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ST Games Magazine

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Europress Direct Tel (051) 357 2813
Printed in the UK by: BPCC Magazines

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AMIGA
ACTION

MEGA
ACTION

SUPER
ACTION

GB
ACTION

GOON

REVIEWS

Fire Force.....16

It's been a long time in coming but finally ICE get it out on the streets. Fire Force puts you in charge of a small band of deadly killers as they attempt a series of Dirty Dozen style missions. If you fancy the look of this delicious little game then why not take a peek at our special Reader Offer on page 19 too!



Knightmare.....21

Super Cauldron.....22

WWF Wrestlemania.....24

Super Ski 2.....25

It's budget but it's brilliant. Super Ski made the grade when it was originally released last year and for it to return again at a ridiculous price is almost too good to be true. Loads of events for all you Sloane-rangers to get to grips with. So get your skis out of storage and take to the slopes for a tenner.



Graham Gooch World Class Cricket.....26

Boston Bomb Club.....29

B-17 Flying Fortress.....30

Ishar 2 (Falcon).....34

Transarctica (Falcon).....35

WIN!

Your chance to walk
away with a holiday in
the sun worth a stagger-
ing £3000.

Page 12

Drench your mates with
Codemasters and a cou-
ple of Super-Soaker
water guns!

Page 58



WORK IN PROGRESS

Microprose continue to
support the ST and we pre-
view their latest title - The
Ancient Art of War in the
Skies. How is it shaping up?
Turn the pages to find out. We
also have a look at rapidly
growing budget house Alterna-
tive/Admiral and see what's in
the pipeline from them.

Page 54

CONTENTS



Page 52

FEATURE

Animated video hysteria

The influx of Japanese animation movies into the office since our feature last months has surprised us all. It seems the demand for these films has reached an all-time high in this country. In a follow-up feature we take a glance at what's come through the letterbox during the past four weeks and tell you whether it's any good or not. Enter the world of Manga Video...

REGULARS

News.....10

There's some hot gossip in there this month. We've got news on the biggest game for ages - Zool, plus info on MicroProse and Sensible S/W!

Tips and Cheats.....36

Your skins are saved if you're heavily stuck in either Wizkid or Risky Woods with our Player's Guides. You'll also find part two of Civilization.

Chicken Goes Public!..48

Paul "Chicken" McNally sorts the good PD from the poor while undergoing interrogation as to where the nickname came from!

Write On!.....60

There's a new kid in the hot seat so don't give him a hard time. However, you can still send in all your compliments to the usual address

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. BULLY'S SPORTING DARTS

DARTING ABOUT: It's the Bullseye! Play a little Bully's Soccer in this smart multi-player demo from Alternative!

2. SOCCER MANAGEMENT SIMULATION

FRUSTRATED FAN: Yeah, we know you could do better. Prove it with this full game. Get to the top!

PLUS: ISSUE FIVE OF FREESTYLE: Freestyle gets re-decorated with a trendy new menu-system!

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 43



Cover disk



Our recent survey showed the coverdisk to be one of the most popular features in the whole mag. This month is no exception with a packed disk which includes an added bonus for football fans...

1

BULLY'S SPORTING DARTS

In one! We've got a special appearance from the one and only Bendy bovine from Bullseye. Yep it's Bully himself in his very own darts simulation courtesy of the boys down at Alternative. What you have in this demo is Bully's Soccer - a top section of a budget game that really does provide quality to the cheaper side of the market. A double-click on Bully.PRГ should do the trick. All the options can be altered but you can only choose the Soccer option. All the others have been disabled. Watch out for a full review in ST Action next month.

● Take to the soccer pitch with darts in hand. It all sounds a bit violent for us. It never used to be like that when I was a youngster

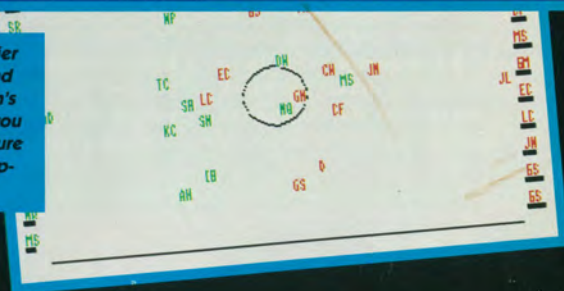


2

SOCCER MANAGEMENT SIMULATION

To celebrate the end of the inaugural season of the FA Premier League we've decided to stick a comprehensive football management simulation on the coverdisk. There's everything you could dream of in there including correct player names for virtually every team in Europe. Become successful and you may be able to tempt the likes of Van Basten away from Italy to play in humble Torquay or wherever you choose to follow your managerial career. To run the game (which is GEM based so you'll need a mouse) simply double-click on SMS.PRГ.

● There's a Premier League trophy and it's got your team's name on it. Can you handle the pressure of managing a top-class side?



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),
T.I.B.,
T.I.B. House,
11 Edward Street,
Bradford,
BD4 7BH.**

3

FREESTYLE! 5

We've gone all high tech with the popular Freestyle disk mag this month. Gone is the tedious old text file and in comes a super-trendy menu system that makes reading and access all the more convenient. Just double click on Free.PRГ to start the fun and frolics for this month. Make sure you give the key a firm press to access the menu. Don't just keep banging away or you'll run into problems later on. You should find the text updates just quickly enough for you to keep up!





Cover

BULLY'S SPORTING DARTS

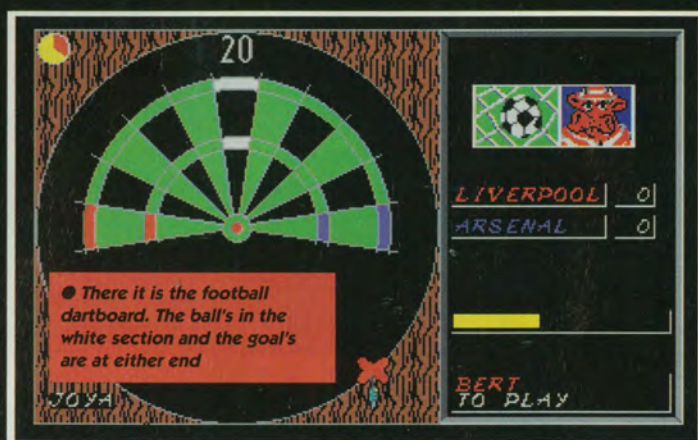
Step up to the oche with your football boots and shin pads on with the help of ST Action and Alternative Software!

It's the Bullseye! Yep, in the barmiest tie-in of the year comes Bully's Sporting Darts. The star of ITV's popular Sunday quiz show finally appears in his own game (and not before time too!). Having made himself popular by appearing in the corner of the screen and going "Mooooooooo", our hero is now set to make his mark in a darts sim extravaganza the likes of which have never

been seen before.

If you'd like to know all about the game itself (that's the finished one and not just this demo) then you'll find a preview on this and other titles forthcoming from the boys at Alternative later in the issue.

This demo contains Bully's Soccer, and it can be played by yourself or with your mates. We advise you to alter the options to give you



five minutes to play the game. If you leave it on a minute you'll hardly have time to sample what's going on. To do this select NO when you are asked if the options are correct!

The dart board itself is slightly strange in that only half of it is present. Daft as it probably sounds imagine it as a footy pitch. The segment highlighted white is where the ball is. Throwing one of your three darts into the white segment when you're in possession (denoted by the colour of Bully's hand) will move the ball nearer to your opponent's "goal". Get it to the opposite goal and hit the segment once more and its a goal. Remember after three darts your opponent (which could be your mate or the computer) will get a go.

If you manage to get a dart into a double section the ball will move two spaces over and a treble will shift it a massive three. Hit a few trebles (long balls) to pump it down the field before finishing it off.

As soon as you get to grips with the game you'll find yourself engrossed and you'll keep coming back (until you buy the finished one that is!). At this point we'd like to thank David and all the boys at Alternative Software for this great little demo.

Demo info

- **COMPANY:** Alternative
- **RELEASE DATE:** End June '93
- **GAME TYPE:** Sports simulation
- **PRICE:** £7.99



er disk

Manchester City

	age	pos	int	pas	vrk	spd	shd	hdg	fin	tk	nat
1	27	GO									Welsh
2	21	GO									English
3	25	CD									English
4	24	RA									English
5	25	CA									English
6	23	CD									English
7	21	RD									English
8	21	CH									English
9	29	LD									English
10	26	CA									Irish
11	28	RA									English
12	23	CH									English
13	19	CA									English
14	22	RA									English
15	24	CD									EC
16	27	LD									English
17	18	RD									English
18	21	CD									English

EXIT

SENIOR SQUAD

OTHER DETAILS

● The Manchester City squad prepare to begin the new season. Data is correct up until the last few months of the season

Demo info

● **COMPANY:** PD

● **RELEASE DATE:** Out now!

● **GAME TYPE:** Strategy

● **PRICE:** Freebie

SOCCER

MANAGEMENT SIMULATION

So United won the Premier League after 300 years! To mark the end of the season we give you a top game to get into!

We've had this knocking around the office for a few weeks and we've just been waiting for the opportunity to get it on the disk. What better time, thought we, than to commemorate the end of the inaugural Premier League season. This GEM-base game really is a little cracker. Initially it may be both confusing and unattractive to look at but there are literally hours and hours of gameplay in there.

Attention to detail is the order of the day. All the teams in all the divisions have the correct player

names (well more or less allowing for late transfers). The thing is, the enticingly titled Soccer Management Simulator also features correct player names for all teams abroad. For example,

if you fancy having Paul Gascoigne in your side, you'll have to go to Lazio to try and tempt him away.

SMS is also a multi-player game and up to four people can manage sides in a title challenge. When you load the game (which is all mouse-controlled as it's GEM!) you'll have to wait about three minutes while the screen is white for the data to unpack. Don't worry and don't switch

it off. Obviously if it's light when you start to play and it still hasn't loaded by 11 send the disk back, but otherwise just hang in there.

The freakiest thing to get to grips with is the match itself. You'll see why when you play it but it consists of a load of arrows showing the direction of the ball and who's actually in possession. Complicated sounding but you'll see what we mean.



FREESTYLE! ISSUE 5



Finally Freestyle has been updated. Issue five marks an update in the way we now present our monthly diskmag. Watch out for our very own stuntman at the bottom of the screen. The response to Freestyle is still quite phenomenal. We've had all sorts of junk through the post for the Pointathon, loads of tapes and several photos of very famous people. We've had the lot! Make sure you keep sending it in and the rewards will soon be all yours!

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news stories

Gremlin finally reveal their intentions

NO FOOLING ZOOL

Billed as the computer's answer to Sonic and Mario, rumours that the Zool would arrive have been circulating for ages. Will it? Won't it come out for the ST?

Well the answer is a definite will. In fact it's such a will that Gremlin are already deep in progress in the Atari version and at this stage we're looking at a September launch date for our insectie hero. For those of you who've had your head in the sand for the past year we'll tell you that Zool is that cute ninja ant from the Nth dimension that has taken the Amiga, PC (and is about to take the coin-op) worlds by storm.

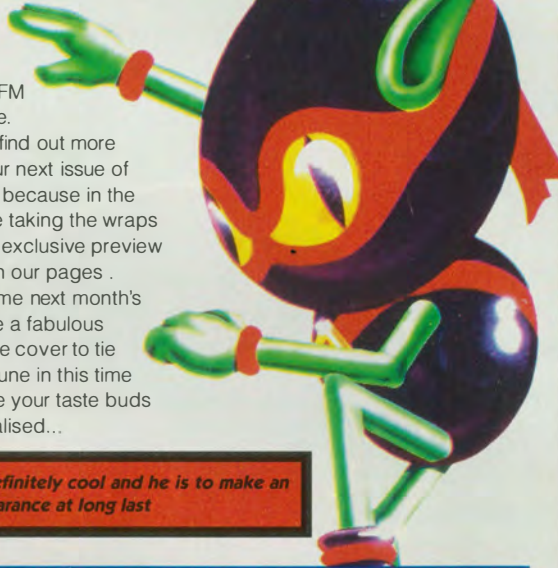
Apparently the STE version will be virtually identical to the A600

version if that means anything to you, but nobody knows how the STFM conversion will fare.

If you want to find out more about Zool get your next issue of STA reserved now because in the August ish we'll be taking the wraps off the game in an exclusive preview tucked away within our pages.

At the same time next month's copy will also have a fabulous freebie taped to the cover to tie in with the game Tune in this time next month to have your taste buds well and truly tantalised...

● Zool's most definitely cool and he is to make an overdue ST appearance at long last



ATAC your enemy...

News that MicroProse plan to continue to support the ST for a while at least is certainly welcome. After B-17 (in the shops now) and Ancient Art of War in the Skies (see the preview elsewhere in this issue) plans are being made for ST version of both ATAC and Dogfight.

While neither title has been confirmed as yet it looks likely that they will both, make it onto Atari format before the end of 1993. Another snippet is that they are likely to be joined by Gunship 2000.

Doubtless the guys down there will be looking hard at the possibility of converting some of their more popular PC titles on to the Falcon as its greater capabilities will make it a more viable target for the future. If only some of the major companies took this policy there wouldn't be a question mark over the future of the ST.

ST GALLUP CHART

1	(2)	Streetfighter 2	US Gold	£27.99
2	(3)	Premier Manager	Gremlin Graphics	£25.99
3	(4)	Civilization	Microprose	£34.99
4	(1)	Sensible Soccer 92/93	Renegade	£25.99
5	(8)	Formula One Grand Prix	Microprose	£34.99
6	(6)	Sleepwalker - Comic Relief	Ocean	£25.99
7	(NE)	Indy Jones: Graphic Adv.	Kixx XL	£14.99
8	(NE)	F19 Stealth Fighter	Kixx XL	£16.99
9	(NE)	WWF European Rampage	Ocean	£25.99
10	(NE)	Doctor Who - Dalek Attack	Alternative	£16.99

Well Streetfighter II is back there again. There really is no stopping US Gold's arcade conversion. This month's chart includes any game priced at over £15 (not budget!)



WIN A DREAM ...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world.

It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster!

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How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for

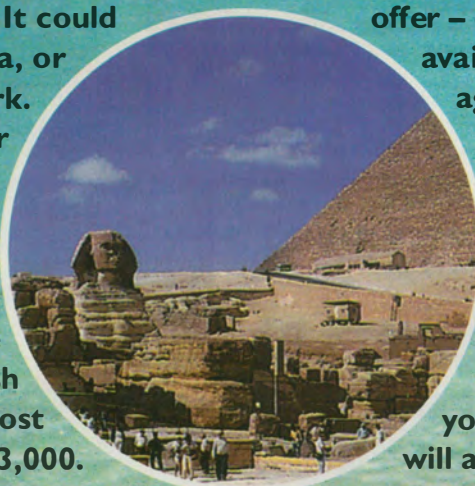
this unique competition, in time for the draw which will take place on July 12.

If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free

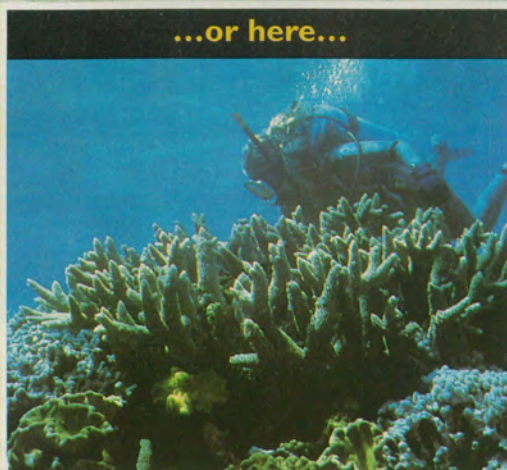
tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!



£3,000 could take you here...



...or here...



...or anywhere!



AND IF YOU WIN, THERE'S A HOLIDAY

AM HOLIDAY in the world!

WHICH MAGAZINE FOR YOU?

ACORN – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners (to be launched on May 20).



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The Action starts here! The following pages contain all you need to know about the ST games scene.

REVIEWS

THIS MONTH

The ST Action Reviews section takes the latest ST releases and thoroughly examines them to bring you all the impartial information you need to know. We tell you how they compare to other games of a similar genre and also score each game for graphical content, aural capability and the most important ingredient – gameplay.

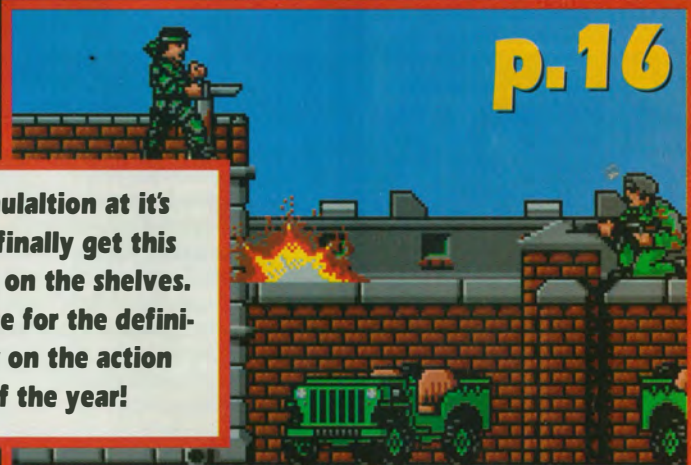
The Work In Progress section allows you to keep up to date with the forthcoming ST releases. We bring you exclusive screenshots on your favourite games and also tell you what's in the pipeline for the coming months. You can't match the dedication, quality and experience of the ST Action team and that becomes visually apparent when you open the magazine!

Fire Force



Soldier simulation at it's finest. ICE finally get this classic game on the shelves. Turn the page for the definitive review on the action game of the year!

p.16



Super Cauldron p.22



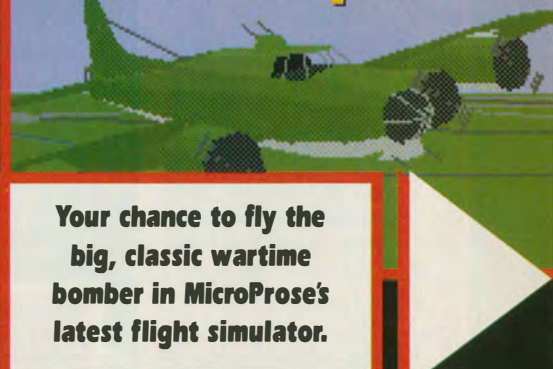
The 16-bit remake of the classic Speccy game. Take control of your witch and get going!

Take to the cricket field with the England captain against the best teams in the world

Graham Gooch p.26



B-17 Flying Fortress p.30



Your chance to fly the big, classic wartime bomber in MicroProse's latest flight simulator.

PLUS:

Knightmare...p.21, WWF...p.24, Super Ski 2...p.25, Boston Bomb Club...p.29. Plus Ishar 2...p.34 and Transartica...p.35 for the Falcon!

● Planting C4 explosives is a good way to destroy the enemy bunkers you will encounter on your missions. Try and make sure you don't get caught in the blast though

● Creeping up on the soldiers will make sure you don't get seen. You can then stand up and slit their throats before they know what hit them

● The rescue chopper will arrive at the specified rendezvous point at the end of each mission

FIRE FORCE

After the success of Sabre Team, combat simulations are becoming more popular and Ice agree with their release of Fire Force...

You've probably noticed that the beginning of a game review is normally reserved for a brief description of the storyline or an amusing comment by the stressed out author.

This time I'm going to buck tradition and throw caution to the wind by telling you what I think of the game straight away. Here goes -

Fire Force successfully combines great graphics with atmospheric sound to produce one of the most ST playable games ever. Colourful backdrops create realism and the crack of gunfire almost has you ducking for real! Playability has been set to perfection so it isn't too difficult but you can still progress with a little skill. All in all, this is by far my favourite game of the year. Cracking stuff!

It's absolutely fantastic!

Phew, that's better! Now I'll try and tell you why it's so good. When you have loaded it up and gone past the intro screens you come to a roster detailing the current active members of Seal Team 3.

Each character is displayed along with their rank, points scored and medals collected. To begin playing, you must select one of the officers and then input your own name. You will begin as an Ensign but promotion can be achieved pretty quickly.

Nice briefs!

Once this has been done, you will then be given your first four mission objectives. There are 12 missions overall, divided up into three sets of four.

Once you have completed a set of four, you will go on to the next set along with a pro-

motion. The description gives you the mission objective along with your start and finish times and, most importantly, your pick up rendezvous point.

From here you can choose to go to the armoury and pick the weapons you feel will be most suitable for your current mission. After you have done this, it's time to go to war.

The weapons range from the obvious high powered rifles and sub-machine guns to detonators and deadly rocket launchers.

Each weapon must be loaded with the correct ammunition but you must be careful of what you carry as you have a set limit on the amount you can carry.

When you finally get into the mission, you will be set down from a helicopter into the middle of enemy occupied territory. Your mission could be anything from gathering enemy intelligence to rescuing hostages but one thing will always be the same - the mission must

be completed within the specified time limit otherwise you will have failed.

Each level is a multi-directional scrolling massacre! Enemy officers will attack you from all sides using a variety of high-tech weaponry including Russian rifles and LAW2 rocket launchers. You will also be attacked from the many buildings that appear throughout the levels.

What makes Fire Force so appealing

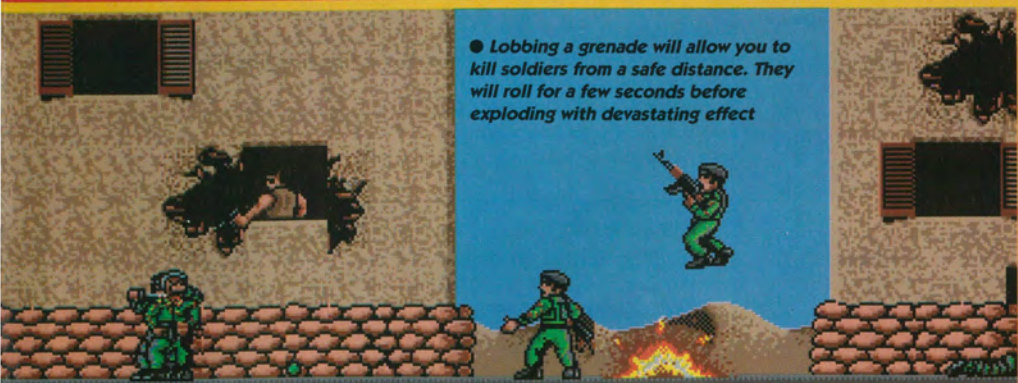
● You must make it to the helicopter in time or you will be left behind



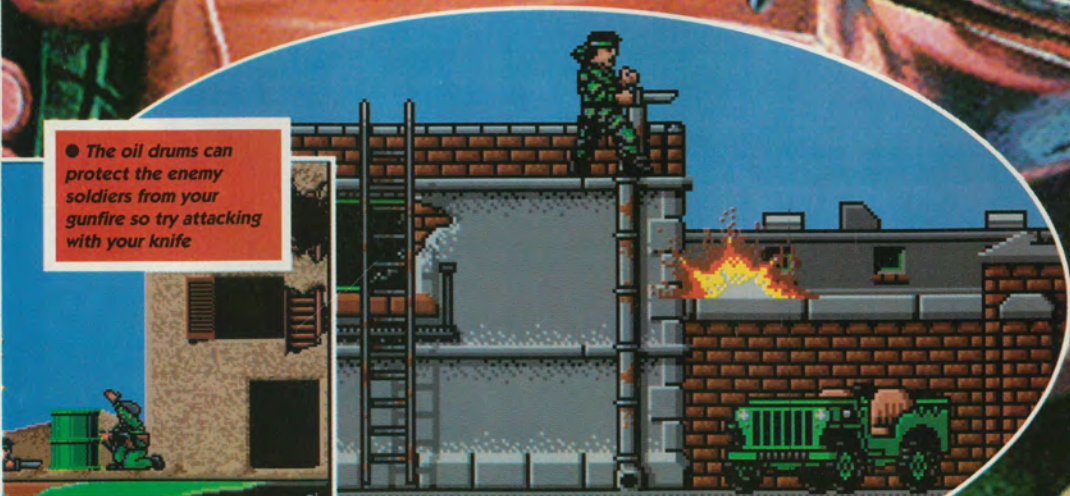


RCE

● Lobbing a grenade will allow you to kill soldiers from a safe distance. They will roll for a few seconds before exploding with devastating effect



● The oil drums can protect the enemy soldiers from your gunfire so try attacking with your knife



● Ladders can be climbed to reach the tops of the buildings you must infiltrate. Watch out for booby traps though

DELTA 15
0:23 88:38
DETONATORS: 123456



SOVIET AKM ASSAULT RIFLE

1

AK-47

The AK-47 must be rated as one of the most successful and widely used of any type of small arm ever produced. The gun was designed by Avtomat Kalashnikova in 1947, thus referred to as the AK-47, and was entered into service in 1951. The AK-47 was the basic infantry weapon of the Soviet Army until the AKM was developed in 1959.

2



US M16 + M203 LAUNCHER

M16

The M16, designed by Eugene Stoner, was a development of the earlier 7.62 mm AR-10 assault rifle. It was first adopted for use in Vietnam where numerous faults were found and corrected because the gun was always being compared to its predecessor the AR-10. Millions have been produced by Colt Firearms and have been adopted by 21 armies.



US M177 CARBINE (CAR15)

3

CAR 15 Colt Commando

The Colt Commando is essentially a shorter version of the M16 and was developed for battle in Vietnam. Mechanically it is identical to the M16 but with a much shorter barrel. This shorter barrel made the weapon less effective at long ranges and also caused considerable muzzle flash. This was corrected with the addition of a flash suppressor.

4



WEST GERMAN H&K MP5SD2

MP5SD

The MP5 was produced by Heckler and Koch in 1960. It is a sophisticated weapon which satisfies the requirements of the world's elite forces. It is known to be one of the most favoured weapons of the SAS for close quarter combat due to its small, compact size and relatively good weight. It also uses a small magazine that is easy to carry in tight clothing.



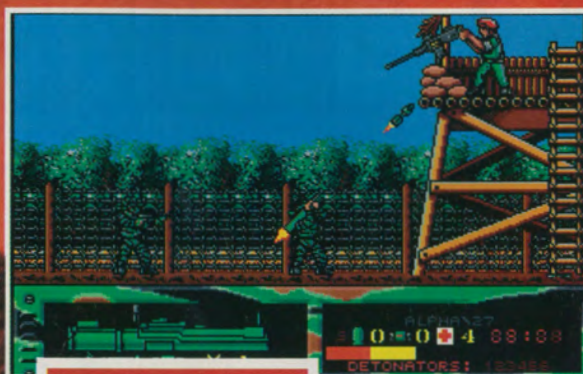
US M60 MACHINE GUN (GPMG)

5

M60

The M60 is the standard General Purpose Machine gun (GPMG) of the US Army and has now replaced the older 0.30 Browning machine gun. The weapon is gas operated, air cooled and is normally used with a 100 round belt of ammunition. The weapon is also usually provided with a stock, carrying handle and a built-in bipod for more stability.

FUNNY FORCE



● The rocket launcher can be used to disable the gunners who are positioned in nests above the ground

ARMOURY SELECT YOUR PERSONAL LOAD LOAD FACTORS IN PALE GREEN			
DROP ALL	EXIT	US M177 CARBINE (CAR15)	
M16 MAGS	MPE MAGS	AK47 MAGS	M60 BELTS
1 C -05+	1 C -00+	1 C -00+	2 C -00+
M26 GRENADES		M72 LAW	
1 C -05+		2 C -01+	
M203 GRENADES		FIELD DRESSING PACKS	
1 C -00+		2 C -01+	
C4 EXPLOSIVES		MAXIMUM LOAD: 26 CURRENT LOAD: 26	
2 C -03+			

● This is your inventory screen. You must access it each mission and choose your weapons (and also any medical aid you might need)

is the ability to enter and search the buildings and bunkers that you will pass. Entering open doors will then cause the screen to change to an inside view detailing the contents of the current room and also an exit to other parts of the building. Certain missions will depend on your ability to successfully search and disable enemy occupied buildings.

As well as searching the enemy buildings, you may also search the soldiers you have killed. Walking over them and pressing the space

bar will bring up a menu showing you what they have on their person. Anything that takes your fancy can be immediately added to your inventory and you can also

“ This little gem has been hiding away in the pipeline for over a year now. Electronic Zoo originally had the rights but when they went bust the game went into limbo land. It's a good job ICE have come along and rescued the situation because Fire Force is all set to be a classic. Anyone who remembers Green Beret in the arcades is in for a smart treat, as is anyone who doesn't! Paul

2ND OPINION ”

drop items if you are carrying too much excess baggage.

Once you have completed your mission objective, you must then make your way to the specified rendezvous point and await pick up by your helicopter. Failure to make it to the meeting place will result in you being left and reported Missing In Action and your helicopter could be destroyed.

State of affairs

A detailed status screen will display everything you need to know about the current level. It will also show what weapon you are currently using; how much ammo you have left; your location; the condition of your health; how many medical packs and grenades you have; and how long you have to complete your mission. Jason

ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

ICE

☎ 0453 756993

SOUND: 91%

GRAPHICS: 93%

OVERALL:

93%

INFO

STA READER OFFER

The heat of another typically scorching British summer has gone right to our heads. Having struck the deal of the century with ICE we can offer readers of ST Action the chance to get their hands on a copy of Fire Force for only...

£13

So you've decided to take advantage of this once in a lifetime offer! Good for you! Now simply cut out this coupon and send it in to the address below with your method of payment and sit back and wait!

STA Reader Offer (Fire Force), Europress Interactive, Europa House, Adlington Park, Macclesfield SK10 4NP

PAYMENT METHOD

☐ Visa ☐ Access ☐ Postal Order (UK Only) ☐ Cheque (UK Only)

Credit card no:

Expires:

□□□□ □□□□ □□□□ □□□□ □□ / □□

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KNIGHTMARE

There have been a couple of games based on the TV series Knightmare. The second was by genius Tony Crowther...

After *Captive*, Crowther had a long way to go to beat a game that had won award after award for both design and originality. With *Mindcape* behind him once again he undertook the task of recreating *Knightmare* – a children's television adventure programme where the contestants wandered around a computer-generated maze fighting mythical foes.

Sweet dreams

With the subject matter seemingly ideal for a computer game, the Yorkshireman began to create his world. Basing the style on the classic *Dungeon Master* he even-

tually came up with a huge game that would, and did take many weeks to complete right to the end.

At a time when many a budget game is now costing slightly less than your regular title, it's nice to see *Mindcape* putting this little gem out at under a tenner.

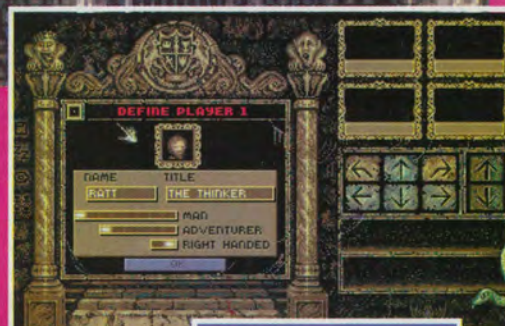
Dream scene

What you get is one side of the screen devoted to the playing area, while the other contains the directional controls and information on your party. Before you can begin a game you must select the characters you wish to play with. From then on you will

enter the gardens and must start to wander around looking for a way through the maze and to your ultimate meeting with destiny – a battle with the evil Lord Fear and his trusty sidekick, the scary Fright Knight.

Control is exactly the same as *Dungeon Master*. The mouse is used on a series of directional arrows and your character moves in the direction you wish.

My major problem is that I'm allergic to mazes. I have absolutely no sense of direction whatsoever. I can get lost on my way to bed at home! People really bug me when I see them scooting around *Knightmare* left, right and centre to



● Character generation plays a large part in any game of this nature and *Knightmare* in no exception

● Mooching through the woods you never know when you will be attacked or surprised



exactly where they want while I have to think twice about every single step I take as I move about!

Knightmare presents you with a huge task that will, we guarantee will last you many a week if not month. If you find that a little off-putting then be wary of this game but if you haven't got anything planned this summer then there's nothing better to get stuck into. For a tenner you really can't knock this with what's at full price. Paul

“ *Knightmare is an exceptional game if you're into this type of role-play. It's not really my cup of tea but I know it appeals to plenty of other people who love nothing more than wandering around mazes.* ”

COMMENT

PUBLISHED BY MINDSCAPE CLASSICS

PRICE: £9.99 1 DISK

CONTROL METHOD: MOUSE 1 PLAYER

OVERALL
86%

SUPER CAULDRON

Another remake of an 8-bit classic. Palace's *Cauldron* makes an unexpected arrival on the ST...



Once a prolific game genre, airy fairy magic world platform jaunts have been cudgelled into near obscurity by ultra-violent shockers. But the occasional return to cloud cuckoo-land can sometimes serve as a soothing respite.

In this day and age of fierce, hard-nosed and violent arcade action, games of wizards, enchanted forests and magic spells do seem a bit poncy really. Although the whole magic/folklore scene has been a stalwart of the game world since computers superseded the well-thumbed

Tolkein novels, nowadays such leafy dell dwellers really need to be something special in order to be taken seriously. This is where many a game falls down!

Bilbo Bobbins

Super Cauldron is an arcade/adventure in the sense that it has a sugar-coated platform-biscuit with a wafer-thin regular-flavoured spell-casting and puzzle-solving filling that won't Surprise the palate. In every sense, the game is all-too typical of this once prolific but now out-moded genre.



The setting is the magical kingdom of Cauldron. The scenario, at the risk of sounding barking mad, has you skipping through enchanted forests and Fields of Spells in search of powers which maintain balance and harmony of all flora and fauna. In the absence of these peace-keeping potions, the forest folk have turned into psychopathic maniacs thanks to a stock character Evil Sorcerer who's intent on spreading doom and gloom... surely not all evil sorcerers are like this? The player is cast as a girlie witch character called Zmira (which is sure to appeal to the lads I don't think) who

SPECIAL BREW



● Cute but with ginger hair. Never mind!

● Watch out for the deadly fireballs

● Here she is in an action stance!

● Having picked up a broomstick you can now fly over problems

● Every witch way but loose! (that's a poor joke - sorry!)



IRON



travels the worlds to regain the magic powers and spells, destroy the Sorcerer and rid the kingdom of the so-called Chest of Curses... it all sounds very familiar indeed!

In action, expect to experience the full

extent of the game within the first few seconds. Assuming control of the witch, the pace sets the pulse ambling as you avoid bats, mice, bouncing pumpkins, curious Neanderthals and various freaky flying foe.

Norman Bates

As the great Novalis once said "Character is fate" and the characterisation and animation of the main sprite and all the enemy in Super Cauldron looks like the work of a taxidermist. To feature in today's arena the graphic artist must achieve almost cartoon-quality expression and character. In this instance, Super Cauldron cannot compete.

Take off from terra-firma via broom-stick icons which don't actually



● Some of the rough sketches made whilst the graphics were being developed

COMMENT In order to carry this somewhat hackneyed theme in this furiously-contested game arena, SC's credibility is reliant on the element of surprise. To say the game is entirely representative of this genre in its heyday five or six years ago says it all. Astounding graphics and sonics might have saved it, but again the visual quality particularly are below what we have come to expect. Sad.

help at all and so might as well be left alone. Meanwhile, progression through less than alert opposition yield various spells which are stored in a magic-book.

The previously mentioned hocus pocus can be conjured up, to coin a phrase, with a tap of the Return key. The basis of most of the spells are pinched from ancient 8-bit hit Druid (Warlock on ST).



● This witch is as cute as they come. Try not to get her killed off as lives are precious

Then a check on the energy key for each individual spell selection via a bit of arrow-key shuffling.

Sparks of originality are few and far between, but when they do occur they brighten up an otherwise dull outlook. Bright spells include four witch clones to take on the enemy when surrounded, a circular saw which fair sizzles along the scenery slicing anything that gets in its path, metal-melting spells and a magic bridge.

The rest of the features have been pinched from games of yore, mostly old eight-bit titles, energy-boosting cauldrons, for example, which originally featured in an old Amstrad game called Sorcery but with more effect.

David Bellamy

Secret worlds and passages are found down tree stumps and the like but this is always accompanied by an unnecessarily lengthy disk accessing which disrupts what game flow there is. Gameplay is samey and not particularly challenging culminating in the ubiquitous show down with the big, horrid nasty at game's end.

Jason S.

ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

TITUS

☎ 071 7002119

SOUND: 52%

GRAPHICS: 70%

OVERALL:

68%

INFO

AND OPINION I wasn't into this at all. When I saw last month's coverdisk I thought it looked okay but there is very little difference in the majority of the full game. Scrolling is a little jerky although the graphics are well drawn and cute. Sometimes though it gets a little tricky to keep track of all that's happening. It may bring back old memories but they may be ones left forgotten. Jason D

● Up, up and away. High over the baddies out to kill you

● Now you're seeing stars because you were careless!

BUDGET ACTION



WWF

WRESTLEMANIA

Is it a sport or is it just a bit of a laugh either way it's definitely larger than life...

When this was originally released in December 1991 it shot straight to the Number One spot in time for Christmas and it managed to hold on to this placing for quite a while. All this despite the fact that it isn't very good!

At £25.99 it was a vastly over-priced can of worms. At a tenner, well at least it is more reasonably priced! All (well nearly all!) your favourite WWF stars are included –

The British Bulldog, Hulk Hogan, Sgt. Slaughter, the Warlord and the Ultimate Warrior all make their appearance as they all battle it out to become the undisputed WWF champ!

Pensioners

The game is sort of loosely based on the arcade coin-op in that you have to control one of the beefcakes in a big blue ring. Controlling

your guy is equally as frantic as the big-box counterpart. All the moves are executed by twitches of the joystick followed by a massive amount of joystick waggling to complete the set-piece and at the end of it all, hopefully get that all important pin-down.

The general presentation of WWF Wrestlemania is good. All the featured wrestlers are shown on screen complete with profile and before each bout there is a bit of good-natured slagging off between the opponents where you must accept a verbal battering and then retort with an equally amusing come-back. However, it all goes a bit downhill once the actual ring bit



has loaded in and you have to start playing it!

The graphics are plain and jerky and there is far too much joystick waggling to make this game enjoyable for long. If you're a wrestle fan then this could be worth a look, but generally it's only as good as the rest of the merchandise **Paul**

“ There's a point when you think that WWF might be quite good, but then there's another point when you realise it isn't! Put plainly, I'd cross the street to avoid whoever had bought it in the first place. Avoid! ”

COMMENT

PUBLISHED BY HIT SQUAD
PRICE: £9.99 2 DISKS
CONTROL METHOD: JOYSTICK 1/2 PLAYERS

OVERALL
58%

BUDGET ACTION

● The local fresh-faced sports announcer does his thing and introduces the next event



● It's a bit cold to be standing outside collecting medals, but it's a perk of the job. Thankfully you're inside where it's warm!



SUPER SKI 2

It's the height of summer, everybody's off to Ibiza so it's time to get your skis out and take to the slopes in an arctic simulation!

Delivered with an un-erring sense of bad-timing comes Super Ski 2 on budget. If I remember rightly, the first time this game surfaced was during the hottest period of last year and now it's back again. Okay so it's a Winter Olympics type game and it isn't winter, but we're flexible in here!

This is in fact a good little

game. This format has been tried and tested a long time ago but rarely with the success that this effort enjoys. It is coded by French group Microids and so smacks of a little continental class right from the start.

No piste jokes here

Several events are included and you must defend your country's honour by compet-

“ One of the best winter sports sims available for the ST. Comprehensive and fun to play at the same time. Worth a definite look. The graphics are spot on and the events all worth playing. Good to see it again! ”

COMMENT



● While skiing along you accidentally find yourself in someone's log cabin! Best get out quick

ing to the best of your ability in the Slalom, Giant Slalom, Bobsleigh, Hot Dog, Ski Jumping and Down-hill. As with anything, training is the key to success and you'll have more than ample opportunity to practice on the slopes of the Olympic venue - Albertville before lifting a competitive finger.

Obviously the most important section is the events themselves and fortunately these are carried off to near perfection. Scrolling is smooth and the graphics are both realistic

and colourful (even if the majority of it all is white, but that's snow for you!). Superski 2 certainly looks the part. Control too is simple once mastered and you'll find yourself getting a good deal of enjoyment for your money with this little beauty!

The only niggle is that it's just appeared on a compilation and you may find it more worth your while if you go the whole hog and get the other three games included as well. This aside, it's recommended as probably the best game of its type. Paul



PUBLISHED BY GAMES WORTH PLAYING/DAZE

PRICE: £9.99 2 DISKS

CONTROL METHOD: JOYSTICK 1/4 PLAYERS

**OVERALL
87%**

ACTION REVIEW

Audiogenic cut the mustard with the finest cricket game around

It's that time of year again when English gentlemen perform their ritual of rain worship and binge out on cucumber sandwiches and still get away with calling it a sport. This year's different however as we hear the sound of pixels against willow with Goochies first appearance on the ST since 1985. Our back page hero strikes again!

For those of you with even the slightest interest in cricket – this game is a dream. Choose from the worlds finest teams including a best of the world eleven.

Creamy teas

Batting is simulated realistically with a choice of seven scoring strokes as well as backward and forward defensives. The batsman can be shuffled anywhere across the crease using the joystick, then press the fire button for his backlift and select a suitable stroke by pointing the joystick in the appropriate direction (see the diagram on the opposite page). The high backlift emulates Gooch's batting stance perfectly and was an obvious influence on the game design.

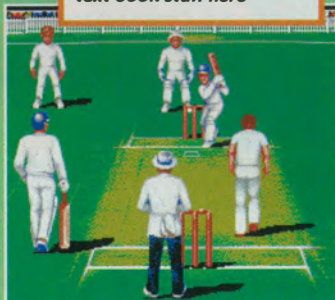
Bowling is even more involved as you choose the spot on the pitch where you wish the ball to bounce with a cursor. Bowlers are either fast, swing, legspin or offspin, and the degree of speed/deviation is controlled by wagging the joystick. Sweaty palms are guaranteed on a hot summers day.

The art of batting is a skillful one. Timing is the key against the quick bowlers once you've judged the slant of the ball. A reflex action defensive stroke is required for digging out well pitched up deliveries. Keep an eye out for the odd short ball which can be driven straight down the ground for four or even hooked for six.

Sticky fingers

The spinners are slower but craftier and a batsman cannot afford to relax for a second. The direction and quantity of spin must be anticipated and shot selection must be perfect. Play in the direction of the spin using cover drives and off drives against leg spin, and straight drives and sweeps against off spin. The same rules apply to

● Eye on the ball, straight bat, follow through – all text book stuff here



CRICKET WORLD

COMMENT Easily the best cricket sim I've seen on any format and this version flows better than on the Amiga. This game has kept me quiet for hours on end (or was it days?) and the only thing which isn't simulated from the real game is a tan. Like any good game the controls take some mastering at first but it's well worth the effort. If cricket's your bag and you've plenty of time then this is a must.

swing bowling – play in the direction of the swing.

At the start of the game you get to select the team of your choice and the opposition (you can play against the computer or your friend). If you're feeling lazy you can also sit back and watch the computer play itself. The match settings allow you to play anything between a twenty over one day match to a full five day test match. The L.B.W. rule can be switched on or off (and believe me it's hard enough with it off) and there are three levels of difficulty: amateur, professional and world class – this game is certainly no pushover.

Sweaty palms

Like any respectable sportsman the computer flips the coin to see who bats, and for some reason it's nearly always heads. This scene, like many other 'inbetween action' screens on this game is presented perfectly and all the highly polished graphics have been well worth the wait.

The sprites look and play like the real thing, or in England's case better than the real thing. Animation for both batsmen and bowlers is fluid and slick and the perspective on the 3-D

scene changes is spectacular. Every element of the game is there right down to signals from the umpire, scorecards, bowling figures, pavilion clocks and appeals.

Fielding is automatic for both sides but retains a human touch with occasional dropped catches and overthrows. Running between wickets for is fully manual involving decision making and a waggle of the old joystick to speed things up. Singles must be taken with caution as the computer's fielding is like lightning, and as any player knows – it's the worst way of getting out. A bowler's field placements can be changed at any stage of an over so strategic positioning can make all the difference. Don't be afraid to crowd the

GOOGLIES!



● The West Indian squad – very strong, very fast and rather tall

Pls	Style	H	Av	
C Lambert	Leg	P 55	Agg L	29
D Haynes	Leg	P 45	Mod R	45
R Richardson	Fast	P 75	Agg R	42
H Anthony	Leg	P 32	Mod R	17
C Hooper	Off	P 32	Mod R	37
A Logie	Leg	P 99	Der R	36
B Lara	Leg	P 45	Mod R	34
M Marshall	Fast	P 22	Agg R	26
C Ambrose	Fast	P 23	Mod R	20
C Walsh	Fast	P 28	Mod R	5
I Bishop	Fast	P 24	Mod R	19

No Player Selected

Clear

Best 11

OK

HAM GOOCH D CLASS CRICKET



● The cut – save these for anything bouncing short and wide



● Forward defensive – essential against well pitched up deliveries



● The hook/pull – punishes short balls over the boundary



● Cover drive – good for deliveries outside your off stump



● The leg glance – anything outside leg stump is history



● Off drive – leg spin and outswing gets clattered for four

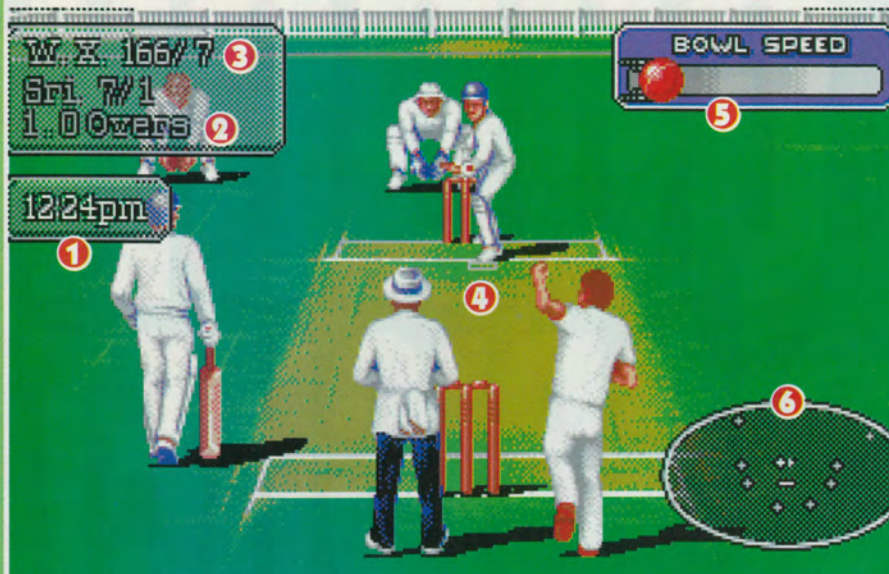


● Straight drive – the most effective scoring shot in the game



● On drive – particularly useful against inswing and offspinners

RUNS FOR YOUR MONEY



- ① The time
- ② Number of overs
- ③ Team scores
- ④ Bounce cursor
- ⑤ Ball speed
- ⑥ Field placings

batsman with close fielders, particularly the tailenders. One sided fielding formations can be an effective way to keep the run rate down – providing you keep bowling to the appropriate side of the wicket. Against top batsmen however, field placings are best left thinly spread due their superior stroke play. Placings can also be saved on disk.

Sound effects are about the only

thing with room for improvement. When a batsman is out the shriek from the fielders sounds more like a strangled chicken than a "howzat" and bat hitting ball could well be mistaken for clicking joints.

Indian runs

The duration of this game can potentially last days. A five day test match has potentially six hours of play per day and the number of overs can be unlimited. Because of this games can be easily saved onto another disk and resumed at a later stage. It is unlikely that a game would last this long as an over can take under two minutes to bowl. For those with a shorter attention span a more bite sized game of limited overs can be played with as little as twenty overs per innings, encouraging a more attacking and often a more exciting match.

Back page hero

All players have realistic and up to date statistics which correspond with their playing abilities. This is why the high order batsmen play better than the tailenders (and vice versa for the bowlers). Maybe it's coincidental but whenever I bat using Gooch himself, he always ends up getting around the fifty runs mark with seemingly little effort, particularly against the spinners. His swing bowling is also surprisingly

effective. Perhaps he was given a bit of a boost during the programming of the game. When selecting from your squad of twenty players you have the option of any player and any batting order. Every team also has a 'best eleven' which is chosen mathematically on the strength of the players statistics. This formula selects the best batsmen in the squad and therefore not necessarily the best overall team. You also have the option of editing your own team with new names and statistics creating a super team which can be saved for future matches on a formatted disk.

Cricket has certainly come a

long way since the days of blistered fingers and bruised knees on the school field. This is a far more civilised and engrossing way to play the game and it keeps the armchair enthusiast right where he belongs. What more could you want on a rainy Summer's day?

Jim



CRICKET TRIV

- Cricket has been played for well over a century and still has nothing to do with insects
- The first official overseas test match was played in the USA of all places
- In 1971 Geoff Boycott averaged over 100 runs for the season
- Jonathan Agnew's nickname to his cricketing chums is 'Aggers' whilst David Gower's is 'Lubo'
- Geoff Boycott has a notoriously sensitive stomach whilst on tour overseas, partly due to the purity of the Yorkshire water he's used to
- The highest first class score of all time was 499 by Hanif Mohamed
- The number 111 (or a multiple of) is associated with bad luck in the cricketing world. Perhaps that's why Graham Gooch was out for 333 against India the other season
- Australian Koala bears are not bears at all. They are in fact marsupials

GRAHAM GOOCH SAYS:

“My game will hit the competition for six”



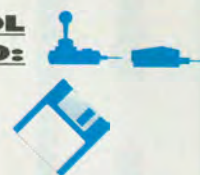
“Considering the quality of previous computer cricket simulations this is a major achievement. Audio-genic's World Class series did exactly the same for Rugby last year and now cricket followers get the same top-class treatment. The game is both visually appealing and addictive. Once you work the controls out you'll be well on your way to a big innings. Pat on the back time! Paul

2ND OPINION

ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:

NO. OF PLAYERS:



PRODUCED BY:

AUDIOGENIC

081 424 2244

SOUND: 70%

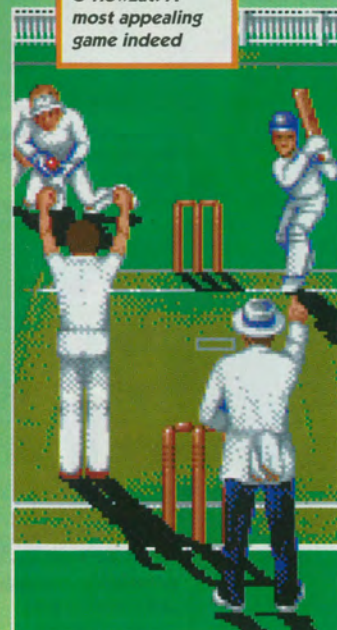
GRAPHICS: 92%

OVERALL:

89%

INFO

● Howzat! A most appealing game indeed



BUDGET ACTION



BOSTON BOMB CLUB

Another bundle of software is released this month on Daze's budget label. B.B.C. gives you something more to think about as you play...

The Boston Bomb Club is a bizarre group of totally mad scientists who take great pleasure in trying to blow each other out of the sky by rolling bombs across a big maze like table. These devices roll around on runners until they come to a dead end, at which point they turn around and roll right back!

Along the table are several junctions which can be altered with a click of your mouse button. Get it right and the bomb will continue trundling along the runners until it comes to the next dead end. The idea is to get

there before it and continue to direct it on its way.

Eventually you must get the bomb to a small target area where it will be defused by a large bucket of water. Fail to do so within the allotted time limit and it's boom-diddy boom time. Things begin to get tricky when you have three million bombs scooting around the place all with their fuses getting lower and lower.

Short fuse

A race against time it certainly is, and it's sooner rather than later that you'll lose it. An added problem is that if two bombs collide then this also causes an explosion and that's the last thing you want. Each bomb you get to the target destination supplies you with points, and you must get at least one there in order to progress on to the next



● This young lady is pointing the way to the loo!

● As the bombs roll around the maze, the only thing for definite is that they will explode if you don't defuse 'em!



● The bombs must be guided around to the target area where they will be defused by a waiting bucket of good old British water

level. Easier said than done!

The Boston Bomb Club is a deviously addictive puzzle game that really will get you frustrated as you see all your hard work crumble before your very eyes. However you'll still be back for more because it has that little extra oomph that all good puzzles game should have!

Paul

● You weren't fast enough on this one. It looks like it'll be right back to the beginning for you again!



“ Nice to look at, easy to control and infuriatingly addictive. Standard puzzle game stuff at the end of the day though. If you like this kind of gear, go get it and you'll be more than happy with what you get. ”

COMMENT

PUBLISHED BY GAMES WORTH PLAYING/DAZE

PRICE: £9.99 1 DISK

CONTROL METHOD: MOUSE 1 PLAYER

OVERALL
77%

ACTION REVIEW



● Your happy smiling crew. In 20 minutes they could be dead!



● There are plenty of German targets on this map. Protect them all



B-17 FLYING FORTRESS

The chance to relive a little history is there for the taking, thousands of feet in the air inside the legendary Flying Fortress...

Virtually every aircraft designed for battle has at some stage been the focal point of a computer game. Many of these games have come from MicroProse, who, along the way, have gained a reputation for producing high-quality, realistic flight simulations.



While it perhaps seems an obvious choice to go for the glamour of jet fighters when trying to appeal to the masses it doesn't hurt remembering that a little nostalgia can go a long way too. And so comes the latest ST sim, and yes it is from MicroProse. At a time when many a company are dropping their ST range, it is heartening to know that the Tet-

bury-based firm still have plans until the new year and that their conversions are coming across within a couple of months of the PC versions being released.

Having become a legend in its own right, it is perhaps fitting that the mighty B-17 bomber that played such a promi-

nent part in World War II finally has a classy game based around it. Not so long ago the award-winning British movie based on a B-17 bomber - Memphis Belle took the big screen by storm. Now Flying Fortress looks set to do exactly the same in the world of computer games (There! The obligatory

“ My first impressions of this game did not live up to what I expected. Having waded through the impressive but weighty manual I was looking forward to playing it. However after about two nanoseconds I was totally lost without a clue. 70% stuff thought!! Thankfully once you find yourself getting absorbed you can enjoy yourself. It isn't error-free but it is still the business. Good! **”**

COMMENT

Chase View

● All the standard flight sim views are included. This Chase View shows you your plane from behind



● It's now time to scramble after a quick mission briefing



Bruce
Radio message received:
This is Alconbury tower. You are cleared for take off on main runway. Good Luck.

● Everybody's back safe and it's congratulations all round for the crew



● There are six different bombers to choose from at the beginning of the game, all with different crews



● It's going down after taking a few big hits from the enemy. Will you get to your target now?

ORTRESS

reference to that film! It's been in every other review of this game on every format, so let's keep the standard the same!).

Memphis Belle

First thing's first. Anybody who's seen the PC version of the game can't fail to have been impressed by the smart packaging and overall presentation. Well, the ST version even has an upgraded manual with a nicer cover and everything. Unfortunately MicroProse have "forgotten" to change the screen shots on the packaging for this conversion. Even though we are warned that they are IBM shots we are not told that three of the screens depicted aren't even in the ST or Amiga versions of the game. Clever but a little underhand and totally unnecessary as the ST graphics still stand out from the rest of the crowd.

You are placed back in Spring 1942 as a member of the United States 8th Air Force who were sta-

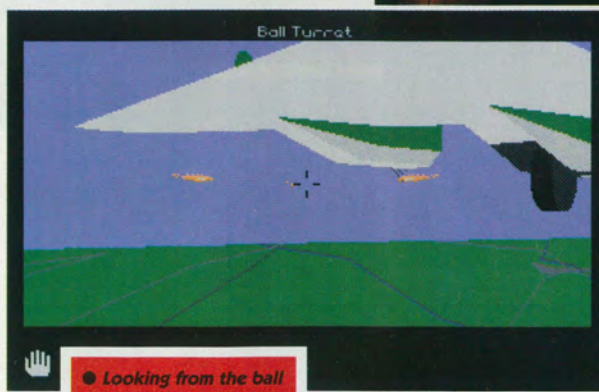
tioned in this country to help mount the offensive strike on Hitler's occupied Europe. You have to get your bomber and as many of your crew as possible through your 25 mission tour of duty for the Allies. When those missions all include basically being a sitting duck, then you know you're in for a tough ride indeed.

Church bell

Just so you don't get lonely the missions are all flown in daylight (B-17s didn't operate successfully in the dark) and in formation with the rest of your squadron. To that extent you don't just have yourself and your own crew to look after but the lives of everybody else up there with you. The more of you that survive, the more protection you have against the versatile enemy fighters that will attempt to pick you off before you reach your target.

Upon loading the game (which comes on a conservative two disks) you'll realise just how good the

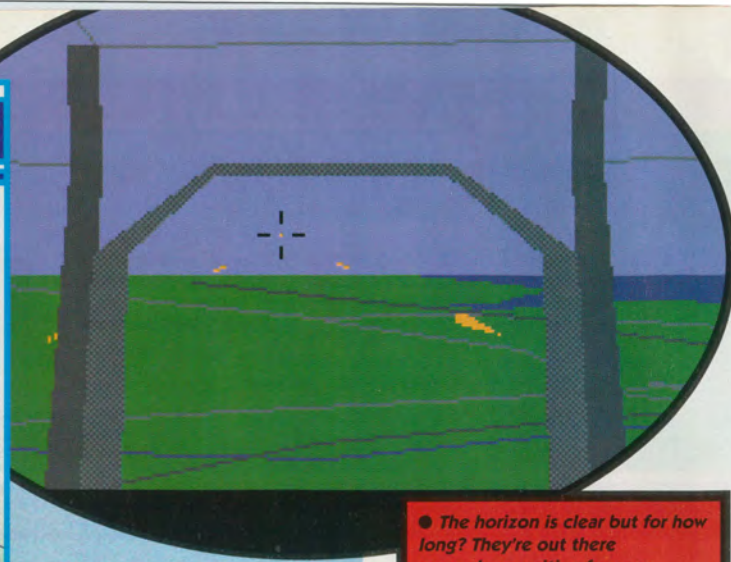
graphics are going to be. The choice of aircraft is yours. Six are there all with their different crews. Once this selection has been made you'll have the option to examine your men, the mission at hand, get a bit of practice in and study recon footage



● Looking from the ball turret you think you can see the enemy and loose off some ammo



"PESKY YTS!"



● *The horizon is clear but for how long? They're out there somewhere waiting for you*

taken by your other men in the field.

A large detailed map of the play area can be scrolled across as you work out where you must take off from and where your targets are. This is extremely polished and shows a lot of effort has been put into making this conversion work.

Bell ringer

B-17 differs from the regular flight simulation in that you don't just control the pilot as he looses off missile after missile at the enemy Mig's. A Flying Fortress is manned by a large crew including radio operators, gunners (in the tail, undercarriage and a turret on top) and the most important guy at the end of the day - the good old bombardier.

Ordinarily the computer will look after these positions for you while you take charge of the pilot, but you can also switch to them at any point (making sure you stick it on Autopilot or you're dead meat!) and take on their roles in the game.

Bell tower

While taking constant hits from German planes it is inevitable that some members of your crew are going to be injured or even killed. It is from the aircraft management screen that you must take care of this problem

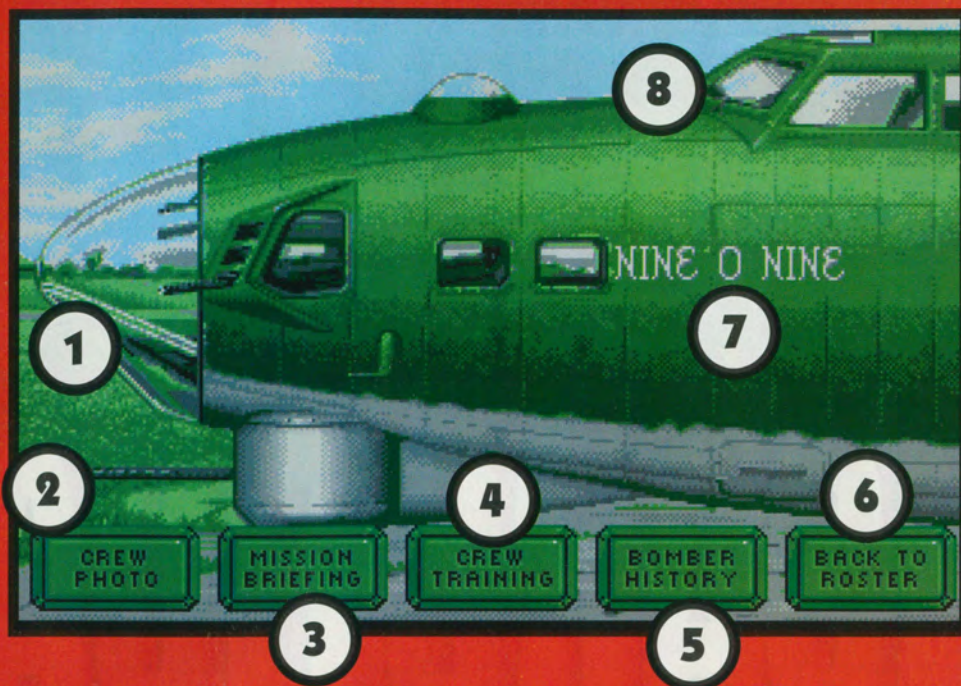
● *It's all very well having your enemies respect you, but you've failed and died horribly!*



● *Planning your bombing route is the key to the game. Get it right and you're half way there*



THE BIG, BAD GUIDE TO BOMBERS



1. Your front gunner
2. The current crew
3. Mission details
4. Train flight positions
5. Kill record
6. Choose options
7. Your B--17's name
8. Pilot's cockpit

by assigning your rapidly dwindling crew to new, more important, positions as the mission goes on. It may be that you lose your bombardier within a couple of miles of the target zone. You don't want to waste your flight so another guy has to go and take his place, even though that may mean leaving yourself vulnerable by un-manning one of your gun turrets to man your radio.

Once your mission has finished, hopefully successfully, you will be given the chance to assess your crews performance. If they have done well you will allowed to dish out a number of promotions to the men you think performed most admirably on the mission.

Bell bottoms

Of course, if you want to run a strict regime on your men you need not hand them all out, unless the circumstances are exceptional but such a move can result in a crew who's morale is badly depleted, and that is definitely to your disadvantage as an unhappy crew means reduced performance!

To look at B-17 is a dream, to listen to, well it can't beat a good record, to play. Well flight buffs have got everything they'd ever want here. That's not to say it's perfect because it isn't. It's niggling things that let it down. For example, the ST

version cannot be installed to a hard drive. This seems crazy, especially in this day and age and even more so because you can install the Amiga counterpart. Ah well, you can't have everything.

B-17 Flying Fortress is a massive title that deserves the success it will get in flight sim circles. MicroProse have done well again.

Paul

2ND OPINION *Initially I thought that this was going to end up being scored at about 70%. I was really gutted because it was such a big game. However, for one reason or another I continued to play it and began to get more and more involved in what I was doing. Soon I loved it. Presentation is smart and there isn't even too much disk swapping to whinge about.*

Brad

ACTION

PRICE: £34.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

MICROPROSE

☎ 0666 504326

SOUND: 72%

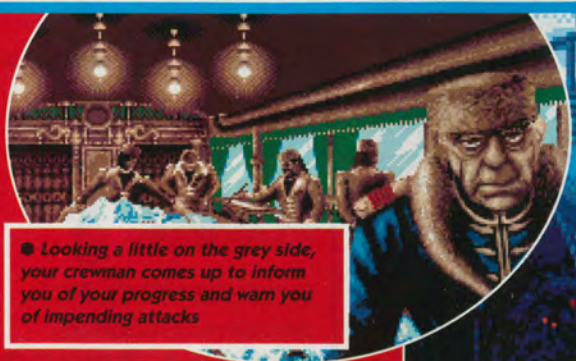
GRAPHICS: 83%

OVERALL:

88%

INFO





● Looking a little on the grey side, your crewman comes up to inform you of your progress and warn you of impending attacks



● The boys must shovel in the coal as fast as possible to get the huge engine moving down the track at a steady old pace

TRANSARCTICA

Well the Falcon has arrived with a bang equivalent to opening a champagne bottle. One day it wasn't in the shops, the next day it was. There isn't an advert in sight and until now there has been no games software. All we've had are rumours that trillions of top programmers were developing for it.

And so, amidst this uneventful launch of the machine Atari expect to be a world-beater, coders have been coding, graphic artists have been playing with a nice large palette of colours and musicians have been wetting themselves at the thought of getting their MIDIS on something a little out of the ordinary.

However, what have the gamers been doing? Well, until this point nothing at all (besides a few dodgy shareware releases that is!). Anyway, the time has come for change and Daze Marketing are the guys to thank for that one! Lined up in conjunction with French boys Silmarils are the first two titles on the Falcon production line - Ishar 2 and Transarctica. Let's take a look at what's on offer at the moment...

A classic strategy game set to do it all again on the new machine

Having already made a debut on the ST where it scored 90% in ST Action, we were looking forward to Transarctica from Silmarils/Daze Marketing. One of the most original strategy games for years now had the chance to be given the Falcon treatment. Anyone who had it for their ST now had the chance to upgrade it and play it on their new baby and find out it was more or less the same.

you had a Mini and decided to get a Ferrari you'd be a little peeved if you only got the same performance out of it, if you follow my meaning. At least Daze have got the ball rolling with two very solid products (see Ishar 2 opposite!) that will do the market the world of good Falcon gamers, there's something to play out there now! Start smiling and wait for the floodgates to open. It's only a matter of time. **Paul**

Chilly wind

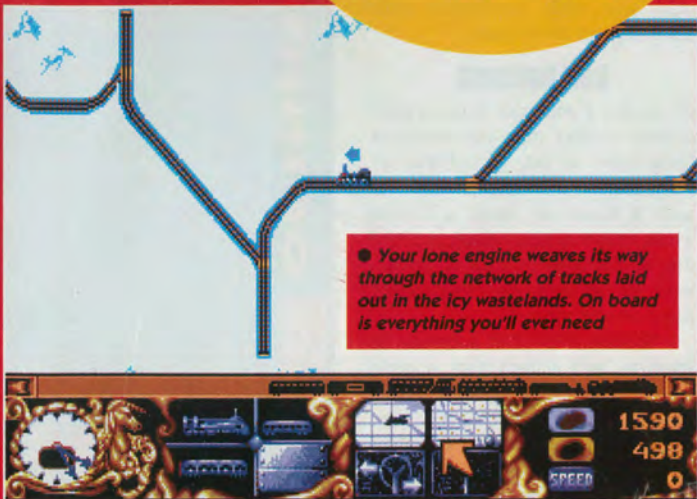
The same absorbing gameplay, the same good graphics, the same game. All very nice originally and still very nice today. It's just that if

OVERALL

91%



● Your staff all beaver away at their jobs. There is very little else to do in this day and age. Survival is the only thing worth living for!



● Your lone engine weaves its way through the network of tracks laid out in the icy wastelands. On board is everything you'll ever need

ISHAR 2

It isn't even out on the ST yet. Ishar 2 gives RPG fans a new life

This role-playing game isn't even out on the ST yet, although it was previewed in ST Action a couple of months back. The original Ishar obviously won't be converted to the Falcon now, despite its success on its older brother. For full details on the game itself, you'd be as well digging out the preview.

Hard times

We installed the game to the Falcon hard drive without any problems, connected up a set of stereo speakers and booted up to be greeted with a nice graphic display. Nothing stunning, but nice nevertheless. I'm not sure what I expected but somehow this definitely didn't live up to what I'd pictured in my mind.

Costly business

There's no doubting that Ishar 2 is a very good game, especially as role-players go. Its presentation is spot on and there are a few more colours on screen than anything you could get on the old ST, but it doesn't stand out enough. Chances are you've spent nearly a thousand pounds on new equipment and ended up here with what is basically

an ST product. That's not to say it's bad because it certainly isn't. Just don't expect to upgrade to a shiny new Falcon and be gobsmacked by the difference between this and what you've been playing already (not just yet anyway!). **Paul**

OVERALL

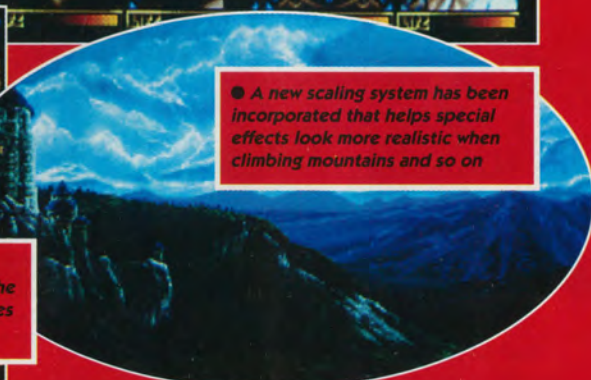
83%



● The main screen is standard RPG stuff but at least it looks the part being colourful and very detailed indeed



● Ishar was famed for having lots of trees in the landscape. Now the trees are back!



● A new scaling system has been incorporated that helps special effects look more realistic when climbing mountains and so on

● As you can see the graphics are up to scratch. Are they that different from the ST?



“ It seems to me that Silmarils are definitely playing it safe with these two releases. It's almost as if they have released two of their games that will work on the Falcon rather than two which have been designed with it in mind. The thing is, they are both good games that are worth putting on anyone's hard drive. It's just if you've seen them already on other formats you won't be that taken aback by how different they are. The best way of comparing the two versions is saying that they are like the twins out of Neighbours. They're both very nice but one's slightly more attractive than the other!

Both Ishar 2 and Transarctica are worth buying if you're looking for something to play on your new toy. There has to be a time though where the games that come out take more notice of the different specs of the machine rather than being just clones of existing ST titles. That was my only disappointment. Maybe I expected too much...

COMMENT ”

PLAYER'S GUIDE

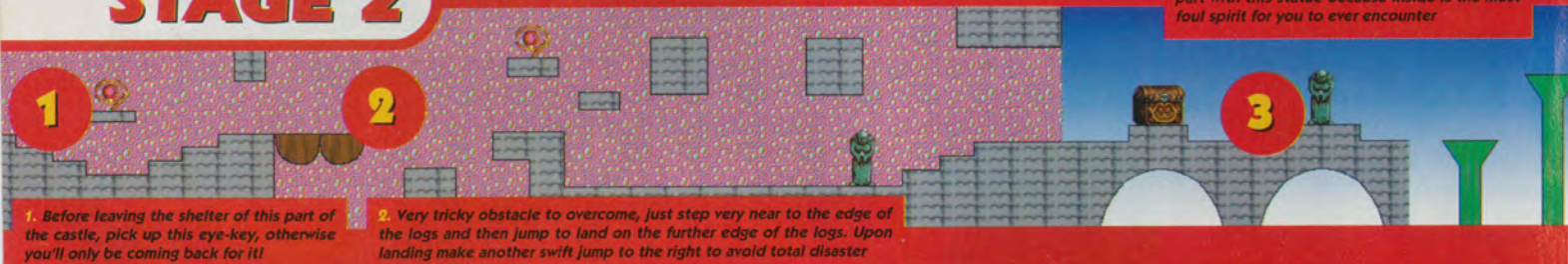
RISKY

Well from the stock cupboards of STA I rise, only to bring with me the full solution to that great platform game, Risky Woods. So please enjoy the fruits of my labour while I, Dave Goodyear make my way back to the land that time had forgot....

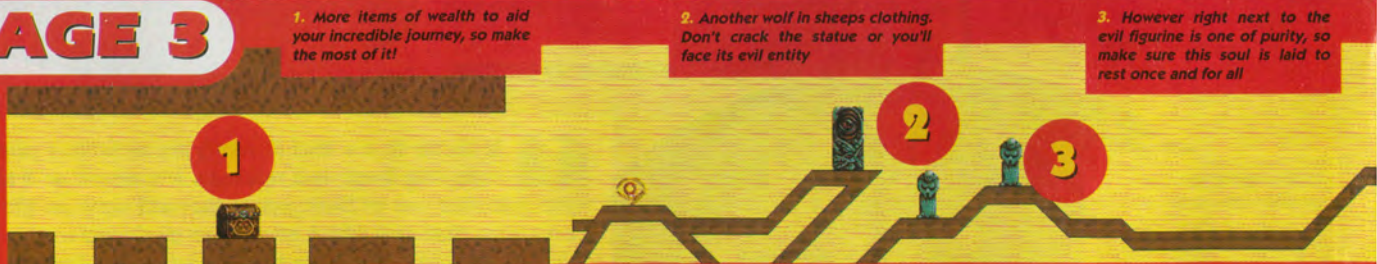
STAGE 1



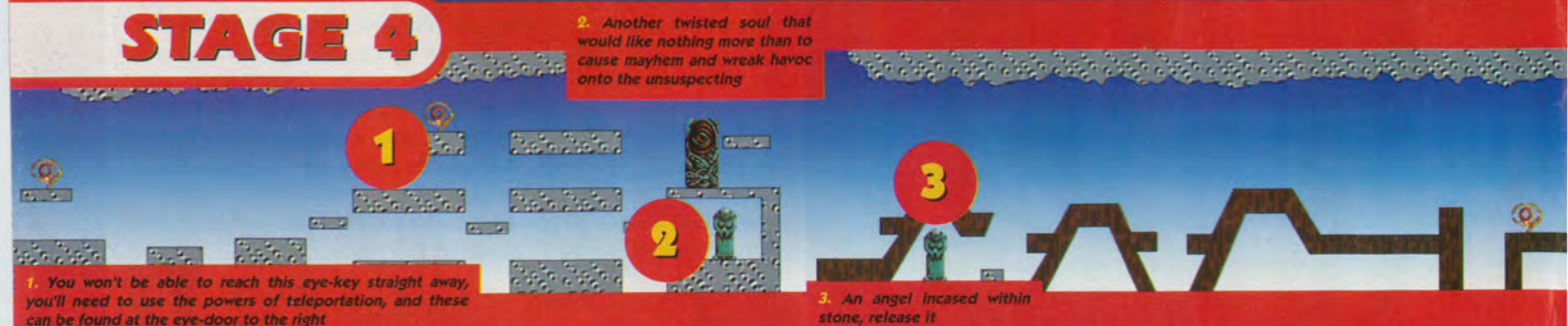
STAGE 2



STAGE 3



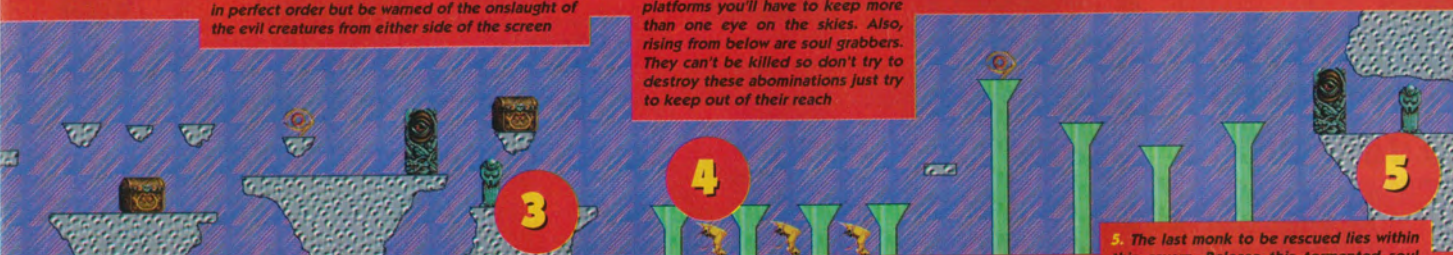
STAGE 4



TWO WOODS

3. Don't forget this lost soul, a swift rescue will be in perfect order but be warned of the onslaught of the evil creatures from either side of the screen

4. When crossing these suspended platforms you'll have to keep more than one eye on the skies. Also, rising from below are soul grabbers. They can't be killed so don't try to destroy these abominations just try to keep out of their reach



5. The last monk to be rescued lies within this cavern. Release this tormented soul and enter the shop to upgrade your status

4. Make sure you collect this eye-key as you cross these plinths, and be wary of the soul grabbers that try to suck your soul into oblivion

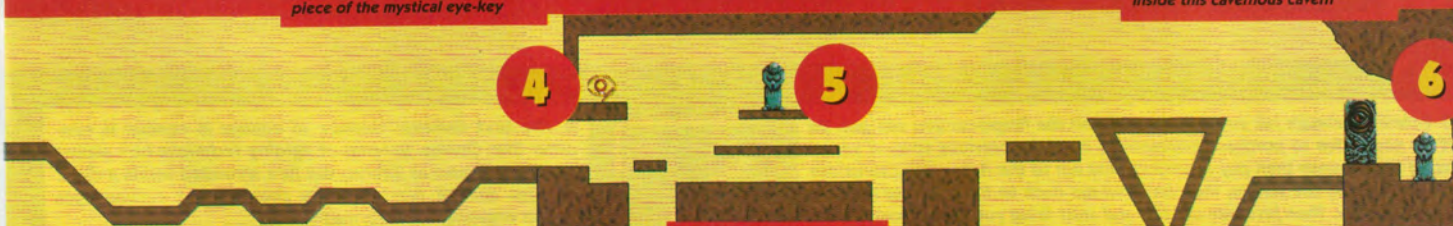
5. Hidden in this corner is another piece of the eye-key. Retrieve it to complete the rest of the key



6. The only thing of interest or value upon this platform is this chest that holds many treasures. Don't attempt to release the soul from this location or you'll pay the dearest price!

4. Hidden from view is another piece of the mystical eye-key

6. Your final goal and last soul lies inside this cavernous cavern



5. Another red monk that need not be tampered with

5. Begone, evil one!



4. If the case is broken, the skies will turn to a darker shade of red, fire and brimstone will be inevitably unleashed across the landscape scathing all. So don't do it!

6. A haven and a place to rest your tiring body

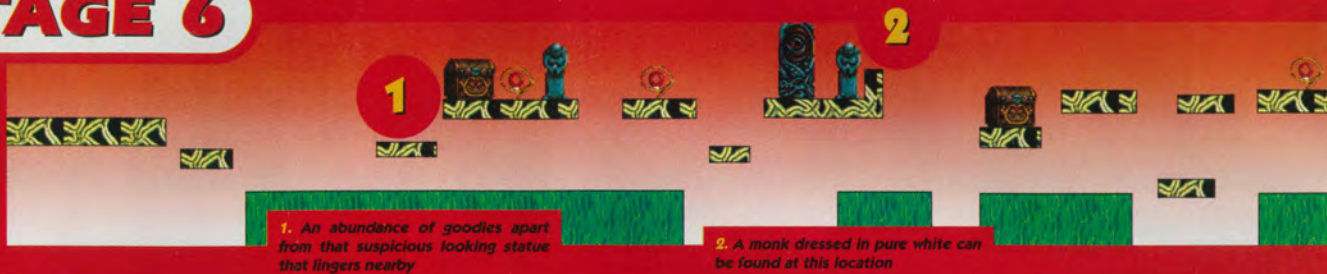
STAGE 5



1. A dark mist clouds this statue, maybe you should leave it well alone?

2. An angelic voice can be heard crying next to this statue, I think you should break it open and see

STAGE 6



1. An abundance of goodies apart from that suspicious looking statue that lingers nearby

2. A monk dressed in pure white can be found at this location

STAGE 7



1. Keep your eye out for these spikes that protrude from the floor. Step upon one of these and you'll certainly know about it

2. Do not over-look this piece of the eye-key

4. This monk however maybe touched as much as you desire

3. Rolling down the steps are these huge stone balls. Jump or shoot them to avoid their excruciating agony that they may inflict and then onward but touch not the monk above

STAGE 8



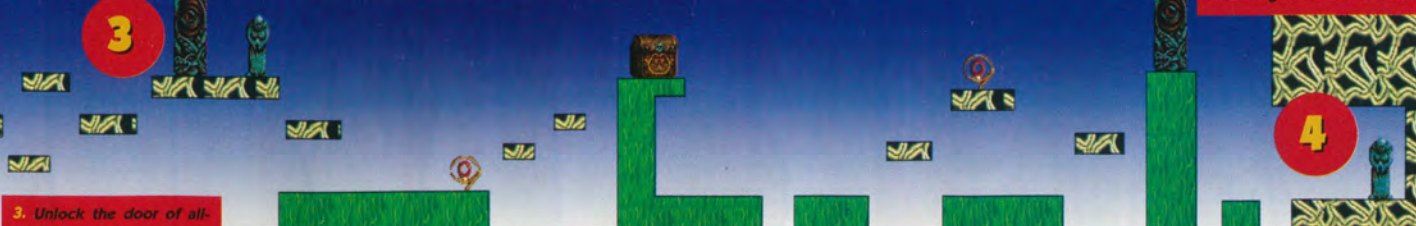
1. Take care not to loose your head when picking up bonus icons or you'll be impaled upon the nearly invisible spike

2. A nice monk to assist

● Entering Zabrus's lair you'll be needing all the firepower you can get. So it's a good idea to purchase boomerangs from the previous level. If you're using boomerangs then pay attention: First run to the right until Zabrus can be just seen in the screen, then turn and run back to the left until he is no longer in view. Then just face the left and start firing your boomerangs, if he reaches you just move further to the left and keep repeating

● The next demonic creature to engage in combat is non-other than Ophiuss. In terms of fighting technique he's almost exactly the same as Zabrus, but he's shrouded within a circle of eggs and he flies! Start by shooting the circling eggs before engaging the main man himself

4. Hidden in the dank depths of this cave you'll find the remaining monk and the exit



3. Unlock the door of all-seeing to gain access to the trapped monk



3. Another flash of white can be seen here indicating a good monks presence

4. Dressed in scarlet robes this soul needs no help from you

5. High on this broad ledge resides the last soul to be freed and then the exit is unveiled

6. Mind your tootsies as you go now!

7. The exit will be revealed if you help the monk within his stone prison



5. Set free this tortured soul

3. Break down the door to pass

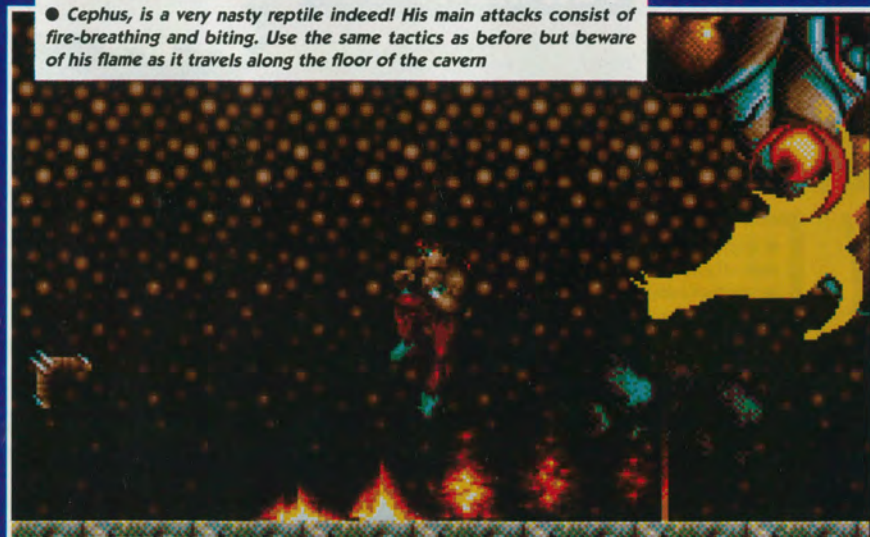
4. This is without a shadow of doubt a trap!

5. Yet another evil monk is left lying about



6. Save this monk and the day will be yours!

● Cephus, is a very nasty reptile indeed! His main attacks consist of fire-breathing and biting. Use the same tactics as before but beware of his flame as it travels along the floor of the cavern



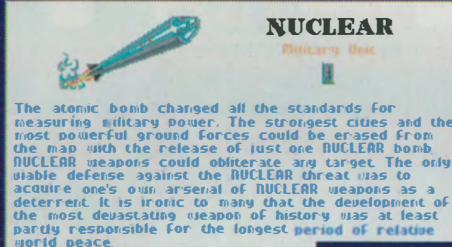
● Even your proudest moment is captured on that golden Kodak film, except it's in black and white



PLAYER'S GUIDE

CIVIL

It's time for part two of our guide to Sid Meier's wonderful Civilization. This month we concentrate on war and power!



● Nuclear power brings the might of nuclear weapons and all their associated advantages and consequences

ORDER ORDER!

Even with our help, you'll still have to be ever-so-good if you want to beat the game. General ideas are all we can give you for one of the greatest projects of all time! If you haven't bought it yet, then leave your home immediately and go to the shops!

We ended last month telling you

we were going to have a closer look at the different types of government you can have and their effects on your society, so that sounds as good a place as any to begin...

DESPOTISM

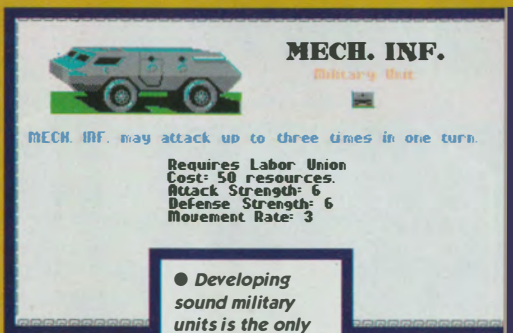
This is the form of rule with which you will start off any game of Civilization. It is basically rule by power. Imagine that you are in a tribe and you are the strongest. Therefore you are made leader. This is basically what this form of rule stands for! Not really being a democratic style of

ruling, production levels are considerably lower than with other more advanced ruling states. Fortunately this doesn't matter horrendously at the beginning of a game, which is why it is an ideal starting place as it is productive in other ways. For example, military costs are the lowest of all the governments, so you at least get a chance to build up a defending army at sort of "B&Q on a Bank Holiday" prices. As a game progresses though it is worth ditching as production becomes more important and money not as difficult to come by as it once was!

ANARCHY

I used to go out with a girl with this name (Anna Key - geddit? Bad joke but worth a mention nonetheless!). Anarchy is not a nice period in time but is a period which your civilization must go through in order to change the type of government.

When it happens you will have no scientific research going on and also collect no taxes. However things should soon be back to normal as long as you don't have too much unrest in your cities so don't worry. Tip! One way to avoid Anarchy while changing governments is to build the Pyramids wonder as it allows free change.



● Developing sound military units is the only way to succeed

● Get to a Monarchy form of government as soon as you can



MONARCHY
Civilization Advance

The MONARCHY developed from the absolute rule of the prehistoric tribal chief. This type of absolutism evolved first into a hereditary and lifelong right to rule, and was later claimed as a divine right. The MONARCHY was made possible by the enforcement of LAWS put in place by the rulers and their supporters who had the most to gain from maintaining control. It was more practical than the despotism it often replaced because the ruler's power was not absolute and arbitrary, but generally dispensed through an aristocratic class of local rulers. The aristocrats served as a check on the ruler's power, blocking projects not in their own interest.

IZATION



● No wonder they want a new leader if you keep calling them revolting!

under Monarchy with increased production. However, your military will now all cost resources so building will be trickier. Many people believe that Monarchy is the best balanced government in the game as it is pretty difficult to get into a state of civil disorder and you also get production bonuses not previously obtainable under Despotism.

COMMUNISM

This is a good form of government if you decide you want to be an offensive ruler. There are no major penalties for the number of military units you possess so you can build up quite a force at the same cost as in Monarchy. Another plus point is that all your cities have a fixed rate of corruption. Even the ones furthest away from your capital. The down side is that ALL cities have this level of corruption. Your home base is included in this equation!

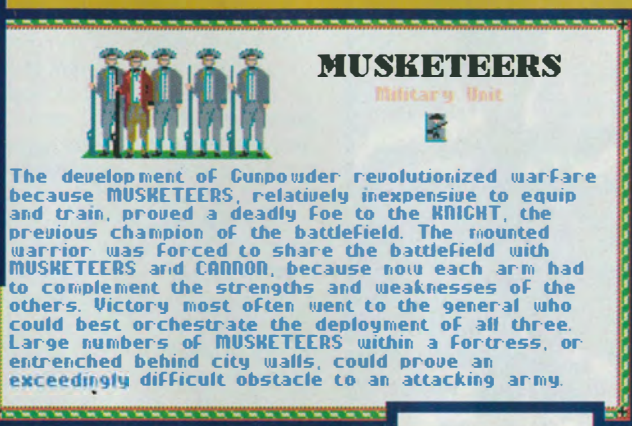
MONARCHY

Sounds a bit like Anarchy but has a Queen! Big bonuses for grassland and river squares if you irrigate them



THE REPUBLIC

Extra trade is the order of the day if you choose to be a Republic. Each square that generates trade is now given one extra trade unit. If your empire is large then changing to this form of rule will quite often have a welcome effect on your coffers! It is time to stop smiling though when you realise that Martial Law is abolished, so there's no point in filling an unhappy city full of military units to stop the people up. So watch out



● Gunpowder allows you Musketeers – a vital advance!

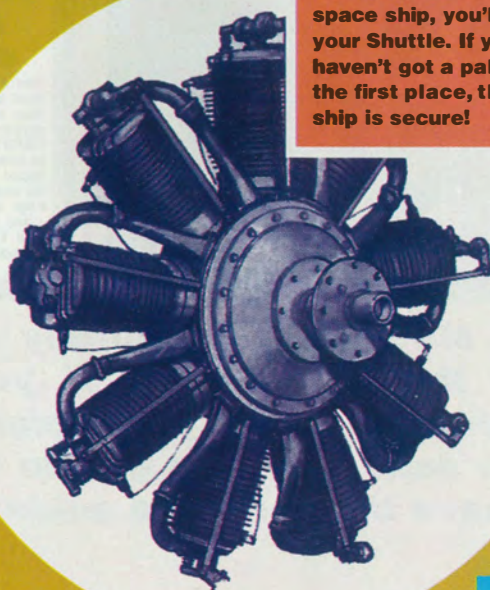
for civil unrest. The major downer is that it is a peaceful society and your Senate will automatically accept ANY offer of peace whether you want it or not. For example, you might be just about to crush the Mongols out of existence when they come begging for mercy. You want to wipe them out but your Senate start signing treaties willy-nilly!

DEMOCRACY

Under a Democracy there is absolutely no corruption (well in this game at least! Nice theory but that's getting a bit too political for my liking!). You get all the bonuses of The Republic but

lose the corruption aspect making it the best government to have in peacetime. Keep a careful eye on what you do with your troops though as each unit not stationed in its home city causes unhappiness and any aircraft or nukes cause it regardless of their whereabouts!

TIP! You don't need your palace under this form of rule. So you can sell it for cash and also, if your palace is captured while you are building your space ship, you'll lose your Shuttle. If you haven't got a palace in the first place, then your ship is secure!





THE REPUBLIC

Civilization Advance

The concept of **THE REPUBLIC** first appeared in ancient Rome, where the local provinces sent representatives to the Senate to govern the nation. The head of state in a **REPUBLIC** was an elected representative, not a **MONARCH**. The concept was revised in the Constitution of the United States, and many nations of significant size and diverse make-ups have adopted something similar. **THE REPUBLIC** allowed unprecedented freedom, at least to a significant portion of the citizens, and this in turn often fostered strong economic growth.

● The Republic is a state where the people have great amounts of freedom. No wars are allowed in this regime!

MILITARY LOSSES

Empire of the Romans
Mr. Chicken: 2281 AD

Unit	Settlers	Militia	Paladin	Legion	Huskarriors	Riflemen	Cavalry	Knights	Catapult	Cannon	Chariot	Bombard	Infantry	Ball	Frigate	Ironclad	Cruiser	Battleship	Transport	Diplomat
Settlers	18	3	1																	
Militia	12	2	7																	
Paladin	12	2	7																	
Legion	12	2	7																	
Huskarriors	12	2	7																	
Riflemen	12	2	7																	
Cavalry	12	2	7																	
Knights	12	2	7																	
Catapult	12	2	7																	
Cannon	12	2	7																	
Chariot	12	2	7																	
Bombard	12	2	7																	
Infantry	12	2	7																	
Ball	12	2	7																	
Frigate	12	2	7																	
Ironclad	12	2	7																	
Cruiser	12	2	7																	
Battleship	12	2	7																	
Transport	12	2	7																	
Diplomat	12	2	7																	

● The losses chart suggests that you are doing quite well on the battlefield. However, it doesn't tell the full story

WAR! WHAT IS IT GOOD FOR?

Well, it's pretty handy for winning battles and wiping out competing civilizations, we can tell you! To finish off this month's section (watch out for the final piece next month) it's time to take a look at when to go to battle and when to allow cash to be extorted from you.

The first wars you come across early on in the game are often skirmishes compared with what is to come later on in the game. However, it is still as important to win these battles as you do not wish to get off on the wrong foot into the game.

Later on, a good time to start a war with one of the other races is if you are technologically less advanced than them. Although trying to take a city under these conditions (certainly if your intended opponent has a nuclear capability) is risky, for every city you do manage to capture you will be offered one of your new enemies' technological advances. Take three or four cities and you'll soon be back in the race.

Another prime example of a fine time to wage a war is when you are

behind in the Space Race. If you feel you are going to be beaten to Alpha Centauri, locate the city containing the computer civilization's palace and throw everything you've got at it. Take the city and you've got the palace. As we mentioned before, losing the palace means losing the space ship! A sound tactical move that can turn the game.

Always be certain what you want the war to achieve. If your aim is to obliterate a particular race, try and make sure you have the resources to be able to pull it off in as quick a period as possible.

The last thing you want is to be on the brink of success and suddenly run out of both units and cash. This allows your enemy to build up again and come looking for your blood, causing the conflict to rage much longer than it should have done. Wars cost money and in Civilization, money can be hard to come by at the best of times. A badly planned campaign could cost you your chance of winning the game and set you years behind your enemies technologically.

If you just want to take a couple of cities, then go for it. Capturing enemy territory is the best way to expand your empire as it saves you

the trouble of building it yourself. While you are on these sorties into enemy land though, make sure you don't leave yourself short at the back. You don't want some other race sneaking in through the back door while all your lads are out of town trying to capture a neighbouring city. There's absolutely no point in capturing cities if you are going to lose an equal amount. Be prepared for any eventuality!

Paul

● This is what a heavily populated map should look like with plenty of irrigation and roadways to improve the land



● With the correct discoveries the world can be your oyster. Sea exploration is the next frontier before space



FRIGATE

Military Unit

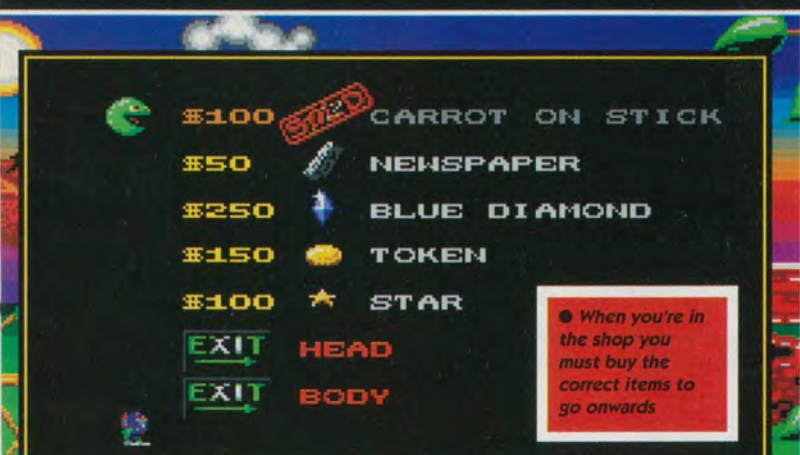
The **FRIGATE** was a fast and powerful sailing warship that evolved to fill several important navy roles. It was used as the eyes of the main fleet of ships-of-the-line and it raided enemy shipping. The **FRIGATE** was powerful enough to overcome most of its prospective opponents and fast enough to escape those it could not outgun. Because of its speed and strength, the **FRIGATE** was often also employed in the role of conveying merchant vessels in time of war, many of which were carrying troops and equipment. The **FRIGATE** was the most useful and dominant naval vessel until the appearance of the **IRONCLAD**.

NEXT MONTH: The journey to the stars comes under the microscope. If you aren't aggressive enough to wipe out your neighbours, then the only way to beat 'em is to get up there first. Next time we'll have the definitive guide to *The Space Race*.

PLAYER'S GUIDE

WIZ

We've had a whole lot of people writing in telling us that they're stuck on Ocean's Wizkid. Now Jody Smith from Woodbridge comes galloping to your aid with these invaluable hints and tips.



LEVEL ONE

Things to buy in shop:
Carrot on a stick, Newspaper,
Blue Gem, Token.

Play the game in Head Mode and once you get to the shop buy the items which are listed above before exiting the shop in Body Mode. Once out of the shop, jump up and down on the well handle until the bucket reaches the top of the well.

Jump in the bucket to be taken to the underground toilets. You will now be faced with two doors. Go through the right-hand door to enter the women's toilets and collect the spiked cola can. Now walk right to exit. You will be at the starting two doors again but this time enter the left door. Once inside, use the fourth toilet from the right (by pressing fire) and now walk right to the exit.

Because the toilets start to flood, jump back into the

bucket to be taken to the surface once again. Jump out of the bucket and walk left to ring the bell. A shed should now appear. Go into the shed (making sure to give the dog in there the newspaper). You are now in a small room so walk left to pick up the long weight. Now jump to the top right platform.

Keep jumping up until a trap-door above your head opens. A switch will appear in the centre of the room. Press the switch and exit through the trap-door.

Pressing the switch will have caused a donkey to arrive so jump on its back to be taken to the cliff edge. Use the token in the oxygen machine and then fall off the cliff and collect the kitten. Now jump into the water and prepare for level two!

LEVEL TWO

Things to buy in the shop:
Red specs, fishbone, key.

Again exit from the shop in Body Mode with the fishbone key and red specs. You will find yourself by a longboat. The six shields on the boat have various effects: the first three will change the figurehead of the ship and the last three will release bubbles/change the colour of

the screen.

While wearing the red specs, jump on the far left shield to make the figurehead face forwards and then jump on the second from last shield to the right to make a door appear. Use the fishbone key on this door to go to the third level.

LEVEL THREE

Things to buy in the shop:
Elephant, stars (if needed).

Once in the shop make sure you have either two or four stars. If you don't have enough, buy some more but if you have too many then buy a secret screen and lose a star by getting hit by an enemy (trust me - it's worth it!). Now exit the shop and enter the far left door. You will appear on a platform.

This is where all the business about the stars comes into it. Now, if you have two or four stars you can safely walk through the lava which is bubbling below you. If you have one, three or five stars then the lava will kill you, providing you have the necessary two or four stars walk right (collecting the red gem). Drop off the platform and walk right off the screen.

Now that you are in a new room jump on the TV to gain an extra life. Walk right to exit. You should be at the starting screen again so pull down on your joystick to summon the shop balloon.

When in the shop choose the head to exit and then complete this level in Head Mode by simply completing all the screens. Finally, collect the kitten when it appears.

● Whizz around the screen knocking the Yin-Yangs into your boisterous enemies

KID

LEVEL FOUR

Things to buy in the shop: Flying scarf, bon-bon.

Exit the shop in Body Mode and then wait for the plane to appear. When it does, jump into it to take flight. While flying carefully, pluck the cross from the top of the church and then land again on Level four.

Jump onto the tree trunk and press your fire button to enter the insides. You should now be standing next to the clown. This bit is complicated so listen carefully! Go to the left or right box beside the clown and press fire.

A bubble above the clown's head shows what the clown wants so when you have what he wants in your pockets, place it on either of the boxes.

If the clown asks for something which you don't already have then look in the Lucky Dip to try and find it. You should continue this procedure until you finally give the clown the can of spiked cola.

Before you leave the clown you must have these items in your pockets: cross, spade, red gem, blue gem and matchstick.

Jump back onto the blue platform which you arrived on to be taken further underground. Walk to the centre of the screen and press fire to dig your way to level five! It couldn't be easier.



LEVEL FIVE

Things to buy in the shop: Hidden screen.

Because you are invincible on this level, go to the shop and buy the Hidden Screen. Without killing the butterfly headbutt the bombs so that they fall and kill you (you'll have to trust me again!). You

will be whisked into a tomb and will be confronted by Dracula. Press fire to use your cross to dispose of Dracula and then walk right (collecting the kitten on the way) to the sixth level.

LEVEL SIX

There's no shop on this level!

Despite this level being different from the others I have some tips anyway! An easy way to kill the guardian on this level is to stay behind it so that it can't shoot you. Staying at the far right hand side means that you can't be

killed because this area is a safety zone!

If on this level you don't shoot anything apart from the guardian at the end, you will be given an extra five lives just in time for level ten.

● Jump up and down on the well handle to raise the bucket before going underground



● Check out the red nose on Wizkid. This will let him carry bricks around and fire them off in a chosen direction



● Remove the bricks and kill the baddies in order to clear this tricky little screen



LEVEL NINE

Things to buy in shop:
Can opener.

Once in Body Mode walk to the centre of the turtle and press fire to cut his shell off with the can opener! Jump inside the hole. You should now be able to see four colour red-orbs. Place a gem on each orb and then collect the huge pile of cash which lies in the middle.

Walk right to exit. Pull down on your joystick to summon the shop balloon once again and then exit the shop in Head Mode and keep playing until a key appears. Pick the key up to let Nifta (your loveable family pet) out of jail and to have a race back to the final level.

LEVEL SEVEN

Things to buy in the shop:
TNT, moise, sharp pin.

Once in Body Mode jump up onto the see-saw and place the mouse on the cheese. After it has finished eating stab it with the pin to move it. Now you can jump up on the see-saw to send the weight on the other end flying through drum. You will find yourself in a room which has a green gem flying

around towards the ceiling. To get this gem you must jump onto the jack-in-the-box which will throw you into the air and catch it.

Once outside the drum walk left over to the cannon. Use the TNT and then the matchstick with the cannon before jumping in to be catapulted to level eight!

LEVEL EIGHT

Things to buy in shop:
There's no need to buy anything on this level.

As usual, leave the shop in Body Mode and jump straight up into the woman's mouth to be swallowed. After a short story scene you should appear in bed. Jump up and down on the top bunk until a yellow gem appears. Collect it and keep walking right.

After the woman has spat you out, pull down on your joystick again to summon the shop balloon. Now exit in Head Mode to complete that level by clearing every screen. Collect the kitten when it finally appears.

LEVEL TEN

There's no shop on this level.

This final level takes on the form of Wizeroids which is like Asteroids. To beat the game you must beat Zark's (your arch enemy) high score which is roughly 55,000. Because this is quite a difficult thing to do I have found an easier way.

When your space ship appears, fly up the screen as far as possible. When you go

too high you will then appear back at the bottom again. So what you must do is fly slowly up the screen until your ship starts to vanish from the top and appear at the bottom. If you place your ship very carefully at the top of the screen it will vanish making you invincible. Once your score reaches 55,000 you will have beaten Wizkid!

Many thanks to Jody for all her hard work. We'll be sending a prize off almost immediately. Nice one!



ATARI

ST REVIEW

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You could be the proud owner of a brand spanking new Falcon with four megabytes of memory and a 65 megabyte hard drive. We're even throwing in MultiTOS and SpeedoGDOS to give you one of the most muscle-bound personal computers currently available. Just think about what you could do with all that power under your fingertips.

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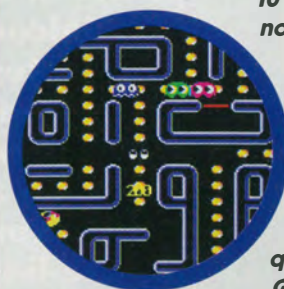
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Hello once more. Well it's down to business with more of the very best from the world of PD. As we've not had this section for a few months you can rest assured that what's in here is nothing but the cream of the crop...

MRS MUNCHIE

Yet another classic arcade game given the PD treatment. First there was Pac Man and it's spin-off designed to get girls into video games – Miss Pac Man. Mrs Munchie is Miss Pac Man!



10 years ago there was nothing finer than sliding 10 pence in the slot non-stop, getting through a pound and feeling queasy about blowing all that cash. These days many a video game costs a quid a shot anyway! Guiding Mrs. Munchie



around the maze picking up the dots and powerpills is all you have to do. There are better versions of Pac Man but you'd probably be hard pushed to find one with a female lead!

FOOTBALL TACTICIAN



There seem to be a lot of football management sims out on PD at the moment. Maybe this reflects the increase in interest of the country's national sport over the past year.

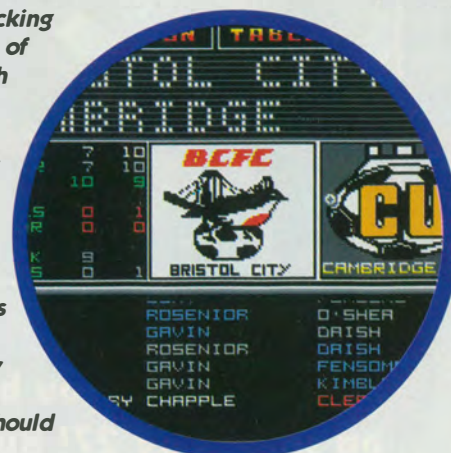
This one is a very clever (and also very large) title on the Budgie range of cheap software. In total the game takes up nearly 600k of disk space (which means that you'll need at least a double-sided disk drive to be able to run the game!).

The people that are programming these really are

taking a lot of time and effort to get detail in there. This one has tons of little features like the clubs badge. Clicking on this gives a whole list of options during the match that allows you to alter your tactics.

A huge document file gives you details on everything including how the game runs and how the stats work. Presentation is what puts this game well above average. Slick is the only word you could use to describe it. Footy fans should

be well pleased with their lot in life at the moment!





MEGALINE

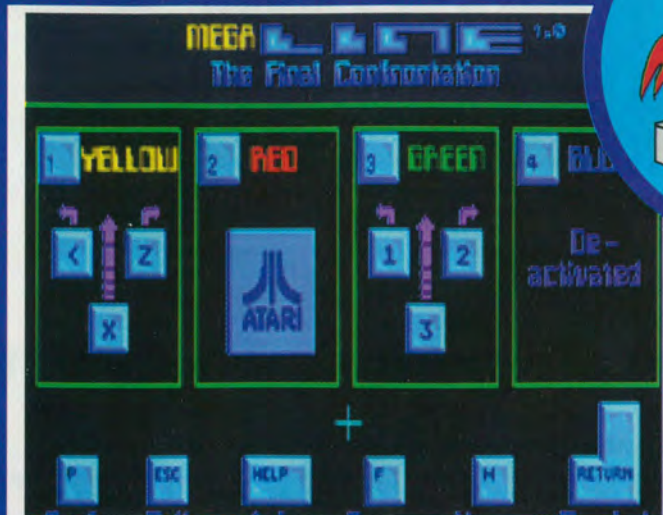
If you're old enough to remember Disney's Tron, then you'll be old enough to remember the game in the arcades based around the movie's Light Cycles sequence. This game was so popular at the time that Blue Peter even did a feature on it (am I showing my age too much there?).

As with other 80's classic video games such as Asteroids, Light Cycles has become a target for the PD programmers and there are now a fair few versions you can get your hands on if you look around. Some of them, and Megaline is one of them, are very good indeed, others are complete trash.

In case you're unsure of what the game involves, a brief explanation may be necessary. You control a cycle (yes it's that simple) and can move it left and right.

As you move along the cycle leaves a trail behind it. This trail is solid and contact with it by you or any of your competitors results in destruction. So imagine three bikes hurtling around the screen, room gradually runs out, turns are tighter because there are so many trails about and eventually something's got to give! Usually it's going to be you who dies (well me at any rate!)

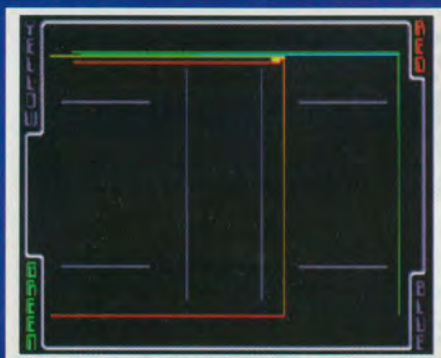
Megaline can be played by up to four players (admittedly you can only have three humans with the computer taking over any spare if you can't get the mates together!) and its only downfall is that you need an STE before you can run it! Digitised sounds and good presentation make this one worthwhile if you have the hardware! It may not be much to look at initially and certainly the screenshots cannot do it justice but this is a fine bit of Public Domain to be playing.



● The comprehensive options screen of Megaline lets you tweak many a feature so you can play whatever game you like



● The statistics screen may not look like it's using the capabilities of an STE and indeed it isn't! The sound is where the game comes into its own



● These lines may not look particularly interesting but they make up a cracking little game



● Blue is the winner. But then you probably knew that by just looking at the screen shot



● Besides the options the preferences can be altered too. This includes the speed of the game

GRANDAD – THE SEARCH FOR SANDWICHES

It's some months now since we reviewed a classic piece of PD software called Grandad – The Quest for the Holy Vest. Without doubt, this was one of the best looking PD games ever. Then one day last month, the sequel dropped through the letterbox and we're pleased to report that it's more of the same.

The graphical standard is high and the puzzles are of the same fiendish quality that helped make the previous game a success. Grandad is a character that deserves to go far. It's a shame the guy who does these games can't get into a big company where his talent could be shown off to a much wider audience because at the moment the world is missing out on a bloke who has an awful lot to offer.

Grandad can be picked up from Caledonia PDL.

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MORE MANGA MANIA

Due to popular demand after our recent article on the Japanese Animation revolution we review four more mind blowing masterpieces on video. Hold onto your popcorn!



LENSMAN

1983, 107 minutes, £12.99, colour

As Manga continues to grow in this country different scenarios are popping up. Lensman gives viewers a quality sci-fi plot rather than messing about with spirits, demons and big winged Japanese monsters. Within a few minutes you'll have started to notice certain similarities between this film and the classic Star Wars. For example, a young boy working on a farm with his father on a far off planet. The same young boy has dreams of getting away and living an exciting life of heroism. Why, there's even a small R2D2 style droid that helps

them out. All this doesn't detract from the fact that Lensman is a very good film. It isn't overly violent or sexist and the storyline is quite gripping at times. The first three minutes of the movie (which lasts just shy of two hours) consists totally of some



PG mind-blowing computer graphic title sequences.. It looks a bit special and that's what it is. If you're looking for something a bit different to all the other Manga releases then your hunt should stop here. Another one for the collection. **Paul**



VAMPIRE HUNTER D

15

1985, 80 minutes, £12.99, colour

Vampires have certainly changed since my day. They were mansized, had sharp teeth and were notoriously late sleepers. Not so with the Japanese variety who are two hundred foot tall, can fly and are capable of having sword fights without taking their hands out of their pockets. Who on earth would be mad enough to take on such overwhelming powers? 'D' - that's who.

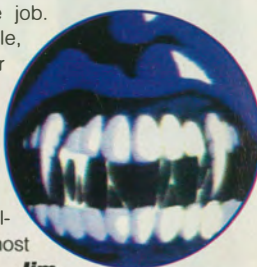
A strange name you might be thinking, a

strange guy too. With his black cloak and spikey collars he could well be mistaken for the lead singer of the Sisters of Mercy. A man of few words and even fewer smiles, he fearlessly takes on the creatures of the night and doesn't mind working unsociable hours. He can't take all the credit for the vampire slaying however, as he has a helper, Doris, who's tough, willing and not always appreciated. She comes in the form of an innocent looking schoolgirl, a clever disguise to lull the baddies into a false sense of security, perhaps?



Their mission is to destroy the biggest and nastiest vampire around, Count Lee, who has been annoying his fellow villagers for several centuries. Japanese vampires don't seem to mind cloves of garlic or crosses either, and just to make matters worse they are martial arts experts. 'D' has an advantage over your average vampire hunter as he is secretly half vampire himself. Although this gives him only a fraction of the vampire's powers it's all he needs to take them on at their own game. But I'm giving away the plot - go and check it out yourself.

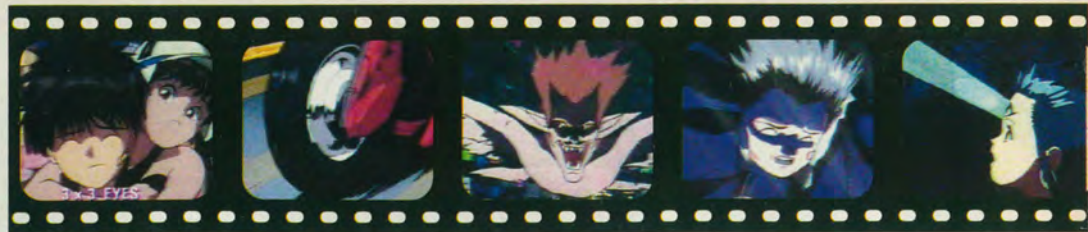
As with virtually all Manga releases the animation is faultless and the dubbing is well considered. The atmosphere of the film is convincing and mysterious but it's not exactly a hide behind the settee job. The storyline is simple, effective and far easier to follow than the majority of films of this kind. Many of the traditions of Hammer Horror vampires have been thrown and the feeling is generally a most refreshing one.



Jim



3x3 EYES



PART 2



1993, 60 minutes, £10.99, colour

We've managed to get an early sneaky peek at Part 2 of the strangely titled 3x3 Eyes which we first had a look at in last month's feature. If you remember the first episode left things a little in the air (as you might expect so as to get you to buy the second video!) on what was going to happen as our hero and heroine flew to Hong Kong desperate to get their hands on the statue that would let little Pai to become human.

As she is at the moment she is "deeply possessed" by some form of evil spirit and she is currently over three hundred years old and seemingly

incapable of dying. It seems a pretty strange request to want mortality but it is something Pai seeks desperately and their quest leads them through many more dangerous adventures before the final gruesome confrontation with the evil dark lord who has stolen the powerful artifact from them.

This second video ties up all the loose ends and there are bound to be plenty of people waiting for it when it gets released in this country. (It's already pencilled in for a UK release in



the middle of September). The tale continues with Pai, complete with her eight hundred foot demon/budgie incased inside her walking stick. Multiple winged demons and flesh eating chojins ahoy, as Pai and her numerous friends battle to win back the statue of mortality. This film will be a must if you've seen the first part, and utter confusion if you have not! All the typical Manga explosive heads and mutated monsters will be in here for the taking, and if you like the more quiet Manga movie madness this is just the ticket. Cute girls, bug eyes and a dreamy storyline, what more could you ask for?

Top notch action to follow in the originals' footsteps but sadly no semi naked babes in this one! Watch those video shelves eagerly for its arrival and you will not be disappointed! Recommended most firmly to the ever-growing army of Manga fans in this country.

Paul

DOMINION TANK POLICE ACTS 1-4



70 minutes,
£10.99,
colour

15



70 minutes,
£10.99,
colour

15

Any story that is spread across two tapes is bound to be a little off-putting to the buyer. Personally I'd probably be more likely to buy another title that I could finish watching in one go rather than splashing out twice the cash on something that was continued in Acts 3 and 4. However this is what has happened with Dominion - Tank Police and it may be a fact that turns some people away from what is a very good story.

Anybody who misses out for whatever reason really is doing themselves a mis-justice. The more Mangas I see the easier they get to understand as you tend to get used to what to expect rather than just having your mind blown by the sheer difference to your normal bog-standard movie.

Having said that, apart from Vampire Hunter D, the Tank Police stories are the simplest to follow even if they do involve a couple of sexy young ladies with cat-like ears driving around in police tanks (and trust us when we say they ARE sexy young ladies!)

The basic gist of the plot (that is if you could ever call the storylines of a Manga basic) is that the city is so affected by pollution that the majority of civilians all suffer in some way from the side-effects. However, there are a small number of people who are totally immune to the illnesses that the state of the air create. These people are desired and their (would you believe it) urine is collected and used by the government for rea-



sons that we won't go into on these pages. The forces that run the Tank Police are incredibly malicious and uncaring and just go about maiming people for the sake of it and leaving huge ruts in the roadway where the massive tanks have travelled along their way. Maybe there's a political message tucked away in there but if so then that's for you to decide for yourself.

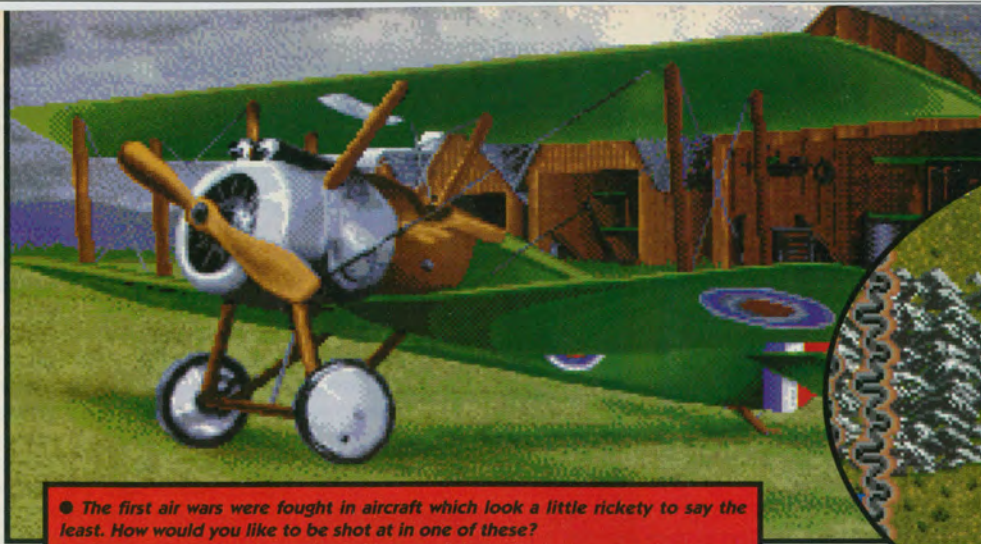
The film is rated 15 but is nowhere near as violent as some of the others on offer. That's not to say that it is short of action and if the thought of seeing strange girls with cute cat-ears rampaging around with big guns and tanks all over the show excites you then the Tank Police are definitely the movies for you.

The animation used is really good and the dubbing is amongst the best I've seen yet. As we mentioned before the downside is that it costs you double the cash if you want to see how the story ends, but after you've seen the first one you'll definitely find yourself down at the shop again the following Saturday!

Both videos have been out quite a while now but you should still have no problems at all getting hold of them as they are still more than popular. Just try all the usual places and you should have no trouble picking up a copy.

Paul





● The first air wars were fought in aircraft which look a little rickety to say the least. How would you like to be shot at in one of these?

● Small sprites may not be the norm for your average MicroProse game but in Ancient Art of War in the Skies they work really well



ANCIENT OF WAR IN

As MicroProse continue to release on the ST, their next project takes you back to the aerial battles of World War I...

It's nice to see a big company like MicroProse continuing to support the ST. It kind of makes a mockery out of all the other large houses who say the market isn't there. MicroProse gear is always of a high enough quality to ensure success, and

while sales may not be as high as it's Amiga and PC counterparts, games like Civilization and B-17 Flying Fortress have stood out from the rest of the software releases this year.

Next in line for a release in Atari format is The Ancient Art of War in the Skies. While being a bit of a mouthful, it is also the title of MicroProse's new World War I simulator.

Where this company are perhaps renknored for extremely complex flight simulators of all the latest

aircraft, they also recognise the need for a highly playable, but simpler game every now and then. This is obviously then as AAOW-ITS ditches all the generated, shaded landscapes and replaces them with simple (but nevertheless well drawn) sprites battling it out over the landscape.

Up and away

The idea behind simplifying everything has worked quite well because it gives you more chance to concentrate on what this game's about - dogfighting and bombing. Primarily the game will be designed to be a strategy and tactical simulation rather than an out

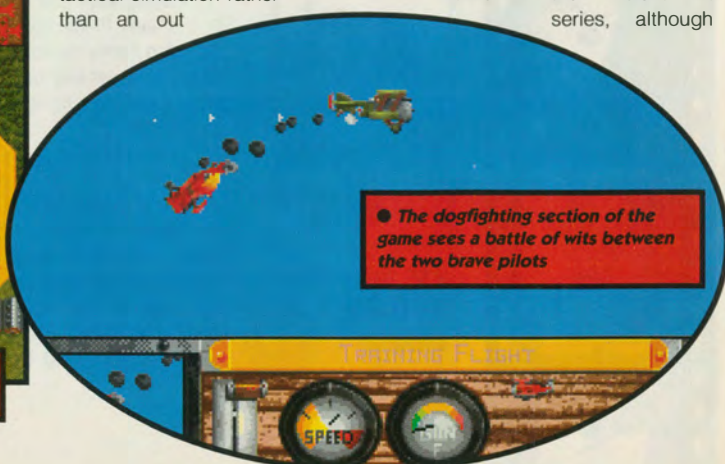
and out flight battle. Gaining territory is what you must do and to achieve this you must use your brain along with a series of strategic bombing raids that will allow you forces to move onwards.

If that sounds overly simple, you must remember that the other force (be it the Axis or Allies depending on who you chose to be!) will be attempting to pull off exactly the same objective as yourself. So much so, that it becomes a battle of wits as much as anything else.

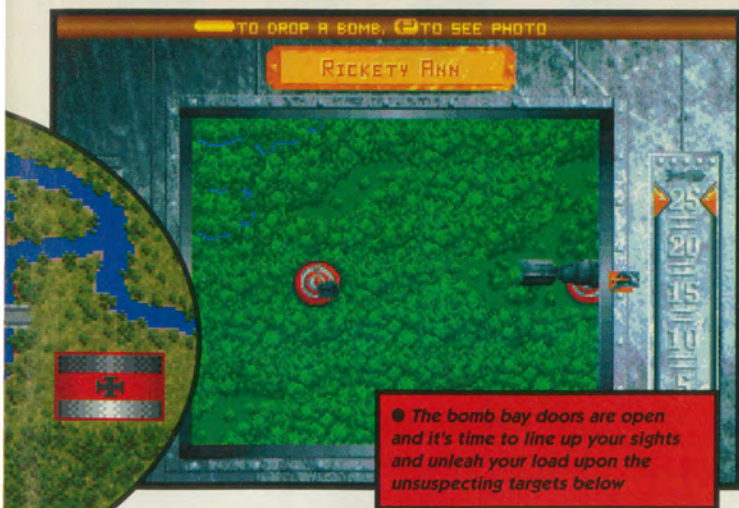
The game is originally designed by American team Evryware. It is actually set to be the third in the Ancient Art series, although



● Choosing a campaign is a good place to start as any. This can be altered to your own desires



● The dogfighting section of the game sees a battle of wits between the two brave pilots



PROJECT: Ancient Art of War in the Skies

PUBLISHER: MicroProse

PROGRAMMERS: D. Murry, J. Gargiulo

GRAPHICS: Barry Murry, Dee Dee Murry

SOUND: Dave Murry, Barry Murry

INITIATED: Early 1993

RELEASE: July 1993

ANCIENT ART OF WAR IN THE SKIES



the previous two didn't make it on to the ST (or if they did, nobody we know has ever seen sight nor light of 'em!). The Ancient Art of War and The Ancient Art of War at Sea both covered the different aspects of fighting and the latest in the series finally adds flight to the collection.

Besides all the tactics there will be two main arcade sequences. These will form a vital part of the game and are dogfighting and bombing. In the finished version both of these will have extensive practice options so that you don't fail miserably the second

"Simple by MicroProse's standard but set to be another winner."

you get up into the air. Dogfights will be as you expect with the two biplanes soaring around the sky desperately trying to get hits on each other, while bombing involves

you whizzing over the terrain towards a pre-determined target and unleashing the full power of your machine upon the strategic lifeline of your enemy. Only

careful planning will win a war, but when it comes down to it, it's skill in the field that can tip the balance!

A number of campaigns will be included some of which should be historically accurate while others will

be entirely fictional. In all of them you must gain superiority rapidly over the opposing force. Once you let them get the upper hand you'll be in real trouble.

Ancient Art of War in the Skies promises an awful lot when it's released. Microprose no doubt hope that it will successfully cross over the gap between arcade and strategy style games. To see if it does you'll have to keep your eyes on STA and we'll bring you a full review shortly.

Paul

TRIV SPOT

The great Chinese warrior Sun Tzu wrote the first war "manual" over 2500 years ago. His "How to do it" book was entitled The Art of War. This book has been read cover to cover by many of the great military strategists of all time. Napoleon, Ghengis Khan and even the commanders in the Gulf have all had a bit of a browse.



● Super, great, smashing, bus fare home, and all that. Big man Bully comes out of the pub to present the finest in armchair entertainment

PROJECT: Bully's Sporting Darts

PUBLISHER: Alternative

AUTHOR: In house

GRAPHICS: In house

SOUND: In house

INITIATED: Early 1993

RELEASE: End of June 1993

NO ALTE

There are new rumblings in the budget world. A company called Alternative Software are beginning to merge as one of the finest.

1. BULLY'S SPORTING DARTS

Headed by the mild-mannered David Watkins, the Pontefract-based company are about to hit the big time with a couple of top quality budget releases, the most noticeable of which features that bendy bovine – Bully from top TV quiz show Bullseye.

Bully's Sporting Darts places the cute bull in the role of compare to a series of barmy dart-related events including dart-football, cricket, golf, snooker, tennis, 501 and Round-the-board! The last two may already be familiar to anybody who's into darts, but the sporty ones may have even the knowledgeable ones wondering!

Each game is played on a dart board. Now you may be asking yourself how you can play snooker on such an object, but, trust us, with Bully's Sporting Darts this is no longer an impossibility! Snooker's the best of the

"events" so we'll stick with explaining that. The board is divided into reds and the colours and at the start you'll be able to choose a one or multi-player game.

Once the options are done with you'll be able to try and pot a red by hitting the same board segment three times on the trot and then follow it up with a colour! It may not sound tremendously exciting but it's good fun to play.

The other events all follow a similar pattern and you can play the football for yourselves on this month's coverdisk. Bullseye may not seem the most glamorous of tie-ins but it is one of Britain's most popular television quiz shows and it is totally harmless.

Bully's Sporting Darts should be in your shops any time now and you'll see a review in next month's issue of ST Action where we'll see if the final product lives up to what we've seen so far!

Paul

"The most smashing budget game I've seen"



● Come on ye reds! The Scousers are well on target and Arsenal still have nil. They must have given the elbow treatment too early on

PUB GAME TRIV

The game of darts originated literally centuries ago. Over a tankard of ale the great men of old wanted to practice their archery indoors when it was raining. Using arrow heads they would throw them at sliced up logs and use the rings in the wood as a target.



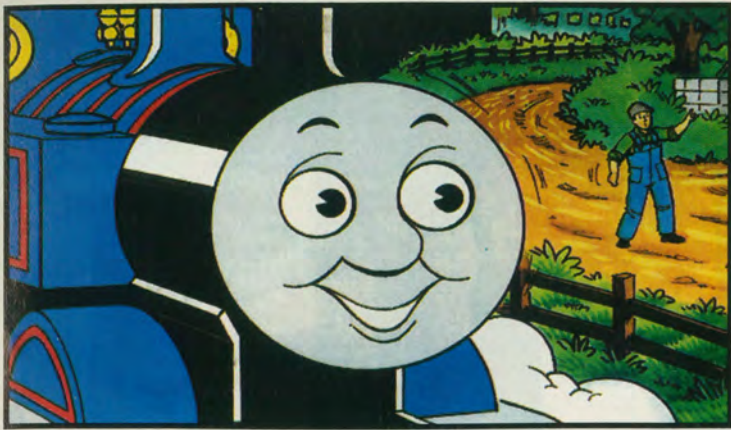
● You cannot be serious, man?!? Agassi eat your heart out and make room for Bully's bigger service



● An all too familiar sight with the Tykes well on top. Looks like Lancashire had one too many



● Charisma, a bow tie and a glass of water are needed for this – otherwise you're snookered



● If you've got a tank engine it's fairly obvious that you are going to call it Thomas! Oh yes! It really is very obvious! Very obvious indeed. Ah well, takes all sorts!

PROJECT: The Children's Range

PUBLISHER: Alternative

AUTHOR: In house

GRAPHICS: In House

SOUND: In house

INITIATED: Early 1993

RELEASE: Various

RNATIVE

2. ALLO ALLO

In the meantime, as we mentioned in the news a couple of month's back, Alternative are also working on a computer version of the saucy war-time comedy 'Allo 'Allo. Even though the series finished its TV stint more than a year ago, the antics of barman Rene and all the French maids that work at the Cafe Rene are now to be immortalised for ever in pixel form!

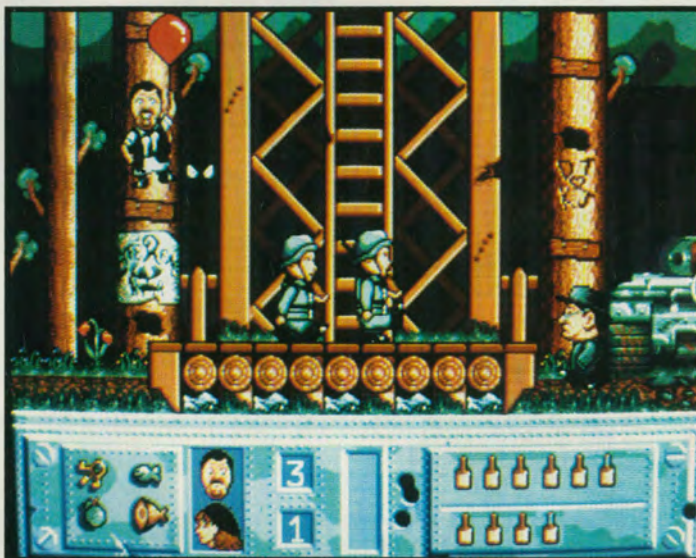
As you can see from this screenshot (that we had to hold the PR at gun-point to get it, it's so secret!) the game will take place on a platform style scenario where the characters must rampage their way across Occupied France during the second World

"Listen very carefully I shall say this only once."

War, avoiding the likes of Herr Flick and the rest of the Gestapo. It all sounds very sinister, but if you've seen the program you'll know it's all handled in a very light-hearted and saucy manner.

All the features of the telly show will be tucked in there somewhere and there'll be loads of instantly recognisable characters. What we want to know is, will Michelle of the resistance say things only once or will she continue to repeat the same joke over about six series and still achieve that canned laughter effect!

This game looks like it'll be a good little laugh when it finally comes out in about a month. **Paul**



● There are plenty of Germans knocking about on this screen. But that's Occupied France for you we suppose. Watch out in July for this one!

3. THOMAS THE TANK ENGINE



● It's everybody's favourite Tank Engine - Thomas. Now he's here in his very own ST game for all kids to enjoy. Little is known what type of game it is as yet though

Also on the cards from the Pontefract-based company is a series of games going under the title of "The Children's Range". These games are all to be based on popular TV and film characters (most of which a lot of younger kids won't have heard of!) such as the likes of Huckleberry Hound, Thomas the Tank Engine and Popeye. They'll also be computer games based on Alvin and the Chipmunks and loveable old Pixie & Dixie. So in many ways it'll be a trip down memory lane for many us oldies who will probably get enjoyment out of these games for that reason alone!

The aim of this range is to offer

a wide variety of non-violent, family entertainment programs aimed at the all-important 3 to 12 age group. Kids at this level are often neglected games-wise and if successful The Children's Range should fill the gap quite nicely. Just because the game's cannot be described as violent shouldn't instantly put people off though. These games could be enjoyed by older children just as much.

Each game in this range will cost just a measly £7.99 and will be out very shortly. Watch out for reviews in later editions of ST Action where we see how the big kids cope with them! Either way it's a superb idea that deserves to succeed. **Paul**

"Kiddie games that adults can play!"

ENTER OUR CODEMASTERS COMPO AND YOU

WET N



● The Fire Hawk crew are in action but here they've left their water guns at home and swapped 'em for real ones



● Here we have our model – Simon looking hard with his water gun. Would you mess with this guy if he approached you in the street?

The lovely people at Codemasters are so chuffed with the large amounts of Firehawks that are flying off the shelves (very punny, Ed!), they've decided to put their hand in to their large pockets and buy a couple of top of the range water guns. Not content with just that, STA badgered them into giving us five copies of their hit chopper game too.

Allow me to set the scene... It was the height of summer, the beer garden was packed with people enjoying themselves, drinking ale and eating cheese and onion crisps. Nothing could have prepared them for what was to happen. The black car with the mirrored windows rolled on by the pub for the third time this hour. She started to get anxious. Was it them? She

slowly reached into her handbag, and wrapped her fingers around the moulded plastic gun - it was too late.

The window lowered, the barrel popped out and with every pull of the trigger she reeled back – the natural reaction to the icy cold water hitting her bronzed skin. As the car screeched off she could hear their laughs - revenge was the only thing on her mind.

Offence is the only defence, don't get caught out this summer, arm yourself with a high powered water gun. Whilst everybody else is running inside their house and constantly filling their squeeze bottles you would still have more than enough water to soak an entire street full of cheeky kids.

OR DON'T ENTER OUR WACKY COMPO

COULD WIN A WONDERFUL WATER WEAPON

WILD

WHY I SHOULD ENTER THIS COMPO...

- 1) A Jif lemon squeezy takes on average 27.8 seconds to fill, and then its only good for about 3 short bursts - more sidearm this one.
- 2) Have you ever tried taking the top off a washing up liquid bottle? It's pretty grim let me tell you. Regardless of how much you clean the top you'll always be left with that familiar soapy chemical taste.
- 3) Hose pipes are all good and well, but in the middle of a shoot out, it's all very well having the largest jet of water, but you're never really in charge of the ammo supply! You could find yourself in serious trouble if your Mum suddenly imposes an outlandish water sanction. More likely, still wants to make a cup of Rosie Lea.



A MEAN DREAM WETTING MACHINE COULD BE YOURS

I think you'll agree you can't really afford to be without a water weapon especially now it's summer.

Answer these water related questions and you could find yourself signing for a big box full of fun.

A bit tricky this first one

1) In scientific circles green paint is regarded to be wetter than water.

☐ TRUE / ☐ FALSE

2) What watery alcohol type drink is nearest to the colour of Brad's car (the one with the dodgy 'honk if u bonk' sticker)?

☐ A) A SORT OF REDDY/MAROON WINE

☐ B) BLACK GUINNESS

☐ C) TRANSPARENT GRAND MARINER

3) If Codemasters excellent shoot-em-up Firehawk spelt backwards spells 'Kwaherif'. How much does one bottle of that poncy crystal clear 'no chemicals honest guvnor you won't find any dead sheep in this 'water cost?

☐ A) IT'S REALLY CHEAP I DRINK IT ALL THE TIME, BUT I'M NO PONCE

☐ B) ABOUT 50P PROBABLY

☐ C) FAR TO MUCH, A PINT OF WEAK LAGER IS CHEAPER.

We'll probably just throw all the entries into a big hat and pick the winners out at random, so don't worry too much about the answers. Come on, get your entries in because if you don't someone else has a better chance of winning. Doesn't that make you angry? I mean what have you got to lose? Somebody has to win and don't forget there are five prizes to be won.

1st - Firehawk plus the Super soaker 2000

2nd - Firehawk plus the Supersoaker 500

Three runners up will each receive a copy of Fire hawk. Cool!

Name:.....

Address:.....

.....

.....Shoe size.....

Send your entries to: I want to win a fabby water pistol please! compo, ST Action's bag, Europress Interactive, Europa House, Adlington Park, Macclesfield, SK10 4NP. Your entries must reach us by 15th July.

AND YOU ALMOST CERTAINLY WON'T

We may not have the pre-pubescent understanding of Clare Raynor, the patience of Geoff Boycott or the charisma of John Major, but by jimminy, at least we're here to help you with your ST problems!

WRIT

YO HO HO

Regarding your recent feature on piracy I'd just like to say that being realistic, there will never be a solution. Anybody can harp on about how the industry is being damaged or about how games are too expensive but will that change a thing? I don't think so. There will always be people who copy games simply because they can.

If there's a choice between paying £10 for the latest piece of top software (and that unrealistically assumes that companies are going to lop £20 off the price of their games!) and getting it for nothing because you've got hold of a top disk duplicator, an awful lot of people are

not going to bother spending their hard earned tenner.

This especially applies to kids. FAST aren't really bothered about playground swapping. They just want to cut out the big pirate rings but they are never going to be able to eradicate the problem. If they take one cracker out, another replaces him or surviving members of the team branch off and start their own groups. It really is never ending. There's always someone to step into somebody else's shoes.

I've heard that there are only a couple of protection methods out there and that software developers tend to use one or the other. This is hardly a deterrent is it? Manual protection is even a waste of time if you are up against a group who know what they are doing. I myself have pirated games where simply pressing Return when asked for a keyword will skip you past the area.

To my mind the only way of beating piracy to any extent is to make the product on sale more appealing. I remember fondly the days of Infocom. No doubt people copied their games too, but you were more likely to go and buy one yourself because of all the little bits you received in the box. People are really going to have to accept that software piracy is here to stay, because when you think about it, it's all down to human nature!

Captain Pugwash, Leigh-on-Sea.

Human nature eh? You've got a point. People will generally take something for nothing rather than pay for it if they can unless the paid for version is more attractive. I don't think this applies to everybody though. It's a bit of a general statement but I know what you're getting at. You can't really expect the software producers to throw in the towel though and as for FAST they are fighting a mostly impossible war.

OH NO! MORE LEMMINGS

Could you please tell me where you can get the Lemmings record that you talked about in last months news pages. I am probably the biggest fan of Lemmings ever. I can't get enough of them and a record to add to my collection would be just fantastic. Is there an address to write to? If so what is it and how much will it cost me to get to vinyl heaven?

Chris Roberts, Birmingham.

Well Chris, the Lemmings record by SFX is in your shops now. I saw it in HMV in Manchester but unless you're a total Lemmings freak (and by that I mean so much so you've taken the plunge and died your hair green) I'd probably avoid it like the plague. There are words to describe it and they are all in the English dictionary, but if we printed 'em we wouldn't be on the shelves in WH Smith's for long, let me tell you!

WHAT HAPPENS NEXT?

I am interested in knowing whether you plan to cover Falcon material within your pages. I am thinking of upgrading but at this moment in time I am unsure as to the level of support the new machine will be getting, both from software companies and the magazine industry. Are there any plans to do a Falcon magazine perhaps? As far as I

STAR LETTER

CHEAP SHOT

I would just like to write and thank you for your excellent Easter Eggstravaganza cover disk. It was a real treat to see a proper full-price piece of software on a coverdisk. Codemasters have done such a great deal for the computer industry by revolutionising the budget market it was great to see them helping out in this way. I've been reading ST Action since issue seven and hope you have many more birthdays, even with the current state of the ST market.

On a slightly different note, have you noticed that budget games are rapidly becoming less and less budget! Prices for some "cheap" software are already as high as £16.99. You have to wonder at this. There were plenty of good titles available when the standard cost was £7.99. Nowadays software companies seem to be making the excuse that the better the game, the more it costs when it is re-released.

To be charging 17 pounds for something that is nearly a year old, when chances are it could have been bought at this cost through a mail order company the first time around seems very fishy to me! It's all very well setting up budget labels if you run a software house but it all just smacks of trying to get as much money out of the ST market before it finally collapses.

The thing that has been keeping the ST going over recent months has been cheapo software. This has been reflected within your very own pages. Now the software is no longer as cheap as it both was and should be. To me, it looks like another nail in the ST coffin. And once again it is being hammered in by the people in charge of the software houses themselves. Play the game folks!

Lee Washworth, Durham.

You've got a point Lee. We've noticed the silly increase in price too. With Codemasters now doing full price games, but keeping them at £19.99 (Fire Hawk for example), it seems ridiculous that some companies are charging just a few pence less for their re-released budget offerings. £7.99 was the standard, now's it's probably £9.99 but £12.99 is giving even that a run for it's money. These prices can't be justified as far as we at STA can tell, but if there are any software people willing to put their neck on the line and answer our queries we'd be more than glad to hear from you. It's time to sort this problem out now.



THE ON!

can tell the only true way to judge how successful a machine is is to see how much press coverage it gets.

At the same time if it doesn't get coverage the machine doesn't become popular and starts to struggle. Therefore I believe it is important that a magazine such as yours supports the new project right from the very beginning.

M. Conlan, Peterborough.

At the moment there are no plans to do an independent Falcon magazine, but that's not to say that there will never be one. Situations change so quickly in this industry it's hard to say what will be happening next week, let alone any real long-term projects. ST Action will be covering the Falcon as much as we can. A lot of the games that get released on the machine will have already been out on the ST, so we'll have to avoid any serious cross-overs of reviewing the same game within a couple of issues.

Falcon reviews will basically be a quick run-down on what the game's about and will concentrate more on the differences and whether it makes a good Falcon conversion. This way we can show how much improvement has been made using the new technology.

TA VERY MUCH

Just a short letter of thanks for using my adventure game The Obscure Naturalist on your June coverdisk. You can't imagine what a boost it gave to my moral. I recently advertised the game in one of those small adventure based magazines and got an accompanying write up thrown in. All this helps enormously and The Obscure Naturalist seems to be becoming something of a cult in certain circles which, after spending three years writing it, is a great reward.

Peter Hague, Sheffield.

When a game is as good as yours is, there should never be any problem getting the publicity you require. Unfortunately, as we all know, it's never that easy is it? All people seem to care about are the big companies until it's too late. However quality usually shines through in the end and The Obscure Naturalist is now picking up the acclaim it should always have had.

On a slightly different subject if anybody else has an outstanding game they'd like to see on the coverdisk then send it in. Preferably we'd like it to be under 300K and able to load by double-clicking on it from the desktop. We'll take a look and who knows? Your fame and fortune could be just around the corner. Everybody who's had a game on the disk so far has commented extremely positively on the response, so go for it!

POOR CORNER

Hi, I've just put a few poems together (Oh dear - Ed!). Hope you like them enough to print them. (I can feel a Poor Corner coming on - Ed!)

*This is a poem written to,
That good-for-nothing Action crew,
They say a lot and sit about,
and tell us all the action too!*



● The Lemmings record in all its glory. It's a shame it's the worst record ever! "Let's Go!". If only they would!

*But what about us old ones here,
We like to play the games, "Let's cheer",
So come on you lot, fingers out,
Review some old games or we'll shout!*

*To the people of ST Action,
Let's get down and make some traction,
To this beat you will find,
More in this mag than any other kind.*

*Roses are red,
Violets are blue,
Your mag is better,
Than any review.*

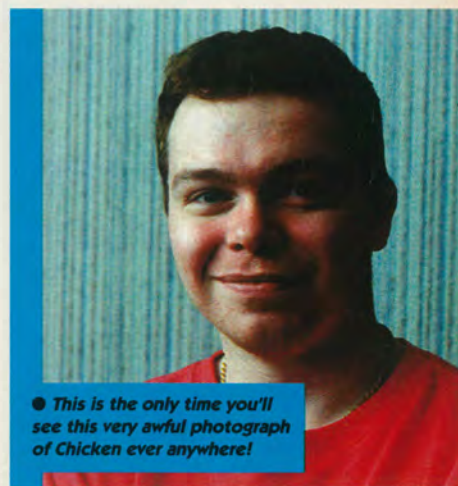
Mr. D Scriven, Wolverhampton.

We get some really sad letters in here Mr. Scriven, probably more than any other magazine ever, but if we were to have an award for perhaps the poorest letter of all time even we would be hard pushed to find one that matches yours.

Some people have a little poetry in 'em. I remember being forced to write a classic about Spring when I was in school. It was probably the best poem written for hundreds of years. Yours, unfortunately are not (even though we did quite like the traction rhyme - we realise how few words actually rhyme with Action - nice one!).

Which brings us on to a sort of mini competition. It's a spur of the moment thing, but if you write some poems that are actually sadder than the three on show here, you can have a bundle of games from the software cupboard. The best will also get printed. Don't worry Mr. Scriven, you can enter again. In fact you're probably favourite to pick up the prize! Send your entries to Poor Poems at the usual address.

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



● This is the only time you'll see this very awful photograph of Chicken ever anywhere!

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

They're creepy and they're gooky, positively spooky - the Amiga Action team! Well maybe not! Platform game with plenty to do **86%**

AMBERSTAR

Thalion: £29.99 RPG

Scrumptious Role-player from Germany. Massive task, smart music and top quality graphics all add up to a groovy old game. **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 Squad: £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

Clever little play-on-words don't you think? Psygnosis do the business with one of the best linked games yet. Well worth it. **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%**

BARD'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 of the bargain bin! **86%**

BATTLE OF BRITAIN

Lucasfilm: £24.99 Flight Sim

"Chocks away cheps!" (Intentional spelling mistayke - don't worry about it!). Lucasfilm do their stuff against the mighty Luftwaffe. **88%**

BLOOD MONEY

Sizzlers: £7.99 Shoot'em-up

Blasting game that is as old as the hills. A good two-player option and oodles of playability make this a worthwhile buy if you can. **86%**

BUBBLE BOBBLE

Hit Squad: £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%**

CIVILIZATION

Microprose: £34.99 Strategy

Awww, what a game. One of the best games ever and also one of the most in-depth. Totally smart - buy it! **94%**



CHAMPIONSHIP MANAGER '93

Domark: £25.99 Sports and Leisure

If you want a football management game and don't mind wading through tons of stats, this has to be it. Updated for '93. Yum! **92%**

CHAOS ENGINE

Bitmap Brothers: £25.99 Shoot'em-up

The Bitmaps are back with their two-player Ikari Warriors type game. Set in a freaky Victorian setting this one is good - real good! **88%**

CHAOS STRIKES BACK

Psygnosis: £25.99 Arcade Advent.

There's a smart bundle from Psygnosis containing both this and Dungeon Master. Classics not to be missed. **85%**



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 the best puzzle game for years. Back to when gameplay counted for everything. **90%**

DISC

Action 16: £7.99 Arcade

Sort of Tron style disc game where the idea is to maim your opponent. Frantic frisbee throwing for psychotically beach-bums. **80%**

DOODLEBUG

Core: £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

Psygnosis: £25.99 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

Ubi-Soft: £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. **93%**

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. **93%**

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

Microprose: £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

FIRE AND ICE

Renegade: £25.99 Platform

Another console-style platform game with a character that looked a bit too Sonicy for its own good really. Good though. **88%**

FIREHAWK

Codemasters: £19.99 Shoot'em-up

Codemasters recent spate of more expensive titles continues with this helicopter shoot 'em-up. Action all the way! Recommended. **89%**

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

Hit 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+

Hit Squad: £7.99 Beat'em-up

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

Gremlin: £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%**

METAL MUTANT

Baze: £9.99 Arcade

Robotic wanderings in this arcade masterpiece. Old but not dated and for a tenner you can't knock it can you? Get it now! **92%**

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!" Aaaaarrggghhhhh. 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 yet. **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%**

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. **83%**

NO SECOND PRIZE

Thalion: £30.99 Racing

Yum! Yum! Yum! Yum! Yum! Yum! German cycle racing and it's so very very fast! Set to be the classic race game of all time. **94%**

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. **89%**



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. **85%**

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 fascist". Bound from platform to platform with guns blazing to save the day. **86%**

ROBOCOD

Millennium: £25.99 Platform

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

Renegade: £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 baddies launching attack after attack in this middle-aged beat 'em-up. **84%**

Buyer's

SHUTTLE

Virgin: £30.99 Flight Sim

Scary game when all is 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 polish 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

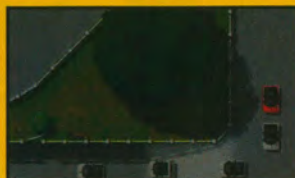
Microstyle: £9.99 Racing

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

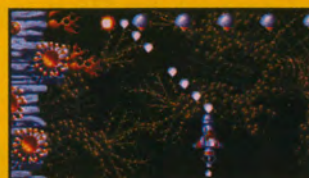
Lankhor: £24.99 Racing

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%**



ONLY 28 DAYS TO ZOOL DAY...

IN THE NEXT ISSUE OF **ST ACTION**



SPECIAL FEATURE: First look at the game destined to be the biggest seller on the ST ever. Plus super free gift on the cover!

COVER DISK: We have up our sleeves yet another massively playable coverdisk. All we have to do is find enough sellotape to stick 'em on the front of the mags and we're away!

PLUS our regular goodies including tips, cheats, oh, and Zool

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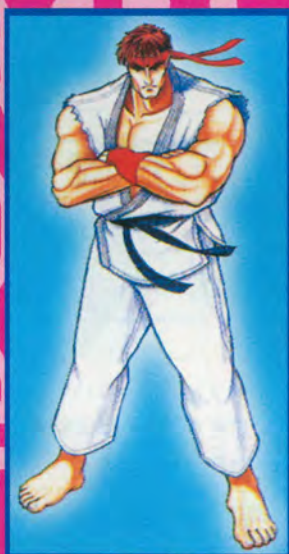
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