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ST Games Magazine

ISSUE 65 • SEPTEMBER 1993 • £3.95 (Hfl 17.95)

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Colin and Ocean go One Step Beyond

Ocean bounce back in business with their Colin Curly follow up - One Step Beyond. Puzzle fans are treated to another massive helping of quality software. A look at the review on page 16 will tell you exactly what we thought of the follow-up to the highly-successful Pushover from 1992. We've gone all of a quaver with anticipation...



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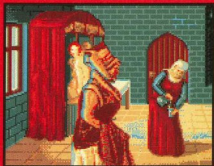
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SPECIAL FEATURE

How to get a job playing games!

On the right you'll see Joanne Hotston, one of the respected PR people who keep the industry alive. If you like the idea of getting into the computer trade either as a PR Officer, reviewer or

whatever (sorry Sue) take a look at our feature where you'll be able to pick up invaluable hints and tips on how to do so. Everybody wants to do it. Now you can find out where to start looking!



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UNMAGNIFICENT 15

QUICK ON THE DRAW: Blast away 15 vicious outlaws at the saloon.

CASTLE CAPERS 1MB

QUICK ON THE DRAWBRIDGE: Why not mooch about the parapets?

PLUS ISSUE 7 OF FREESTYLE: Our groovy diskmag back for more



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

Page 7

**Don't miss the stunning
FREE poster hidden on
PAGE 34**

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STA

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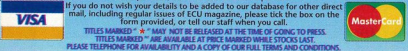
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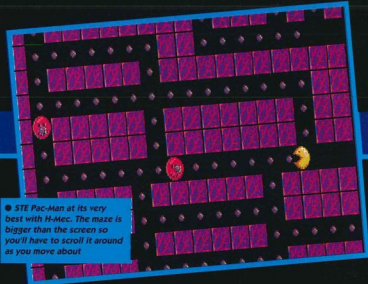


This coverdisk is so crammed full there's only 1K left on it. Something for all models of ST this month. Simply read on.

1

H-MEC 1MB STE ONLY

There have been Pacman clones before but this is the best ST version we've seen so far. H-Mec is set in the future 12 years after Pacman's death but the only main difference is that the play area is a lot larger than the original. To see what we mean just put your disk in the drive and the game will automatically boot up (unless you haven't got an STE in which case you'll get an error message and you'll have to reboot with a formatted disk so you can get to the other demos. Don't you just love technical problems!). Anyway. Away you go.



● STE Pac-Man at its very best with H-Mec. The maze is bigger than the screen so you'll have to scroll it around as you move about

2

UNMAGNIFICENT 15

It's gunfight time ya'll. There are 15 bandits in all to shoot and you'll have to be darn quick on the draw if you are to beat them all. To play the game boot up your ST with a normal disk (so the desktop comes up). Open up the UNMAGNIFIC folder and double click on the PRG of the same name inside.

3

CASTLE CAPERS 1 MB

Castle Capers is a platform game that looks a little like Dizzy in places. Take control of the cute sprite and guide it across all the screens in this demo version. If you want the full game then you'll have to register. To play it get the desktop up and double-click on the CASTLE.PRG file. Easy-peasy

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.**

4

FREESTYLE! ISSUE 7

We're going from strength to strength with Freestyle. This month's edition is bigger and better than ever before. Included within the electronic pages this month are a host of film and music reviews (including the Judge Dredd we promised last month), Bland Corner continues to provide an endless source of useless trivia to amaze your friends and family while we have an exclusive Olympic Scoop. There are compos to enter and prizes to win so why are you reading this bit when Freestyle awaits?



H-MEC

This is a Pac-man clone with a difference. This difference happens to be that it's better than all the others for the STE...

How many of you remember when Pac-Man first came out in the arcades? Well it's a long time ago and since then

there has been Ms Pac-Man, Pac-Land, Pac-Mania and countless PD versions. Oh yes we think that there was a cartoon series as well.

Demo info

- **AUTHOR:** Powerlist
- **RELEASE DATE:** Out now!
- **GAME TYPE:** Pac-man clone
- **PRICE:** Register now!

But now the latest of the bunch is a real corker and it doesn't even have a Pac- in its name. This is H-Mec. We got this one in the pack (Ha ha) of PD games that Thomas reviews later in the magazine but this one was so good we didn't even review it. Unfortunately this game only works on 1 Meg STEs. So sorry to all you FM and 1/2 Meg owners.

For everyone else. You know the plot. You, as a small yellowish circle, must eat your way through different levels avoiding such diverse nasties as ghosts and other monsters and when you have stuffed your face with all of the little white pills you progress to the next level.

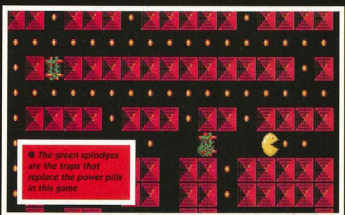
The controls are very simple, push up on the joystick and you go up. Push left and you go left. You get the gen-



eral idea. Bear in mind the fact that the writer of this game thought that the power pills which in the original games allowed you to eat the ghosts are for wimps so you don't need them, do you?

This makes the game a lot harder but on some levels there are traps that temporarily pause the nasties.

These are not on every level, however, making levels like number two very hard indeed. Keep trying and you will get a lot from this game.



FREESTYLE! ISSUE 7

Freestyle (Come on! You should know what this is by now). Time again for your monthly dos of film and music reviews, the Pointathon, Jim's Bland Corner and even a few specials inc Chicken's Chocolate Cornflake Cake Cupboard, Sue's Sale and Dial a Guide so slap the disk in the drive and get reading!

Thanks once again must go out to Chris Green for his marvelous menu system. This time you even have a game on the menu. Blast the cabbages out of the skies before they can take over the world. Otherwise it's just a case of clicking on the item you wish to read and the text file will load up. Once again, certain 520STs may have a problem in which case you'll have to read the text without the menu.

Demo info

- **AUTHOR:** Goth
- **RELEASE DATE:** Out now!
- **GAME TYPE:** Platform
- **PRICE:** PD so it's free!

er disk

UNMAGNIFICENT 15

Ever fancied yourself as a bit of a Clint Eastwood? Well now's your chance to prove your gunfighting skills in this Western game...

If you liked the old Westerns and dream of being the sheriff who cleans up the town then load this game up strap on your six shooter and take part in a showdown outside the saloon at high noon. You must shoot all of

the 15 men before they shoot you. They are the Unmagnificent 15 who control the town so you - the sheriff have taken it upon yourself to clean up this town and with a cry of 'There 'aint room in this town for the Um sixteen of us' you get out your weapon (Oo er missus) and blast the hell out of the lot of them (partner).

Luckily all the locals are in hiding so you don't need to worry about any stupid civilians getting in the way of your shotgun. It's fire at will (Will being the leader of the 15. Ha ha) and get them before they get you. The game is controlled by mouse.



As this symbol slides across your finger starts to itch.

Demo info

- **AUTHOR:** Ben Weston
- **RELEASE DATE:** Out now!
- **GAME TYPE:** Shoot 'em Up
- **PRICE:** £5 (registration)

You centre the crosshairs on the person you want to kill and fire. It takes almost a second to reload so a miss could be Fatal. This is yet another show of our immense

generosity. This is a great game definitely worthy of its position on the disk. If you want to know more then read our review of this and other PD games on pages 50-51.

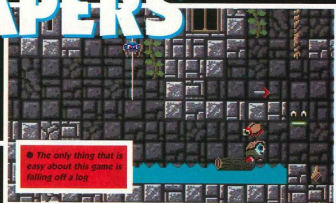
CASTLE CAPERS

If a good cutesy platformer is just your cup of tea then you should load this one up and get playing right away.

This is a rather cutesy platformer. You control Chuckle who unfortunately has been captured and put into a (Surprise surprise) large castle

guarded by beasties of all shapes, sizes and descriptions so you must guide him out to safety by running and jumping. Using fire to jump and left and right to..Er..move left and right you cannot fire which makes the game a lot harder to play but it is still an enjoyable way to pass half an hour or so.

This is only a playable demo but the ten rooms that are avail-



able should keep you busy until you register and buy the full game.

This game would be perfect for the younger player if it were a bit easier. A nice game that we put on the disk to give you a good challenge this month.



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news stories

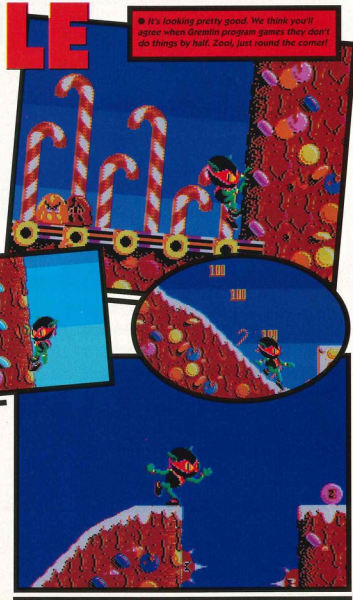
Told to make Zool cool, the programmers

ABIDE BY THAT RULE

● It's looking pretty good. We think you'll agree when Gremlin program games they don't do things by half. Zool, just round the corner!

Last month we published the first ever pictures of the ST version of Zool. As any keen STA reader will know the version didn't have any enemies or end of level bad guys programmed at the time. Yet, towards

the back end of deadline, we stopped the press just in time to bring you these all new shots. Complete with enemies! This latest version of Zool is everything the original Amiga version was and more. So ST fans don't worry, your machine isn't underpowered and yes you will be able to play Zool soon. Guess which magazine has a playable demo of Zool on its front cover? I'll leave you to work that one out.





● Alright it's a bit poor, but you try to find a smart picture at 3.30am then! Go on!

Winning formula

Some time ago you may remember a stupidly fast Formula One game released by French software house Lankhor called "Vroom". It was and probably still is the fastest racing game ever to have graced our fair machine. Those super fast routines are being tweaked and enhanced as we speak to produce what is being labelled as "F1".

We in the industry know it as Vroom 2. If you've ever played the original you'll know exactly how thrilling it really is. Well now it's even faster! Together with the addition of a two player split screen mode (best remem-

bered in the Lotus series) which has now been incorporated. F1 is also a genuine sequel thanks to Lankhor who have not resorted to just re-hashing their existing product. If you still can't see why you should fork out £25.99 perhaps a little mention of the turbo boost button may sway you (Hmm, maybe not) anyway if you fancy yourself as a bit of a boy racer then we're sure your dying to know when it's available. To be perfectly honest were not entirely sure, but we'll find out for next month's STA which will have all the relevant info you've ever needed to know.

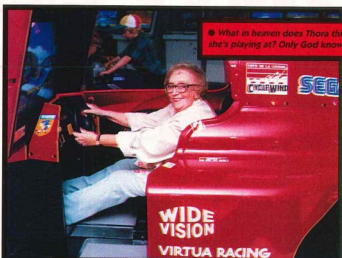
Lack of Jack

London's most notorious killer 'Jack the Ripper' is all set to star in a new game. It's Distributed by software house Mirage and if their past couple of releases are anything to go by the likelihood is that 'Jack' will be a bloody good strategy game.

It's been coded by the same American guy responsible for MicroProse's UMSII, so you can expect it to be in-depth too. As soon as screenshots start circling we'll be the first to grab them, we may even have a review Next month.

What a woman!

Even top Godster Thora Hird is a tad partial to the odd video game. We at ST Action think she doesn't really enjoy playing Sega's Virtual Racing, perhaps she was given a big bag of 10p's to persuade her to do it? Look closely at the monitor. You'll notice it's got an insert coin message on screen. I put it to you Ladies and Gentlemen that Thora Hird is in fact a complete fraud. God knows. (The Editor under no circumstances condones or agrees with any of the comments made within these pages)



● What in heaven does Thora think she's playing at? Only God knows

STA'S FAVOURITE GAMES OF '93

1	(10)	Championship Manager 93	Domark	£34.99
2	(—)	Sensible Soccer V1.1	Renegade	£25.30
3	(1)	Civilization	MicroProse	£25.99
4	(6)	Graham Gooch Cricket	Audiogenic	£25.99
5	(3)	Chaos Engine	Renegade	£29.99
6	(7)	Creatures	Thalamus	£30.99
7	(8)	No Second Prize	Thalion	£25.99
8	(—)	One Step Beyond	Ocean	£25.99
9	(4)	Lemmings 2	Psygnosis	£25.99
10	(—)	'Riddim'	US 3 - Tukka Yoot	£ 3.49

Well blow me, it's certainly been a month for change, Domark's Championship Manager rehash flies straight

in at number one leaving MicroProse's classic to play second fiddle. Keep tuned, chart freaks, next month.

Are US Gold bananas?

How much wood could a woodchuck chuck, if a woodchuck could chuck wood? That's the tongue twister you're required to work out in that quirky Lucasfilm game Monkey Island. So why is it being mentioned within these pages? First time round we can't recall seeing a mark under 90%. That's why those guys at US Gold's budget label Kixx XL are doing the ST fraternity a favour in slashing the price by half and re-releasing it (it worked for Gloria Gaynor). Only £14.99, it'll be available towards the end of September.

news stories

ST Action reveal Fire Force's top secret...

INTELLIGENCE UPDATE

A couple of months ago we gave all our loyal readers the chance to buy the STA1 rated FireForce at the overly generous price of

£13. Nothing could have prepared us for the amount of response we had. Many an hour was spent licking stamps and writing envelopes. When we thought the worst was over and all those happy Fire-Force/ST Action fans had settled down to play their brand spanking new game. Then we started to receive calls...sinister calls from some of our frustrated readers. it seemed that masses of digital



troopers were stuck on the third level, claiming they couldn't find those elusive surface to air missile (SAM) crates. We at ST Action can exclusively reveal how to complete this level! The enemy has a secret bunker hidden within the building

which can be found at reference point A13. Look at the arrows annotating the above cutaway section, for the exact locations. So now you know. Spread the word and please, please no more phone calls. We just couldn't bear it!

● For all your Fire Force needs you can turn to page 46 where we set Dave Goodyear the task of cracking the game. Find out how to kill the enemies more efficiently with STA.

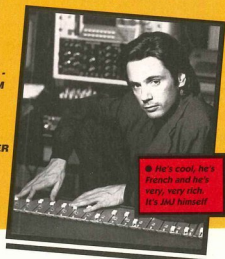
Jarre-ing your memory

If you're fortunate enough to own a copy of Captain Blood - a sinister sci-fi game that was published many years ago - you'll know that although the game was pretty average, one element of the product that was distinctly un-average was the first rate music. Using digitised Jean Michael Jarre samples the musicians re-created a track from his Oxygene album.

Now a once in a lifetime concert promising all sorts of stuff, including a 100 voice choir and spectacular laser show is almost upon us. Gigantic 24 metre high projection screens will ensure you'll be able to see all the show and not just the back of somebody's head. All the technical gimmickry can't make the concert a success, but it'll be an awesome sound/visual experience so why not book yourself a ticket and see exactly what makes this eccentric French man tick.

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REVIEWS

THIS MONTH



PAUL McNALLY

We've certainly got into the swing of things now. It's been a busy month for us all. We've been on the phone all month badgering all those friendly software houses into sending us copies of their wares. We didn't honestly believe we'd have more reviews than space, but this month the un-thinkable has happened. We test 14 of the freshest games around. All of which should be in the shops right now! ST Action don't review unfinished games, so don't fear, what you see throughout these following pages are the final copies. All gaming tastes have been catered for, ranging from the excellent platform romp 'One Step Beyond' all the way through to the substandard and not so high speed driving game 'Chase HQ'. Go on, spoil yourself.



BRAD BURTON

FULL PRICE REVIEWS

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ANCIENT ART OF WAR IN THE SKIES...p.24



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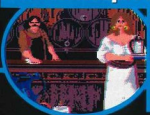
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ZAK McKRACKEN ...p.23



MIDWINTER...p.37

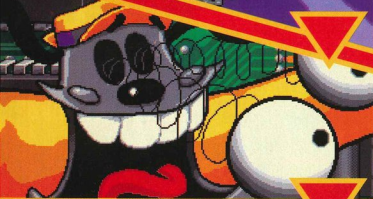


STONE COLD SOBER...p.32



BUDGET REVIEWS

ACTION REVIEW



16
STA

4 8 4 7 4

ONES

There can't be a person on the entire planet who doesn't like a bag of Quavers (especially the gorgeous bacon flavour!)...

Colin Curly is quite possibly the strangest computer tie-in ever. Most of you will remember the first game to feature the star of the Walkers' Quavers adverts. Pushover did the business for Ocean and made them very popular with puzzle fans across the globe. Now, almost unannounced comes a sequel (well sort of) to the game that had people falling over to play it. First things first, there's

nothing to push in One Step Beyond. At the same time it's still very much a tricky old puzzle game. In Pushover Colin didn't really play a tremendous part in the action other than to lose his crisps which a small ant then had to retrieve. This time around it's all Colin, Colin, Colin. He's the star and nobody can take that away from him. It all kicks off with an animated, cartoony intro sequence which depicts Col



“ Good stuff this. Original, cute, well presented and addictive. All the qualities a good game should have. It's all too easy to say it's just another puzzle game and pass it off. There are a 100 levels here and that should keep you going for quite some time. When it's done with though it's unlikely you'll go running back to it. Still, take your time and enjoy yourself. ”

COMMENT

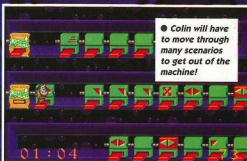
ON THE DRAW



STEP BEYOND



● Ledge-leaping at its best with a little help from our canine friend



● Colin will have to move through many scenarios to get out of the machine!

being dragged into the screen. Now he must escape.

There are 100 levels of leaping to get through, the idea being that you must jump from one ledge to another in order to collect the tokens. Get through the lot and there's a huge bag of Quavers for you to get your paws on. The graphics the first time around were a bit small and pokey. Now Colin has been given a boost and the animation on the character is quite special. Watch him twirl around when you complete a level.

As in Pushover, where the dominoes all had special effects, so do the ledges in One Step Beyond. Each platform has a marking on it that gives you an indication of what will happen when Colin touches down on it. Some will do absolutely nothing while others will send you catapulting across the screen in a certain direction towards another platform. It all sounds pretty complicated doesn't it but you'll soon get the hang of things as the game is quite simple to pick up and get into.

A pass code system separates the levels once more. After

each successful completion you'll get the five digit code for the next. So at least you don't have to begin from scratch every time.

All of a quaver

The major problem a game of this nature faces is its difficulty level. Set it too easy and you're in trouble. Too hard and you can forget it too! Stupidly complicated levels never help anybody and this is what OSB does avoid.

An awful lot of thought will still have to be ploughed into many of the levels but they are still frustrating enough to entice you back for another go after you've failed it for the 14th time. Don't be fooled into thinking that this is easy stuff though.

If you like a good, long think then One Step Beyond will suit your purposes down to the ground. Otherwise look at the options before investing. Paul

2ND OPINION

The first couple of games had me wondering whether or not OSB was my bag (of Quavers that is...Hehe). But after a while you'll find those tricky puzzles dragging you back for more. With the same principle as the prequel, but with a different method of gameplay. This is one game that won't be so easy to push over. It gets my thumbs up anyway. Check it out right now or remain an anorak! Brad

ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

OCEAN
☎ 061 832 6633

SOUND: 71%

GRAPHICS: 78%

OVERALL:

86%

INFO



OPERATION STEALTH

Kixx XL are really pumping out some classy stuff. They've 13 titles out there at the moment and this is equally as good...

Ok picture the scene. A top secret radar-invisible spy plane has been stolen from a high security US airbase by a man posing as the pilot. It is thought by the C.I.A. to have been taken to the South American country of Santa Paragua. This is where you come in. You have to find the plane whilst avoiding the Russians and the mighty Santa Paraguan secret service.

Armed with only an acid squirting pen, a passport forger and some rocket

launching cigarettes, off you go. After a rather nice animated intro sequence with some unfortunately plinky chip music. You start the

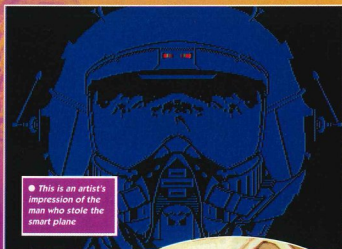
game, which is a point and click offering in the same style as the Leisure Suit Larry games. A nice idea is spoiled by the lack of in-game sound other than the rather annoying key bleep if you are not using a mouse.

The graphics are the basic type that are common in this type of game but they

● Proof that even super spies are only human



● It's not all work work work when you're a spy you know



● This is an artist's impression of the man who stole the smart plane

do the job more than adequately and the close up picturing some of the things that you find is a nice touch. The control system couldn't be easier. Click on the place that you want to go and you're there, other than that you can examine, take, use, operate, speak and look at your inventory to see what you're currently carrying.

Pot plants

You can talk to everyone and everything in the game but bear in mind the fact that pot plants and park benches are not very good conversationalists. (Still they're probably talked to more at parties than

● The pilot of the new stealth plane gets pulled over for a random breath test



“ This game would be a good one to buy if you are looking for a challenge because it is very hard. If you like games which require a lot of logical thought, £13 wearing a hole in your pocket? Get this game! ”

COMMENT

PUBLISHED BY KIXX XL

PRICE: £13.99 1 DISK

CONTROL METHOD: JOYSTICK 1 PLAYER

OVERALL

85%

PIRATES

Danger on the high seas. Have you the physical and leadership qualities it will take to become the world's most feared pirate?

Set in the 17th century in a legendary time when fortunes can be lost as fast as they're gained, *Pirates* sets you as a captain of vessel. You must plan to make yourself a rich and powerful man. Employing a crew is your first move and a whole pack of thugs and villains can be hired from the local inn. Get yourself a crew and travel the high seas, plunder treasure ships and pillage towns and villages and your half way there. But it doesn't stop

there. As your quest for wealth becomes insatiable you attack bigger ships and upset more powerful people who will look for revenge.

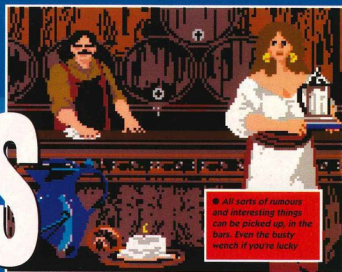
● This is how you look at the start of your life. As time goes on you start to age and your hair falls out!



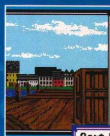
● In the deep uncharted waters of the Pacific ocean, your crew spot a small island. What adventures lie ahead for our cutthroats?

The action is seen from various viewpoints depending on whether or not you are sword fighting or sailing in your frigate. One thing remains exactly the same throughout each of the scenes, the need for a mouse. This controls everything from raising the sails, to aiming your cannons. Similar in a lot of respects, *Pirates* has that same appeal of the likes of MicroProse's superb *Civilization* game, yet the gameplay is totally different from this other classic.

Basically it's like this. The



● Once you've docked you can walk around the town robbing and looting if your that way inclined.



Port Royale is bustling with activity. What will you do? Visit the governor Visit a tavern Trade with a merchant Divide up the plunder Check information Leave town

Pirates and the type of magical enjoyment that can be gleamed out of it. Why not give your ST a service. After all it's been faithful to you.

Pirates Gold is underway at the moment but there's no saying it will ever arrive on the ST. Buy the original *Pirates*

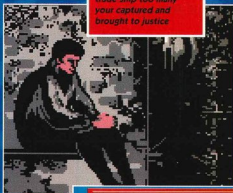
first hour's play you'll be thinking 'boy this is awful'. You'll persevere for just a bit longer. Then perhaps you'll come across a treasure map and that's when the fun really starts. Because then it becomes personal. If you don't go treasure hunting your crew may start a mutiny.

Fool's gold

If on the other hand you set sail for the far away continent and discover gold and jewels then fame and respect shall be yours. That's the attraction of

and if you don't enjoy it, why not bill me (I probably won't bother to pay though). You surely won't be disappointed with what you get. Brad

● After attacking one trade ship too many your captured and brought to justice



Burton vs. Enemy captain

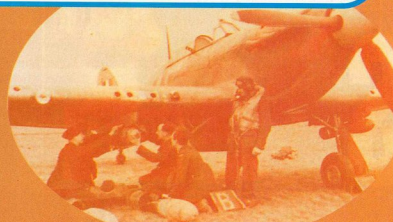
Put a stuffed parrot on your shoulder, slap on an eye patch. Get ready for realism on the seas as you've never experienced it before. *Pirates* is so realistic you may even be seasick (groan - reviewers cop out).

COMMENT

PUBLISHED BY KIXX XL
PRICE: £12.99 1 DISK
CONTROL METHOD: MOUSE 1 PLAYER

OVERALL
88%

ACTION REVIEW



The 6th of June 1944 was a day in history that changed the way we all live, for this was the day known as D-day!

To be honest, I didn't really know that much about Operation Overlord, well not until I started reading the excellent manual that you'll find enclosed within every D-Day box.

Unlike normal, the instruction book has a very well written intro-

duction page which not only thanks you for buying their game, but gives a genuine mention to all those brave soldiers and resistance people who died and helped Britain remain the way it is today.

Brave men

What D-Day, the game, undertakes to do is create a strategy game that both bifocal wearing strategists and your arcade games player alike would enjoy. Surprisingly they've succeeded. As we're all aware this type of project doesn't always pay off. As the old saying goes "You end up trying to please everybody, and end up pleasing nobody!" But this is certainly not the case. What you've got is an easy to pick-up strategy game, with four not so easy arcade sub-games that are played to resolve fights.

The first put me in direct control of five Sherman tanks. Unlike War in

D-D



the Gulf (See last issue) D-Day is a far more simplistic attempt at controlling a battalion. Your tanks can be individually moved towards targets, but this requires great skill and really isn't advisable the first couple of times you play. But help is at hand. With the press of a key your whole platoon groups together and is controlled as one, leaving the tactics behind but making killing that much easier. Flight simulator sub games are always a tad touch and go, because obviously only a portion of

development time has been ploughed into the programming. That's exactly the case with this simulator that's been crammed on the disk. What we've got here is an extremely watered down version of what could only be equated to B-17. You've to fly a bomber over enemy land and bombard several strategic targets. Not very impressive.

Dangerous territory

The parachuting section is quite neat. You must land a party of troops within a small landing space. The screen is then split in two, with the top half depicting the high altitude, whilst the remainder shows a



ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

US GOLD
☎ 0260 299909

SOUND: 74%

GRAPHICS: 82%

OVERALL:

78%

INFO



● All my platoon storm towards the bunker, drawing fire from the enemy. While my mortar man adjusts his aim. If his shot is true. The world should be a few Jerries lighter



● The only way to stop the Germans' mechanized infantry advancing is by demolishing the Bridge. You'll need your explosives expert for this job

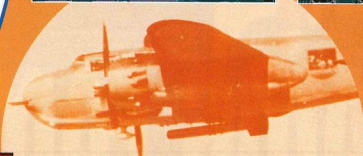
COMMENT

If you can handle swapping between the four disks, then there is no reason why *D-Day* should not be in your collection. Saying that, *D-Day* is more likely to appeal to arcade fans than serious strategists. But there's no saying that this ambitious crossover attempt won't pay off. Educate yourself. At the very least give this game a look, and change history.

sleepy French village. Once again a series of icons are used to guide your troops to the landing zone. If any of the men land outside this small area, then they're considered captured or killed. Using the arrow icons you individually



● The paratroopers dressed in their black attire, descend towards the sleepy french hamlet



control the direction of each of the parachutists. All sorts of things can go wrong, including failed parachutes, as I found to my horror as one of my team plummeted towards Earth. Even my games playing skill couldn't save him. Its not all bad. Because you jump at such a high altitude, you've plenty of time to adjust direction and in turn get your men down to earth.. Safely.

Unforgotten heroes

As always I'm saving the best to last, which in this case has to be the infantry sub-game. Depending on the particular battle, you control a small number of soldiers as they aim towards destroying a certain target - sometimes a bridge or perhaps even a tank encampment. The action is viewed from that of a bird's-eye. And various scenery can be used as protection as you sneak up on the enemy. Your platoon of soldiers all have different weapons and are used in various ways. Your normal grunts can lay down a suppressing fire, whilst your grenadiers get into position. Mortar carriers can launch explosive shells deep into enemy terri-

tory. All this action is controlled using your trusty mouse and a row of icons. This terribly efficient control system is ever so easy to pick up, within a few games you'll soon be pushing back the Nazis. Once into the swing of it, the only things stopping you are the evil Germans. I suppose without their input *D-day* wouldn't be half as much fun as it turns out to be.

Brad

● The news papers are follow your efforts throughout the game, all the way through to when the war ends

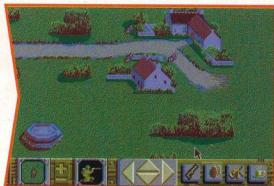


2ND OPINION

Not really my type of game but I can certainly see why others would like it. *Futura* - the guys responsible - have had classics on their hands before now with the likes of *Panza Kick Boxing*. *D-Day* will never be such a classic but it is playable and not as serious as I was expecting it to be. It's not really a wargame as such but manages to blend several styles together.

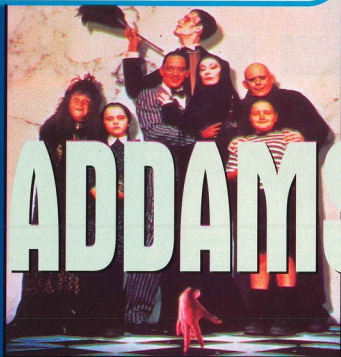
Paul

ON THE DRAW



● This sleepy farmhouse is being used for protection by a small clump of German troops. Nothing a well aimed mortar shell can't sort out though! Come on boys lets flush Hans out of his nest

BUDGET ACTION



ADDAMS FAMILY

Arguably the best ST platform game returns for another bash at topping the charts with a budget price to beat off the competition

It only seems like yesterday that *The Addams Family* were a hot merchandising product. Everybody wanted to produce stuff in time for the remake of the film. Ocean got their bandwagon jumping gear on and got the licence to the computer game.

Is it me or do budget releases appear much quick-

er now. It can barely be a year since this game cost you nearly £30. At a third of the previous cost *Addams Family* has to be put down in the bargain category.

Creepy

Centring around the idea that the Addams' house has been repossessed and that they have been evicted, you must go back inside the hallowed walls and reclaim what is rightfully yours - platform style!

It's a risky business programming a platform game. It's either got to be good or very good to stand tall in a tried and tested pile of simi-



● The cutesy bunny-rabbits will still take away your energy if you come into contact them



● The pictures of the other family members hang over the walls of the house you're trying to get back

lar binary concoctions. At the time I was under the impression that AF was the bees knees. Nothing would ever beat it because it was so smart and I'd played it for hours on end.

Crawly

To an extent this is true. Seeing it again a year on (just having turned off *Creatures*) makes you wonder how easily pleased you can be. Don't get me wrong, it's still a great

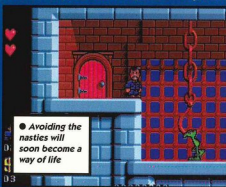
game. Just that all the things you once praised it for are the things you don't like anymore - graphics, jerky movement. They're all there.

If you've only got a tenner available or your ST is only a £20 and won't run *Thalamus' Creatures* then *Addams Family* is a great buy. There are oodles of hours playability still in there although a major criti-

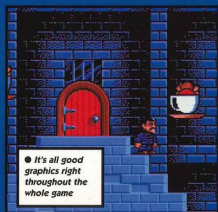
cism that the game is a tad easy to finish rears its ugly head once again. This may be a plus point to some people, and it certainly may not bother them as much now the price is cheaper.

The game may have resurfaced but whatever happened to the cast of the film?

At one point in the past there was talk of sequels and so on (maybe even another really smart MC Hammer single!). Where are they? **Paul**



● Avoiding the nasties will soon become a way of life



● It's all good graphics right throughout the whole game

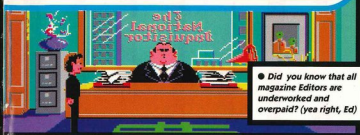
“ Good solid product that will get you addicted until you finish it (which may not be as long as you'd like it to be). For a tenner you can't really grumble. Well presented and fun to play. Recommended. ”

COMMENT

PUBLISHED BY HIT SQUAD
PRICE: £9.99 1 DISK
CONTROL METHOD: JOYSTICK 1 PLAYER

OVERALL
82%

BUDGET ACTION



● Zak's beloved goldfish 'Sushi' plays an important role later on in the game. The clue is in the name, Sushi



ZAK MCKRACKEN AND THE ALIEN MINDBENDERS

With the looks of Indiana Jones and The brains of a lobotomised tapeworm, it's the saviour of the world, Zak McKracken!



Being a reporter is never easy, and it's even harder if your best lead is to follow up a story on a vegetarian vampire. Your career is taking a spiral dive. Worse still your overweight editor doesn't like you.

The sleazy rag you write for is best known for publishing stories so ridiculously fantastic even the Sun-

day Sport has trouble keeping up. So when you accidentally stumble across a "real" alien conspiracy, it's not surprising that no one actually believes you (why not to cry wolf kids!). So without a second's thought Zak undertakes a mission to get his floundering career moving and save the world to boot!

Overpaid

Considering this fine game is just over five years old the graphics hold up pretty well. Granted they're a bit chunky, but as we all know it's the gameplay that sells any game, and the quality graphics are a bonus to the groovy gameplay.

On the sound/music point of view, I think you'll find it's sonically un-sound and all a bit whiny for my liking. But that

won't divert from the overall quality of game. Not only is Zak a tremendous challenge but one helluva good laugh to boot.

Fat Editor

Not content with cheap fat editor bloke gags (Chicken are you listening?) you'll find cleverly worked graphical jokes thrown in as well. For example, later on in the game you'll come across a spaceship complete with pink fluffy dice draped over the mirror(?). As you progress deeper into the plot you'll come across cinema-esque cut screens, showing you what the Mindbenders are up to - zapping the IQ of the human race (Whoops, I've given the plot away). These provide some sneaky hints and even break the game up.

Brad

“ The original is always the best. This is certainly the case with Zak, the innovator of the 'point and click'. Overall you've got a first-rate game which doesn't take itself too seriously. Go on! Treat your mind.

COMMENT ”

PUBLISHED BY KIXX XL
PRICE: £12.99 2 DISKS
CONTROL METHOD: MOUSE 1 PLAYER

OVERALL
90%

ANCIENT OF WAR

You might be expecting a complex flight simulation with a manual the size of Manchester. Well, you'd be well and truly wrong this time...

Once again there are a fair few full priced products flowing on to the ST shelves this month. This one happens to only run on one meg machines but you can't have everything can you now?

The Ancient Art of War in the Skies is MicroProse's third Ancient Art game but the first to make it onto the ST. From the box cover and title, everything points to another tremendously complex flight game where you have to wade through a huge manual before being able to work out how to take off. Not so. AAOWITS turns out to be something completely different from what you would expect from the kings of the sim. It's a strategy wargame type thing with a little action.

That rather ham-fisted explanation is probably the best way of describing this. What we have is a

big wedge of strategy with a little bit of action thrown in for good measure. Based back in World War I the idea is to win several battles by gaining air superiority over your enemy (the evil Hun) who are naturally trying to wend their way across Europe in a bid for total world domination.

It's a good job you've got a load of planes and airfields then isn't it? Once you've loaded it up (and it is a lot of fun with the disk swapping honesty!) you'll be confronted by a menu system, that will allow you to train for the arcade sequences in the game or even go straight to the Great War itself and begin the dangerous battles in earnest.

Formalities completed and you'll go straight to the strategic map screen from where all your decisions must be made. Scrolling around this with the mouse will reveal the constantly shifting front line and No



ON THE DRAW



“It's an interesting idea with a combination of plus and minus points. On the up side it is easy to get addicted too and simple to play while the downers are that it's a little slow, 1MB only and there's a lot of disk swapping to get through. It's a different approach for MicroProse and they shouldn't be knocked for trying to break away from the flight mould. Not amazing but respectable.”

COMMENT

ENT ART IN THE SKIES

ACTION

PRICE: £29.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:
MICROPROSE
☎ 0666 504326

SOUND: 70%

GRAPHICS: 76%

OVERALL:

82%

INFO



● It's time for a bit of dogfighting with the Red Baron's men

which Dogfighting is one.

If you choose to do so the screen changes to a sky picture showing both planes. By moving and dodging about you should try to get a few good hits to send your opponent spiralling down to an horrific crash. The other action section you can have a go at is the tricky bombing section where you must do everything including aim and release the incendiaries down to their targets. Of course you could choose not to bother with these and let the computer do it all for you but

● The bombers may be much larger but are not as easy to fly

chances are your accuracy will be greatly reduced.

The Ancient Art of War in the Skies tries to meld two different styles of game together to widen its appeal. Whether you fancy this hybrid idea is largely down to what type of game you're into.

However if you are only slightly interested then it's at least worth a good look. The quality of MicroProse is assured but I wish I had a good hard drive so I wouldn't waste my life swapping disks

Paul

● The strategic map is where all the action (?) takes place and is where you launch your raids



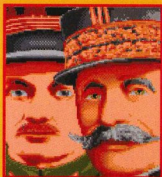
Man's Land either side of which are both your camps and your enemy's location.

Another closer look will reveal to you which of your air bases have planes ready to launch. As soon as you've sussed this out you can get some of your babies up into the air and off towards your enemy's capital city. Successful destruction of this command centre means a victory and off to the next battle.

If only life was as simple as all that. While you're planning your devastation the you see that the guys on the other side of trenches are off launching their own assault of your property. That's where the strategy comes in. You must aim to achieve a clever balance between strikes on your enemy and defending your own key territory.

Getting engaged

Squadrons of your aircraft must be sent up to engage the enemy as they approach your area. At this point you have yet another decision to make and that's whether to take part in the arcade sequences of



2ND OPINION
More disk swapping than you can shake a stick at. But to be perfectly honest even if this problem was ironed out it still wouldn't make it that much better. One thing is for certain, Ancient art is not in the same league as their proper flight simulators. An example of what can happen when you try to do something that little bit different. Give it a look at the very least.
Brad

BUDGET ACTION

CHASE HQ

This arcade classic is now available on budget, but how has this impossible conversion been possibly converted?

Tons of digitized speech, "Lets go Mr Driver": two flashing lights on top of the machine and a vibrant steering wheel. That's what the arcade version had.

So what's the underpowered ST version got to offer? To

be honest, not a great deal. Obviously the gimmicks of the upright machine have gone. But you'd have thought a software house of Ocean's class, would have been able to retain some of the graphical genius of the original. Nope that's gone and instead of superfast scenery shifting routines, sloppy pro-

gramming has ensured that very little of the thrill has been ported across making this a bad advert for its arcade twin. Fortunately the plot remains the same. As a speed cop of the specialist police department - Chase HQ, it's your job to drive a reinforced, turbo boost assisted Porsche 911 in order to give chase and hopefully capture criminals of various descriptions who have extremely fast vehicles!

Big Nancy

These felons range from bank robbers all the way up to Soviet spies. When you start the game, Nancy, the women element in any cop game, makes an appearance and gives you a description of the grief rider, and his car. You've then got

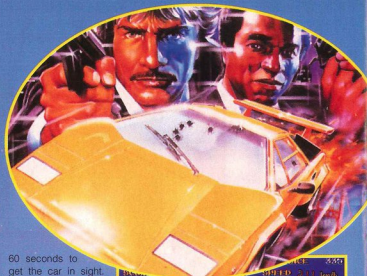
● An oversized comedy arrow appears, when you close on the speedster



● The suspect's car is pulled over, all that remains is for the suspect to be arrested

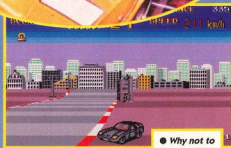
"A failed attempt, and it's really disappointing because perhaps if another software house had made a genuine effort then I can only imagine what a good game we'd have had. As it stands we haven't."

COMMENT



60 seconds to get the car in sight. This means going at stupidly fast speeds and avoiding any civilian cars on the road. Some roads split up and with the help of the CHQ helicopter that flies overhead just before the road branches out, you'll get a radio message on the quickest direction. Then you'll need lightning fast reactions to take the right fork.

If you do happen to go the wrong way, and in turn take the longer route then you'll need to make up some time. This is easier said than done when your trying to keep within the sixty second limit! But at the top of a spacebar you'll kick in a canister of nitro-oxide which temporarily increase your acceleration and top speed. But be warned, you've only got three of them, so use them sparingly. If you eventually catch up to the speedster it's then a case of ramming him into submission, and destroying his engine. This is where those turbo's really come in handy. Ramming the suspect off the road is no easy feat, but after a cou-



● Why not to travel at high speeds!

● The graphics look pretty hot... When they're not moving



ple of games, you'll soon be motor-ing (groan). Even though you've got five suspects to apprehend, I really can't imagine the gameplay keeping you holding on for much longer than the first two! What ever you do, don't make the mistake of falling for the screenshots, as they are deceptive. They may look good on paper, but when you see the game move... Arghh, it's a whole different ball game this time.

Brad



● The Lamborghini driving criminal is covered by your partner, whilst you search him

**PUBLISHED BY HIT SQUAD
PRICE: £7.99 1 DISK
CONTROL METHOD: JOYSTICK 1 PLAYER**

**OVERALL
43%**

**BUDGET
ACTION**

THE IMMORTAL

**Who wants to live for ever?
Mordamir does. That's why it's
your duty as a disciple of the
Great Midge to stop him...**

From the minute the game is bagged and your money is handed over you can rest assured that you've just acquired one of the most outstanding pieces of arcade adventures software in the history of ST.

You enter the dungeon armed only with your robes a few gold pieces and a wooden staff! But as with most games of this ilk, items can be found that make your quest that much easier. Dotted around the isometrically viewed dungeon are all manner of scrolls, which when read can hold information which will help you progress

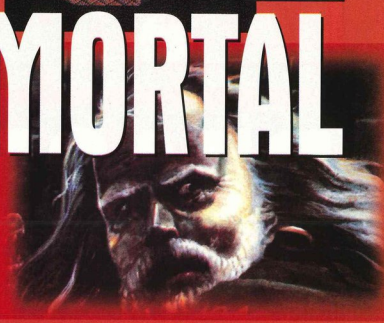
in further into the game. Some contain maps which will allow you to steer clear of traps. Whilst many contain spells, the fireball scroll being the first one you'll stumble across. When launched the fireball will obliterate any would be adversary with ease. As long as your aim is true. The grey brick walls that adorn the first level not only in setting the scene but giving your eyes a graphical treat.

Immortal combat

Because the visuals really are second to none, the confines of the subterranean

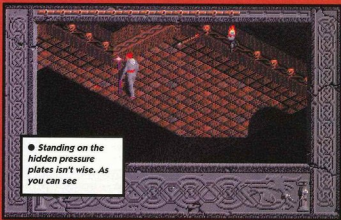


● Dodging a swinging club, our wizard lines himself up to hit the orc

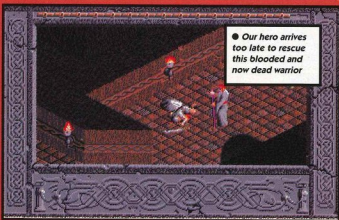


fortress are home to some pretty vicious ogres. All of which immediately identify you as an intruder and make a bee line towards you. Unlike our world, in which any rational person would ask you to leave the premises otherwise they'll call the police. These brutes take it

upon themselves to teach you a brutal lesson with the sharp edge of their sword, not pleasant. In the later levels you'll be treated to all sorts of unpleasanties including traps, giant spiders, and even a big dragon. All standard stuff but well executed in this instance. Brad



● Standing on the hidden pressure plates isn't wise. As you can see



● Our hero arrives too late to rescue this bloodied and now dead warrior

“ The nice animation and sonics really make this game the exemplar arcade adventure, especially at its new low price. You can gloat in the knowledge that your 13 quid has certainly not been squandered. Nice one!

COMMENT ”

**PUBLISHED BY HIT SQUAD
PRICE: £12.99 1 DISK
CONTROL METHOD: JOYSTICK 1 PLAYER**

**OVERALL
89%**

ACTION REVIEW

● Its razor sharp talons open as the bird of prey swoops towards its master

● The Beast Lord has an extra set of eyes... His faithful hawk can be used to spy on the enemy

BEAST LORD

Shunned for not hunting, he lived a quiet existence. As he walked the lonely path of life, he gained some unusual friends...

out, pretty much single handedly because you're hard.

How could one man put all this upheaval to rights? Well, technically you're not really 100% on your own. Because as already mentioned you're a Lord of the

are a plethora of icons, all of which are used throughout the game. These are controlled by the mouse pointer, whilst the main character is controlled by joystick. The icons trade, give, pick-up are pretty much self explanatory and don't require much thought. Whereas the communicate icon is slightly more confusing to use.

Beast Master

When you're next to a living person/animal clicking on the speak box then lowers down another box, and a flashing cursor blinks asking for you to type text in. This is all a bit unnecessary as there are only about ten words that can be used and half of them are a waste of time. Wouldn't it have been better if a window with the words already in was lowered and a simple click would have sufficed?

Lord of the beasts

There's also a lot of sloppiness within this game ranging from the dodgy colours of the background to the jerkiness of the sprites. Yet, I did have a bizarre yearning to

ACTION

PRICE: £19.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY:

GRANDSLAM
081 680 7044

SOUND: 63%

GRAPHICS: 59%

OVERALL:

63%

INFO



● How many games do you know of where you can practice your chat-up lines?

Shadow of the Beast
Oh dear...After you've got through the nice looking cinema-esque intro you'll be unpleasantly surprised to see that the game isn't half as good as its powerful prelude. If you've ever played *Shadow of the Beast* on the Amiga then you'll immediately recognise some startling similarities.

Shadow of the Beast

That in itself isn't so bad but when you realise that every element of this game has been stripped from some other source it's a bit off putting. The plot - an evil dictator has taken over the land and you go about sorting it

Beasts. From an early age you learned to befriend animals, even pacifying a vicious bear that was attacking your home village. So using your unique ability you embark on a quest to right the awful wrong.

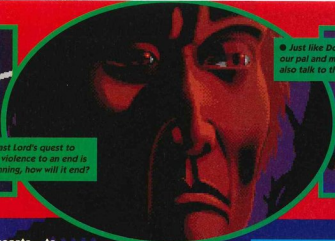
At the top of the screen

“ Besides the animal element, *Beast Lord* has very little to offer in the originality stakes. The graphics are poor, but the tricky puzzles had me coming back for more. Perhaps I'm just a glutton for punishment, or did I secretly enjoy this unhappy game? Real or fiction you'll never know, but why not give it a look anyway. It could be exactly what you've been waiting for.

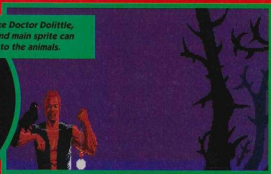
COMMENT



● The Beast Lord's quest to bring the violence to an end is just beginning, how will it end?



● Just like Doctor Dolittle, our pal and main sprite can also talk to the animals.



uncover more beasts to tame. At the end of the first level I had more animals in my posse than Noah had in his Ark! That really is the appeal of Beast Lord - to find out exactly how the animals can help you. Without the help of your furry friends you won't get very far into it.

You would, however, have to be a real animal lover for this game's bizarre fascina-

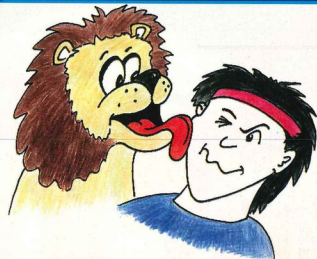
tion to shine through enough to make you want to add it to your collection.

Beast Lord is a novel idea which could have made a really excellent little game. As it stands it hasn't quite made the grade and a long hard look should be taken before parting with your lovely hard-earned cash. *Brad*

There's very little to say about this other than "Oh Dear!" I really wasn't into this in the slightest. The graphics are bobbins, the sound's tripe and the gameplay hasn't arrived yet. To be honest I don't think I could bring myself to play this game ever again. At least, not without some pretty heavy medication. Maybe one day I'll forget I was in the office when this came in.... *Paul*

2ND OPINION

ON THE DRAW

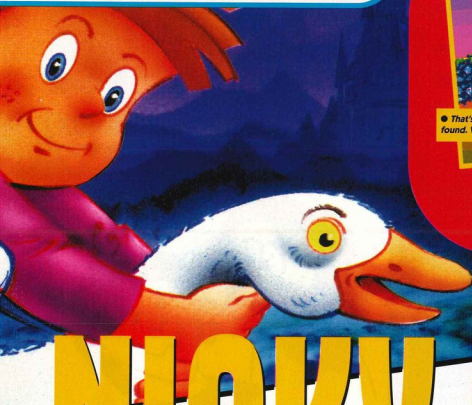


ICON SEE CLEARLY NOW (Snigger)



1. Pick up object
2. Give object
3. Pause game
4. Inventory
5. Communicate
6. Cast spell
7. Use object
8. Save game
9. Drop/Throw object
10. Trade objects
11. Pass Time
12. Health display
13. Consume
14. Break object
15. Load game

ACTION REVIEW



NICKY 2

Yet another sequel. This time it's for the popular Nicky Boom. Hang on a minute...who or what was Nicky Boom anyway?

Well I've never seen it. Nicky Boom that is, but the sequel is here and Daze are marketing it for Microdis. Going under the name of Nicky 2 the cover artwork depicts a small child riding on the back of a swan! Straight away then you know you're in for a cute attack.

It only comes on one disk so

there is no swapping hassle. Once you've banged it in the drive it's only a few seconds before the game is up and running. From then on it's platforms all the way and you're in control of little Nicky.

Boom diddy boom

Once past the password system the first level presents itself and you suddenly find yourself controlling

our young hero on his quest through the woods. This is as good a point as any to mention what his quest actually is: In Nicky Boom you had to free your grandfather from the clutches of the evil witch. It's only now in Nicky 2 that you find out the witch has a sister and unfortunately for you she's equally as evil so you must now rid the world of her too. It's all go isn't it.



● That's another secret passage you've found. Will there be treasure at the end?

● This ledge looks a bit precarious. It might be wise to get off it as soon as possible before you die!



To add insult to injury some little swine has gone and scattered all of Nicky's toys across the land (like you do!) so you have to collect all of them before finishing the game too! Exciting stuff eh?

Seriously though, getting down to business, the scrolling on the screens is that awful flip-screen method. Sometimes a game can get away with this but Nicky 2 has a problem in that you can sometimes take damage while the screen is in mid-flip. This is no fault of your own which it prone to be one of those few events that make it likely you'll punch your telly in when you lose your game through it.

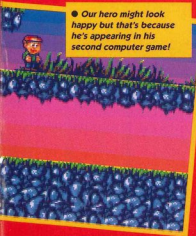
The sprites are small but



● Your magic swan can fire out little green balls to kill any approaching enemies that have smart ideas

“What I initially thought was going to be trash turned out to be quite enjoyable. I'm not sure it would be the first game I'd load up if I had a spare hour but it's okay to come back to every now and then. Nicky 2 may struggle to do well because it isn't a popular name and I can't help thinking it might pick up a few low reviews here and there. At the very least it's worth a look.

COMMENT



● Our hero might look happy but that's because he's appearing in his second computer game!



● At the end of a secret tunnel Nicky has found a big bonus surprise. What can it possibly be?

TAKING A TRIP WITH NICKY BOOM

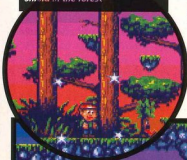
endearingly cute and while you may initially be disappointed I found it impossible to stay mad at this game for long. Nicky flies around the screen just generally being cute and lobbing firecrackers around at the multitude of enemies. One thing to watch out for is that there are many secret passages knocking around and a lot of the time finding these is the key to getting further on a particular level.

Boomtown rats

Passages are discovered by destroying walls with your firecrackers. The more bangers you launch the more of the passage you will begin to see. Follow it along and you could find hidden goodies or even secret exits and the like.

When I first played this I abso-

● Nicky stands protected by his shield in the forest



lutely hated it but for some reason I kept going and in the end it was worth it as I gradually got to like it more and more. Don't let me fool you into thinking that it's the best game ever but there is a big chance that you'll get into it if you stick at it.

Control can be a little iffy in places and there are occasions where you will probably have to take a hit to get past certain section. Energy is measured by a red bar at the top right and you have a number of lives to get through before losing everything.

Paul



● He's on the hunt for his toys and he sure won't stop until he's found every last one of them

ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

DAZE

☎ 071 490 2944

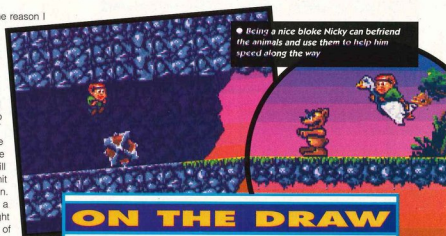
SOUND: 60%

GRAPHICS: 68%

OVERALL:

77%

INFO



● Being a nice bloke Nicky can befriend the animals and use them to help him speed along the way

ON THE DRAW



STONE COLD SOBER

If your one aim in life is to get drunk then this drinking game could be the one for you and all your mates on a Saturday night...

It's rare to see a text adventure released these days at a price any higher than PD. Billed as the game with the creamier head (oh dear, it's going to go that way is it?) SCS will set you back a mere £9.99. The problem is it's mail order only, so you can't get it from your local shop!

Starting your quest in a pub (of all places) you must

take on the role of Mark Gibson and tag along with your drinking pal Tim Butler as you strive to rid the borough of Brentford of an evil satanic cult.

Missed as a pewt

The old days text adventures simply had you typing in what you wanted to do. This left plenty of scope for frustration as people typed in the

wrong phrase at the wrong place. Thankfully, things have progressed onwards and we now have a graphical point-and-click interface where the words are selected from a list and the directions are operated by clicking on an intelligent compass.

I'm your best mate

The game isn't overly difficult but the author - Simon Brown doesn't make any bones about this being aimed at the novice adventurer. He's spent over two years developing this and it has turned out to be quite a polished product.

Besides the game itself, the disk you will receive also has several useful bits and bobs on it.

There is a program that stores a map of the game, and if you load it a and print it out, you have ready-made guide to where you've been already. This comes in really handy and saves you from

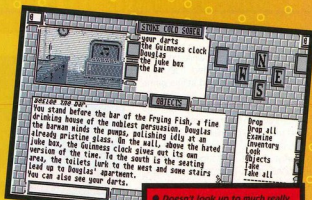
having hundreds of pieces of paper scattered around with scruffy drawings of rooms all over them.

Aside from this there is also a hint file, which, while not giving you a full solution should help you out of the odd sticky situation.

Stone Cold Sober is an idea that in many ways hasn't gone as far as it could. It is hard to realise that it isn't PD if only because of the packaging and so on. The graphics are bobbins even if the interface is well done.

I'm not being harsh there. I realise that there is always a limit to funds available. But I've never really known a game that has been sold as mail order only to do overly well (PD excepted of course). I can't really see SCS being much different.

Paul



Doesn't look up to much really does it? Ah well it's a text adventure. What more do you want? Blood?

“ This is unusual and I'm not sure if I'd like to buy it or not. Having said that I'd readily admit I'm not overly fond of this kind of stuff. SCS will appeal to people who want to try their hand at this kind of thing. **”**

COMMENT

PUBLISHED BY FLOPPYSHOP
PRICE: £9.99 1 DISK
CONTROL METHOD: MOUSE 1 PLAYER

OVERALL

70%

ST ACTION

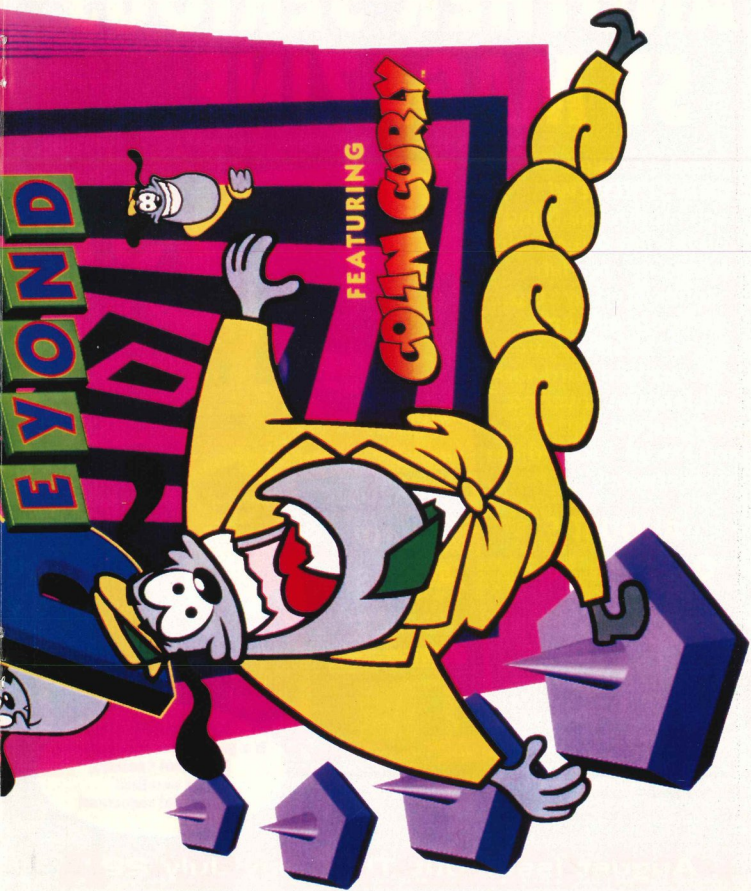
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ONE STEP
TO THE
FUTURE

TM



YES, THERE IS ANOTHER SERIOUS ST MAGAZINE...

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ON DISK: Concerto MIDI sequencer • Exclusive Demo from the ST
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August issue out Thursday July 22

MIDWINTER

Veteran game programmer and beardster Mike Singleton spent many a month getting his Midwinter project just right...

Now it's here for everybody who's relatively new to the ST to play. It came out originally right back in 1989 so there's a chance that many of you won't have seen it before although the sequel might have caught your eye.

When it came out the first time around everybody raved on it saying how

good and ground-breaking it was. There's still no denying that Midwinter was a milestone in ST gaming history. The sheer size of the playing world and the way you had to get characters to interact was state-of-the-art at the time. The polygon-style graphics also won many a friend and for these plus other reasons Midwinter became a classic.

There were one or two problems with it, one being that you could finish it quickly

with a little luck and a teeny-weeny bit of cheating but if you set about the task properly and with the game at its maximum difficulty pitch then you really did have a task on your hands.

IT'S SNOW JOKE

Plot-wise the game is still ahead of its time. The storyline reads like a major film script and sees the inhabitants of the island of Midwinter (which has been turned into an icy wasteland since a meteor hit Earth) under assault from a dictator who wants to take over rule of the land. You, as one of the

defending forces, must get around the island alerting the other occupants of the forthcoming threat.

You must then try and assemble a team which is strong enough to launch a sabotage raid on your enemy and wipe him out forever. You will undoubtedly get enjoyment out of this game, even though it's probably a little past its sell by date. It's worth getting it so you can see just how computer games have evolved. Midwinter is definitely a part of the ST's illustrious history. *Paul*

● Sking down big mountains is half the fun of Midwinter, well maybe not half.

● The cross hair is used to find enemies. When you see a target, just squeeze the trigger

“ I remember the original hype around this game. It was phenomenal. Everybody wanted it and once again ST owners were the envy of others. At this price it isn't worth missing as it's a piece of gaming history. ”

COMMENT

PUBLISHED BY KIXX XL
PRICE: £12.99 1 DISK
CONTROL METHOD: JOYSTICK 1 PLAYER

OVERALL
81%

Warning: Heavy and complicated storyline alert. It's all about to get very, very serious with the release of Daze's next game...

Oh my God was my first impression when I heard what the Patrician was about. Now while the prospect of taking on the role of a small Hanseatic Merchant may sound appealing to you, it hardly set my winks a twinkling.

The opening section of the manual is devoted to the introduction and it is roughly the size of Inverness. There's lots of information about the Renaissance and other A-level art subjects. Tragically I missed out on A-level art and so an awful lot of it was very hard going.

Brush strokes

Making it as easy as possible to understand, The Patrician is set way back in the 14th Century and you are a merchant as we've already mentioned. The Hanseatic League was similar to the Common Market (and even that explanation will leave a lot of people in the dark).

This period in time is described by Daze as "the period representing a pivotal period in our European her-

itage!", and it may well do but it was all news to me.

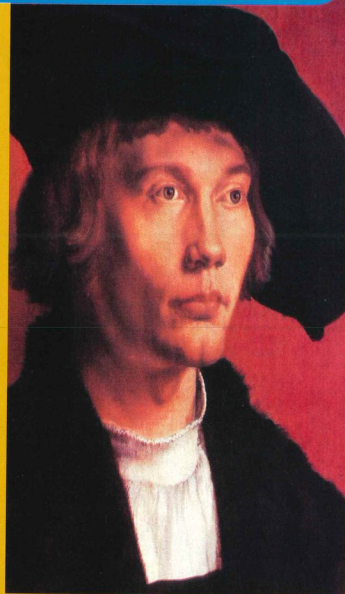
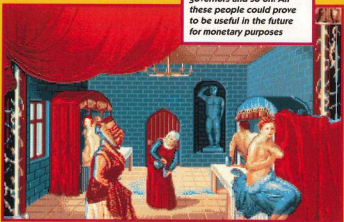
You have 25 years (game time thankfully) to become as successful as you possibly can by increasing your social status. Your aim is to become mayor of your home town and then, in the long term, the Alderman of the entire League. To do this you must achieve enough and become popular enough so that when the elections come around, you can just waltz into office.

Of course getting a position of power is never easy. Blackmail, corruption, even marriage may all help you get to your final position. The Patrician, as Daze rightfully point out is far more than a trading simulation.

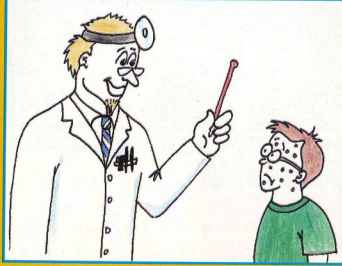
If you can get three of your mates around then you can play in a four player game where the competition really heats up because you are pitted against your friends. Plug your mouse in and you're ready to go for it.

You should then be offered a

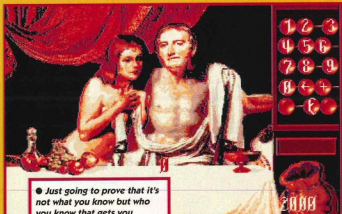
● **The sauna is a good place for meeting influential governors and so on. All these people could prove to be useful in the future for monetary purposes**



ON THE DRAW



PATRICIAN



● Just going to prove that it's not what you know but who you know that gets you places. If you get in with the right people at the right time who knows where you can go

ship which you can customise by naming it as you like. If you need any repairs doing to it, a quick visit to the shipyard should soon sort you out with what it all (for a hefty old price naturally).

Entry to the game's different sections is performed by clicking the mouse on the correct building or location. Learning your way around the area quickly is important as you don't want to waste valuable time getting lost.

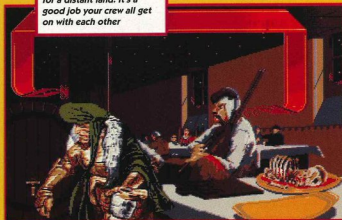
The majority of your business will be conducted from your

● Drinking ale and eating food is just about all there is to do when you set sail for a distant land. It's a good job your crew all get on with each other

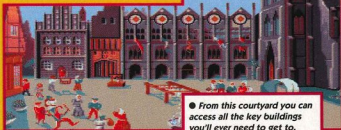
office. From here you can find out all about yourself and exactly how well you're doing at the time. In each port you visit there will be a similar office, but anywhere other than your home town and your current options available will be greatly reduced.

Before you can fund a successful election campaign you'll need cash and it doesn't matter where you get it from. Marriage is a good sort of cash, but remember not to necessarily go for an attractive one as sometimes the old boots have far more cash (so that's what Brad's doing with his girlfriends).

Graphically the game is very attractive and the music isn't too bad I suppose. Credit should be given for undertaking a project



COMMENT "I'm not the kind of person who would say a game's bad just because I didn't like it. There are many plus points in the Patrician, just not everybody will appreciate them or be bothered to find them. Okay it isn't different, it's just the plot that is. It's well executed and has topped the German charts for three million years but it's not the kind of thing I'd choose to play. Sorry Daze!"



● From this courtyard you can access all the key buildings you'll ever need to get to. Your office, the sauna and trading offices are all but a single mouse-click away

which is so in-depth. Unfortunately, although it has been pulled off relatively well the whole subject matter will scare a lot of people off. This isn't light-hearted entertainment. It's all deep arty stuff and to be honest I was never overly interested in it. I'd much prefer a game of Chaos Engine or something similar

Arty farly

It seems as though the guys responsible are well into the subject and have spent a lot of time on the

graphics and storyline. However, there isn't really anything different that makes The Patrician stand out. I wouldn't know whether to recommend this or not. It all depends on whether you can get your head around the historical nature. I couldn't and I don't really think I'm that different from the other kids (although the school psychologist never used to say that...). Paul

Yikes. It's all a bit too heavy for my liking. Half my playing time was spent scratching my head wondering why on earth this game is as complicated as it is. Perhaps I should recommend Kixx XL's Pirates as a superior alternative and at half the price and twice the playability. I'm sure you won't be nowhere near as disappointed as you would if you bought this binary turkey. Brad

2ND OPINION

ACTION

PRICE: £29.99

CONTROL METHOD:



NO. OF DISKS:

NO. OF PLAYERS:



PRODUCED BY:

DAZE

☎ 071 490 2944

SOUND: 70%

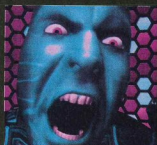
GRAPHICS: 81%

OVERALL:

78%

INFO

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Reality, Mortal Kombat and an
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you'll find all this and a whole lot more in issue 16 of GB Action

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ONE



GIANT



STEP

OTHER THINGS YOU CAN DO WITH QUAVERS

- Put the bacon flavour in your trainers. When you look again if they've all been crushed you'll know that your brother has borrowed your shoes without asking you!
- Use them as a sort of ad-hoc packaging material to protect fragile glass objects in transit.
- If you ever find yourself stranded on a desert island you could, with the help of a couple of pieces of driftwood, strap a bumper-sized family pack of Quavers together to make a expedient life raft and escape to relative safety.

YOU COULD WELL BE QUAVERING WITH EXCITEMENT!

Put yourself in these conjectural situations and answer the questions truthfully to stand a chance of getting your hands on that extra special first prize. If you're having problems then all the answers can be found elsewhere in the mag.

1) You're out at the pub on a Friday night with all your hard mates, and you're feeling a tad peckish. Do you go to the bar and ask the young lady for-

- a) A tolerably small packet of salty porkscratchings
- b) One of those shrink wrapped novelty ploughmans lunch things. You know the ones with the cheese triangle, the small pickle, and a dry cracker.
- c) A 33g (net weight) bag of those smart cheesy-flavoured wonders - Quavers

2) If Walkers spelt backwards is "SreklaW" what is Quavers when it is also spelt in reverse? Hint: - Look for the Q

- a) Grosvenor pie
- b) Srevaug
- c) Eye infection

3) Which of the following is the worst place to eat a packet of Quavers?

- a) A job interview room
- b) Underwater in the local swimming baths
- c) A Royal Wedding parade

Name:.....

Address:.....

.....

.....

.....Preferred Quaver flavour.....

Send your entries to: It doesn't really matter because nobody will enter anyway! Compo, ST Action's bag, Europa House, Adlington Park, Macclesfield, SK10 4NP. Your entries must reach us by 15th September.

☐ Please tick this box if you do not wish to receive promotional material

ENTER OUR COMPO IT'S A PUSHOVER

PLAYER'S GUIDE

CREA

I hope you 'orrible lot appreciate all of this hard work, it's taken Dave almost all month to piece this lot together!

STAGE ONE

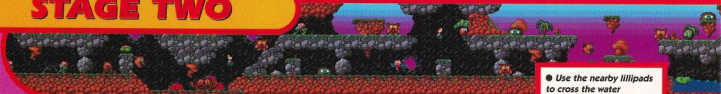


● Whenever you see an air balloon beware of the fire bombs it drops



● Careful of that hole in the bridge!

STAGE TWO



● Use the nearby lillipads to cross the water



● Enjoy the ride as you quietly float down the river

STAGE THREE



● This cavern is filled with sleeping owls that awake and attack every time you near



● Hold your breath as you swim through this water filled cavern

ATURES



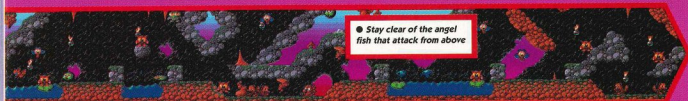
● Take your time over things like this green tentacle



● Watchout for indestructable water droplets that rise



● Stay clear of the angel fish that attack from above



● The wizard will throw coins whilst spikes emerge underfoot



● Make sure you collect every single creature so may trade them for better weapons



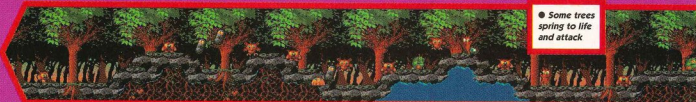
● I hope you've got a decent weapon to sort out this fireball breathing monster



STAGE FOUR



● Move swiftly for air is rare



● Some trees spring to life and attack

STAGE FIVE



● Miniature dragonflies attack in high numbers



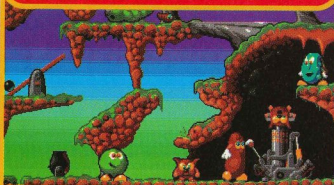
● The undead walk with pride as the stormy clouds strike

STAGE SIX



● Watch the trees for eagles as they try to catch their lunch

TORTURE ROOM 1



● Simple if you have a decent weapon. Hard if you haven't. Start by killing that green ball first, then

light the fuse with your breath. Kill the slug before nudging the rock to the left and there you have it!

TORTURE ROOM 2




● Shoot the flask of water until it spills over the lift operator. Then up the lift to kill the big monster and

then shoot the bottle of honey so it spills over the rope allowing the squirrels to chew through the rope!




● Fireballs descend from the heavens



● The dragonfly can be a handful if you don't have the right weaponry



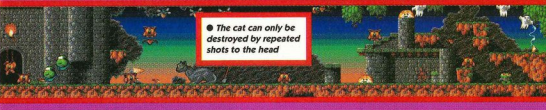
● The castle's outer walls are heavily defended



● Ghosts attack with bolts of lightning frying anything it touches



● Best off jumping those big green things!



● The cat can only be destroyed by repeated shots to the head



● Run like mad as you try to pass this area of woodland



● Kill the dragon and his associates to rescue Chip

TORTURE ROOM 3



● Kill the thing on the rope, then the pair of geeks above. An iron ball will then fall down and you must roll

this with your fire to the bottle of acid to the right to save the last guy. Easy when you know how.

So there it is. All done now. The definitive guide to not getting cut up with a chainsaw by something cute and quite cuddly. If these maps don't help you then nothing will and there's no saving you. It's all down to your skill now. Cheers for that one Dave.

Check out this guy's guide to Codemaster's Fire Hawk elsewhere in this issue...



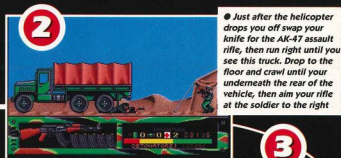
PLAYER'S GUIDE

FIRE

Armed to the teeth, 'ard as nails and not a care in life itself. If you think this is an acceptable existence then read Part One...

LEVEL ONE

An assassin is not one of the best titles to hold but your C.O. requires one. So accept this mission and read the appropriate papers and you'll be back in time for tea.



● A bit of a sloppy customer is the new enemy commander, but you'll be able to find him the following locations: Down at TANGO 8, up from TANGO 21, up from TANGO 36 or up and left from TANGO 37. As soon as you find him pump him full of lead and then leave for the extraction point

● You'll be glad to see these guys as you haul yourself aboard the helicopter to be flown back to base. And during the flight you'll be assessed on the success of the mission, probably resulting in a medal or two!



● Take this shopping list to the nearest armoury and purchase all items listed. You'll need all of it believe me!



● When you see these towers just run straight past them and kill the soldier that rushes in to attack. Then with the ground secured climb the ladder and slaughter the gunner that stands above

1

ARMOURY			
SELECT YOUR PERSONAL LOAD			
LOAD FACTORS IN PALE GREEN			
DROP ALL		EXIT	
M16 MAGS	M16 MAGS	AK47 MAGS	M16 BELTS
1 C -00*	1 C -00*	1 C -16*	2 C -00*
M56 GRENADES	M72 LAW		
1 C -00*	2 C -00*		
M53 GRENADES	FIELD DRESSING PACKS		
1 C -00*	2 C -02*		
C4 EXPLOSIVES	MAXIMUM LOAD: 26		
2 C -00*	CURRENT LOAD: 26		

● Before you jump feet first into the mission you'll need to take the right equipment with you. Just take what's in this picture from your armoury depot and you'll be sorted for the rest of the quest

LEVEL TWO

After the delicate handling of the newly appointed commander in your first mission the top brass decide to drop you in some really lively action. You have to fly into a village, in the jungle, where a secretive (well your army intelligence knows) operation is taking place.

Once there you should go crazy and blow every hut up whilst killing all who spot you. If you can do all this successfully then you should get to the next stage.

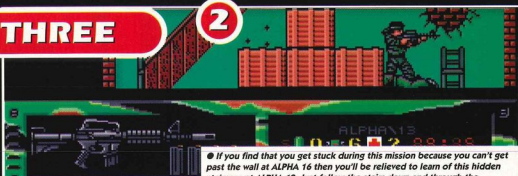
1

ARMOURY			
SELECT YOUR PERSONAL LOAD			
LOAD FACTORS IN PALE GREEN			
DROP ALL		EXIT	
M16 MAGS	M16 MAGS	AK47 MAGS	M16 BELTS
1 C -00*	1 C -00*	1 C -06*	2 C -00*
M56 GRENADES	M72 LAW		
1 C -00*	2 C -00*		
M53 GRENADES	FIELD DRESSING PACKS		
1 C -00*	2 C -02*		
C4 EXPLOSIVES	MAXIMUM LOAD: 26		
2 C -05*	CURRENT LOAD: 26		

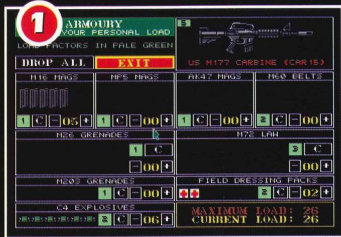
FORCE

LEVEL THREE

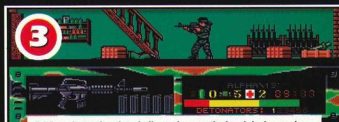
Secret agents discover that the enemy has several SAM missiles that they are preparing to use in a future assault against your armed forces. So your mission is to go in and destroy all of the SAM missiles before the enemy has a chance to use them.



● If you find that you get stuck during this mission because you can't get past the wall at ALPHA 16 then you'll be relieved to learn of this hidden staircase at ALPHA 13. Just follow the stairs down and through the following rooms to exit from another building on the other side of the wall



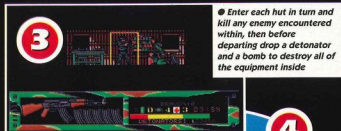
● Time to leave behind the Russian assault rifle and switch to more advanced weaponry in the form of an M16 machine gun. You'll also need to take a few C4 explosives along with you if you're to stand a chance of getting through



● When destroying the missiles make sure the bomb is dropped right next to the crates and shoot the guard that enters just after



● When waiting at ALPHA 33 for the helicopter set off the bombs, if you've not destroyed five or more the helicopter will be destroyed as it nears you

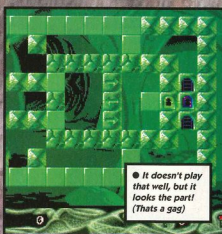
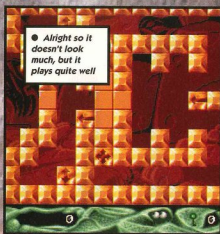


● Just before you decide to leave via the helicopter turn around and set off all of the bombs to complete this mission and then proceed on to BRAVO 29



All your Fire Force needs will be fulfilled this time next month when Dave Goodyear concludes the guide and shows you how to complete the final level. So hang in there. Help is on the way.

PLAYER'S GUIDE



STONE AGE

There are bound to be some people stuck on this tricky puzzle game. If you're one of them then use these codes to get further...

LEVEL 2. BOVIDO
LEVEL 3. SLDVLA
LEVEL 4. BIFISI
LEVEL 5. LOVUHO
LEVEL 6. BADEBA
LEVEL 7. LUFIDO
LEVEL 8. HAVULA
LEVEL 9. LODISE
LEVEL 10. HIFUHI
LEVEL 11. DIVOBI
LEVEL 12. MEDLDA
LEVEL 13. DAPALI
LEVEL 14. HUVESU
LEVEL 15. DADONA
LEVEL 16. SOFOBO
LEVEL 17. DIVIDE
LEVEL 18. SIDABI
LEVEL 19. BEFEDO
LEVEL 20. SAVOLI

LEVEL 21. BUDUSU
LEVEL 22. LIFOHU
LEVEL 23. BOVIBE
LEVEL 24. LIDADA
LEVEL 25. BIFALO
LEVEL 26. LEVUSA
LEVEL 27. HADONI
LEVEL 28. LUFIBO
LEVEL 29. HIVADA
LEVEL 30. DODALO
LEVEL 31. HIFUSE
LEVEL 32. DIVEHE
LEVEL 33. SEDIBI
LEVEL 34. DUFUDI
LEVEL 36. SUVIBU
LEVEL 37. SOFELU
LEVEL 38. BIVISA
LEVEL 39. SEDUHO
LEVEL 40. BEPIBE

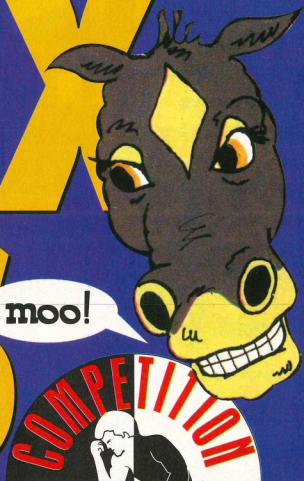
LEVEL 41. LUVUDI
LEVEL 42. BUDOLO
LEVEL 43. LIFISA
LEVEL 44. HAVANU
LEVEL 45. LIDEBU
LEVEL 46. HEFODE
LEVEL 47. DEVOLI
LEVEL 48. HUDISO
LEVEL 49. DUFABA
LEVEL 50. HIVEBI
LEVEL 51. DADODU
LEVEL 52. SIFUBA
LEVEL 53. DEVODO
LEVEL 54. SEDICE
LEVEL 55. BUFASE
LEVEL 56. SUVAHI
LEVEL 57. BIDUBJ
LEVEL 58. CAFODU
LEVEL 59. BIVILI
LEVEL 60. LEDASU
LEVEL 61. BOFAHA
LEVEL 62. LUVUBO
LEVEL 63. HUDEDE
LEVEL 64. LIFILI
LEVEL 65. HAVUSO
LEVEL 66. DODIHA

LEVEL 67. HETUBU
LEVEL 68. DOREDU
LEVEL 69. SUHIBE
LEVEL 70. DUTUDI
LEVEL 71. SIRILO
LEVEL 72. DAHUSA
LEVEL 73. SOTOHI
LEVEL 74. BERIBU
LEVEL 75. SOHADA
LEVEL 76. BUTELO
LEVEL 77. LUROSE
LEVEL 78. BIHOHI
LEVEL 79. LATIBI
LEVEL 80. HORADI
LEVEL 81. LEHELU
LEVEL 82. HOTOSU
LEVEL 83. DARAHU
LEVEL 84. HUHOBA
LEVEL 85. DITIDO
LEVEL 86. HARABA
LEVEL 87. DOHADI
LEVEL 88. SATULO
LEVEL 89. DOROSA
LEVEL 90. SAKIHO
LEVEL 91. BUTABU
LEVEL 92. SIRADE
LEVEL 93. BIHULI
LEVEL 94. LOTESI
LEVEL 95. BARIHA
LEVEL 96. LOHUBI
LEVEL 97. BATIDU
LEVEL 98. LURULA
LEVEL 99. HIMEHO
LEVEL 100. LITIME



WIN ANOTHER FAIRLY LARGE BOX...

KIXX ASS



ANYBODY CAN WIN THIS PARTICULAR BUNDLE

We've got tons more software to give away this month and this particular bundle is courtesy of Kixx XL, one of the country's premier budget houses.

To get your hands on these prizes simply answer the questions, but first the prizes.

1st prize: The entire Kixx XL range for the Atari ST worth over £130 (and £130 pounds worth of budget software is a lot of games!) + a t-shirt.

10 runners-up prizes of a T-shirt.

Quezzies:

Q1) Which animal is the Island named after in Kixx XL's forthcoming release?

- a) Ringworm
- b) Monkey
- c) Screwfly

Q2) Which children's popular TV series featured a small hard-done-by Austrian lass called Heidi?

- a) Heidi
- b) Let's Pretend
- c) Mooncat

Q3) The word "flop" is relatively amusing and can almost be rearranged to spell "Pole". In what country are the natives called Poles?

- a) South Korea
- b) Torquay
- c) Poland

Tie-breaker:

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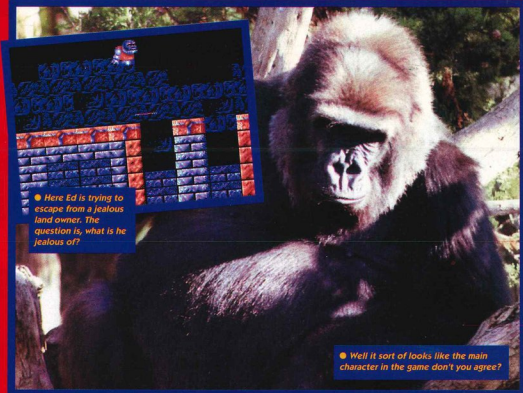
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...OF SOME MORE SOFTWARE



Chicken's been plucked from his seat at the moment so it's over to Thomas to fill in and get stuck into this month's PD...

HUNCHY 1066 & 2010



● Here Ed is trying to escape from a jealous land owner. The question is, what is he jealous of?

● Well it sort of looks like the main character in the game don't you agree?

There are two games on this disk – Munchy 1066 and the sequel Munchy 2010. In 2010 the plot is quite thin (but who needs a plot). Munchy (Otherwise known as Ed) was off to the shops to get a car battery charger for his Lada when he was kidnapped by a jealous land owner (jealous of what?) and put in a tower. So you have to help

him escape from his captors. In 1066 you have to travel back in time to 1066 (surprisingly) to make sure that some of your ancestors get together so you can exist. This then goes on to be a 'walk along and jump over arrows' type platformer with nice graphics. Overall quite a good set of games. If you want a challenge, buy them.

SEVEN GALAXIES

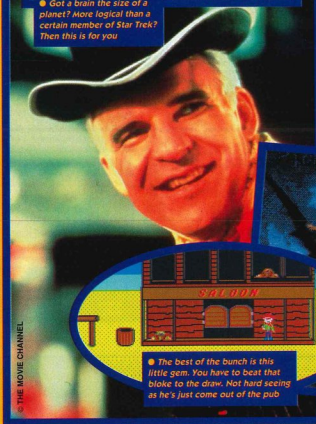
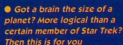
Here's a birdseye view shoot 'em-up. A ship full of aliens is heading towards earth, the crew are getting a bit peckish and they won't settle for a burger so you – a small robot – decide to clean up the ship. An ordinary cream cleaner just isn't enough so you reach for a laser and set off. This is a rather repetitive game with an unimaginative storyline, medium graphics and sonics but it still does the job. If you like shoot 'em-ups then you could do better and as it is quite expensive for PD. You could shop around for a cheaper offering.



● New robotic disinfectant cleaner kills all known (and unknown) aliens dead. Remember if you die its goodbye to humans. Goodbye to doubt

CHICKEN'S SUPREME

Grand prize

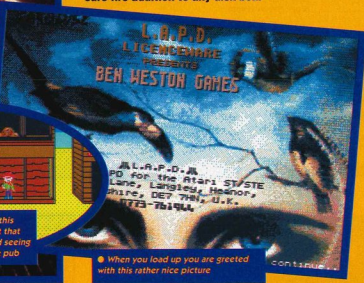


● The best of the bunch is this little gem. You have to beat that bloke to the draw. Not hard seeing as he's just come out of the pub

Another multi game disk this time with three of them tucked away on there. Ben Weston Games has a good selection - Clan, Logic and The Unmagnificent 15. In the first one - 'Clan' - you must lead your clan and make the important decisions like how many sacks of grain to plant or how many of your clan will be medics.

This game is good for any of you budding Prime Ministers out there. The next game is all about logic. It consists of four of those logic problems that you see in the screen shot. These are pretty hard so you need to be as logical as Spock! Good fun and you can brag to your friends when you can do it and they can't.

My favourite of the three is definitely U 15. In this Op Wolf type game you, as the sheriff of a wild west town, must beat the Unmagnificent 15 to the draw one by one. Then, when you have done that you must do it again but they are faster to the draw this time. Plenty of shooting fun in this western shoot 'em-up. Overall the best of the lot. This disk with three great games by Ben Weston is a sure fire addition to any disk box.



- When you load up you are greeted with this rather nice picture

This is a very similar game to Othello in the way you have to 'trap' the opposing player's counters between two of your own, making him disappear. Your counters must be to the left and right or the top and bottom. You must do this a certain number of times and do it before your opponent does it to you. You can play against a friend or against the computer. You must progress through different levels but don't worry if you're beaten because you get a password. Simple but effective graphics and sound make this a good little puzzler a must for all PD loving puzzle fans around.



● As you can see this game comes with detailed instructions



- Looks like Othello. Plays like

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How to get a

JOB...

playing games!

The thought of playing computer games day in day out and getting paid for it may seem like a dream. But what is it really like for those involved in making sure ST Action reaches the shelf? How did they get their big break? What about the Software houses Public Relations people? Is it really all fun fun fun? Chances are every one of you would like a job in the industry. If you do then this feature is for you. No matter what your age!

Over the next few pages we'll interview three 'lucky' people, who are employed in different areas throughout this bustling industry. You may also discover a few tips on how to master job interviews, as well as some sound advice on how to gain a foothold within the games world. All this free advice comes from the people who could potentially be on the other side of the wooden interviewing table, firing questions at you!
BRAD BURTON

Opportunities with



NAME: Joanne Hotston

JOB TITLE: PR Assistant - Domark

QUALIFICATIONS: 8 GCSEs,

3 A'Levels

DRIVING LICENCE HELD: Yes

AGE: 21

HOW DID YOU GET INVOLVE?

I wrote about 100 letters to different companies (literally) then I went away to France to work in money broking (working on the dollar deposits). A top software house offered me a job for when I returned and they said I could start in February. However when I did get back, they had already filled the position. Thankfully they were really helpful and recommended me to Domark!

WHAT OTHER JOBS HAVE YOU HAD?

Money Broking in Paris, and I also worked in BHS as a Saturday girl, which was quite good fun.

WHAT EXACTLY DOES YOUR JOB

Several things really, writing press releases and getting them sent off to all European press, national and regional papers for all of Domark's products. Setting up competitions. Trying to get publicity for our games on Radio/TV. Generally to think of ideas to generate consumer awareness.

ANY ADVICE FOR ANYONE WISHING TO GET A CAREER IN YOUR FIELD?

Perseverance. Make sure the cover letter that you send is spot on. Proof read it a few times to make sure it's got no mistakes as well as making sure your CV is perfect. Do some research on the company beforehand. Contacts in the industry are always a good way in.

WHAT ARE THE HIGHLIGHTS OF YOUR JOB?

Meeting loads of nice people, socialising, getting involved. Product launches are always good fun. Finally it has to be, going into shops and seeing your games on the shelves. Seeing Championship Manager '93 top of the all formats chart (plug).

AND THE LOWS?

Stapling hundreds of screenshots to compliment slips and licking envelopes all morning!

HAVE YOU ANY INTERVIEW TIPS?

Be polite, smile a lot and just be yourself really. Make your personality shine through.

NAME: Paul 'Chicken' McNally

JOB TITLE: Editor - ST Action

QUALIFICATIONS: 10 GCSEs,

a couple of A'Levels

DRIVING LICENCE HELD: Not

yet, maybe next month,

maybe the month after. At

the rate I'm going never!

AGE: 21



HOW DID YOU GET INTO IT?

It's all a bit bland really. I decided to have a year out after my A-levels and get some kind of job before going on to Poly to do a degree in Psychology. I applied for Europress on spec in May 1990 and received a letter saying there was nothing available but they'd put me on their list. I'd heard this a million times before so just forgot about it. In October 1990 I got another letter asking me to come for an interview. I did and here I am! Told you it was bland! I decided it would be silly to chuck a good job in after a year so my education

is still on hold (indefinitely!).

WHAT OTHER JOBS HAVE YOU HAD?

I worked at McDonald's for three days when I was 16 but I hated it so I jacked it in. I earned a total of about £24! I never had a job whilst at college.

WHAT EXACTLY DOES YOUR JOB INVOLVE?

Ooh Well! All the tricky stuff that the others get

away with. Meetings, organisation (yeah right!), forward planning and generally hassle! It's all good fun mind (yeah right again!). Oh, I nearly forgot, I sometimes play and review games and get to go out drinking beer with people like Joanne.

ANY ADVICE FOR ANYONE WISHING TO GET A CAREER IN YOUR FIELD?

Yep. Don't get your hopes up. It's tricky to get into and there's a lot of luck involved. If you are mad keen though, write off to all the mags with a 500

hin the industry...



NAME: Sue Beattie

JOB TITLE: Art Editor - ST Action

QUALIFICATIONS: 4 O'Levels,
2 CSEs, B/TEC OND in
Graphic Design, B/TEC HND
in Graphic Design

DRIVING LICENCE HELD: Yes

AGE: 25

HOW DID YOU GET INTO IT?

I saw an advert in The Guardian. I applied and received an interview, then a second. A week later I received a phone call telling me I'd got the job.

WHAT OTHER JOBS HAVE YOU HAD?

Morning paper round. Freelance graphic design.

WHAT EXACTLY DOES YOUR JOB INVOLVE?

The main part of my job is designing the page layouts, making sure that there is a consistency about the mag giving it an overall look. I've also

got to be well organised, making sure that there is a steady flow of copy from the writers, to ensure that both my Deputy Art Editor and I have enough work. I also have to check the film before it goes off to the printers, but most importantly I have to ensure that the mag leaves the building on time which means adhering to strict deadlines. There's also the odd meeting I have to attend, but luckily there aren't too many!

ANY ADVICE FOR ANYONE WISHING TO GET A CAREER IN YOUR FIELD?

Get a graphics qualification. There are few opportunities out there when you haven't got any experience, but you'll stand a better chance with relevant qualifications. You could also try and get a placement within a design agency. If you're at college then they'll probably sort you out with one. Chances are it won't pay, but the main thing is it'll give you a bit of experience and an idea of what you'd like to do when you leave college. It's also a good idea to send out letters to design agencies asking to show them your portfolio. It doesn't always work, but it's a good opportunity to show your work and get some constructive criticism, (possibly!). It also allows you to practise your interview technique.

Last, but not least, don't give up! Try not to let

it get you down. I was unemployed for over a year when I left college. During that time I had many interviews, some were dreadful, others gave me hope. The main thing is to keep going, believe in yourself and hopefully you'll get a chance!

WHAT ARE THE HIGHPOINTS OF YOUR JOB?

When the magazine comes back from the printers and it looks good. Seeing it on the shelves of the newsagents, especially it's recent exposure on the shelves of Rita's Cabin in Coronation Street.

AND THE LOWS?

Long hours, especially towards our deadline, we have been known to leave work at 4 am in the morning! There's also the occasional mistake in the mag that I'm not too happy about.

HAVE YOU ANY INTERVIEW TIPS?

Most importantly, make sure you arrive on time. You should also ensure that your portfolio is up to scratch. Starting and ending with a strong piece of work is a good idea. Also make sure you don't put every piece of work you've ever done in it! Interviewers become bored, and look it!

word sample review. Try not to make it too straight. If you can make people laugh, then you're half way there already!

WHAT ARE THE HIGHPOINTS OF YOUR JOB?

I suppose I get a kick from seeing people in newsagents pick STA up and read it (not that I hang around looking for this behaviour!). Also just knowing that people can read my work and hopefully relate to me and my personality is a bit of a buzz in itself!

AND THE LOWS?

It can be tiring. There's a lot of staring at screens. I hardly watch any TV any more because it can be a real strain on the old eyeballs. I'm not overly fond of sad games either. Very few games are exceptional these days and that's a shame.

HAVE YOU ANY INTERVIEW TIPS?

Don't be shy. Turn up on time and maybe even wheedle an idea of what kind of interview it will be on the phone. Work out how far you can go. Can you crack jokes to the bozo on the other side of the table or will that behaviour be frowned upon? It's all down to your ability to adapt. Remember, don't worry. There's plenty of other people that have failed job interviews so don't start thinking it's the end of the world if you don't get there!

1. SCOUR THE PAPERS

Your best bet is the national newspapers - The Independent and Guardian (Monday is media day!) all have career pages. Perhaps your local paper advertises computer/media positions. Circle any job ad you fancy with a red pen and cross it out after you've been in touch.

2. CHECK YOUR CV

Before you send your CV, read through it a couple of times and make sure there are no spelling errors. Once you've done that, let a friend check it. It's possible you've missed something. Check that all dates and all your personal details are right. Also remember to put your phone number on. It helps!

3. GAIN A BACKGROUND

Try to get some information on your prospective employer. Be it researching

through magazines, checking out past reviews, adverts etc. Go to your local computer store and see what they know about a company. You never know when that wisdom will be used.

4. DRESS ACCORDINGLY

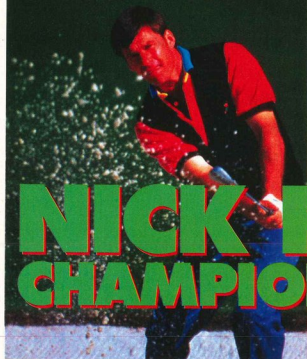
If you're aiming for a Public Relations job, you should wear a crisp suit and well polished shoes. After all, you're planning to be an envoy for their company, image is always important. Dress so that you feel comfortable.

5. ARRIVE ON TIME

If you turn up for an interview late, you'll owe the interviewer an apology, not a very good start.

You've read the feature so what are you waiting for. Get looking, what have you got to lose? Good Luck!

TIPS...



NICK FALDO'S CHAMPIONSHIP GOLF

A top class golf game. A first rate golfer. A number one hit? We managed to have a sneaky look just before tee time!

Golf games come and go. Grandslam however, are reckoning on their new licence putting them straight at the top of the existing leader board. The version of "Faldo's" we had the pleasure of previewing was on four separate disks each of which held various splodges of coded data.

Yet we've been assured the final release which is all set for the shelves within the next month or so is going to be squeezed onto two disks. Eventually after lots of disk swapping we got around to actually having a go, and although I'm not a keen golfer I managed to master the controls and learn the clubs in a relatively short space of time.

Using the mouse you change the direction of the ball, the power with which you make the swipe and the trajectory. But be aware

of the wind direction because it will affect the overall way the ball flies. The graphics are well drawn, and the Faldo character is perhaps the best animated golfer in the ST's history (not that there's been that many).

Throughout the industry Grandslam are renowned for their customers care. Hence the reason a couple of bonus courses could well be included in the final version if memory constraints are somehow resolved. The courses have got to be seen to

PROJECT: Nick Faldo's Championship Golf
PUBLISHER: Grandslam
PROGRAMMERS: Arc Development
GRAPHICS: Arc Development
SOUND: Arc Development
INITIATED: Feb 1992
RELEASE: Sept 1993

believed. Unlike your conventional 18 hole course in rainy Edinburgh or sunny Torquay, our pro-golfer dons his astronaut's helmet and is whisked away to a world not a million miles away from here (hmmm, maybe it is) of the red planet of war - Mars.

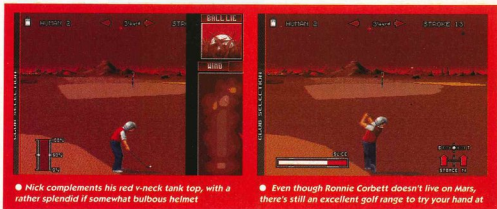
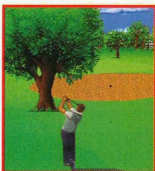
Oldest swinger...

Nobody said that the programmer's sanity was ever in question. On the planet you'll find all sorts of factors which are different from your average game on Earth. Gravity is the major element, together with the strange UFO's that occasionally beam up and steal your ball. I think you'll agree

you've got one hell of a bizarre bonus, but with the longevity of the game being doubled, I don't think we'll hear anyone complaining. Other than Nick Faldo's press agent. You can look forward to funky Faldo's in the not so distant future. A

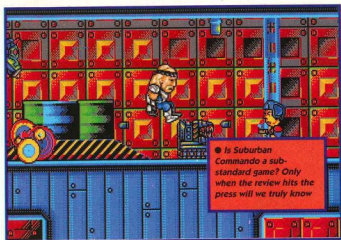


game for the young and old fans alike, Faldo's should be available for review all being well next month so check it out here then if you like golf games. **Brad**

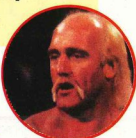


● Nick complements his red v-neck tank top, with a rather splendid if somewhat bulbous helmet

● Even though Ronnie Corbett doesn't live on Mars, there's still an excellent golf range to try your hand at



PROJECT: Suburban Commando
PUBLISHER: Alternative
PROGRAMMERS: Various
GRAPHICS: Various Artists (hehe)
SOUND: Yes, its not really that bad
INITIATED: Last year about Chrissy time
RELEASE: Soon, so start saving



SUBURBAN COMMANDO

How can you give the beefcake thespian/ wrestler Hulk Hogan any respect when his character's name in this game is Shep?

A quote from the Press Release states, "Based on the hit movie of the same name". To be perfectly honest I don't think the movie was such a hit, but that shouldn't put you off what is potentially a great game.

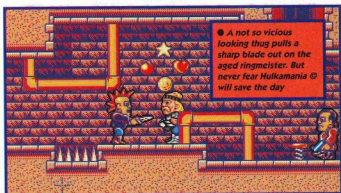
Basically what you've got here is a four level game that draws inspiration from the likes of the classic shoot 'em up all the way through to my favourite, the unforgettable platform genre.

Unlike the other three levels, the first puts you in control of Shep as he pilots a star fighter towards a mothership. You'll have to destroy complete squadrons of enemy

spaceship before you can board the vessel. Like most good modern shoot 'em ups you'll have a whole range of powerful weapons that are used to repel the enemy. Its reminiscent of the arcade classic Salamander that never actually appeared on the ST (not to my knowledge anyway

— Brad), complete with three way shot and the visually amazing ripple laser. A tried and tested formula, but still pretty enjoyable to play.

Complete with his 24 inch pythons our aged hero enters the enemy mothership and this is when the gameplay changes. The following levels will have Hulk rambling around various platforms as he com-



bats deadly flying robots and all sorts of mechanical monstrosities. Drawing inspiration from the film, Shep can dispose of most adversaries with a sliding kick. If that doesn't do the trick, he can use the rocket boots he has to hurtle into an enemy and see it off. Later on in his fantastic journey he crash lands on Earth, for more of the same.

The Bleachcombers

So what's it really going to be like? Well the graphics are cutesy enough, yet the gameplay is really quite tough. A bit of a chalk and

cheese one really. Surprisingly though, it does work really well. The audio as it stands is pretty much the run of the mill ST whine but that's all set to be revamped. The main selling point perhaps lies not in the movie tie-in but in the console type gameplay. As regards "The hit movie of the same name" I'd probably shy away from mentioning the computer game in the same sentence.

Believe me when I say even at this early stage the game is by far superior to the film, but lets face it, it's not that difficult!

Brad

● The old big kid of wrestling appeals to his little Hulkamaniacs for strength (whoops, wrong game)



● Hulk leaps for his life, just before the nasty lobs a steel truncheon at the geriatric bodyslammer



● Arcade veterans will really appreciate this rather spiffing Salamander type sub-game that's included



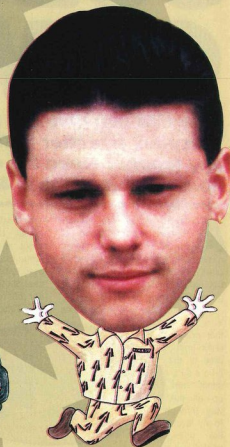
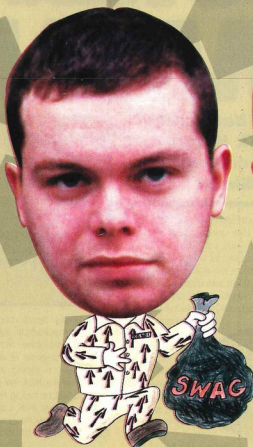
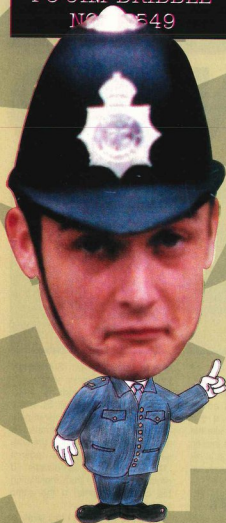
COME AND MEET THE ST ACTION BO

HAVE YOU SEE

PC JIM DRIBBLE
NO:- 549

BULGING SACK MCNALLY
NO:- 5214873

FINGERS BURTON
NO:- 7634563



WANTED: Aided by corrupt policeman PC Jim Dribble, two of the worlds most ruthless writers have escaped from the ST Action Headquarters. They were last seen heading towards Manchester's biggest shopping complex - The Arndale Centre. Paul (Cluck off) McNally & Brad (Brackets)

Burton are the two villians in question. Only now has the full story of their escape become apparent. They've made off with a big swag bag full of software and joy-sticks (stolen of course) with the sole intention of selling them. We need you ST Action readers to bang them to rights.

...OR BE A COMPLETELY SAD LOSER

IN THESE MEN?

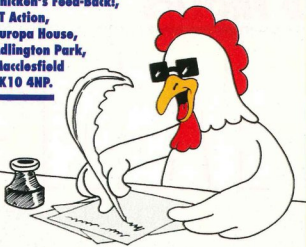
- You'll have an excellent day, its got to be better than staying in
- Chat with the top STA boys
- Increase your STA's value by getting them autographed



.....Cress lover?: Yes/No

Cress lover?: Yes/No

Send your post to:
Chicken's Feed-Back,
ST Action,
Europa House,
Adlington Park,
Macclesfield
SK10 4NP.



CHI

Another batch of post for you. All your mail goes into the Feed-Back bag and the best is plucked out for you to read...

FREE AT LAST

I am just writing to say how much I enjoy your Freestyle. I always wait until I have read right through the entire magazine before booting up my coverdisk. The demos are always playable and of a good standard but it's always Freestyle that makes me laugh. In recent months the menu system has greatly enhanced things and I have taken to compiling my own Best of Freestyle disk which I will send you in a couple of months. Maybe you could do a Freestyle Special at Christmas or something like to celebrate one of the most original ideas for a coverdisk ever. Congratulations all.

Martin McKree, Dumfries.

Thanks for your letter Martin (a bit on the creepy side but thanks none the less!). We like our Freestyle here at STA and

STAR LETTER

Cutting their own throats

So Zool is coming out on the ST at long last? Big titles are making it through to our machine and Gremlin are continuing to support our machine. It begs the question of why the other companies are throwing away obvious money by refusing to convert their popular games to the format. I've been waiting for Virgin's Floor 13 for ages and all there ever has been is rumours. I know it wasn't a particularly big selling title on the other formats, but I played the PC version at a friend's and was soon hooked.

On a game such as this the coding differences between formats would surely have been extremely simple. It's not as though layers of parallax scrolling had to be ripped out of the Amiga counterpart or anything. Companies are starting to believe that releasing games is not worth it and that is a big mistake as Zool will prove.

How can the ST survive with this attitude? Alright, some may say it's had its day but there was a period where stuff such as Zool would never have been dreamed possible. Now programmers are excelling themselves and generally a better standard is being created. Companies should be trying to grab money from wherever they can, especially in this day and age where it is all too easy for a firm to go bust.

It's time for people to start realising that there is still money in the marketplace. It just has to be fished out a little harder than in some of the rival areas. If you've got a game and your distribution isn't there then how can you expect massive sales?

There are a lot more reasons behind why ST software doesn't sell aside from a lack of interest and it's time the big boys in the industry started to realise this now rather than later!

Keith Bell, Norwich.

every effort goes in to make it as funny as poss. All your contributions are greatly appreciated - the ones we've had in so far have been smart! The Freestyle spesh is a good idea and you'll see a compilation before Chrissy.

DAVE'S BACK!

It's me again. I thought I'd drop you another line that hopefully won't stir up as many protests as last time (although I still stick to my original views Ms. Heather Slater!). This one is all about the types of game people like. Now I'm all for a good blast or sports game and we all know that girls love a good platform game (back off). What I want to talk about is the people who play those boring strategy wargames.

I recently got into an argument with some people I know who were telling me that their favourite games always get ripped to pieces in magazine reviews because the guys who review them don't take the time out to play them properly. They reckon that games of this nature should be reviewed in a different manner to "conventional games". Yeah right! The thing is why should these games get special treatment? Nobody really likes them. It's just a hobby for a pretentious number of people who don't like saying they enjoy a good shoot 'em-up. What do you think, do you believe that wargames are hard done by? This isn't just another random attack on a group of people before you start accusing me of it!

Dave Payton, Sunderland.

That's what I like about you Dave. No minority group too small for a good slagging eh? I think to an extent your mates have a

As we've said before it's all too easy to slag the ST off willy-nilly but this is all completely negative. Plenty of mags have put the boot in in the past. To an extent it's all backfiring now. Companies started to believe the hype. The ST wasn't worth producing for. People said it so it must be true. There's nothing more dangerous than word of mouth.

Now there has been a swing back the other way of late and production has increased. MicroProse, Virgin (okay still no Floor 13) and US Gold are all still producing software. Even Mirage who at one stage weren't doing any ST products have had Ragnarok and Jack the Ripper out.

People are coming around again but it may take some while before the circle is totally completed. By then, the Falcon and Jaguar should be installed and successful and who knows where from then! One thing's for sure, we'll be here to cover it!

CKEN'S FEED-BACK!

point, there is always a danger of somebody not being interested in a wargame. We try and avoid that kind of behaviour but sometimes it can be hard to put yourself in the place of a strategy fan. However, good games always get recognition no matter how limited in their target audience. If anybody else has any opinions, write in and let us know.

LOSING THE RACE!

So Atari have almost got their Jaguar sorted out. As usual it's well after everybody else has put their finger in the pie. Sega and Nintendo are well and truly established as market leaders and as usual Atari have to come behind.

The only difference (and everybody's putting a lot into it being the key one) is the technology! Now while this extra tech will undoubtedly make the Jag more impressive it has such a long way to catch up on user base it that is unlikely to ever succeed to the same extent as the others.

This same situation occurred more or less identically with the Lynx. Obviously a better machine than the others it failed to gain a stranglehold in the market because it wasn't as big a name manufacturer.

It's a sad fact that even if Nintendo brought out a follow-up machine to the SNES which was still not as good technically as the Jaguar, many people would still buy this ahead of Atari's offering on name alone.

Another key factor is software. You can go into any shop and be faced by a wall full of SNES, MegaDrive or PC software. Where's the Falcon wall? And why do I think there will never be a Jaguar wall either?

The ST was a boom machine, well ahead of its time but in today's world where technology is constantly increasing Atari are certainly keeping up if not in front. It's just that they aren't popular enough to succeed on the same grand scale as the Japanese console giants.

To an extent the ST has a lot to do with this. Any dying machine tarnishes a company's image even though it isn't their fault at all. Just look at what happened to Sinclair where their machine became unpopular. Don't get me wrong there is nobody hoping for Atari's success more than me and I'll be first in the queue for a Jag when they come out. It's just a bit of realism (or is that pessimism!?) from little me.

Tony Waite, Brighton.

What you say does make a lot of sense but I'd agree with you that you're being a little on the pessimistic side. If the quality shines through people will buy the product. Nintendo and Sega are certainly the market leaders but that doesn't mean that they should never face any competition from anywhere ever again. Atari are, and for the most part, always have been at the forefront of computer technology.

They haven't got the worldwide appeal of the Japanese duo but they are still massively respected throughout the industry although we do take your point about a dying machine. Maybe one day we will get that wall full of Falcon and Jaguar stuff. Just keep hoping and you might be pleasantly surprised in a few months.

POOR CORNER

POOR SONG FOR CHRISTMAS

The stars were shining brightly,
above my head tonight,
Everyone is cosy,
thinking it's alright.

*But, it's Christmas time,
a time for loving,
a time for sharin' too,
with me and you,
we'll make it through,
because I love everyone too...
because I love everyone tooooooo....*

Yeh you!

Martha Kyle aged 12, Aymeshey.

Thanks Martha, that really is the poorest yet. I really can't wait for Christmas so we can all sing it together in the pub on the last day. Keep your poor poems and songs rolling in and you too could be elevated to Super-Star status via the Poor Corner. Because this was so incredibly sad Martha's got a freebie game in the post so now you know what you're up against.

POOR POEM BONUS

I love to play games,
On my ST,
I've got many,
It's more than three.

Of all my disks,
DynaBlaster is my fave,
And when the lads come round,
We have a rave,

But what I can't wait for,
Is my dose of ST Action,
News, reviews, previews,
And a disk of Satisfaction.

Now I'm no Poet Laureate,
But it is quite sad,
To send my poem,
To your God-like mag

John Man, Romford.

Sort your life out John. If you've got any more send 'em in and we might just find you a game...

Buyer's

So you just don't know what to do with spare cash then? Well there are 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

Oscom: £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

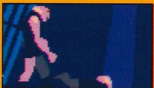
Thalion: £29.99 RPG

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

Psychosis: £29.99 Arcade Strategy

Clever little play-on-words don't you think? Psychosis do the business with one of the best linked games yet. Well worth it. **90%**

B-17 FLYING FORTRESS

MicroProse: £34.99 Flight Sim

Big flight-sim action of a big bomber. MicroProse's attempt to get back to the big time succeeds admirably. Good stuff. **88%**

BARBARIAN 2

Psychosis: £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%**

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

Stizlers: £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%**

BULLY'S SPORTING DARTS

Alternative: £9.99 Sports Sim

The bendy bovine is back in his very own darts game. In one, we've got a super challenge and in two there's smashing gameplay! **89%**

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

Psychosis: £25.99 Arcade Advent.

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



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%**

CREATURES

Thalmon: £25.99 Platform

Cute, cuddly and vicious. That's the Creatures! You can be sure if there's a chainsaw at hand somebody will use it in this game. **87%**

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 psychotic beach-buns. **80%**

DOODLEBUG

Cora: £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

Psychosis: £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

Oscom: £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%**



FIRE AND ICE

Renegades: £25.99 Platform

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

s Guide

FIRE FORCE

ICI: £25.99 Shoot'em-up

Excellent effort that took over a year to come out due to legal wrangles. Very violent, soldier action well worth having. **93%**

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%**

GOBLINS 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%**



GRAHAM GOOCH CRICKET

Adionic: £25.99 Sports Sim

Far and away the best cricket game to date. Delicious presentation and gorgeous gameplay make this a sporting feast. **89%**

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

Hill 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%**

ISHAR 2

Daze: £29.99 Role-Playing

The sequel to the acclaimed Ishar is bigger and better. A huge, overwhelming task at hand. Good stuff. **90%**



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

Ancs: £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

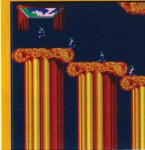
Mindscape: £29.99 RPG

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're 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

Granlin: £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

Daze: £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 runs completed!" Aaaammrgggghhhhh. 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 play. **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

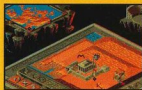
Virgin: £29.99 Sports

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 around 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%**



REACH FOR THE SKIES

Virgin: £34.99 Flight Sim

Throw your hands up in the air! Virgin are back in the flight sim business with a vengeance. Cracking World War II stuff. **89%**

ROBOCO

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 polishes this up. Worth having. **82%**

SILENT SERVICE II

Microprose: £24.99 Land and Sea Sim

Blip...Blip...Blip...Blipity Blip...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

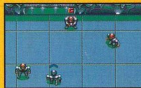
Microprose: £29.99 Arcade Strategy

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

Silmaril: £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

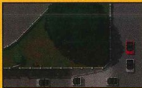
Microstyle: £9.99 Racing

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 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/Silmaril 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 a 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

Lenkhof: £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%**



FOLLOWING SHORTLY ON YOUR SCREEN...



NEXT MONTH IN ST ACTION:

We've got a whole load of top ST clobber lined up featuring a no holds barred review of **Zool**. Surely it can't be as good as the Amiga version, can it? The Coverdisk is packed to the max with loads of playable stuff, including **Zool!** Plus the latest issue of the increasingly popular Freestyle. Don't be an **anorek** – buy ST Action.

We love you all.

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great console!

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You have five
minutes to
beat

Tyrannasaurus
Rex and win
£500 CASH!

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SUPER NINTENDO STREETFIGHTER II

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SUPER NINTENDO AND STARWING

The latest SNES action
game can be yours

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WRESTLING VIDEOS

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RALEIGH ACTIVATOR 2

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bike up to £200

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accessories

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WIN!



SEGA GAME GEAR

Just the game for
those on the move

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AMIGA A1200

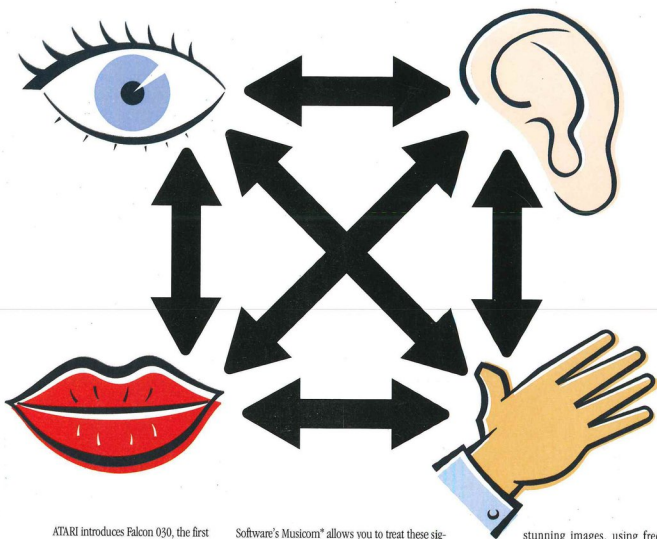
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32 bit wonder!

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WIN!

Calls cost 36p (Cheap) 48p per min (other times). Multiple choice questions. Max possible cost £3.60. Please be sure that you have permission to make this call. Ends 30.9.93. Nintendo/Sega/Amiga/Street Fighter II and Starwing are all registered trademarks of their respected companies. We are not related to or endorsed by them. For rules & winners names, please send s.a.e. to: IMS Ltd, P.O. Box 28, Northampton NN1 5BS.

If you understand this, you understand the Falcon.



ATARI introduces Falcon 030, the first ever micro computer which instantly communicates with all your current and future audio-video equipment. Now, TV, Monitor, HiFi, CD, CDV, R-DAT, DCC, VHS, telephone, synthesizer, photo CD, camcorder, printer, modem, ... communicate with each other, allowing you to get the most out of each piece of equipment. A true technological revolution, Falcon 030 is operated by a 68030 processor working in parallel with a DSP, which is able to treat digital data at a very high speed.

Falcon Audio, the universe of Direct-to-Disk: Falcon 030™ offers, as standard, "Direct-to-Disk" recording, from a microphone (voice or instrumentation), a Walkman or a HiFi, via a simple stereo plug and also through its MIDI interface. Compo

Software's Musicom* allows you to treat these signals at better than CD quality: equalizer, Digital Delay (echo), harmonizer, flanger or even karaoke.

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