your opinion which is better Mega-Lo-mania or Populous 2?
7. Which is better, Graham Taylor's Soccer Challenge or Championship Manager?

**Colin Gallacher, Ellon.**

Yep, okay the mag may well be 22 pages thinner but remember too that a lot of those 22 pages were adverts and with companies producing less games, the ads are less = vicious circle. The other unfortunate factor is also that you have to have a certain number of ads for each page of the mag. It's a complicated ratio thing that prevents us giving you 200 pages of editorial each month.



● Lemmings 2 – soon to be released on half meg. Save those little rodents or it's lemming burgers for lunch.

Now, your quezzies.

1. Yep it is. Except the goalies are better in 1.1
2. It won't be. Although it could make the Falcon I sup-pose.
3. Not on the ST. It's knocking about on the Super Nintendo already though.
4. I'm sorry. What are you talking about. None of us have ever worked for Your Sinclair. Mistaken identity methinks.
5. Hmm, tricky one this. Ocean have recently only been releasing on the one meg Atari, but Lemmings 2 should be no problem.
6. Populous cos it's smart!
7. Championship Manager is a personal favourite of Paul's. It's groovy.

## BAD COMPANY

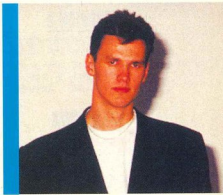
I am the proud owner of a 1040STE. Most of my friends at school own Amigas. Every month I save up my pocket money to buy a new game. But my Amiga owning friends do not save up and they still manage to get and own all the latest games. How? I hear you asking. Well they all own a program called X-Copy which can copy any game no matter what protection system it uses. One of my friends knows someone who gets all the latest games and he copies those and sends them to my friend who copies them for everybody else. They know it is illegal but they still go ahead with it. This really annoys me. I fork out £17 on a new game and they get 'em free.

I would like to know what I can do to make them stop. I remember from way back a company called FAST who dealt with piracy. Do you know if they are still running or if there is a company who does the same thing?

**Gerry Leahy, Shrewsbury.**

FAST still operate and can be reached on 0628-660377. As a matter of interest X-Copy can't copy everything on the Amiga, generally just already cracked games so somewhere there is a big time pirate operating. For some interesting reading see last month's feature on piracy, as well as this month's follow up!

**Send your post  
to: The Editor,  
Write On!  
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# Buyer's

**So you just don't know what to do with spare cash then? Well there are only really two things you can do. One is to send it to us or the second is to choose a game from our Buyer's Guide and get to the shop now!**

## ADDAMS FAMILY

**Ocean: £25.99 Platform**

Nice little platform game that's a touch too easy to complete for its own good. Still one you could come back to though.

**86%**

## AMBERSTAR

**Thalion: £25.99 RPG**

Tasty german RPG with a huge play area, several varying quests and exceedingly smooth scrolling. An immediate purchase!

**92%**

## ANOTHER WORLD

**US Gold: £25.99 Action Adventure**

It took two years to make and a couple of hours to finish. Stunning to look at but too easy at the end of the day.

**87%**



## ARKANOID II

**Hit Squads: £7.99 Puzzle and Skill**

Cheaper than a V-neck in a Burton's sale. You can't beat a bit of bat and ball (repeat quickly for the STA tongue twister).

**87%**

## ARMOUR GEDDON

**Psygnosis: £29.99 Arcade Strategy**

A good link up game from scouse firm Psygnosis. More renowned for their lovable green-haired rodents than anything else.

**90%**

## BARBARIAN 2

**Psygnosis: £29.99 Action Adventure**

Blood and platforms. The winning combination. There's even a few puzzles tucked away in there for good measure as well.

**86%**

## BAR'D'S TALE

**Electronic Arts: £7.99 RPG**

The grand-daddy of role-playing games and a classic in its own right. Add it to your shelves, if you can dig it out.

**86%**

## BATTLE OF BRITAIN

**Luxoflight: £24.99 Flight Sim**

Take to the skies as one of our boys in the middle of the century. Save our shores from the advancing Adolf Hitler in this fine game!

**88%**

## BLOOD MONEY

**Sizzlers: £7.99 Shoot'em-up**

When two players get together on this baby, there's hardly anything of equal addictiveness. Truly dynamite stuff from Psygnosis!

**86%**

## BUBBLE BOBBLE

**Hit Squads: £7.99 Platform**

So old it's got grey hair sprouting from it! Ancient platform game that is still good to give the kids when you fancy a pint.

**88%**

## CAESAR

**Impressions: £29.99 Strategy**

If you're bored with the challenges that Sim City and its ilk can give you then slip into your toga and step back into Roman times!

**88%**

## CAMPAIGN

**Empire: £29.99 Strategy**

Yonks in development and yonks reading the manual! Empire's classic battle sim goes to war!

**86%**



## CHAMPIONSHIP MANAGER

**Domark: £25.99 Sports and Leisure**

If you want a football management game and don't mind wading through loads of stats, this will be the one. Yum!

**93%**

## CHAOS ENGINE

**Bitmap Brothers: £25.99 Shoot'em-up**

The Bitmaps are back with their three-player Ikari Warriors type game. Set in a freaky Victorian setting this one is good!

**88%**

## CHAOS STRIKES BACK

**FTL: £25.99 Arcade Adventure**

There's a smart bundle from Psygnosis containing both this and Dungeon Master. Classics not to be missed.

**88%**



## CODENAME ICEMAN

**Sierra: £29.99 Adventure**

Amazingly slow, but involved graphic adventure from Sierra. Takes ages to load each screen and loads of disk swaps without a HD.

**90%**

## CRAZY CARS 3

**Titus: £25.99 Racing**

The Lotus 2 beater from Titus. Nobody thought that Gremlin could be knocked from the top but it's been done!

**86%**

## D/GENERATION

**Mindscape: £19.99 Action Adventure**

Slip into your genes in what has to be one of the best games for years. Back to when gamplay counted for everything.

**93%**

## DISC

**Action 16: £7.99 Arcade**

Sort of Iron style disc game where the idea is to maim your opponent. Frantic frisbee throwing for psychotics

**80%**

## DOODLEBUG

**Cores: £25.99 Arcade**

Go bug-bashing with the boys from Derby. Get your fly-spray at the ready and squirt those pests where it hurts.

**84%**



## DUNGEON MASTER

**FTL: £24.99 Arcade Adventure**

It's been re-released with Chaos Strikes Back. Many of you will have it. Many of us bought our ST's to play it!

**93%**



## DYNABLASTER

**Midsoft: £30.99 Arcade**

Up to five people can play at once so get your friends round for the most playable multi-person game ever to appear anywhere.

**92%**

## ELITE

**Firebird: £25.99 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.

**94%**

## ELVIRA II

**Accolade: £29.99 Adventure**

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

**90%**

## 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.

**86%**



## F-19 STEALTH FIGHTER

**Microware: £29.99 Flight Sim**

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

**82%**

# Guide

## 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. **85%**

## FIRE AND ICE

**Renegade: £25.99 Platform**  
Another console-style platform game with a character that looked a bit too Sonico for its own good really. Good though. **88%**

## 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. **84%**



## 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. **91%**

## 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! **93%**

## 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 out there mind. **82%**

## GOBLIINS 2

**Coktel Vision: £25.99 Puzzle and Skill**  
More of the same Gallic style of humour that's too heavy for me to cope with! A lot of you seem to like it though. **85%**



## 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. **80%**

## 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. **83%**

## HEAD OVER HEELS

**Nit Squad: £7.99 Puzzle and Skill**  
Bizarre 8-bit game where two animals have to join together to make one big body. No fancy effects, just playable. **90%**



## 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 to do. **90%**

## IK+

**Nit 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 years. **86%**



## INDY JONES CRUSADE

**Lucasfilm: £29.99 Adventure**  
You can only get respect for so long wearing the same clothes throughout three films! All that money and no new wardrobe! **88%**

## JAMES POND

**GBN: £7.99 Platform**  
How can I be expected to think up fish jokes month in month out? It's giving me a right haddock trying, it really is. Honestly! **88%**

## JIMMY WHITE'S SNOOKER

**Virgin: £29.99 Sports and Leisure**  
Yep, it's a fine snooker sim, it's just a pity snooker is as boring as golf! Excellent if you like balls and pockets. **91%**



## KICK OFF 2

**Anco: £24.99 Sports and Leisure**  
A stonking arcade style football game with the emphasis on pace and passing. Wondrous in every sense. Hard to control! **92%**

## 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. **78%**

## KNIGHTMARE

**Mindscape: £25.99 Arcade Adventure**  
Lots of mazes to get lost in. Tony Crowther is Yorkshire's best programmer but the competition isn't too stiff! **91%**



## LEGEND

**Mindscape: £29.99 RPG**  
Classic RPG in the style of HeroQuest. Much better and worth a look for any dice-roller worth his or her salt. Recommended. **93%**

## LEMMINGS

**Psygnosis: £25.99 Puzzle and Skill**  
Will a software house please make a game better than Lemmings because we're sick of the green haired gits! **93%**



## LEMMINGS 2

**Psygnosis: £25.99 Puzzle and Skill**  
They're back, they're better and they've still got that green hair! This is a smart sequel with loads more than the first one. **94%**



## LOTUS

**GBN: £7.99 Racing**  
Still worth getting your hands on this classic especially if you can't afford the latest in the series. An all time great! Smart! **88%**

## LOTUS III

**Granada: £25.99 Racing**  
It's got all the features of the first two games combined plus rather top track editor too. Renders the others pointless really. **93%**



## 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! **91%**

## 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. Hard to find these days though. **85%**

## 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! **88%**

## MEGA LO MANIA

**Mirrorsoft: £25.99 Strategy**

"The production run's completed!" Aaaaarrrggghhhhh. If I hear that bloody sample one more time there'll be tears! **90%**



## MEGATRAVELLER

**Empire: £29.99 RPG**

Character generation was the strong point in this game. Precise and accurate to the real game. Could be tedious though. **82%**

## 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. By far the best effort. **90%**



## MIDWINTER 2

**Rainbird: £29.99 Arcade Strategy**

The ice has melted in this Mike Singleton sequel. Massive play area and a ridiculously large task make this unmissable. **90%**

## 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? **85%**

## NITRO

**Sizzlers: £7.99 Racing**

The best Super Sprint clone and up to three players can play at any one time. Unlimited levels means unlimited gameplay. **86%**

## PACIFIC ISLANDS

**Empire: £24.99 Land and Sea Sim**  
Tanks for the memories. A 20mm barrel of fun. You really should shell out for this superb combat simulation. **88%**



## 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. **80%**

## 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 beat 'em up that has yet to be beaten. **92%**

## PARASOL STARS

**Ocean: £25.99 Platform**

So what is this! Rainbow Islands 2 or Bubble Bobble 3? We've seen it all before and it still works. **90%**



## PLAN 9 FROM OUTER SPACE

**Gremlin: £34.99 Adventure**

It's supposedly the worst film ever and that's why Gremlin wanted this notorious licence. The game's okay though. Worth a look. **87%**

## POOL

**Virgin: £29.99 Sports**

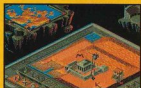
Don your swimming cossy and take a dip in Archer Maclean's Pool simulation...Oh, hang on, wrong pool! **93%**



## 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 repetitive. **94%**



## 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. **88%**

## PRINCE OF PERSIA

**Hit Squad: £7.99 Platform**

A true classic in every sense. Addictive gameplay, groovy graphics and a high puzzle factor! Yummy! **92%**



## 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! **87%**

## RAINBOW ISLANDS

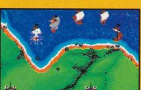
**Hit Squad: £7.99 Platform**

Hmm, there's loadsa freaky colours in this ageing but classic platform caper that is sure to captivate any who dare to play it. **90%**

## RAMPART

**Domark: £24.99 Arcade**

Simple but addictive conversion of a game originally by Atari. Try to repel the invaders from your castle. **84%**



## RICK DANGEROUS 2

**Kixx: £7.99 Platform**

Join Nazi basher Rick in this "game of the facet". Bound from platform to platform with guns blazing to save the day. **86%**

## ROBOCOP

**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. **90%**

## 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. **92%**



## SABRE TEAM

**Krisalis: £25.99 Arcade Strategy**

Join the men in black as they conquer world problems with the press of a trigger. If you fancy the SAS this is for you. **92%**

## SENSIBLE SOCCER V1.1

**Bonagode: £25.99 Sports and Leisure**

The game for fans who don't like Kick Off. Precision passing is possible! A tremendous sports game that's now been updated! **91%**

## SHADOWWORLDS

**Krisalis: £25.99 RPG**

The sequel to Domark's Shadowlands. As you'd expect it's a lot better. We played it for ages in the office. Good stuff. **82%**



## SHADOW WARRIORS

**Hit Squad: £7.99 Beat'em-up**

Ninja time again. Lots of weaponry and oriental badies launching attack after attack in this middle-aged beat 'em-up. **84%**

## 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. **90%**



## SILENT SERVICE

Microprose: £24.99 Land and Sea Sim

Up periscopes for the first time with Microprose. Hard to get hold of and there's a sequel out now that polishes this up. Worth having. **82%**

## SILENT SERVICE II

Microprose: £24.99 Land and Sea Sim

Blip...Blip...Blip...Blipity Blop...Fire One...whoosh...whoosh...Boom!!!...Blip...Blip. Who said life under the ocean waves was silent? **83%**

## SLEEPWALKER

Ocean: £25.99 Platform

"They'll be many a late night with this platform romp" - Brad said with a weary look in his eyes. Ocean's Comic Relief. **92%**



## SMASH TV

Hit Squad: £7.99 Shoot'em-up

Kind of based on the Arnie film called The Running Man. It's time to kill thugs for cash in the most violent gameshow ever. **83%**

## SPACE CRUSADE

Gremlin: £25.99 RPG

Based on the Games Workshop boardgame, it combined great atmospheric graphics with fabby gameplay. **83%**



## SPACE QUEST SERIES

Sierra: £29.99 Adventure

Time has moved technology past what Sierra produced. Still a series full of classics in their own right. **89%**



## 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. **90%**

## 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? **90%**



## 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! **80%**

## 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. **92%**

## STREETFIGHTER 2

US Gold: £25.99 Beat'em-up

Possibly the greatest arcade game of all time. US Gold did a fine job but it can't compare to the real thing. **81%**



## STRIKER

Rage: £25.99 Sports and Leisure

A footy game that didn't try to take on Kick Off 2 to its credit. A novel 3D approach and super fast graphics made this what it is. **86%**

## 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. **90%**

## SUPERCARS II

Microstyle: £9.99 Racing

Get in the 'tow', brake into corners... Sod that! Pedal to the floor and launch those missiles at the opposition. **86%**



## SWIV

Sales Curve: £24.99 Shoot'em-up

Vertically scrolling blast that was the unofficial sequel to Silkworm. Scrumptious graphics and sound creates a huge pile of fun! **89%**

## TEST DRIVE II

Hit Squad: £7.99 Racing

Take part in The Duel across the roadways of America. Extra data disks are available to add cars and courses. Good stuff. **83%**

## THUNDERHAWK

Core Design: £29.99 Flight Sim

Core's stunning helicopter sim based on a mythical gunship. Smooth vector graphics make this worth the cash. **90%**



## TRANSARCTICA

Daze: £29.99 Strategy

The only game you'll find if you want to do a bit of train fighting. Originality is the key here, as it is with a lot of Daze/Silmarils games. **84%**

## TURRICAN

Kixx: £7.99 Shoot'em-up

This game bears a remarkable similarity to the sequel (see below). Worth having any one of 'em or even both! **84%**



## TURRICAN II

Kixx: £7.99 Shoot'em-up

Classic blast that's out on budget for under eight quid! It's the equivalent of four pints and it'll last you about three years longer. **82%**

## 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 would be handy. **80%**

## 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. **86%**



## VROOM

Lanark: £24.99 Racing

So fast you'll think there's something wrong with your machine! Speedy routines make this the smoothest, fastest race game out. **86%**

## 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. **89%**



# Guide

# NEXT ISSUE

**On sale May 13th**

## 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:**

**Universal Monsters, Reach for the Skies, Air Support, Super Cauldron, D-Day, The Patrician, War in the Gulf, FA Premier League and many more!**

## COVER DISK

**Part two of our smart Creatures demo, Issue 4 of Freestyle! and a special bonus surprise are on next month's funky disk.**

## SPECIAL FEATURE

**Once again the ST Action crew will be out on the streets collecting opinions from the people who matter most – you!**

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

**CAN YOU AFFORD TO MISS OUR JUNE ISSUE?**

# SABRE TEAM



**At** 19.07 on the 5th of May 1980 John Dellow of the Metropolitan Police signed a document passing control of the Iranian Embassy siege to LT. COL H.M. Ross.

He sent in three, four-man teams (Sabre teams) of 22 S.A.S, the rest is history.

For many the S.A.S are the black-clad rescuers of Princes Street depicted by the B.B.C as the pictures of the last minutes of the siege were relayed live around the world.

We as mere mortals can only wonder at the exploits of this most professional and highly trained fighting force as officially it does not exist.

This simulation is based on the information that is available and is produced by people who have a great deal of admiration for the people they will never know.

**AMIGA 1 meg only**  
**£25.99**

**ATARI ST 1 meg only**  
**£25.99 only**

**IBM PC**  
**£34.99**



# STARRING

# HORROR



Professor Van Helsing is dead. The containment ritual has failed. You, alone, are left to face six of the most fearsome monsters that ever existed, dozens of their hideous minions and a haunted mansion. You must obtain a specific object from each creature and locate the six missing pieces of the Bloodstar Amulet.

If you ever get as far as discovering the hidden Star Chamber then you will confront the monsters in a final battle. There are underwater caverns, secret rooms, razor-sharp pendulums, snakes, pits of vicious spikes and locked doors you may not want to open.

Your chances are slim!



# FEAR!

# ocean

**YOU WILL NEVER PLAY  
THE SAME AGAIN WITH  
ON YOUR ATARI  
& CEM AMIGA**