

ST ACTION

The World's Only
ST Games Magazine

EVENTS REPORT

Previews and promises
from Europe's biggest
computer trade show

12

Great Racing Games Tested



HUCKLEBERRY HOUND

in Hollywood Capers



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PLUS

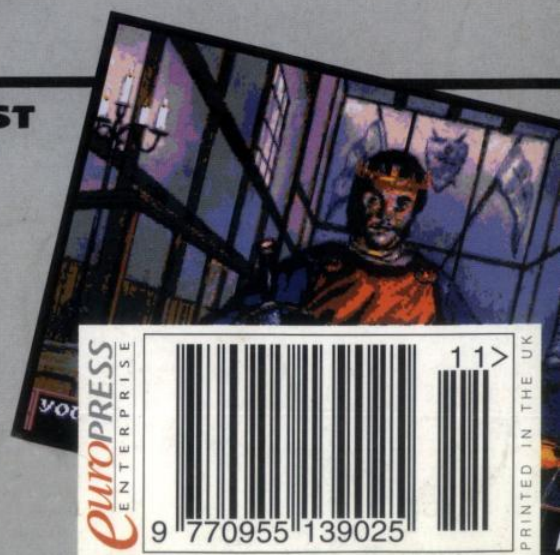
- Dungeon Lord
- Rebound
- Wormhole 1

NEXT MONTH, SEE PAGE 14 FOR DETAILS

Yikes! where's ya disk..?
See that newsagent dude now!

PLUS:

ALL THE LATEST
REVIEWS AND
PREVIEWS
INCLUDING
LEGENDS OF
VALOUR,
A320 USA,
AMBERMOON
AND MUCH
MORE





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ATARI ST REVIEW

Life in the fast lane

Racing car simulations have always been a big hit on the ST - but which are the best? Our experts have been out on the circuit testing 12 of the greatest driving games and say which should be added to your collection.

Page 34



REVIEWS

Legends of Valour.....18

Hardball.....23

A320 Airbus USA24

Thomas the Tank Engine ...28



Backgammon.....20

Shadowlands.....21

Super Space Invaders....22



WORK IN PROGRESS

We drag another three games from their final stages of development to see what they're likely to offer ST gamers. This month's WIPs are Thalio's Ambermoon, Jack the Ripper and MicroProse's latest flight shoot-'em-up Dogfight.

Page 52

COMPOS

A great opportunity for you to get your hands on a copy of MicroProse's latest flight game, Dogfight, plus a bag full of goodies from the firm.



Page 57

EVENTS

ST ACTION **ISSUE 67** NOVEMBER 1993

SPECIAL FEATURES

ECTS report

If it's going to happen, you'll hear about it first at Europe's largest computer trade show, held recently in London. We were there, probing key industry figures to discover what's in store for the ST.

Bizarre Inc

STA interview this chart-topping Staffordshire band to find out about their past, present and future - and why their £199 Atari computer played a huge part in their success.



Pages 10 & 30

REGULARS

News.....10

Discover the very latest ST games news and details of our move next month into Atari ST User.

Tips and Cheats.....42

Another bumper section of tips and cheats, including guides to extra Lemmings 2 levels, and a complete insight to Ishar 2.

Chicken's Feed-Back...60

Your letters are all dutifully answered and your Poor Poems have the mick taken out of 'em.

Buyer's Guide.....62

What's hot and what's not. All our recommended titles for the ST rounded up over four helpful pages.

Cover disk...

HUCKLEBERRY HOUND

An exclusive three level demo of this great game from Alternative Software.

Rebound: Put your reflexes to the test with this fast and furious bat and ball game.

Dungeon Lord: A brilliant Dungeon Master-type game of time travel and exploration.

Wormhole 1: Trapped inside a wormhole, you find your life is in peril from the inhabitants. Your mission? To escape or die!



HUCKLEBERRY HOUND

In Hollywood Capers

PLUS

- Dungeon Lord
- Rebound
- Wormhole 1



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

Page 6

DISKS CHECKED
TURNS

05
STA

Well stuffed – that's the condition of this month's CoverDisk. We've crammed four excellent games on it, so let's check out the contents

1

HUCKLEBERRY HOUND in Hollywood Capers

An exclusive three level demo of this great game from Alternative

We have three levels for you to play from this great game which got a 90 per cent rating in our October issue. The aim is for Huckleberry Hound to rescue a collection of diamonds as well as his recently acquired collection of Oscars.

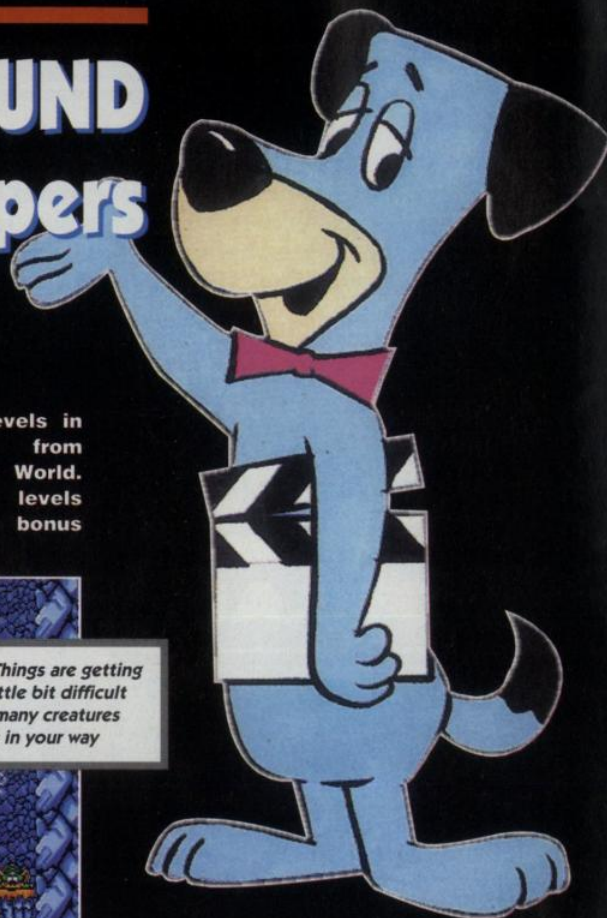
Why does he have to collect this stuff you may ask. Well, it seems they have been stolen by a chimp called Wee Willy and have been scattered all over the cartoon world.

This is rather unfortunate for Huck's film career because the diamonds are needed for his next movie. So before filming can start Huck has to traverse all the levels collecting the

lost gems. Two of the three levels in this exclusive demo are from Sea World and one from Sky World. The complete game has 24 levels set across four worlds, plus bonus screens.



● Things are getting a little bit difficult as many creatures get in your way



Support shareware

Rebound, Dungeon Lord and Wormhole 1 are shareware titles. They can be freely copied and given to your friends. However, if you like the game, you are asked to contribute the registration fee to the author, which ensures the production of even more great games.

Some shareware titles offer limited play until you register. Once registered, you will be given the complete game or a special key which will make the version you have fully operational. So keep shareware going, by sending off your registration fee.

2

REBOUND

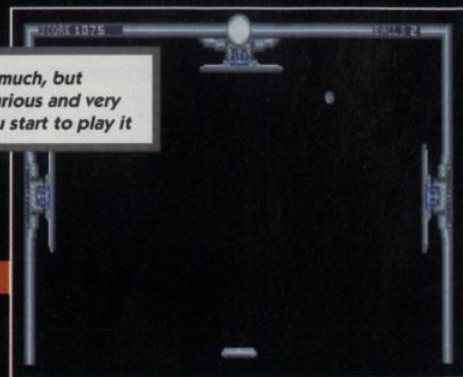
Have you got lightning reflexes? Put them to the test with this fast and furious game

Rebound will test your reflexes and skill with the mouse. You control a bat (not the winged type which bites your neck, but the kind which every ball hates) with which you must keep a energetic bouncing ball in play. The game is played over three levels and nine rounds, which become increasingly difficult and fast.

You start with three balls and play ends if you lose all your balls (ooooo mis-

sus). So, if you think you've got what it takes to reach the end of the game load it up and have a go.

● It may not look much, but Rebound is fast, furious and very addictive once you start to play it



er disk

DUNGEON LORD

A brilliant Dungeon Master type game of time travel and exploration

3

Archived files

The files DUNGEON.TOS, REBOUND.TOS and WORM.TOS are all archived. This means that they must each be copied to a separate blank formatted disk first and then executed from it. Once executed, they will be "extracted" onto the disk. Once this is complete you can delete the archived file and run the program.

Here you play the part of an agent from Interspace, a body of time travellers who are responsible both for exploration of the Universe, and also for its protection.

Unfortunately, there's been a slight glitch in that one of the Interspace agents who was assigned to the world Thago in its medieval era has been accidentally killed.

Even more unfortunate is the fact that all agents have a Dimensional Warp device with them and the dead agent's one has been found by the evil Lord Shrax, a nasty piece of work who is high priest of a cult called the Airans.

Using this device, Shrax is opening up dimensional gates to parts of the Universe that even Interspace dare not venture into. From these dark dimensions, Shrax has been summoning minor demons which he uses to terrorise and control the major cities of Thago.

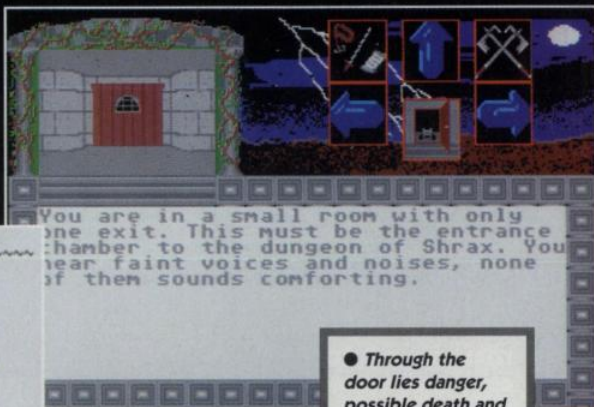
However, like most deranged and evil wrongdoers, Shrax is not content with his current level of power and intends to summon a greater demon who goes by the not unlikely name of The Evil One.

This is where you come in. You are to be sent to Lord Shrax's dungeon, which you must then explore in an attempt to locate and destroy him before he can summon the demon. Of course things will

be ever so slightly difficult due to the pretty unsavory characters who always seem to inhabit dungeons.

Dungeon Master fans among you should pretty well be familiar with the game controls. Your view is a first person perspective and movement is controlled by four icons for forwards, backwards, left and right turn.

This is the shareware version of Dungeon Lord, and as such you will only be able to play the first three levels. After that a code is required. It will be given to you upon registering the game, so check out the in-game documentation for details on registering.



```

STATUS:CYRIL
Hit Points: 169 Maximum:169
Strength :16 RESISTANCE
Agility :16 Fire :142%
Constitution:13 Poison:46%
Intelligence:11 Magic :33%
Charisma :6
Armour Class:13X Magic Power:8
SKILLS: LEVELS:
Attack :16 Fighter:1
Defense:13 Archer :8
Archery:16 Wizard :8
Gold:62
Points:8
    
```

● Through the door lies danger, possible death and lots of corridors to wander down

● Pretty wimpy is our Cyril. However, we can train him up a little to stand a better chance against the dungeon denizens

4

WORMHOLE 1

Trapped inside a wormhole, you find your life is in peril from the inhabitants. Your mission? To escape or die

● The best philosophy to adopt in this game is "If it moves, shoot at it". Sound advice I can tell you

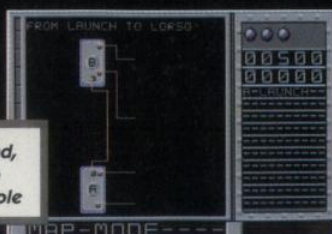
They're a funny thing, wormholes. Just take a look at an episode of Deep Space Nine and you will see just how strange they are. Once you get in there, things become very freaky indeed and your best course of action is to get out sharpish.

So when you find yourself in one due to star drive engine failure during a flight to Alpha 6, your first objective is to escape. Unfortunately, unlike the wormhole in Deep Space Nine, the inhabitants



are not happy at you being there and are decidedly trigger happy to boot.

For more details on what's in store for you and how to play the game take a butchers at the interactive instructions which will reveal all.



● As you teleport around, a map is created to help you explore the worm hole

Faulty disk?

With the large number of CoverDisks duplicated each month, there is a slight chance that one may be faulty. If you find you have one return it to: Faulty Disk (ST Action), T.I.B, T.I.B House, 11 Edward Street, Bradford, BD4 7BH, for a free replacement.

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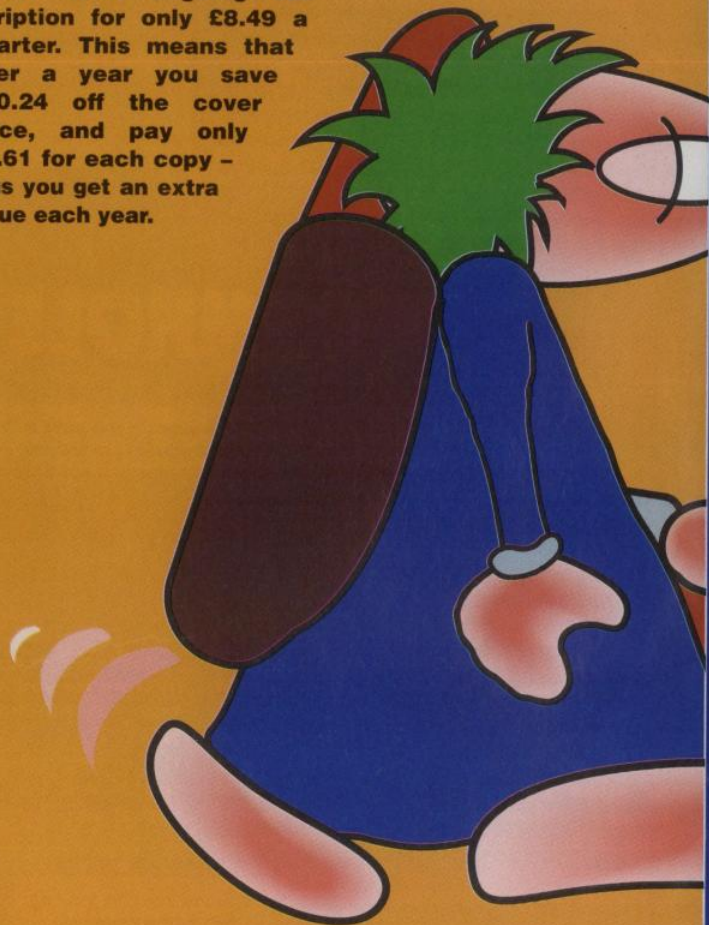
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The European Computer Trade Show has reared its beautiful head once more. For three days at the Business Design Centre in London, the global interactive entertainment mar-

ket gathered under one roof for a feast of fun, frolics and er, business.

Anybody who's anybody was there. All the leading players were there to unveil the star products that they hope will take them through the crucial autumn/Christmas period and beyond. ECTS attracts big name

exhibitors from all over the globe including the leading hardware manufacturers and top software publishers and developers from Europe, the US and Japan.

Nintendo, Philips, Virgin, US Gold, Psygnosis, Ocean, MicroProse and Electronic Arts are just a select handful of companies who were

showing their wares at the show.

The STA crew were given a batch of London-bound train tickets and a fistful of dollars and sent to check out what was going on. Over the next four pages we bring you some of the best ST products from the ECTS.

Newsflash!

After 67 issues, the world's greatest ST magazine is set for some big changes to ensure it can continue bringing you the very best games coverage during the years ahead.

As from next month, there will be a new and improved ST Action bundled with our sister magazine Atari ST User. Cue big brass band playing "The Sun Has Got His Hat On" and other such merry jingles.

You'll still get the most up to date, highly informative and humorous reviews on the latest ST games. You'll still get all the best hints, tips and cheats money can buy. But that's not all.

You'll also get Atari ST User which is packed to the brim with reviews on the latest productivity software and hardware and guides to help you get even more from your Atari computer.

News, music, art, ray tracing, hard drives, joysticks, databases, public domain, wordprocessors, desktop publishing - if you want a review on anything from the ST scene then Atari ST User is the ideal magazine for you.

Atari ST User and ST Action will also be keeping a close eye on the development of the Jaguar and the Falcon. Keep watching those news-stands because the complete ST magazine is coming from October 28!

Renegade

As you might expect, Renegade have lined up a sequel to Sensible Soccer. The details at this stage are still very sketchy, but it will arrive in early 1994 and Renegade say that it is sure to be the biggest sports game of the year.

This time you must also take on the role of team manager. Your team can be chosen from any one of 1,500 world club sides, accurately researched, from any of the world's main leagues.

This can be performed on one of three levels; as manager, as player or as a com-

bination of the two, allowing The Sensible World of Soccer (as it will be known) to cater for all tastes in football game action and involvement.

For Renegade, Tom Watson commented: "With Norwich in Europe and Glen Hoddle at Chelsea, we can confidently look forward to a great season of football."

Jon Hare of Sensible offered us his thoughts: "Taylor Out - Dexter In!" I think the show was getting a bit too much for them - either that, or they'd been visiting the bar far too often!

● Sensible World of Soccer - The biggest sports game of 1994?



Gametek

Probably the biggest ST game at the show and one that we are drooling for was Frontier, or Elite 2 as it's more commonly known.

The sequel simulates life as the owner of a spacecraft, in 3,200AD. By this time humans have spread throughout the galaxy, hundreds of light years from Earth in all directions, but have still left much unexplored.

This is where you come in, but there are vast goals to aim for so how you play the game is entirely up to you.

Frontier has been designed with the same unique feel as the original classic Elite and with

five years development time invested, the graphics and gameplay have been greatly enhanced.

Because of the author's interest in astronomy, this side of the game is modelled in extreme detail. Over 100 star systems near Earth are based on information from actual astronomical data and incorporated in great detail within the game.

Frontier is going to rival Zool in the popularity stakes and at the time of press the release date is set for the second week in November.

Gametek have also got their hands on one of the biggest film licences of the year (apart from Jurassic Park that is). Batman Returns pitches you smack bang in the middle of the hugely successful movie.

The console versions are already doing the rounds, but the home computer ver-

sions are going to be vastly different resulting in the first true film simulation.

As Batman you must control your combat style and help conduct relentless interrogations of The Penguin's gang. Also at hand is the Batcave computer to input clues, analyse evidence and review enemy bios (that's biographies for those not in the know).

Batman Returns will be available in the next couple of weeks. Conveniently, Channel Four are re-running the popular 60s TV series, so Gametek couldn't have picked a better time to release it.



● Zool was just one of the many characters walking around the show and I bet it was damn hot in that suit!

● Yes, well we didn't manage to get any screenshots of Batman Returns, but here's a leather clad Michelle Pfeiffer to cheer you up!



Ocean

Although Jurassic Park won't be released on the ST, European Champions will! It's an action-packed soccer game which has been in development for two years.

Ocean say that it's "a pulse racing blend of furious arcade action and breathtaking actuality".

European Champions features a host of crack teams from England, France, Italy, Germany and Spain. Also included is a total video control feature which gives you complete control over viewing of the game.

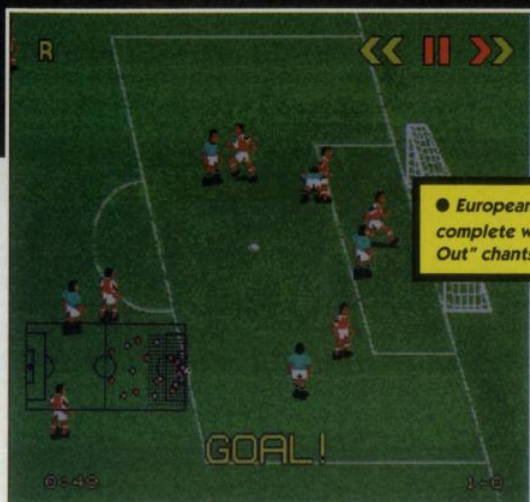
You can replay, rewind, fast forward, freeze frame, slow motion or even switch between the overhead view and the view from the stands. The two views actually give you two games for the price of one.

You can battle it out head to head with a friend or take on the might of the computer. With ten skill levels at your fingertips, you'll know you've had a match no matter how talented you are.

European Champions should be worth waiting for and it will hopefully arrive just before Christmas.

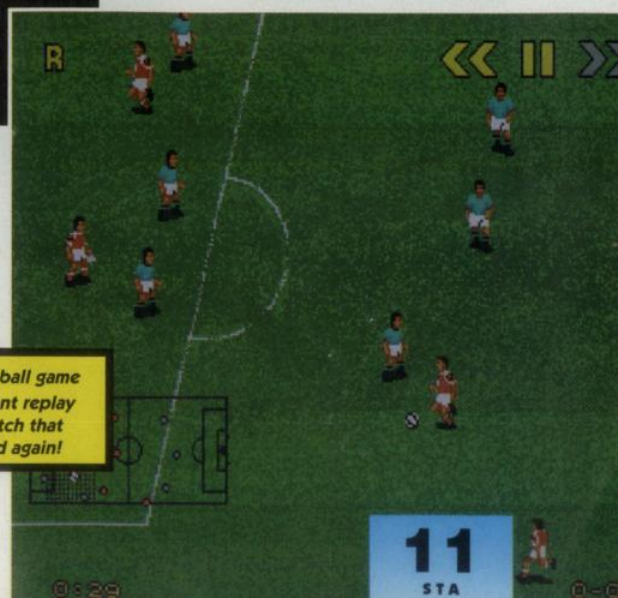


● Jurassic Park is not coming out on the ST, but here's a delightful picture of Ocean's stand, the best stand at the show in our humble opinion



● European Champions comes complete with sampled "Swales Out" chants, err probably!

● Ocean's new football game has an utterly brilliant replay feature. You can watch that hot action again and again!



news stories

Empire

Magic Boy is Empire's latest character and he'll be arriving on your screen just before Christmas. You take the part of Hewlett (Magic Boy), a young, naïve and hopelessly accident-prone apprentice wizard who, while the master is away, has inadvertently released a large number of monsters.

Out of control, these monsters must quickly be returned to their cages before the master wizard returns. You must guide Hewlett through 64 levels of stunning graphics and animations in search of the monsters.

This is not as easy as it sounds as some of the monsters will attempt to work their own magic and use cunningly intelligent strategies to dodge Hewlett and escape being caught.

Not all the levels are safe to be in, with dissolving platforms, lethal lakes, springs, traps and a whole range of nasty hazards put in there to stop the hapless Hewlett.

The game features four track sampled sound music and

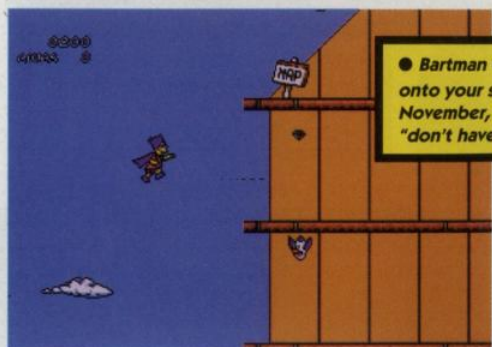


● Magic Boy is 64 levels of fast, frenetic, platform fun. Now where's Debbie McGhee?

effects, four different world graphic styles, hidden bonuses, high quality animation and a brilliant two-player mode. Magic Boy will be pulling rabbits out of hats and sawing himself in half in a few months' time.



● Now that's magic! Empire's newest platformer does not have an "Every Second Counts" bonus stage. Which is good news for all of human kind!



● Bartman will be flying onto your screens in November, so until then, "don't have a cow man"

● A festival of football frolics will be coming soon thanks to Virgin



Virgin

One of the most promising ST publishers at the moment just have to be Virgin with an abundance of top quality games. The biggest will undoubtedly be Cannon Fodder, finely crafted by the boys from Sensible Software.

At your disposal are over 300 conscripts with different skills. You get to choose a platoon of crack troops and send them into battle.

There are 100 phases of action with 30 different missions and five terrain types including an English

Country Village.

Cannon Fodder is looking and sounding absolutely brilliant and any decent ST gamer will already have it on his/her Christmas shopping list.

Just where is Goal? Well, the release date has been put back and back, but the actual quoted month of release at the show was October. The third part in the series of Kick Off games is going to be bigger and better than ever before.

Features include a new flexible way of taking thrown-ins, corners and free kicks. There is also the introduction of two new views; a close up view and a more remote look. You can choose to play with either or both views, deciding to switch between them manually or by leaving the

ECTS EXTRA



WORK IN PROGRESS

For a more in-depth look at some of the games from the ECTS, turn to the Work in Progress pages. This month we take a look at MicroProse's supreme fantasy flight simulator called *Dogfight*, *Mirage's* truly excellent adventure entitled *Jack the Ripper* and *Thalion's* brilliant sequel to *Amberstar*, the aptly titled *Ambermoon*.

US Gold

As previewed a few month's ago, US Gold have got *Kingmaker* lined up for release. For those who missed that issue (heaven forbid!) *Kingmaker* is a strategy board game that has been on sale since 1974!

The board game is an abstract recreation of the chaos, war and intrigue that epitomised the period of British history known as the War of the Roses. The objective is to control the last surviving royal piece and so become the undisputed King of England.

Kingmaker has now been in development for over 18 months! It has been programmed by Graham Lilee and the graphics created by Kevin Bulmer.

The two chaps have previously worked on other projects such as *Heroes of the Lance*, *Shadow Sorcerer*, *Corporation* and *Legends of Valour*. *Kingmaker* is due for release almost any day now and you can expect a review of it very soon.

US Gold also have six releas-

es planned during the next month, courtesy of their own budget label Kixx XL.

Arriving first will be *Robin Hood*, which was previously created by Millennium. This isometric 3D game uses an unique real-time adventuring system along with an easy-to-use icon control mechanism.

Next up is *Night Shift*, an arcade action with plenty of puzzles packed in there for good measure. Your job is to control an unconventional toy machine called the Beast which recycles rubbish and then makes it into toys based on popular Lucasfilm characters.

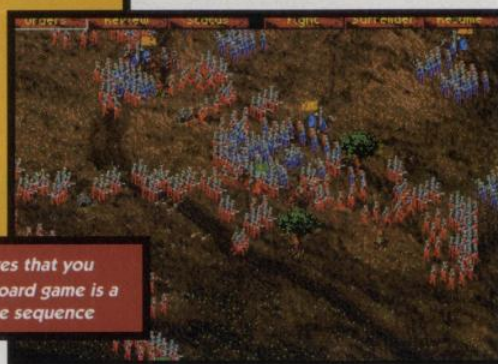
Then there will be *Knights of the Sky* which is a World War I flight simulation. You must take on the role of a hunter and stalk Germany's most celebrated pilots. There are hundreds of missions, 20 planes and everything is presented in dazzling 3D perspective.

In the weeks ahead you will also be able to get your grubby mitts on *Gunship*, *Cruise for a Corpse* and *The Secret of*



● *Kingmaker* is an accurate reproduction of the 1974 classic board game, although no-one at STA has ever heard of it!

Monkey Island (gaspl). Yep, you'll be able to play all these classics and they'll only cost you between £12 and £16.



● One of the features that you can't get with the board game is a fully animated battle sequence

computer to do it for you.

There four pitch types; muddy, normal, wet and Wembley, which provide a high variety of play conditions. There are also a bonanza of six kit styles to choose from.

Other features include an advanced action replay system where you can watch the action in slow motion or select the fast forward, rewind, frame by frame advance and reverse, and save options.

Last, but not least is *Bart vs The World*. This madcap mixture of merriment and mayhem has been converted from the best-selling Nintendo Entertainment system version to the floppy format by Arc Developments, one of Britain's leading development teams.

It's a mixture of platform fun, arcade action, perplex-

ing puzzles and adventure. The game features all the Simpson favourites such as *Homer*, *Marge*, *Mr Burns*, *Krusty the Clown*, *Lisa* and *Maggie*. *Bart vs The World* will arrive on the ST in November.



● "Yeah, let's go and blow up some igloos". Geoffrey, desperate for something to do in the Arctic devises a new "fun" game to play

● Welcome to the Jungle! Here in all it's glory is just one of the five terrain types found in *Cannon Fodder*

The
ACTION continues
next month in

ATARI **ST USER**

where you'll find

- **A 32-page ST Action supplement**
- **Two brilliant CoverDisks**
- **Latest games news, reviews and previews**
- **Tutorials to help you get more from the ST**
- **Reviews of the latest productivity software**
- **A jargon-busting dictionary of ST terms**
- **And much, much more**

Don't miss the December issue – on sale from October 28

REVIEWS

THIS MONTH



JOHN BUTTERS

A real flight sim aficionado, John Butters is such a dedicated ST'er that he'll often spend 72 hours on the run sat hunched before a sweaty monitor, drooling over the latest flight sim

There's a new look to the STA team this month, but just because there are new faces doesn't mean we'll be compromising the quality of our reviews. They're still the most thorough and impartial games reviews around.



JONATHAN MADDOCK

Jonathan Maddock. He knows everything about ST games. He's been there, seen it, and no doubt done it too, although quite what "it" is we didn't really dare ask



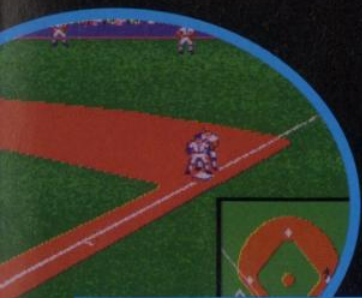
DAVE CUSICK

Dave Cusick has been called everything from Ramrod to Techie, and he's even had an "I love Vroom" badge superimposed on his picture (somewhat unfairly, he thought)



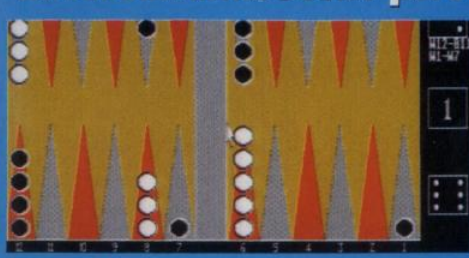
SIMON CLAYS

Meet Simon Clays. He's often wacky, frequently crude, and always prepared to say what he thinks about a game. Underneath it all, though, he's basically a nice kinda guy (or so we're assured)



HARDBALL... p23

BACKGAMMON... p20



A320 AIRBUS... p24



LEGENDS OF VALOUR... p16



THOMAS THE TANK ENGINE 2... p28



SUPER SPACE INVADERS... p22



SHADOWLANDS... p21



LEGENDS OF

**Bored? Sick of life in suburbia?
Want to get away from it all?
Want to live a life in a sprawling city
full of adventure and vice? Well let's
see how you'd like life in Mitteldorf...**



How many times have you through your gaming career turned up at the adventurers' guild? Every town has one, and don't they come in handy?

After a long hard day sweating your tunic off in all that plate armour it's rather nice to sit in your local tavern and partake of a tankard of grog.

After all you'll have earned it. Traipsing 50 miles over hill and dale through bogs and marsh! Then, when you reach said gloomy dingy location, you have to swing your tired perspiring armpit at a gaggle of irate goblins until you've knocked seven shades of orc manure out of them.

So, you're sitting in the

Sheep's Spleen having a pint of best and what happens? No, it's not time to utilise the Save Game option, although on many titles this is where you head for to save your position.

We know what happens, some loud-mouthed big-shot wants to gamble, fight and generally disturb the tranquility of your alcoholic relaxant. But that's pub culture for you.

But I do digress. The real point that I was reflecting upon was the amazing similarity among all the RPG titles. In the majority of cases there's a bog standard formula.

This recipe mixes an ancient malignant entity with a psychotic desire to send worlds into turmoil against a band of desperate adventurers thrown together through adversity.

The common goal of righting everything that is wrong is the bond that unites an arcane wizard, a wily elf, a straight-talking barbarian and a sturdy dwarf.

If this were reality, can you honestly see an old goat muttering in senile Latin getting on with an animal of a beserker who possesses the IQ of a loincloth?

The point of this is that while this type of romp is fine for the occasional journey of fantasy, you soon become accustomed to the plots and the very simple interactions that the characters make with each other.

The main problem with this genre is that you never quite get deep enough into the lives of your do-gooding campaigners.

This being the case, you always feel left with a desire to involve them in more normal activities like going shopping or getting a job - not!

So, when LOV popped through Action's rusty letter-box, it was greeted with an unexpected "ooh" and an "aah".

This was because it promised an interactive town where it was going to attempt to cast aside the chains and break the cliché of the stereotyped band of goodies. A town in which you can do almost anything, except for lazing around all



Gorgon

Yet more inhabitants from under the city, the gorgons. They have the power to turn a man to stone from their very sight and can turn his heart to granite in a single touch.



Lizard Men


The lizard men lived in the land around the city long before it was even a set of mud huts. They are basically a shy bunch who unless cornered will never fight. They never seem to have much of value on them. They trade very little and speak even less.

● So, my chat up lines can't work every time




VALOUR






● Is that Helga a pig, or what?



STRENGTH	49
INTELLIGENCE	89
HEALTH	89
SPEED	50
INHERITANCE	572

MALE



Goblins

These cunning little devils pollute the under-city, like rats in a sewer. They are of very little consequence individually, but as a pack they hunt well. They have very little weapon skill but are particularly brave – this can be attributed to their gross stupidity.

day twiddling with your computer.

Legends of Valour starts when you receive a letter from your long lost cousin Sven. He is writing to brag to you about his new life in the city of Mitteldorf and how well he's doing.

He tells tales of bustling streets and bawdy nights. It all seems so exciting compared to gloomy Wheatdale and the boring farm where



you have to exist. Reading on, Sven goes on to talk of adventure and of creatures that dwell below the reaches of Mitteldorf. He also encloses a copy of a book which talks in depth about these denizens of the night.

Hearing these tales of adventure makes you restless

● Meanwhile, down at the Army & Navy you can kit yourself out in all the latest PVC and latex gear



blacksmith





● It's night time, the pubs have closed and it's time for... "Show me the way to go home (hic!)"

Werewolves

These dangerous creatures are sought out by adventurers in the under-city. However, it is a well known fact that many prowl the streets at night. They are immensely strong and can rip a man's armour with one slash of their talons.

Basically they are to be avoided at all costs unless you are in possession of silver weapons or wolfsbane. One more thing, be careful if you do take on one of these fearsome beasts as one scratch could leave you with a nasty dose of lycanthropy.





Demon

This is one of the beings you hopefully will never cross swords with, the acolytes of demonology. They will lure would-be adventurers with offers of power and riches. Unfortunately they agree to one pact only, a service for a soul.

● I used to be a fat bloke until I started on the slim fast diet. Some crappy powdered rubbish for breakfast, some more crappy powdered rubbish for lunch and a delightful, healthy slim fast shake for tea... bloody 'ell I'm famished!



Ill health has driven you

● Here we see an Action Man-type screenshot with a full exposure of those plastic blue underpants



STRENGTH 49
INTELLIGENCE 89
HEALTH 89
SPEED 50
INHERITANCE

beyond toleration. With adventure and dreams of making your fortune high on your mind, you set out for Mitteldorf.

The first interesting aspect of LOV is the character generation section. Here you can pick the sex and race of your character. For instance you can step into the shoes of a rather squat dwarf-like person, be human-ish or even be one of the Elven folk.

Also, you can determine the very look of your character. You choose everything about your adventurer from the curliness of their locks down to the size of their nostrils.

Once in the city you are free to roam around and get on with the people of Mitteldorf. You are given a map which roughly lays out the city by street but doesn't let you know all the locations. That bit is left to you to sort out.

So just like in real life you find yourself in a strange town with no roof over your head and no job to go to and this is where the fun starts.

The people of Mitteldorf are fairly friendly so it's quite easy to start finding out information and locations. For example, the folk are more than happy to inform you

where the local taverns and hostels are.

The world that US Gold have created has a real feel of authenticity about it. Throughout the whole scenario you can do almost anything that you would expect to do in a real town. There are a vast number of shops and hostels to transact in. Also, there are a great deal of people to talk to and all of these have their own personalities.

Below the surface of life in Mitteldorf exists a political and religious system which differentiates between people and adds an extra dimension to life in the city.

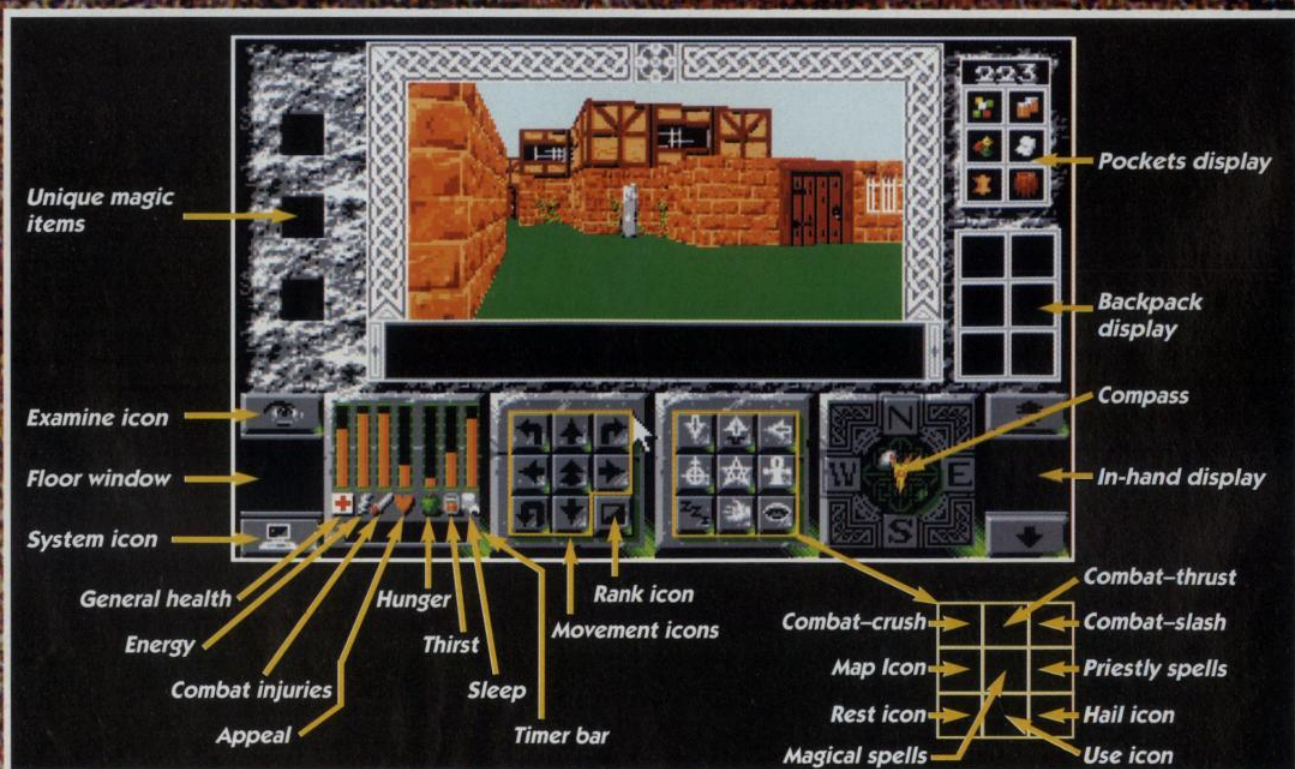
You can also get yourself into trouble with the local constabulary because LOV comes equipped with a complicated legal system. However, the purveyors of this system are not the brightest (no comparisons there then) and take it upon themselves to arrest you for the slightest reason like acting suspiciously or drunk and disorderly (oops!)

Graphically, Legends employs a fairly unique system to move your leather-clad hero around. The town is represented in some detail because it has been created in a true 3D style. If you walk towards a door, for example, it gets larger as you get closer.



Lamia

Related to the gorgon the lamia has the body of a woman which has been deformed by black magic. She is half woman, half snake (sounds like all of 'em) and drinks the blood of men (definitely all of 'em). The most adept possess the power to snap a man's mind into shreds (say no more!).



“When I first saw *Legends* I was rather suspicious. I've played adventure titles till I'm blue around the barnacles and expected just another *Dungeon Master* clone. However I was totally wrong and *Legends* is a really engrossing game. It looks good and plays really well – get it.

Dave

2ND OPINION



● Err... Two pints of lager and a packet of crisps, please

er, until you reach it, and then it can be pushed open to reveal another location.

LOV uses your beloved mouse to control absolutely everything and believe me, there are plenty of things for your mouse to use.

Whether it be trading or talking, it's all catered for in a most user-friendly manner. Your character also has some interesting characteristics which must be maintained to remain fit and healthy.

You have to be careful to feed and water your character. You

must also sleep well and be especially wary of taking too many wounds from the bad asses because you're not too tough.

Obviously there's a lot more to *Legends* than just tootling around the town centre. It has every element of the more traditional RPGs like a full range of trolls and lizard men to quest against.

Just like you'd imagine, you can't go off scraping these beasts without a full range of weapons and magical paraphernalia. Overall

Legends of Valour is a very in-depth adventure scenario. It looks great, plays well and has a massive amount of involvement for you to lose yourself in. Along with Zool, LOV is about the strongest product released for the Atari in quite a while – buy it!

Simon



● I'm not too sure, but isn't that a Big Mac meal?

● Princess Di and her paunch are exposed in a Sun exclusive



STRENGTH 49
INTELLIGENCE 89
HEALTH 89
SPEED 50
INHERITANCE 572
MALE FEMALE

HUMAN
DWARF
ELF

● This man is wanted for being bald and grossly overweight. Nice to see the legal system of Mitteldorf is ahead of its time



Cyclops

These are really big and ferocious pieces of work. Their skin is as hard as marble and tough enough to blunt the sharpest blade (even the Gillette sensor). More frightening than this however, is the single eye which sits in the centre of their brows. Not only does it look terrifying, but possesses great magical powers.

Minotaur

Another beast which dwells under the city is the minotaur. Again a great lover of human flesh. Another seven footer, the minotaur has a massive head crowned by sharpened horns. There is no reasoning with such brutes and they will attack until death.



Trolls

These are definitely worth avoiding at all costs. Trolls are huge, man-shaped creatures with skin like stone (could it be Tina Turner) and the strength of ten.

They are flesh eaters, and are not fussy what they consume. They normally feed on goblins, but are particularly partial to elf or human flesh. They also find great pleasure in wearing the bones of their victims as jewellery.

The trolls live beneath Mittendorf in dark recesses far away from the goblin colonies. They hate bright light and are very tough to kill if you happen across one.



ACTION

PRICE: £39.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

US GOLD

☎ 021-625 3366

SOUND: 80%

GRAPHICS: 90%

OVERALL:

90%

INFO

BUDGET ACTION

What's wrong with getting all cerebral every now and then? Oldies are invariably goodies, and they don't come much older than Backgammon

Your opponent
Grant Spender spends his days as a student and his nights as a backgammon hustler. His statistics degree looks a sure thing. In his spare time he sleeps.

● The computer helps set the atmosphere by showing and describing your opponent to you



BACKGAMMON

Way back, ooh long before you and I were born, absorbing board games were really the order of the day.

Now that we've got our super-fast scrolling, lightning-reflex-testing aliens, and sprites which exist only as long as it takes you to position your mega-blasters directly in their line and unleash more plasma than you can shake a blood bank at, it might seem a little pointless updating the old favourites for the modern-day home computer.

But, of course, there is a very good reason for such conversions: They sell. People are interested in playing such classics as backgammon, and with the use of a computer, it's a perfectly feasible option to spend hours on your own, honing your predatory skills with a computer opponent, before wowing your friends and family with your white-and-black countered prowess at the next opportunity.

I first learned to play backgammon after a particularly, er, indulgent

weekend out, while recovering in a cosy little pub accompanied by a friend who'd been extolling the game's virtues for some weeks.

Well I lost every game (no computer to practise on, you see) but I was at least losing by smaller and smaller margins, and was hooked.

Backgammon is very simple. Basically you have to move all of your pieces around the board in one direction while your opponent does exactly the same in another. There are moves which mean your opponent can send your pieces back to the beginning, and vice versa.

I'm not going to go too deeply into the rules – suffice to say that you'll pick it up fairly quickly.

The computer version sets the atmosphere by showing you a picture of, and telling you all about, your opponent. It comes complete with a plethora of features.

There is full scoring (something that's a drag when playing the traditional way, especially with a hangover), the neat little option to allow you to throw real dice to dictate how

ROYALE

the game goes, or get the computer to mock them for you, alterable playing styles (don't laugh, but tactics are a large part of backgammon, and here you can choose from Aggressive or Defensive) and generally enough parameters to keep you interested.

You can even adjust their speed of play, should you find thinking fast a little too much like hard work.

The concise but clear little manual sets you straight on all the rules, and alerts you to computer-specific options, like turning the

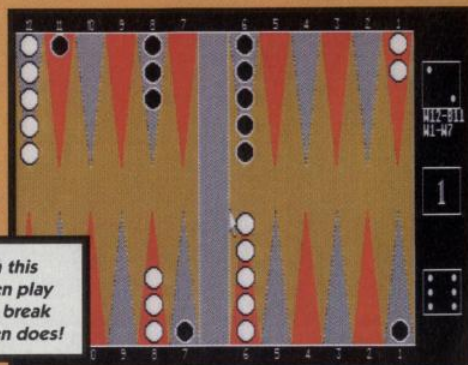
unremarkable sound on (or, more to the point, off).

All in all, this is a great little attempt at bringing an old classic to the ST. It's one-player only, but if there are two of you, who needs an ST? All you need is a quiet table in an accommodating pub and a mind suitably numbed by last night... **Phil**

“Wanna stun yer' grandad? Well get a copy of this and get learning, because it's a definitive simulation of an age-old number and will save you having to learn by being continually beaten by some smart alec!”

COMMENT

● The board. On this unassuming green play area, all hell can break loose... and often does!



PUBLISHED BY OXFORD SOFTWARES
PRICE: TBA 1 DISK
CONTROL METHOD: MOUSE 1 PLAYER

OVERALL
74%

Shadowlands

Life's always infinitely more fun when you live in the shadows...

You know sometimes you hear a pop song and you think "nah, heard it all before!", and then end up singing it all week?

The moral here is that if something isn't original, but is still rather good anyway, that's often enough, and it gets enjoyed by many.

Whether you're whistling a tune or bashing yer joystick, the principle pretty much stands. And so to Shadowlands...

Released not so long ago as a full-priced effort from Domark, this Hit Squad repackaged budget is in the role-playing genre which has been used and abused with alarming frequency ever since Dungeon Master and its contemporaries many years back.

So it's all dungeon exploring in some mystical, mythical world where everyone's titles sound so contrived that even Tolkien would have turned his nose up at them. A

clear-cut black-and-white, good and-evil plot awaits you as the inevitable hero of the whole scenario.

Shadowlands was famous when it was released for its so-called PhotoScape system of lighting. What this basically meant was that light was dealt with realistically.

So if you grab a torch from the side of a cave, it'll light up what surrounds you wherever you go. Time to start exploring those nooks and crannies!

You start the game by generating your party of warriors. You have control over your characters' names and appearances (so you don't like that nose? Don't worry, there are plenty of others to choose from) as well as the less aesthetic but definitely more important character attributes. Brains or balls? Or both? It's up to you...

The pretty large number of puzzles and situations you'll come



● An alternative way of re-arranging people's faces. Human or horribly deformed mutant, the choice is yours!

“ A good game at any price, and an absolute bargain on budget. What it lacks in originality it more than makes up for in, smooth, absorbing gameplay. If you ain't got it, go and buy it immediately. ”

COMMENT

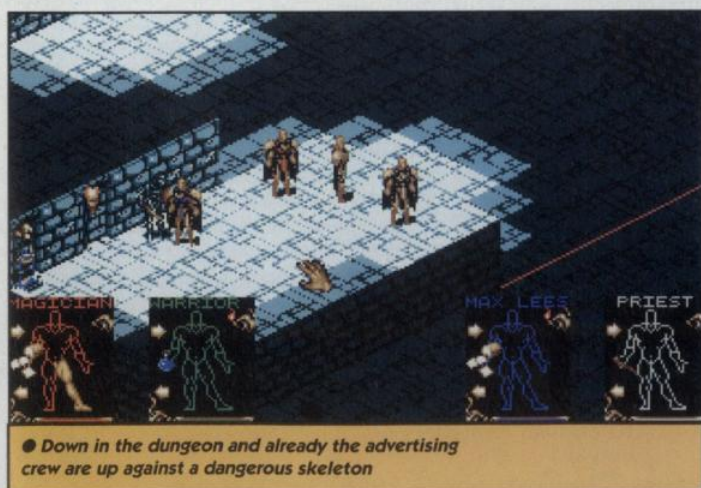
across, and the easy-to-use if a trifle limiting control system, mean that there are many, many hours of absorbing amusement to be had from this release, so in pure value-for-money stakes it's a undeniable bargain.

But at any price, Shadowlands is well enough devised and programmed to be worth buying. The manual, although not overly large, is full of historical background, as well as complete information on executing the mouse/keyboard controlled commands, the four characters involved in the adventure, and how to use all those juicy and obligatory weapons and spells.

Also, and very usefully, Hit

Squad have enclosed an extra sheet which is full of countless hints and tips, all in tiny type to cram more on. Now that's what I call a value for money budget!

Phil Morse



● Down in the dungeon and already the advertising crew are up against a dangerous skeleton



● The introduction to Shadowlands in all its glory

PUBLISHED BY HIT SQUAD

PRICE: £9.99 2 DISKS

CONTROL METHOD: MOUSE/KEYBOARD 1 PLAYER

OVERALL

85%

SUPER SPACE INVADERS

Yikes! It's those blobs in formation again! As if they didn't learn their monochrome lesson last time, they're back for more, and this time in colour. Let's see if they can still cut the ice in the 90s...

The instruction booklet is only a single sheet of paper. Not too surprising, that, is it? I mean, if you needed telling, oh I don't know, how to visit the lav, you wouldn't expect a 300-odd page manual to tell you how to, now would you?

It's the kind of thing you just know, like knowing how to lift a fork to your mouth without dropping food (excluding, actually, some of our reviewers who shall remain nameless) or knowing that one foot in front of the other causes one to walk.

And so it is, of course, with Space Invaders. If you don't know how to play this old stalwart, you might as well ditch

the computer game bit and play noughts and crosses or something. Come to think of it, noughts and crosses is probably harder to master...

So, it's not an original idea. Indeed, it's one of the oldest games. What is interesting is what Domark felt could be added to such a game to make it attractive to present day buyers.

They've improved the graphics to keep pace with the better display offered by the ST over the old black and white telly/strategically positioned mirror set-up on the original arcade machine, and now the game comes complete with cool-looking backdrops

and evil, insecty aliens of all shapes and sizes.

The aliens move differently too, and there are huge, Phoenix-style baddies to get you (known as Guardians).

The saucer that moves across the top is still there for all important power-ups, there are "expanding" invaders which duplicate to destroy (you), and all the gubbins you'd expect, but it's all a bit tame in the final count.

One of the sedate things about the original invaders was that you could only have one missile on a screen at a time, so you had to shoot carefully. This feels a little strange in these days of more-missiles-than-pixels and "shoot fast, die scum!"



● The graphics are better now

bullet philosophy.

More worrying, with all the advancements in technology, programming techniques and experience, the actual gameplay is appalling! The graphics are annoyingly jerky, and this alone is enough to make such a release really rather pointless.

Shoot-'em-ups have moved on just a little since the nasties from outer space first descended in formation to wreak havoc on an unsuspecting earth, and a half-baked flashback like this is as puzzling as it is disappointing.

Phil



● Keep firing as the invaders jerk into action

“Considering the world-beating success of the original, this is a jerky, annoying effort which might look better cosmetically but adds nothing to the original gameplay.”

COMMENT

PUBLISHED BY HIT SQUAD

PRICE: £9.99 2 DISKS

CONTROL METHOD: JOYSTICK/KEYBOARD 2 PLAYERS

OVERALL
55%

HARDBALL

Hit Squad continue their assault on the budget market with a – gasp! – credible baseball game. You'd better believe it...

Baseball alerted me to the particular, erm, ways of the American people long before I was old enough to watch dodgy detective shows or, indeed, to have witnessed the "spectacle" of cheerleaders and advertiser sponsorship that is American Football.

With the Americans being so good at taking a simple, sporting idea and turning it into a commercial production, baseball always seemed to me to be an unnecessarily flowery and macho version of the old school-field favourite rounders – which of course it is.

But could you see a rounders game selling by the bucket-load? Of course not. And so it is that I clasp in my sweaty mitts a copy of Hardball, claiming to be the best baseball simulation ever. Now with something like tennis, a nice and simple game, or even soccer,

which is really rather simple when you distil the rules down to what really matters, there is obviously scope for a playable simulation (as indeed exist for both of these sports).

But baseball, with its complex rules and seemingly illogical progression, would seem an unlikely candidate for a conversion such as this.

So to the game. Talk about a one-man show! In Hardball, you do the lot – pick the team, choose the field, make the tactical decisions – and then get your hands dirty taking full part in the action. You can do all of this as the game progresses, too – useful to keep your interest level high, which this game actually manages to do pretty well. It's playable, which must be the main criterion for any sports simulation



Grab your bat and prepare to hit the Fire button at exactly the right moment

(and take it from me, there've been some pretty bad ones), and there are enough parameters to mess with to keep even the most cynical player absorbed.

When pitching you have control over the direction and type of pitch, whereas batting is simply a case of hitting the Fire button at the correct second. Get it right and the ball whizzes away merrily – get it wrong and the frustration level rapidly builds. All the way through, you can arrange your field for maximum effect, and such a level of control means that it's very easy to get quite

worked up about a match.

Although graphical complexity has been sacrificed for, presumably, the pretty excellent gameplay, and sound is much as you would expect with the ST, Hardball does in fact work – no mean feat for a simulation of a game which for me has always relied far more on show and occasion than on good, old-fashioned, solid tactics and sportsmanship. A definite home run!

Phil Morse

The multiple views offered allow a complex game to progress without things becoming too confusing



“Great for the sports sim freaks, and original enough to interest even the most demanding ST games fan, if only for its originality. This one will, erm, run and run.”

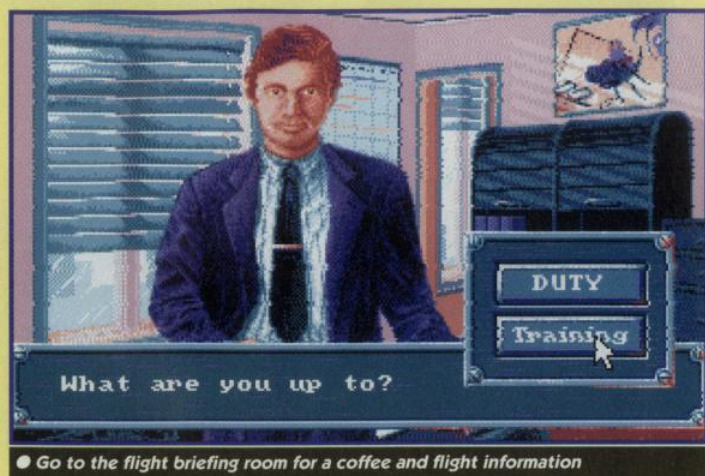
COMMENT

PUBLISHED BY HIT SQUAD

PRICE: £9.99 1 DISK

CONTROL METHOD: JOYSTICK 1 PLAYER

**OVERALL
73%**



● Go to the flight briefing room for a coffee and flight information

Join our test flight of Thalion Software's latest US-based simulator and discover whether it will give you the chance to fly

For anyone interested in flight simulation rather than airborne shoot-'em-ups, there have only ever been a few programs to choose from – Flight Simulator 2, ProFlight and A320 Airbus.

The latter was the big sim of last year and now Thalion hope to bring interest back to the product with a new improved version based in American skies.

A320 Airbus USA puts you in the seat of a modern fly-by-wire airliner of the same name, and gives ST and Falcon owners the chance to see what life's like in the cockpit.

The box is opened to reveal a double-sided disk, manuals, A320 poster, and all the charts you need in order to take off, fly to the destination and land successfully.

The charts are copies of genuine Jeppesen maps – the type used by commercial pilots all over the world. Not surprisingly, they take the newcomer a fair amount of time to understand.

But this type of person is catered for quite well throughout, which is perhaps just as well considering most of us can just about manage to fly a kite.

Right at the start, you are asked in the flight briefing room whether you want to train or fly on duty. In training mode you choose the departure and arrival points and the weather.

Duty pilots are told where they are flying, and the met office could give a cloud base just above ground level – not conditions to be

tackled by the inexperienced.

Whichever is chosen, it's down to you to select the number of passengers on board and the amount of freight carried.

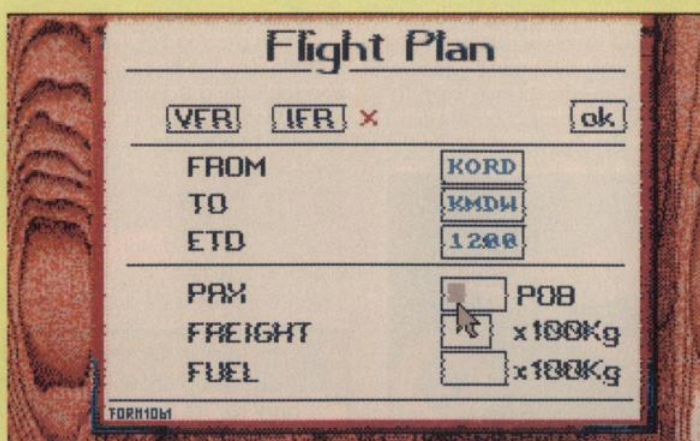
These are not just idle questions. They make a difference to the handling of the plane and, more importantly, how much fuel needs to be taken.

From there it's straight to the left-hand seat, where the first job is to start the plane's two jet engines,

A320 Airbus USA

lower the flaps slightly and prepare for take off. As the aircraft turns on to the runway centreline, the throttles can be pushed up.

The speed passes 145 knots and it's time to lift into the sky, raising the flaps and undercarriage. Unless the



● Fill the flight plan with details of your journey, including number of passengers, freight weight and fuel load

“ A program for the biggest sim fans only. It contains plenty of real navigation charts and documentation and flies realistically. In meeting the aims of a flight simulator, it becomes tedious for those without patience and aviation interest

COMMENT



1
● Once in the cockpit it's time to start the engines – normally the right one first



2
● "O'Hare tower clears ST Action 1 for take-off on runway 32 left. After departure turn left heading 140 degrees"



3
● Power up to 100 per cent and lift the nose up once the speed reaches about 145 knots



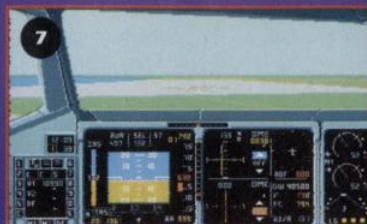
4
● We are now beginning our descent into Chicago Midway. Please fasten your seatbelts



5
● Three views are available – left, straight ahead and to the right. The airport can be seen in the distance



6
● Turning onto the final approach – the ILS bars in the centre of the cockpit should cross in the middle



7
● Four miles from touchdown, and the plane is flying itself using the ILS. ST's fingers crossed time!



8
● Just before landing the plane passes the middle marker – shown by a yellow cockpit light



9
● Touchdown. Cut the engine power, bring in the reverse thrust and hit the brakes. Now back to the hotel



flight's only crossing from one side of the city to another – Chicago O'Hare to Chicago Midway, for example – the navigation system and high altitude maps are essential aids.

By following beacons, or VORs as they are known to the pros, the aircraft flies along airways and you know exactly how far you are from the next point on your route.

Each VOR transmits on a radio frequency and from their blips and bleeps the plane's equipment translates this into straightforward information telling you which heading to fly.

And so it goes on and on until the descent and arrival at the destination airport, when the relevant approach charts should be opened besides your ST.

If the skies are clear you could put the aircraft on the ground visually. If not, computers are again called on, the most important of which is the instrument landing system (ILS).

Like beacons, the ILS operates on a special radio frequency, and says when you're high, low, left or right of the correct path. When its two needles cross in the centre, things are looking good.

This isn't all you need to get the plane down, unless you've selected a fully automatic approach where you can just sit back and

ACTION REVIEW

watch. Speed needs to be controlled carefully with proper use of power, flaps and, when the time is right, undercarriage. At about four miles from touchdown the plane overflies the outer marker.

In the cockpit this is signalled by a flashing light and bleeps, which come to life again just before the runway threshold as the aircraft passes the middle marker.

Over the runway the engine power is cut right back and, as soon as all the wheels are down safely, reverse thrust and brakes bring the jet to a halt.

The computer works out a performance rating for the landing based on bank, vertical speed, touchdown point, heading and remaining fuel.

In training mode, the simulator gives a taste of life in the cockpit and you are given almost free control over its content.

Once you've become familiar with the Airbus, duty flights make life much more difficult, especially as your flying career advances.

This starts at student level, and the pilot is promoted through

the titles of pilot, senior pilot, commander and finally chief pilot.

As you become more experienced, fewer auto-pilot facilities are available. Pilots are not allowed automatic ILS approaches and senior pilots also lose the hold speed function.

It's much more difficult for commanders who can use only the seek/hold heading function, while chief pilots really earn their money without the use of any part of the autopilot.

Coupled with this, if your average performance falls below 66 per cent you're demoted, while for promotion the landing rating needs to be at least 75 per cent.

So how well does it do the job? Quite nicely. Since the European version was released, its makers have improved the sound considerably.

No longer does it have the effects of a tired lawn mower, and, in fact, there are quite realistic engine start-up and reverse thrust effects.

While control has always been easy from the keyboard, more of the aircraft's features can now be controlled from the mouse, including flaps and undercarriage.

Attention has been paid to the aircraft and airfield runways graphics, but as far as the scenery is concerned grey areas make towns and blue patches the sea.

But before you rush out and buy it there are a few other points worth noting.

If you already own the European version it's questionable whether its worthwhile parting with another £35, although an Atlantic crossing facility will be available later this autumn.

And because A320 Airbus succeeds in its aim of realism, the program is quite different from most simulations and demands a great deal of patience and learning on the part of the user.

Long flights can be tedious, even for those enthusiastic about flying – apart from changing beacon frequencies and monitoring height, speed and fuel there is little to do.

Once you prepare for the landing though, the action speeds up and because it's so realistic there is a feeling of satisfaction when you make a successful touchdown.

Its biggest drawback, however, is that because it operates at 60Hz, it can't be run on old television screens. TVs made within the last five years should accept the image.

But if you're on the look out for a decent and accurate simulation that will take many hours to master, you won't go far wrong with Thalion's latest.

John Butters



In training mode you choose the cloud base – it could be down to ground level but using the autopilot even Stevie Wonder could land safely

“ Not really for me I'm afraid. I just can't see fun in flying around from airport to airport without scenery or military battles. But I can see the appeal to those who like realistic sims, and for such people it can't really be faulted. Dave

2ND OPINION ”



Understand this high altitude navigation chart and there's a good chance you'll find the destination

ACTION

PRICE: £39.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

THALION

021- 442 2050

SOUND: 70%

GRAPHICS: 80%

OVERALL:

85%

INFO

PERFORMANCE:

CRASH REASON

Bank _____ : 188
Vert. Speed _____ : 97
Heading _____ : 99
Nr. of Touchdowns : 1
Final T/D Point.: 188
Fuel Calculation: 29

Overall Rating: 8
(in Percent)

Several elements of the landing are scored, with an overall rating at the end – oh dear!



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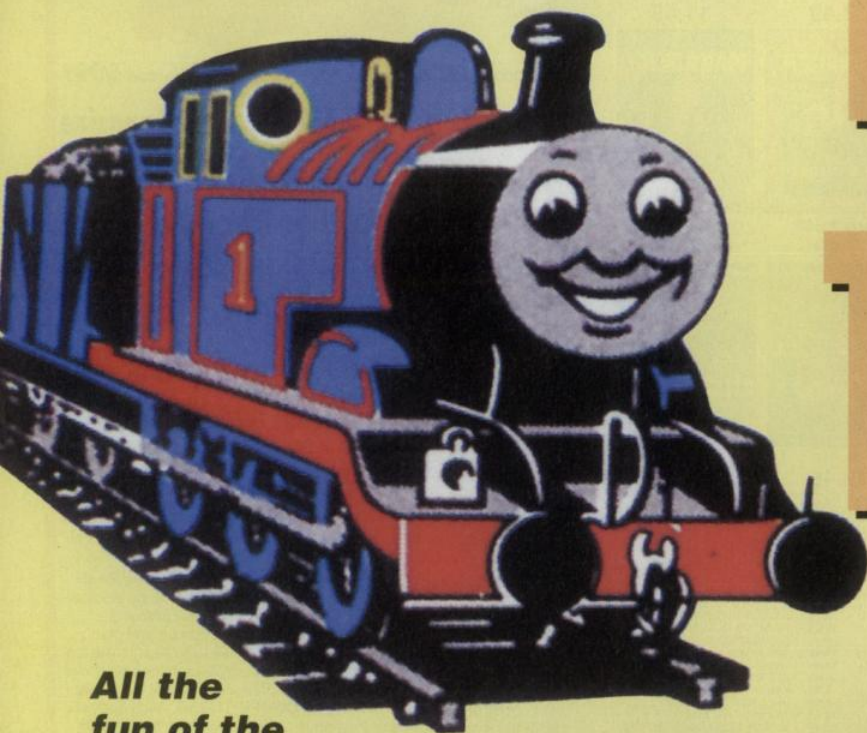
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THOMAS TANK ENGINE

All the fun of the TV series, but without that loveable Beatle, Mr Starr...

Thomas steamed cheerfully into the station. It was a sunny day on the island of Sodor, and the Fat Controller bounded gleefully out of his office with a big wide smile spread across his jovial, and somewhat copiously proportioned, features.

"My my, Thomas," he exclaimed. "You appear to be featuring in a computer game. Indeed it's apparently the second in the series, although you can strap me to a goat and do strange things to me with a stiff wire brush if I can remember the first."

"That's because I'm simply the greatest little blue tank engine ever

conceived," muttered the cheery Thomas, whose head had become somewhat bloated since the appearance of a certain ITV children's television programme.

Gordon, who had been watching the proceedings from the comfort of a nearby engine shed, chugged gently alongside the two and contributed his opinions to the conversation, thus: "I think Thomas has become a self-centred, egotistical fool, and he's lost all respect for superior locomotives such as myself."

The Fat Controller, who'd had a taxing day already, what with that strange man who said he had photographs of the Controller and



● The Fat Controller springs up to instruct our Thomas on the error of his ways

COURSE RECORDS			
MAIN LINE		POSTAL RUN	
THOMAS	1:04.0	PERCY	1:35.6
WAY		WOOD GLADE	
	1:29.3	BERTIE	0:59.1
EASY			

● Never once did John Lennon drivell about those steep hump-backed bridges in the village of Greendale!

the June 1989 Penthouse pin-up in rather compromising positions, was quite frankly fed up with the bickering of these childish lumps of metal.

They were, it seemed, even more naïve than an eight-year-old girl from Essex, and knew nothing whatsoever of the problems in the big bad world, or even of personal hygiene.

His temper snapped, and in the flurry of colourful expletives which issued forth from his sizeable maw, the two engines learned of the ordeal which awaited them. There was to be a race, the objective being to identify the greatest among them.

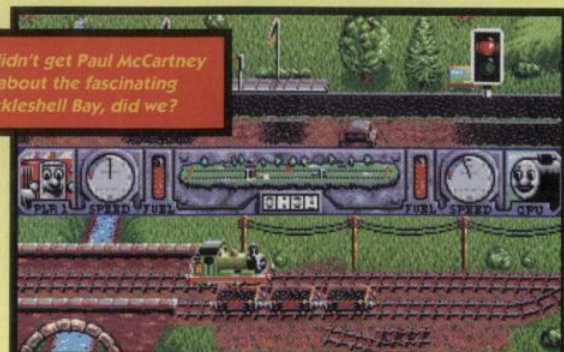
And that, dear reader, is an extremely long way of getting around

to saying this: Thomas the Tank Engine 2: The Race is a split screen one or two player race game, in which you (and a chum if you so desire) travel from left to right, trying to set new records.

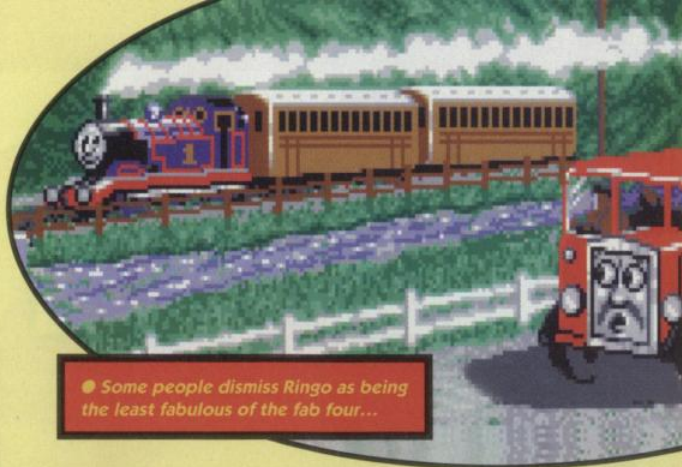
Along the track you'll notice various obstacles; brown splodges of something or other, or puddles on the line, or indeed tracks which look as though they have been ripped up by some bored juveniles on a wet Sunday afternoon. If you don't avoid these they'll slow you down.

You'll also have to be careful to stop at the level crossings and signal boxes, otherwise our sizeable superior the Fat Controller will appear, waving a cautionary finger and set-

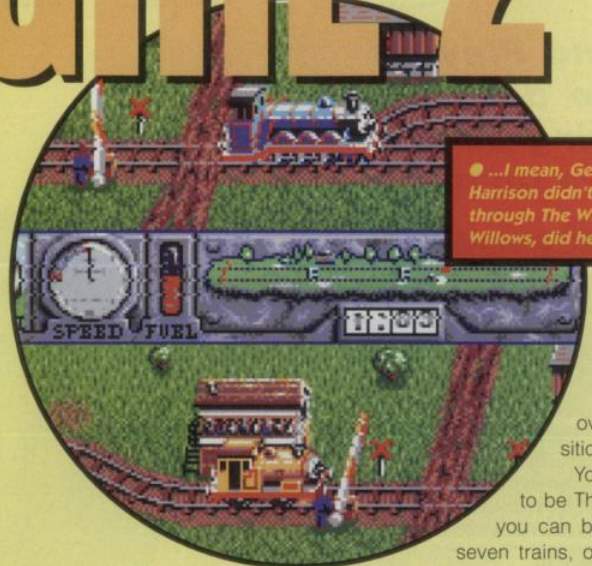
● ...and we didn't get Paul McCartney telling us all about the fascinating events in Cockleshell Bay, did we?



THE ENGINE 2



● Some people dismiss Ringo as being the least fabulous of the fab four...



● ...I mean, George Harrison didn't lead us through *The Wind in the Willows*, did he now?

ting you back a few seconds.

On every track there's also a bonus point. Get there before your competitor and you'll be transported to a special section where you must pick up the letters to spell BONUS as quickly as possible. Finish this and you'll re-appear on the main track again, only much further along, hopefully gaining the upper hand

over the opposition.

You don't have to be Thomas either - you can be any one of seven trains, or even Bertie the Bus if you so desire. There are four different lines to race along at

breakneck speeds with no concern whatsoever for personal safety, and indeed the safety of innocent spectators.

Imagine the

scene; little Billy the Anorak, out train-spotting before afternoon tea time, scribbling away in his incomprehensible scrawl that James was sighted at 4.36pm on the Postal Line.

Suddenly Toby comes screaming around the corner, swerving off the line and hurtling through the air towards our terrified little Anorak. Frozen to the spot with fear, Billy's last gasped words are along the lines of: "I hate you, Reverend Awdry, it's all your fault!"

But enough of this dwelling on morbid matters, because it must be said that Thomas 2 is actually a comical jaunt of fairly astounding playability. It's aimed at youngsters, but I reckon that there's not a comparatively crumbly 30-something, or for that matter 60-something, who wouldn't enjoy the lovely freshness of the whole thing.

The graphics are nice and appealing, and the trains have plenty of individual character. Unfortunately, the sound is the obligatory chip fare, strangling that bouncy, catchy theme almost beyond recognition. Time to reach for the volume control again, I'm afraid...

Dave Cusick



● ...but after all, none of the others got to narrate their own kid's TV programme, did they?



● Thomas (top) races through the bonus level at full pelt. What fun, eh?

“ This is an amusing romp, which is especially suitable for kids. The older types among you, unless you've got a friend around to race against, will probably get fed up with it fairly soon.

2ND OPINION ”

“ OK, so the one-player mode is somewhat limited in long-term appeal, since the game doesn't actually change much. Sure, there are two difficulty settings and four tracks, and you can play any one of the eight vehicles against any one of the others, but it's still the same left-to-right formula.

However, if you've got a friend handy you could while away the long winter evenings hurtling along crying "Woo-woo" like there's no tomorrow, joyfully reminiscing about the days when those little rectangular train-related paperbacks were more abundant than Ford Fiestas. A good buy for the youngsters, or those sentimental types with a chum handy.

ACTION

PRICE: £9.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

ALTERNATIVE

0977 797777

SOUND: 68%

GRAPHICS: 88%

OVERALL:

82%

INFO

BIZARRE IN COUNTRY

After big hits like *I'm Gonna Get You and Playing with Knives*, it came as quite a shock to discover that a lot of Bizarre Inc's music is done using the ST. Simon Clays caught up with Andy Meecham from the band to find out more

A couple of weeks ago I was sitting in the beer garden of a local hostelry with some friends, making merry and quietly (well-ish) getting plastered when I was introduced to Andy Meecham from Bizarre Inc.

Merry I may have been, but not stupid. So, knowing that they were in the habit of using

the Atari ST for making music, I thought it was a fine opportunity to accost him about having a chat about one or two things, including the use of the Atari in their set-up.

Two weeks later I've got the address, a clear head and I'm on my way. The strange thing about this type of interview is that you always expect music people who've had commercial success to be living in large country mansions surrounded by babes, bodyguards and booze.

So, imagine my surprise when I turn up at an end terrace in the middle of rural Staffordshire. Knocking on the letterbox of the rather dilapidated front door I'm suddenly given

● Andy hangs around street corners, reflecting on the ethereal qualities of the lattice pattern the brickwork replicates

over to a feeling of complete normality about everything. This feeling is completely justified, as after a bit of a chat and a nice cup of coffee we take a stroll into the front room which has been cunningly transformed into a studio.

Everywhere you look there are keyboards, DAT players, drum machines and fag ends (hey that's rock 'n' roll kids - joke), but sitting in pride of place is Andy's Atari 1040 ST.

It didn't all start like this for 25-year-old Andy. Taking a trip down memory lane he reminisces: "It all began when Chris from Altern-8 started programming games on a ZX81 [laughs]. Then I got a Spectrum 48k."

Following the Speccy, Andy, who already had a strong interest in music, bought a Sinclair add-on which allowed him to sample sounds. The dodgy purchase of a

Juno-6 keyboard, from a guy who needed cash to travel, and Andy was started.

From there, a job opportunity as a session musician at a local recording studio provided the perfect opportunity to grow further.

Andy recalls "I went in there as a session musician and this guy came up to me and gave me this book. The book was on Steinberg's Pro 24 sequencer; he said 'read this and I want you to operate the computers in the studio'... so I did."

This is where the Atari makes its prestigious appearance, and as Andy says: "Most home programmers' music is done on the Atari... when you buy a computer you can never be arsed to buy all the other bits, with an ST you get all the

● Artistically, the 'pick-up' complements the fusion of computers and traditional rock instruments to perfection, or am I talking dribble?



bits and it does the job in small studios."

After using the Atari at Blue Chip studios for a while, he invested in one himself and somehow came across a copy of Cubase.

It was during his time at the studio that Andy met up with Dean Meredith, once his sworn enemy. "We really despised each other because we were both mixing up records and selling them for a quid.

"Then one day I went to work and who should be sitting there, but Dean. As soon as I met him it clicked and it went on from there."

The name Bizarre Inc was Dean's, and at first Andy was working with them in an engineering and keyboard capacity only. As he says: "I was a part of it, but I wasn't a writer... if you know what I mean."

The first step was to get a demo tape out. This was achieved via Andy's mum's house. "We did about five tracks and sent them out to

record companies... and we were picked up by Vinyl Solution."

So into the studio the Incs went. When they emerged they brought with them their first single, Bizarre Inc theme X-Static.

Following the relative success of X-Static their next

tune, **Playing with Knives**, was released. Initially reaching 41 in the charts, it was superseded by **Such a Feeling** which went to number 13. However, **Playing with Knives** was re-released and scaled the dizzy heights of number 4.

Even better was to come though, with their next single, **I'm Gonna Get You**. Featuring the vocal talents of Angie Brown, the song reached number 3.

She was to team up with them again on the next release, **Took my Love**.

They've had even further success in the dance charts with every single reaching number one. Also, **Playing with Knives** won an award from Music Week and **I'm Gonna Get You** received a silver disk for selling 200,000 copies.

Later on in 92, Bizarre Inc's album **Energique** arrived with the approval of the music press. "We didn't want some of the old material on the album, but it shows our development and now it's a piece of history."

The band are now putting the finishing touches to their new album and despite the technological advances, the ST is still as busy as ever.

As Andy recalls: "I've had that computer five years, it's been repaired twice... one time I spilt a bottle of wine over it... it's been through a lot - it's even been on tour!"

For Andy and the rest of



● A rare sighting of venus is bizarrely reflected through Andy's Atari monitor... or is it that I just can't take photo's properly?



● Sad pun type captions collection No.2 - Before you can Play with Knives, you've got to learn to play with keyboards... like these

the group, things have progressed further as they've added a live drummer and a guitarist. So now their number has swollen to five.

"It all happened one night. Dave came in and I asked him if he wanted to try my wah-wah pedal out. I sampled him and it came out really well, we ended up doing a track in an evening.

"We clicked from the word go and when I introduced him to Dean, he liked what he was doing, and it went from there."

Even though Bizarre Inc have introduced a drummer and guitarist, Andy still maintains they're still true to their dance roots:

"The new stuff's still very definitely dance-oriented, it's just that we've got more potential directions to experiment in, and it's brilliant for live performances."

As for the new album, Andy was fairly tight-lipped: "I think people will be shocked when they hear what we've done. There's some really off-the-wall stuff on it, but it's not a heavy affair.

"There are no tracks you want to fast forward past, they're all potential singles."

At the moment Bizarre Inc are working hard towards a January release date for the new album. That'll mean at least two months in the studio and it's during the dull moments that Andy finds time for some serious shoot-'em-ups.

"I really get into games, it's a big part of the Atari market. If we go into the studio, I'll take games with me..."

But, for all the success it's a relatively sane and normal life that Andy leads, and this is where the end-terrace and pick-up truck comes in.

"The pick-up's groovy. You

damn... as for big mansions it's not me, I like being real."

As for the future, Andy's adamant about the place of the Atari: "You shouldn't really knock computers. There are bands which refuse to use them, but it's like the Beatles - look what they did with regard to rewinding tapes and recording sounds back-

can bump into walls and scrape it all over the place and you don't give a

wards, they used every bit of technology available."

In fact, Dave (ex-Adventure Babies) is more scathing of those who ignore technology. "Any band which doesn't take advantage of computers are a bunch of indie losers!"

In the future Andy would like to get into the Falcon. "I've compared it to everything else and for the money it's really good. With a Falcon we could record a whole album on DAT and I can come home, get on the Atari and do a complete remix, and save £200 a day in an editing suite."

As far as Bizarre Inc are concerned, though, they are expanding and diversifying their sound capabilities. And it looks as though the stalwart ST will be by their sides for some time to come.

"The computer's the heart of everything. You can get

sequencers that do the same job, but, you don't see what you're doing on a screen which you do on the Atari.

"We couldn't do without the ST, it's a vital piece of equipment."

But is this worthy praise for the old Atari? While the future looks extremely bright for Andy and Bizarre Inc, will the ST be up to the job? The band are very quiet on this topic, preferring, no doubt, to let the music do the talking.



● Andy's Atari sits in pride of place amid the fag butts and excesses of life



● A fantastic sunset featuring a myriad of colour is obscured through spherical aberration by a load of equipment that I couldn't write a caption about

Disco-graphy

SINGLES

	Date	Position
X-Static	1990	112
Playing with Knives	1991	41
Such a Feeling	1991	13
Playing with Knives (re-release)	1991	4
I'm Gonna Get You	1992	3
Took my Love	1992	14
Love in Motion	1993	Import

ALBUM

Energique	1992	39
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Data Storage:

• 1.44Mb Floppy Disk Drive

• Internal G2 Hard Drive Option

• 95-CDD format compatibility

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• BUTTER graphics processor

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Life in the fast lane

If there is one genre of game that everybody likes, it has to be the racing game. Most people reading this won't even be on the road with their own wheels yet, but via today's technology and the ST you can become a world class racer without even leaving your house.

Older readers who can drive want to become racing demons, but thanks to little things like speed limits and the police this ambition will never come true – although some people try!

This is where the ST comes in. That wonderful piece of kit can cart you away to a fantasy-land where you can become Damon Hill!

Reaching corners at death-defying speeds, overtaking other competitors, making the perfect pit-stop and finally taking the chequered flag is what it's all about.

Over the years ST racers have slowly, but surely, become better and more realistic. You can even get steering wheels and foot pedals to give an even better representation of real car racing.

Throughout the next six pages we take an in-depth look at the finest ST racers that you can buy. All different racers are catered for, so whether you want Formula One, rally or even illegal road races then you're sure to find one you like when you are riding in the fast lane...

**STA's very own
boy racers, Simon Clays
and Jonathan Maddock, don
their helmets and prepare to
speed around the best ST car
racing games that money can buy**



OUTRUN

- US GOLD

Back in the hazy, lazy days of the late 80s, Sega released a dedicated arcade machine that shook the videophiles by the joysticks.

Outrun was a firm favourite with the kids and soon became Sega's biggest seller for the time, locating some 20,000 machines worldwide.

Well, with those type of accolade being tossed around it wasn't long before an ST conversion graced our screens. It promised to faithfully replicate its coin-op big brother and to a certain extent it did.

Outrun puts you in control of the sleek and oh so sexy Ferrari F-40.



Lookin' for adventure, and whatever's comin' our way... Boorn to be Wiild...

Next to you is your very foxy lady, who dotes over you.

The task in hand is to successfully negotiate your red stallion through five levels of treachery. You journey from state to state across the highways and inter-states of the United States. Set against the sands of time, your mission is to reach checkpoints to continue further along the levels. The ultimate objective is to reach the other side of the map in your throbbing red machine.

Sounds easy enough but the roads are very twisty and there's the normal number of Porsches (yawn), Beamers, pick-up trucks and Beetles to hassle and hinder you.

The most novel aspect of Outrun is the fact that you can decide your route through the stages. As you approach the checkpoint the road splits and you choose your fate.

Next to its more modern rivals in the

Get yer motor runnin, head out on the highway...



seat for the crown of driving game of all time, Outrun has no real drive. The graphics are very blocky and the screen update is very slow. It also responds to the stick very poorly, but heck, it's still nice to take a nice Sunday drive down memory lane.



TURBO OUTRUN

- US GOLD

The second in this very successful series puts you back in the hot seat of your Ferrari in another frantic journey across the USA.

Set over 16 arduous stages, you have to pit your wits and run bumper to bumper with all manner of road hogs. Among these warriors are the normal array of sporty motors, plus

this time the law are on your tail for speeding.

The stages include night sections and you are equipped with a rather lethal turbo charger to boost you to oblivion. Also included in this second title are an extra few CCs of options.

For one the weather varies, so be prepared for the odd downpour. You can also choose



Sexy blonde, hot motor - could it be time to hit the lay-by?

between a manual or an automatic gearbox - the decision is yours. You can customise your hot rod with things like high grip tyres to help you stick to the road.

Graphically, Turbo is superior to its big brother, using more detail and larger defined sprites. There are also more dials and information on-screen, plus the backdrops move more smoothly and have more detail.

On the whole Turbo plays and looks better than its predecessor. However it's still dogged by comparatively slow screen updates. But at the end of the day it's a jolly blast across the open country with a sexy blonde on your arm and you can't really complain at that.



"What do ya mean you need the toilet, we only just stopped at the last services?"

ACTION FEATURE

LOMBARD RAC RALLY

— MANDARIN SOFTWARE

Back in 1988 the ST was formally introduced to rallying. Sat behind the powerful RS Cosworth Sierra, gamers were given the opportunity to take on the might of the Lombard RAC rally.

The main objective is to throw your beefed up jelly mould through forest and over dale in a bid to

beat target times and become the holder of the most prestigious title in world rally.

However, in order to qualify to throw a Ford around a field full of sheep you must prove you're worth it by winning stages. Win a leg, buy extras for your beast and soup it up even more. There's also a TV

interview section which allows you to make even more cash, if you can answer dumb questions on the history of the event.

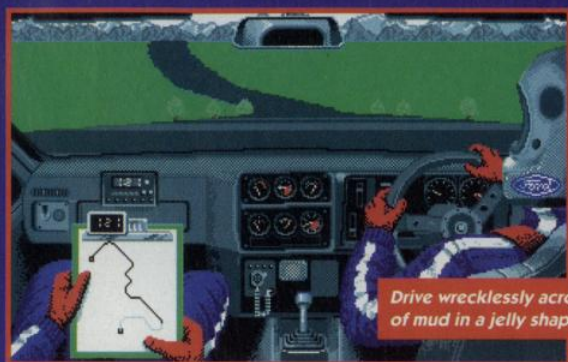
Dubbed as a true sim, Lombard gives you a cockpit view of the action. Sitting in your Recaro race seats you control steering, braking, acceleration and a five-speed box as you career around mountain passes in all manner of atrocious weather conditions.

For its time RAC Rally, was a brave attempt to take

on a very tricky aspect of the driving sim market. This type of driving is terrifically quick with the action taking place in a confined space.

This makes it difficult to offer the speed needed to give the right kind of feel, while still maintaining a high standard of graphics. Unfortunately, Lombard seems to make your Cosworth splutter somewhat as though it needs a radical overhaul.

It's really tough to control and bloody annoying when you trash your sporty motor, but overall a brave attempt.



Drive wrecklessly across fields of mud in a jelly shaped car



LOTUS 1, 2 & 3

— GREMLIN GRAPHICS

This trilogy of arcade gearbox crunching has become one of the biggest sellers on the ST over the past few years. Seated in the sharp end of British technology, you control either an Elan or an Esprit.

Set over a range of stages, Lotus throws you against old father time in

the normal checkpoint/countdown scenario. However, the stages are extremely varied and the graphics brilliantly defined.

One moment you could be wellying it through rolling hills in glorious sunshine and the next be flying into fog in a city level.

There's an absolute boot-full of other features spread through the three titles. You can race head to head with a chum in split screen mode, link up two STs to burn rubber and on the third title in the series an actual

TEN SEXY THINGS
YOU NEVER
KNEW ABOUT
THE RAC RALLY

1. An outbreak of foot and mouth caused the total cancellation of the 1967 rally.

2. The rally has nothing at all to do with Sir Walter Raleigh, whose name as you can see, is different.

3. At one time to decide the winner, competitors had to drive as slowly as possible in top gear.

4. The most bizarre crash ever recorded in the rally was when a driver collided with a parked horse.

5. Rally also has nothing to do with Raleigh bikes of Nottingham, England.



Ah, open roads, nice fast car. Ooh! It feels good to put your foot down



track compiler is an added bonus. This means you can design courses to suit your taste or push your accelerating abilities to the limit.

Although in many respects the third Lotus title has outdated its parents for features, it has to be said that they're all pretty hot. The screen update is about the speediest to be seen from any arcade racer and the action is absorbing and addictive.

The Lotus series are the definitive arcade racers, filled with features and playability,



Right, I'll race you. Last one round the world gets the beers in

and an absolute winner the moment you're off the start grid.



SUPER MONACO GP

- US GOLD



Super Monaco throws you into the mega buck, champagne lifestyle of the Formula 1 racer. Although the title might suggest that the action is centred in the exotic principality of the south of France, it's actually not the case.

Before you get the opportunity to do battle in the playground of the rich and famous, you must compete on world class tracks around the globe.

Racing in France, Brazil and Spain, you must finish each track in increasingly higher

positions to qualify for the next course. The overall objective is to hit the number one slot at the world's most luxurious casino course.

Like real life, the weather is prone to drastic change, so you have to keep an eye on the forecast to ensure when it does throw it down you've got your wets on.

Gear shift is also an option available. There's an automatic option for beginners to become accustomed to life at 170mph, a four-speed box for more gung-ho racers and

a full racing seven for the Damon Hills of the planet.

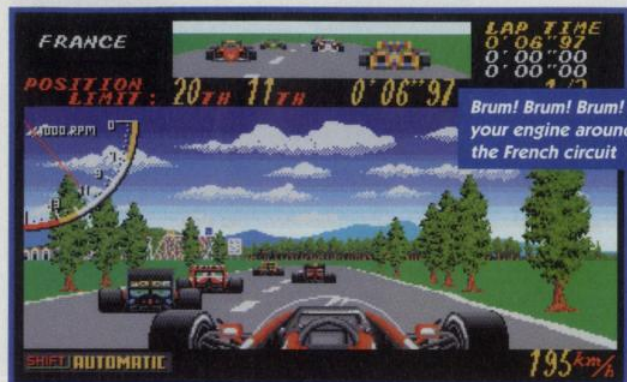
Essentially Monaco GP has an arcade style to it. However, the makers have attempted to make both the feel and the rival drivers respond with some realism.

Monoco plays quite



well, but it does

suffer from somewhat slow update which makes driving your car a struggle. The graphics are a tad blocky and the engine noise is reminiscent of an irate wasp in an empty Coke tin. On the whole, Monaco's not first on the grid, but it certainly makes the podium.



Brum! Brum! Brum! Rev your engine around the French circuit

6. The first British rally took place in March 1932. As Torquay was chosen as the finishing point, it was officially known as the Torquay Rally (surprise surprise)

7. In modern times people now stand around in the freezing cold waiting to be run over by a mad Swede in a super-charged car.

8. Damon Hill's dad entered the RAC rally in 1966. Coincidentally, he didn't win.

9. The Lombard RAC rally is a lot further than my front drive.

10. The rally is very often won by Swedes and Fins. This is because they have very little else to do.

VROOM

- LANKHOR

Formula One Grand Prix is the ideal game for simulation fans, but what about those people who want a realistic game, but one with an arcade feel to it?

Well, to be honest there is no competition in this field because Vroom is just perfect.

The realism of the game is uncanny - it's undoubtedly one of the best I have ever had the pleasure of playing. Vroom wasn't released with a host of adverts and masses of publicity, but was let loose on ST owners very quietly by a little-known French company called Lankhor.

This paid dividends because the publicity came from the magazines who delivered nothing but heaps of glowing praise to Vroom.

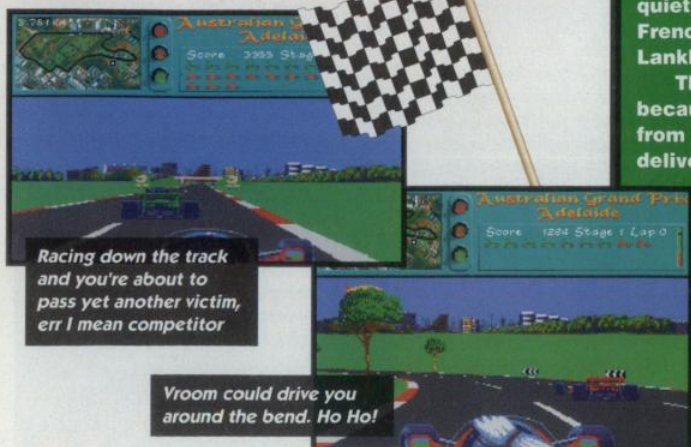
The graphics aren't perhaps the greatest you've ever seen and are a bit basic. This is

probably because fancy graphics might slow the game down. Speed is Vroom's greatest advantage over its competitors because your car just flies around the tracks.

There are two game modes. The first is the arcade mode where you have to pass a certain amount of competing cars over a period of five laps to qualify for the next level/track. The second is the racing mode where the game is similar to a proper F1 race.

The only major disappointment about Vroom is the fact that you have to use the clumsy and laborious mouse instead of the easier method of using the joystick when in the racing mode.

Apart from this minor whinge, Vroom just has to be seen and played to be believed because it really is one of the top racers you can get for your ST.



Racing down the track and you're about to pass yet another victim, err I mean competitor

Vroom could drive you around the bend. Ho Ho!



ACTION FEATURE

FORMULA 1 GRAND PRIX

- MICROPROSE

Every so often something crops up that is just a little bit special. In this case it's F1. Programmed by the guru of 3D driving sims, Geoff Crammond, F1 sits you in the most realistic car racing title ever.

Not only can you race in every big circuit in the world, but you can do it and actually feel that you are engaged in something close to reality.

In F1 you can actually compete against real drivers who react extremely intelligently, on real circuits which respond correctly and are to all

intentions identical to their tarmac counterparts.

Everything within F1 can be made as close to realism as you require. For example, because lap times are completed in real time, a full race will take as long as watching it happen live. To compensate for this fact, races can be rendered shorter for convenience.

Every aspect of the car can be altered to suit the type of track you are competing on, whether it be tyres, gears, aerofoils or brakes.

The other cars also react very realistically. They're manned by pretty hot drivers and even though the level of their expertise can be altered, they still manage to keep a great road position and are very hard to overtake.

This is the god of driving on a home computer. It cannot be faulted. The vectors have definition and move very smoothly. On the play front, F1 is as true a simulator as you can have without sacrificing any aspect of playability.



What do I do next... this thing's got more controls than my Hillman Imp?

It's totally engrossing and requires a great deal of concentration to be a winner. It's popularity is reflected by the fact that a year and a half after its release it's still riding high in software charts. A totally brilliant release that's a bumper ahead of anything else.



It ain't half hard work trying to park my Marlboro McLaren in the garage



STUNT CAR RACER

- KIXX

So far in this feature we have concentrated on bog-standard racing games like Rally and Formula One, but what about those racing games that are a little bit different from the norm?

This game was created by Geoff Crammond (famous for making the utterly brilliant Formula One Grand Prix, fact fans) way back in 1989 and placed you in the seat of an all-powerful stunt car.

The tracks that you can race on range from the wacky to the totally ridiculous. Try your hand at the Ski Jump, Stepping Stones or the incredibly difficult Roller Coaster.

The aim of Stunt Car Racer is to get to the top of the league in the first division. There are four divisions, each containing three drivers (including yourself) and two tracks. For those first-rate drivers, there is also a Super League.

You race four

times in a season over the two tracks.

Both competing cars are identical in every way, so if you fell off the track, once you've got put back on by the crane you wouldn't be able to catch your opponent, so Mr Crammond got around this slight quandary by adding a booster to the cars.

You only have a certain amount of booster and the decision when and where to use it is your, but be careful because if you get it wrong it could lose you the race. Stunt Car Racer is not just an arcade bash, it also requires a fair bit of thought to be good at it.

The graphics aren't visually exciting, but this is a good thing because the game won't slow down. Stunt Car is highly playable and dangerously addictive. These factors and taking into consideration the difficulty of the later tracks, this should keep gamers entertained for months on end.



Stunt Car Racer is a game where you race stunt cars and it's not bad!



TEN RAUNCHY FACTS ABOUT FORMULA 1 RACING YOU NEVER KNEW

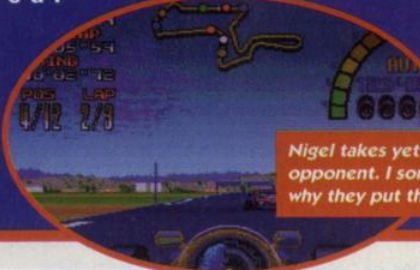
1. Formula 1 racing cars aren't very good to go on holiday in. This is because there is no roof rack to store your suitcases.
2. Damon Hill won his first Grand Prix at the 13th attempt. This totally disproves the saying that 13 is an unlucky number.
3. One of the bends at Silverstone is called Maggots. Which always raises a wry smile every time Murray Walker mentions it.
4. A modern F-1 car can be completely controlled by computer from the pits - but not driven you understand.
5. Murray Walker has nothing to do with mints or crisps, but he does have a lot to do with Grand Prix.
6. A black flag with a 40-centimetre orange disc informs the driver that his car has mechanical problems. This is not a great deal of use when you are travelling at 200mph and you've found out that you might die in about half a lap's time.
7. Unlike most goods vehicles, an F-1 car cannot be converted into an ice-cream van or mobile chippy.
8. It takes 15 people to do a pit stop. Three men to each wheel, two men to handle the jack and one guy to hold a board telling the driver to keep his brakes on - as if he'd forget.
9. A shunt is any form of crash or spin which ends the race for the driver. Sadly lamented James Hunt was especially good at this, not least because his surname was very similar to shunt.
10. Nigel Mansell who used to race for Williams is a whinging Brummy, but he is rich and good at golf.



NIGEL MANSELL'S WORLD CHAMPIONSHIP

Nigel is no longer with us, because he is at this very moment enjoying life in the States on the Indy car circuit. The last game with his moniker on was Gremlin's furious World Championship race-'em-up and that was released in January.

It looks very similar in style to Vroom, but it does have the advantage of the official seal of approval from Williams and various racing bodies. This means you get the Williams car



Nigel takes yet another slow opponent. I sometimes wonder why they put them in at all

in all its splendour and glory, but you also get all the advertising displayed on the car. You get the real team, tracks and drivers names, so there is a better taste of realism.

Nigel is actually featured in the game and gives you helpful advice like "Don't hit stationary objects at 200mph" and "Always talk in a flat and boring Brummy accent". This is slightly annoying, but it doesn't really detract from the enjoyment of the game.

The graphics are very detailed and some of the static shots are particularly impressive. The music is quite good, but the sound effects are annoying, especially the engine sound.

The gameplay takes a bit of getting used to and will require you to sit down and practice a lot before actually getting some satisfaction from World

Racing through the tunnel

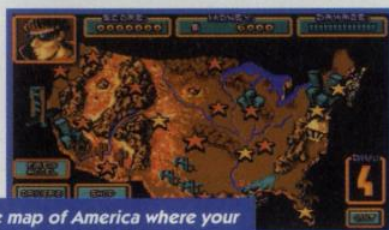


Championship. Once you've practised though, the game does improve and is one of the better arcade formula one racers available for the ST.



CRAZY CARS 3

- TITUS



The map of America where your illegal goings on take place

Do you remember that crap film called The Cannonball Run which starred among others Burt Reynolds? Yes, of course you do, ITV seem to put it on the telly every bloody year. Crazy Cars 3 is an illegal road race across America and unlike The Cannonball Run it is quite good.

You pay your entry money for each city, wager against other racers, win the race, collect the cash until you've got enough to buy your way into the district championships, thus letting you win the big prize money.

Pick a city to race in according to how much entry fee you can afford and then bet on the outcome with three other unscrupulous racers. Now you can race across the city with the hope that you're skilful enough to come first.

To get in your way there are several everyday drivers who totter along and weave in front of you. There is also the small matter of the police to deal with. They are not very pleased with these illegal goings on and are determined to put a stop to them.

The fuzz lie in wait at the side of the road for those drivers exceeding the speed limit. If you get

spotted they race after you at breakneck speed. You can outrun them, but if you crash or stop your vehicle they will present you with a whacking great fine.

In Formula One races, if you come sixth it's no great loss apart from a few points, but in CC3 you have to win to stay in the game. This makes for a fast racing game that is packed full of thrills and spills.

Crazy Cars 3 is the best and the most playable out of the series of Crazy Car games. The graphics are particularly impressive and well presented. The sound is perhaps nothing to write home about, but it serves its purpose. Crazy Cars 3 is one of those products that grows on you the more you play it and is one of the best ST racers that your money can buy.

TEN KINKY FACTS YOU NEVER KNEW ABOUT DRIVING

1. Furry dice do little to help the suspension on a modern car.
2. There is one car for every three people in Britain today.
3. An 18-year-old is three times more likely to crash than a 48-year-old.
4. In Northern Ireland new drivers must display an R plate and are restricted to a maximum speed of 45mph.
5. In Northern Ireland, leprechauns cannot hold a full licence, but can hold a full bowl of Frosted Lucky Charms.
6. Between the ages of 17 and 19 years, 59 per cent of males pass their driving test first time, as opposed to 53 per cent of females.
7. Hedgehogs do not pay enough attention to both weight and speed of oncoming traffic when crossing the road.
8. Darth Vader was in fact the guy who was the Green Cross Code man - and he wore pansy green tights.
9. Possibly the greatest driving song ever recorded is Steppenwolf's Born to be Wild.
10. Look right, look left, look right again - wise words mate, even when you're not crossing the road.



Rev up your engine and go completely hat-stand in Crazy Cars 3

WRITE ON FOR

Since its launch in 1985 the ST has served two major types of user, the games player and the serious user. Of course, most ST owners are both!

After games the biggest use of STs is for wordprocessing. That's why ST Action is bringing you a superb offer to get you into word-processing, so you can get the best out of your ST.

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DO I NEED A PRINTER?

Yes, you need a printer to get the best out of your new wordprocessor. There are many on sale at affordable prices, some from under £100.

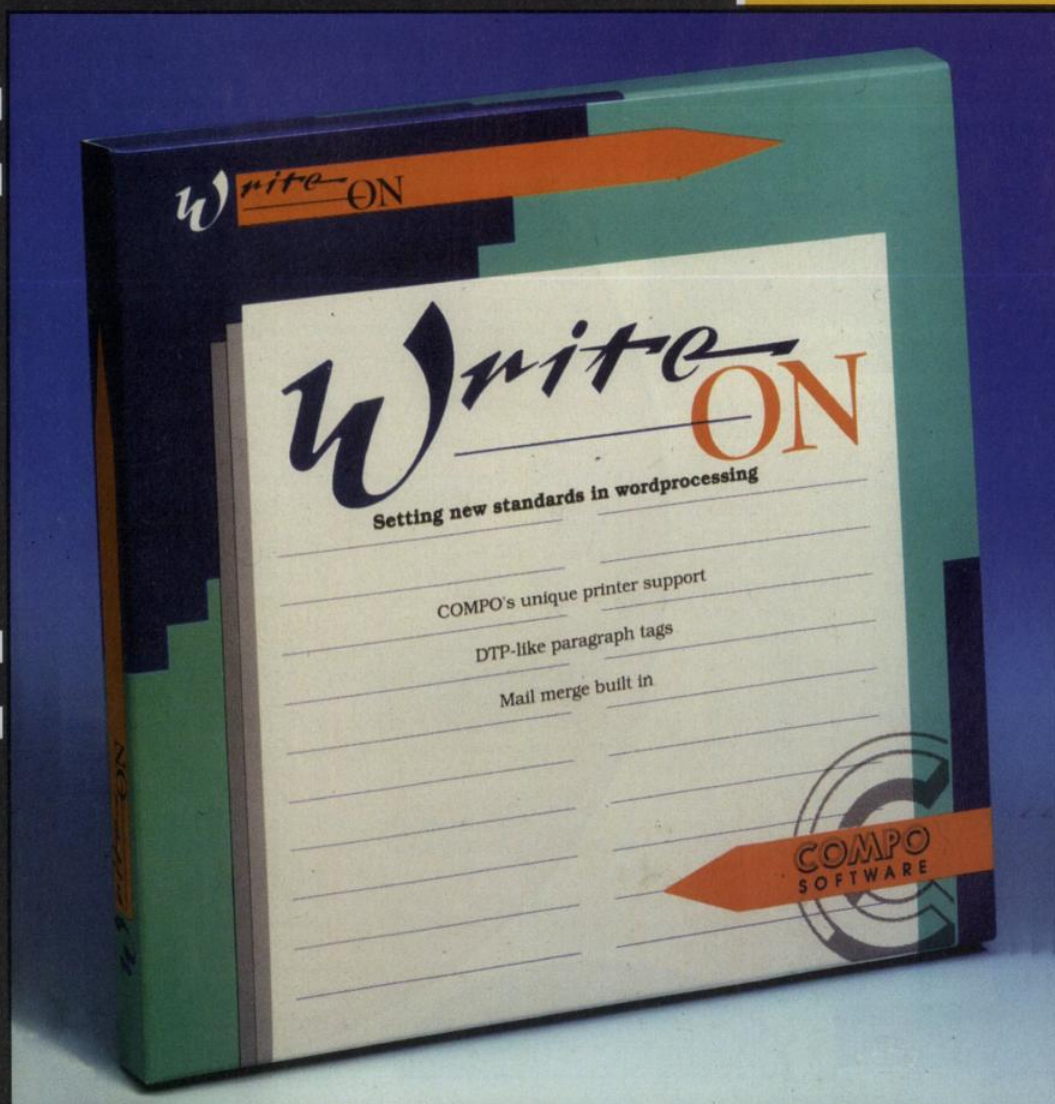
Write ON will work with all modern printers. Second-hand is an option, but avoid printers over three years old unless you test them with Write ON before buying.

There are four major types of printer:

- 9-pin and 24-pin dot matrix machines work by needles banging a ribbon against the paper. These are the cheapest type of printers you can buy, and are also cheap to run – but they are quite noisy. The quality is good, a 9-pin looks like the print comes from a computer, a 24-pin gives almost typewriter quality.

- Ink jet and laser printers are more professional, and more expensive. They work either by squirting ink onto the page or bonding ink to the page.

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WHA

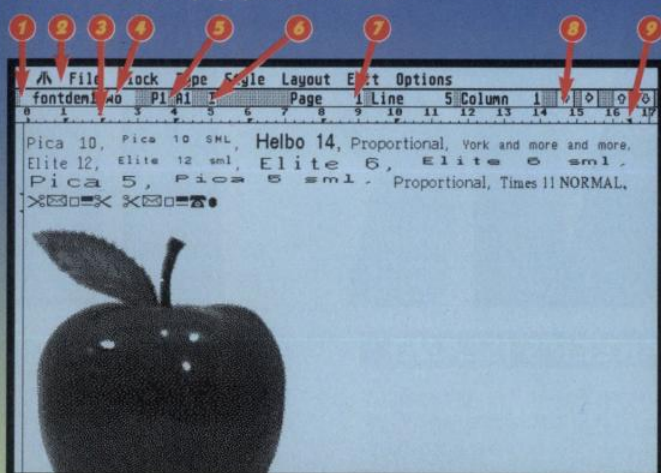
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PLAYER'S GUIDE



GIVING THE GAME AWAY: ISHAR II

Struggling with this excellent adventure? Look no further. With the help of this guide you'll be taken right through the game

IRVAN'S ISLAND

You begin very close to a fight - avoid this because otherwise you'll end up dead before you know it. Go west, then north. Enter the village. Play with the pump-handle if you like. Then recruit Kudsac, pick up his possessions and kill him (nice, eh?)

Visit the two inns to recruit four characters (preferably, pick a scholar - Eliandr, a magician - Zeleran, an archer - Fandhir, and a warrior. Buy a sword, a bow and arrows from the armourer and food from the shopkeeper to recover physical strength after fights.

Then go to the harbour (S-SW) and try to force your way onto the boat. You'll be taken prisoner and handed over to the village chief who explains your mission.

Return to your starting point: S then E. Kill the three thieves and find the dead woman. Pick up the pendant. Eat some food if necessary (for physical recovery), then return to the village to recruit, buy

helmets and shields.

Go extreme east into the forest, then north to pick up black and white mushrooms, then dandelions (surrounded by stones) to the extreme north. Fight the wasps. Enter the forest clearing on the south side, kill the orcs and the chief orc (using arrows if possible). Pick up the necklace.

Return to the village, hand the necklace to the chief.

Recover the boat. Eat, sleep, buy arrows, arms and food. Go to the harbour, select the town landing-stage.

ZACH'S ISLAND

Go right through the town to the library at the extreme north east. Pick up the fortress parchment. Kill as many enemies as possible (to gain money and experience). Buy arms, helmets and food. Recruit if necessary, east and sleep to recover physical strength, then return to the harbour in the direction of the fortress.

AKEER'S ISLAND

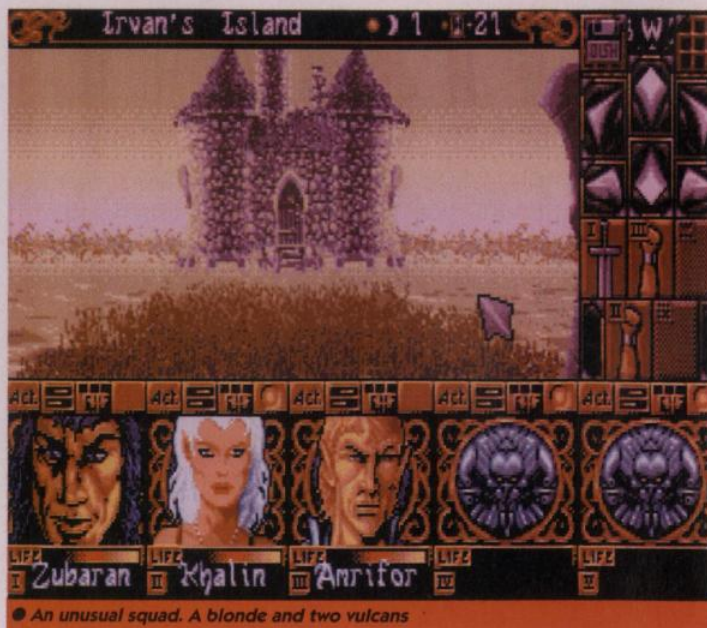
Follow the wall on the right trying to keep moving east all the time. Fight the skeletons. There's a passage to the south - here you should pick up the treasure in the cul-de-sac and the south end and the skull in the cul-de-sac to the east. Leave the passage again, continue east, then south. You'll come to a large room.

Take the extreme SE, then S, E, and follow the corridor to the north to activate two handles - one on the

right-hand wall, one on the left.

Continue due north into the passage, follow the corridor into the large room. Activate the handle on the wall to the north. Leave the passage again, take the extreme SE, follow the corridor and pick up a skull in the cul-de-sac.

Re-enter the corridor with the handles. Walk round the W wall. On the other side, enter the room, and pick up the treasure, skull and arms. Return to the landing-stage. Return to the town.





ZACH'S ISLAND

Buy fighting gear, arrows and as much food as possible, because big fights are coming. Buy two monk's habits and five fur coats from the clothes shop (not far from the harbour, in a road leading to a little square to the north). Go to the library. Examine a parchment on potions. Go to the bank (W of the library), enter the street with guards. You must kill all the guards in one go (you can't make a return trip), using arrows and spells. Take the door opposite. Pick up 100,000po. Deposit 10,000po in the bank (on the other side).

Go shopping. Buy a magpie, a monkey, an eagle and a parrot from the pet shop (extreme SE of the town). Opposite is a super-armourer; depending on your budget, buy arms, helmets and shields.

Go down to the south, after the bend. Buy five ropes from the shop-keeper. Move W, buy potions for the "troublesome priest" (Humbolg) and "Ent Reviver" (Jablou). Continue to the W, and you'll come to three crossroads. Go N, then W, then first E. Kill the giant-guard (he's difficult

to get rid of). If necessary, regain strength because there are more fights to come.

Enter the Blue Velvet nightclub (only open at night). You'll get thrown in prison. Release the magpie through the bars. Pick up the key. Open the cell. Put on the five monk's habits.

In the fortress take the passage (open between midnight and 4am). Pass the monk. Enter the sacrifice. Recover the prison key from the monk's belt. Leave the passage again.

Find the invisible wall and cross it (where one of the characters notices a draught). Leave the prison. Fight the guards. Return to the harbour. You will need at least 10,000po and an iron shield. Take the boat for the island where you started.

IRVAN'S ISLAND

Go extreme E. Follow the E coast. Find a magician. Give him 10,000po, then send out the eagle. Pick up the mountain parchment.

Return extreme W, along the coast. Find the standing stones, continue to the W end. Pick up the



relic at the foot of the standing stone. Golem wakes up. Kill him (most spells won't work on him). Turn round and fight Golem a second time.

Return to the harbour. In the direction of the mountains, take the landing-stage to the S.

wards. At the end, find a priest in a cul-de-sac. Prepare the Humbolg potion and give it to him. Pick up the tree island parchment. Return to the harbour. Select the tree island. If necessary, make a return trip to the town for repairs.

JON'S ISLAND

In the mountains you must put on the fur coats (take off armour) and attach the ropes to avoid falling. Move E. Pick up the cauldron in the snow. Set off again in the opposite direction following the mountain road along the precipice. Go into the mountains. Find a rhinoceros. Kill it and take its horn.

Return to the landing-stage. Select mountains, landing-stage to NW. If necessary, make a return trip to the town for repairs.

On leaving the harbour travel E. Follow the coast, then take the passage to the W. Fight the two giants. Pick up the living sword in a mountain hollow. Leave the passage again. Continue north-

THORMS' ISLAND

Put on the pendant recovered from the dead woman. Take the crossroads to the left, then to the N, and second on the right. At the end, find an ent. Prepare the Jablou potion and give it him to drink; pick up the pendant. Visit the huts; two open huts give various information.

Return to the harbour, take the extreme E. Fights with Ewoks. At the end, pick up the relic. Return towards the harbour. Take N-E-N-E, follow the road: at the end is the iron shield. Pick up the magic shield (protects against fire). Turn round. At the crossing go N then E and first N.

Fight with trails and aggressive eagles, to arrive close to the dead



STA



out for the curse that lies in the area so try to cast a curse-lifting spell before entering.

Because of the altitude you may find your characters being affected by vertigo. Avoid this by drinking anti-vertigo potions. When they take effect, continue higher up the mountains. Collect the relic at the end, then return to the harbour and head for the north-west landing of Jon's Island.

JON'S ISLAND

At the harbour head west along the coast line. When you reach the mountains to the east, you must dismiss one of your characters. To make matters worse you must strip them of all their gold and possessions.

Head through the mountains to the east, watching out for guards. At the end of the path you will come across five pillars and a dead druid. By this stage you should have five relics.

Place a relic on each of the pillars and the druid will be re-incarnated. Recruit him and treat him nicely.

Head back to the harbour stock up with supplies, rest and perform all other bodily functions. Then head for the fortress on Olbar's Island.

OLBAR'S ISLAND

The end of the quest is nearing, however this is the deadliest and most demanding Island of all. First thing to do on this island is to fight the Fire Elemental. This is easier said than done because to kill the Elemental you must have one of your characters hold the magic shield while someone else casts a fire protection spell, then step forward and strike.

At the first crossroads turn right and follow it around the block until you reach an opening to the north.

At the first crossroads turn right and travel around the block. When you come to an opening to the north take it. When you reach the next crossroads turn to your west if you fancy more experience and treasure.

Once you've exhausted the maze return to the crossroads. Go north to find the one of the toughest crea-

● Be careful down those dark alleys - you never know what might be down them

tures in the game, a fire-breathing dragon.

Use the same method as you did against the Fire Elemental to defeat the dragon. He may take quite some time, so be prepared to take a couple of steps backwards to heal yourself.

After defeating the dragon head north. Examine every nook and cranny in the walls because hidden treasures are contained in a good many of them.

Shortly you will reach another crossroads. Head north, then watch out for a secret passage leading from the north wall. Follow this secret passage, fighting all the skeletons and wizards en route. When you reach the end of the passage enter the maze.

Beware, as this is no ordinary maze - most of the walls are invisible doors, so map carefully. At the end of the maze pull the handle and fight your way back to the crossroads.

At the crossroads go south, then stop when you reach a room. The walls in here have spikes poking out of them, so make sure you slalom through carefully.

You should now have reached Shandar's fortress. In the first large room, stick to the edge of the room - avoid the middle! At the south-east of the room collect the treasure.

In the north-west corner of the room there is a knight who you will have to kill. Once defeated, leave by the door behind him. Walk straight through the next room and leave by the north exit.

Look out for a small room to the west, enter it and activate the mechanism. Now race back to the end of the corridor. Your next

encounter is with a Gorgon. She has a particular talent for inverting people so kill her as quickly as possible. After you've defeated her move into the room beyond and drink from the fountain to restore life.

Head south into a labyrinth full of mummies and witches for you to kill. When you've dealt with them all, leave by the southern exit. Take the next passage east and look for a small room to the west. Activate the mechanism you find there, then head back into the passage. At the end you will find some Lion-guards, kill them and use magic to heal any wounded characters.

Examine the grille in front of you and trigger the trapdoor next to it. Walk through and head north at the next crossroads. Walk to the end, take the treasure and activate the mechanism.

Return to the crossroads and head down the south passage. At the end is a room with a magician in it. For once in your blood-lusting life don't kill him, try the humble art of communication and listen to what he says.

Go back to the corridor and take the north passage. You should come to a closed passage. Place the parrot in front of the large ear and let it talk, the passage will open.

The next room has low ceiling points, so slalom through with care. At the next room, work around the edges and keep away from the centre.

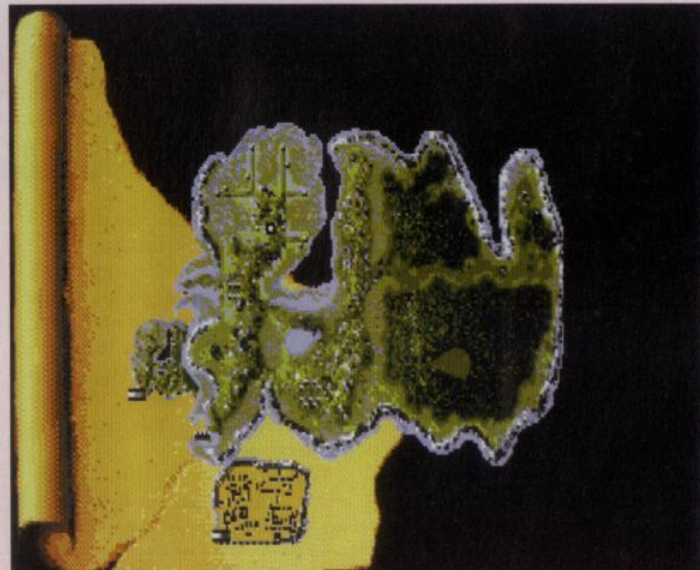
You are about to engage in the final battle of the game, so get everyone up to full strength and prepare a psychic shelter spell. Head into the northern room and Shandar will appear.

All you have to do now is kill him, then retreat from the fortress enjoying the fireworks. Kendoria should now be able to look forward to a peaceful and prosperous existence.

THE END... or is it?



● Hit that nightclub and see the gates perform their hit "Come on baby, light my radiator"



● This is the interesting map screen

PLAYER'S GUIDE

LEMMING

Part two

Do you remember? Bash right, bash through pillar and build bridges as necessary...

CLASSIC

MR LEMMY LIVES NEXT DOOR

Turn one lemming into a climber. Mine right at the top of the slope by the start. When he turns, build three bridges to top left ledge. Build one bridge back to the right and dig through block.

Meanwhile, build two bridges to the right from slightly left of centre under the start. When climber reaches the far right, dig down when facing left before reaching the exit.

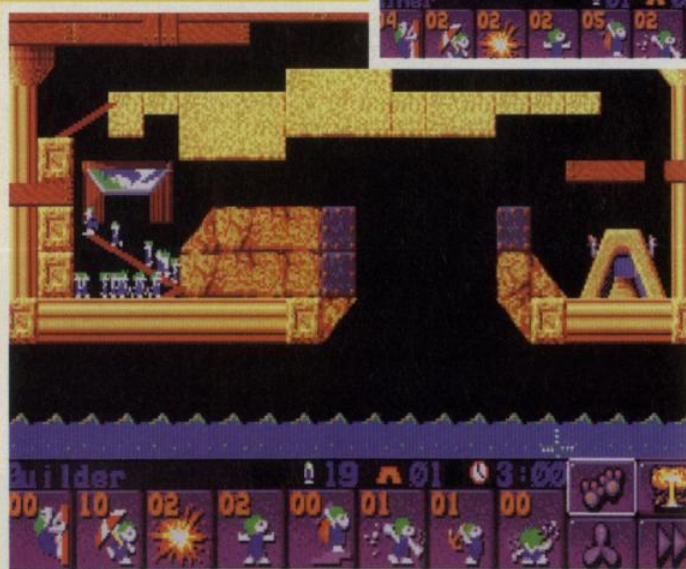
LEMTRIS

Climb first two lemmings when walking left. Bridge left from top of the upside-down T with one lemming. When other lemming turns, mine right from the bottom of this bridge.

Build two bridges with first lemming from the top of the third block to the top of the fourth. Build another bridge from the left of the J-shaped block to the top of the long block and then bash left through last two blocks. Bash through square block at start to release flock.

TENSION SHEET, GOOD IDEA

Climb and float one lemming. Bridge the first small gap. Climb and float a second lemming. With first lemming build two bridges



● Eh, these classic levels take me back to those carefree days of '91, when the world was a better place...

over the gap and change to blocker at end of second bridge.

When second lemming turns, mine down to the sand under the metal pit. Bash left just above the bottom. Dig down with the flock and stop digger by changing to blocker when about halfway through the level the basher is digging through.

The basher frees the blocker and the flock walks to exit (bashing lemming can be blocked and exploded). Mine at the end of the bridge to release the other blocker. Fifty-nine lemmings left.



● A lone lemming digs desperately downwards

THE STARRY THRESHOLD

Block second lemming at left end of top ledge. When first lemming falls, dig down a short way. Bridge left to stop him digging and bridge right to exit pit. At top of slope, dig down to right of metal blocks. Build bridge to turn him and mine left.

Dig down to bottom and then bash right. Meanwhile, mine left with flock to free blocker. Build bridge with basher at end of tunnel. Build small bridge up to big blocks and then bash right to the exit.

SO CLOSE BUT SO FAR AWAY

Explode one lemming as soon as he lands to make hole in start box. Allow three lemmings through and then block the rest in. Build one bridge left from top of block to long block under metal bridge. Bash left from top of bridge.

Build three bridges left from a point beneath the centre of the last metal block. Climb one of the two trapped lemmings. When third bridge is built, block the lemming at the end. When climber arrives, build three more bridges from

THE MAGNIFICENT SEVERN

Bash through the five pillars. Climb and float the first lemming, float the second lemming and block the third at the end of the ledge. When climber is at the bottom of slope, dig down to the metal and mine right.

Build bridge in tunnel to turn climber and build bridge at far left of tunnel. Dig down to bridge with other floater and explode blocker. Float first lemmings if necessary.

LEMMINGS 2

blocker to top of metal ledge. Release final trapped lemming by changing to climber. Bash through first obstacle with leading climber and mine through second. Explode blocker to release flock.

Dig down with leading climber at the end of metal platform by exit and explode when nearing the gap.

When second climber arrives, build bridge over gap. Explode final blocker when flock is past. Fifty four lemmings left.

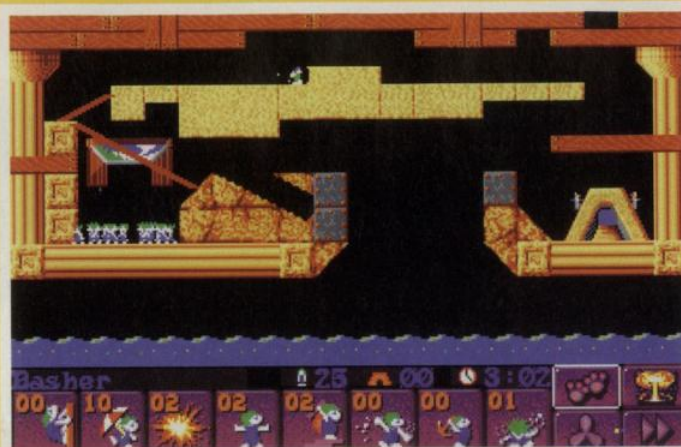
THE SECRET OF LEMH

Block one lemming at far left of metal ledge. Climb on lemming and as he reaches top of big block, dig down until stopped by metal ledge. Repeat this climbing and digging process with the same lemming until he passes the metal ledge and then change to miner.

When climber reaches wooden wall, bash right. Meanwhile, build bridge to slope to free the flock. When climber is through the wood, dig down and bash right to exit. Explode blocker. Fifty three lemmings left.

FLYING THE MAD PURSUIT

Build bridges at start with second, third and fourth lemmings to



slow them down and bridge gap from edge of ledge with first lemming.

Block with next lemming on top of this bridge. Bash through pillar with first lemming and then mine right and dig down through large block.

Dig down a short way at end of T-shaped block and bridge right to stop him.

Bridge left to exit pit. Bridge left from edge of block to metal wall. When lemming has walked back to pit and turned again, change to climber and bridge left from top of metal wall.

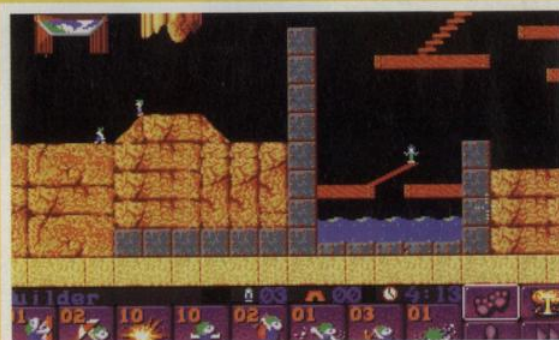
When the climber is at the top left of the sand pillar, dig down to where style of pillar changes and then bridge left twice.

Dig down through roof of exit. Mine right on bridge over gap to free blocker.

● It's easy, this Lemmings lark... if you cheat and use our guide

level of metal wall, bash right. He will stop again when he reaches the gap at the end. When he walks back, bridge right over gap left by second mining operation.

Meanwhile, climb another lemming when walking right and bash to the right through the long block. After he turns at the end, bash alternately right and left through wooden blocks until he joins up with first tunnel. Dig down with flock during this process.

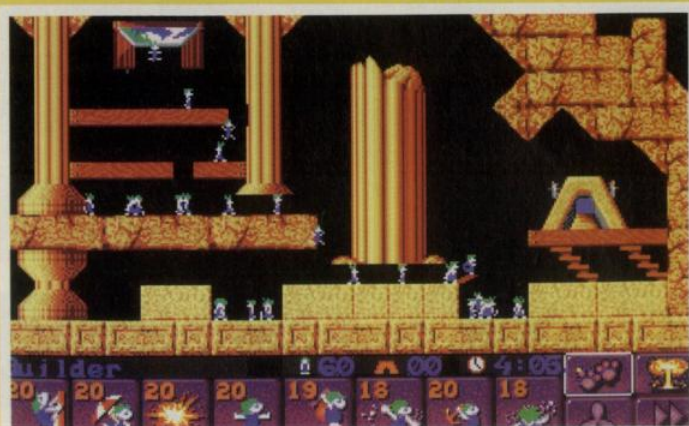


● And well you might shrug, little lemming. A positively perplexing platform puzzler

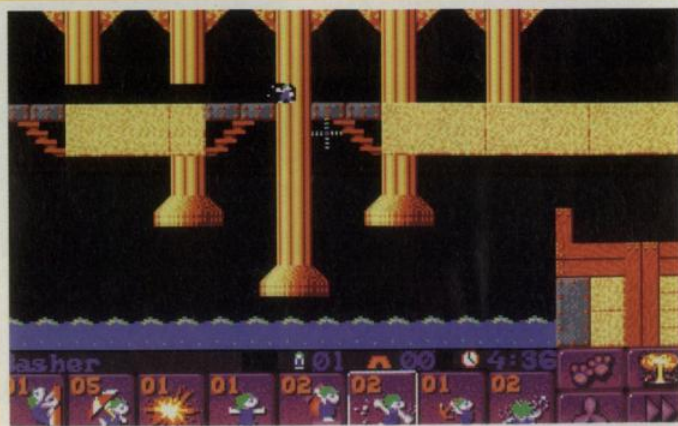
WHAT'S IT LIKE UP THERE?

Climb one lemming when walking left and build bridge to right of exit. When he drops off, mine left. He should mine down to a gap and stop. As he walks back right, mine right and when just below

Gold segment of talisman – 53 lemmings saved.



● A classic example of how not to attempt this classic level



● Surely those pillars will collapse, burying our little chum?

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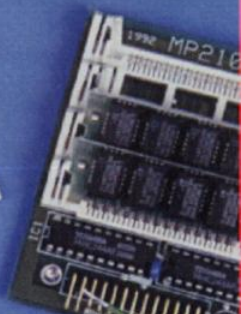
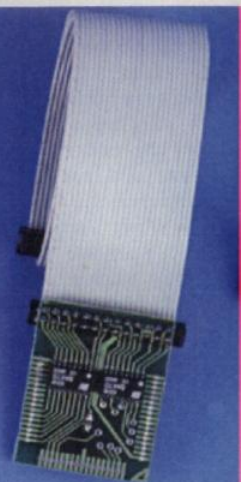
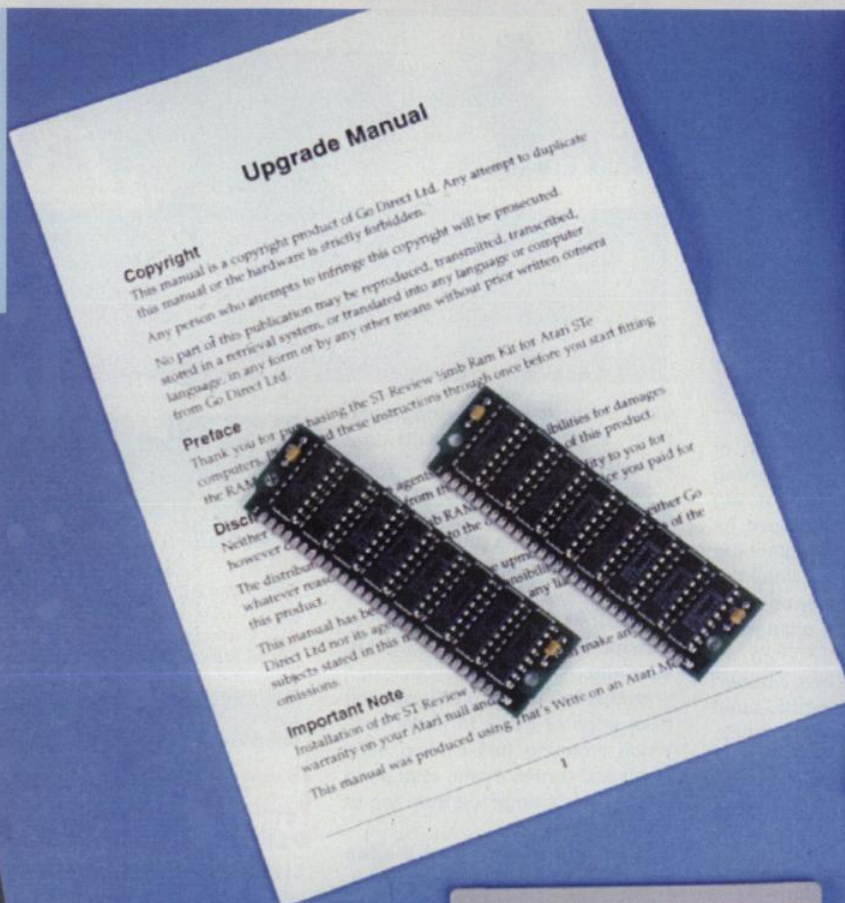
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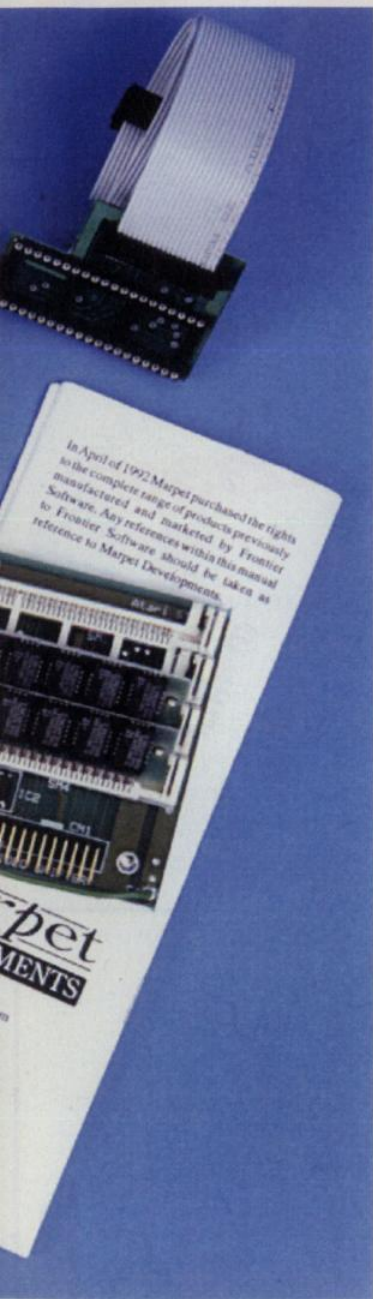
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This month ST Action campaigns to get every ST owner to upgrade the memory of their machine to at least 1MB and to have all those useful items – at the right price!

AL ST UPGRADE



UPGRADING AN STE

A 520 STe is usually supplied with two 256K SIMMs and has sockets to plug in two more – it's that easy! A few do not have sockets in which case you will need a pair of adaptors. These may need soldering; if this is the case, we will supply the sockets at no extra cost – that's service!

A 1040 STe will usually have four 256K SIMMs. In order to upgrade you need to replace these with two or four 1MB SIMMs to give either 2 or 4 MB of memory.

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The ST may be a great computer but the mouse that comes with it simply is not up to scratch. The *ST Action* mouse is a major enhancement because it uses micro-switches for the buttons, making it much lighter and easier to click. Our mouse also has a much higher resolution – 280 dots per inch which means you need far less desk space and get much finer control.

CLOCK CARTRIDGE

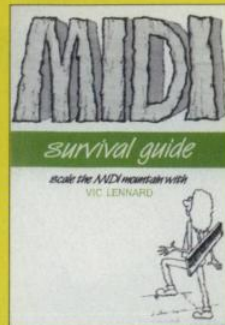
Who sets the time whenever they switch on their ST? If like many thousands of ST owners you don't, then you are missing out. Every time you save a file it's stamped with the time and date – invaluable when you are hunting for a file. Get a clock cartridge and the time will be set automatically each time you switch on your ST.



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MIDI SURVIVAL GUIDE

Want to get started in music on the ST? Here's the perfect book for you, written by Vic Lennard, the editor of *ST Review*. It's filled with over 40 informative diagrams of how to set up a MIDI system and written in a friendly, down-to-earth manner.



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UVK

Everyone knows about viruses, but far too many ST owners think it can't happen to them – it can! Despite the fact that you never get disks from "friends" and only buy commercial software, a virus could still infect you. And when the gremlins get at your disks, life becomes an absolute misery.

Don't let this happen to you. UVK detects and kills more viruses than any other virus killer. We use it at *ST Action* – so should you!

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TRACKBALL

Do you use your ST for art, graphics, DTP or music? Then you really should consider our state-of-the-art 162 dpi trackball, as used by the editor of this magazine. Movement from one side of the screen to the other is effortless



and cursor motion is rapid and smooth, far more so than with a mouse. The feel is superb thanks to the high quality micro switches under the buttons. There's also a third button that acts as a locking left button – ideal for continuous scrolling, painting or line drawing!

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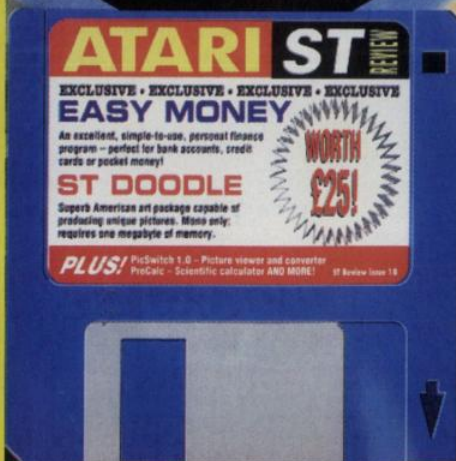
REVIEW

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**ON SALE
SEPTEMBER 16**

DOGFIGHT

MicroProse are back and this time they're armed with a flight simulator. Well I bet that was a surprise!

If we (that's me and you reading this) were playing a word association game, I could put a bet on my granny's grave that if I said the word "MicroProse" your next word would be "simulator".

Of course this is all hypothetical because as yet nobody has been clever enough to actually devise a link where the writer can speak to the reader. You could have answered with the words "dirty pants" for all I know and I don't why you would do this, but we have to cater for the mad and as well as the sane.

Anyway, what was I going on about. Err, yes I was trying to establish in a very long-winded fashion some link between MicroProse and their prowess in the flight sim department.

They have over the years simulated almost

every decent plane in the whole flight kingdom. Every fighter that starts with F (now let's not get rude), World War I and II planes, jets and helicopters have all been immortalised in vector graphics. F-19 Stealth Fighter is still one of my favourite games!

Somewhere along the line, people who play flight sims regularly must have had thoughts like: "I wonder what would happen if a Tornado was pitted into battle against a Fokker?" and "How would a Falcon fare against a Sopwith Camel?"

People thinking these thoughts might be perceived as being very sad indeed, but it's not a bad idea for a computer game and some clever person at MicroProse must have thought this too.



● The heroic pilot grimaces for the camera. Nice goggles through!

Dogfighting is the ultimate in plane combat; a head to head challenge with only your wits and cunning to protect you. Itchy fingers on the trigger while you toy with death which could be lurking behind every, er, cloud.

Yep, dogfighting must be the biggest thing that a pilot has to face and now, thanks to MicroProse, you can get the chance to experience the dogfighting phenomena. Well you'll be sat at home with a cuppa by your side and a 100 per cent chance of not getting yourself killed, but you know what I mean.

You can select from 12 different aeroplanes such as the Sopwith

Camel, through to modern day fighter jets such as the F-16A Fighting Falcon.

You get to strengthen your combat skills and duel with enemy aircraft from the same era in an equal battle where only the best man (or women - non-sexist Ed) wins.

Alternatively, choose any aeroplane from any era to battle it out. Use the agility of the early WWI and II planes against the high technology of the modern jets.

Questions like: "Will heat-seeking missiles lock onto biplanes?" and "Can the agile Spitfire outmanoeuvre a Sea Harrier?" will all be answered when playing in this mode.

Dogfight is not only an aerial combat flight sim, it also gives you the opportunity to fly realistic missions, defending the skies from the infamous Red Baron or protecting the Falklands from the British Task Force. Each of the six scenarios have multiple missions, giving the depth of gameplay for which MicroProse is renowned.

There is also



● The cool loading screen features dog fighting aircraft from throughout the ages

GHT

PROJECT: Dogfight

PUBLISHER: MicroProse

PROGRAMMERS: Ciaran Gultnieks, Dominic Robinson, Ian Martin

GRAPHICS: Derrick Austin, Mark Griffiths

SOUND: John Broomhall, Andrew Parton

INITIATED: Early 1992

RELEASE: Late 1993/Early 1994

strategic decisions to be made; from attacking Zepelins to destroying SAM sites. Also at your command are extra "resources" such as other fighters, bombers and early warning aircraft. You must set each resource an individual task so that, when the battle begins, you will have the best chance for attack or defence.

The game has a range of difficulty levels and options, enabling flight simulator beginners to enjoy Dogfight within minutes of loading the game, but with enough depth for

experts to be kept interested.

Dogfight only lets you take on the computer in the skies, but if you've got a modem/serial link you can duel against another player. This undoubtedly makes the game as least ten times more fun, so a modem or serial link cable will be a worthy investment if you haven't got one already.

Included with the game is a weighty manual which will teach you basic fighter manoeuvres, such as Scissors, Split-S or Yo-Yos, until you perform them

instinctively and recognise them when your opponent tries them out on you.

In the quick-witted, heart-pounding world of aerial combat you have to either learn quickly or you're dead meat!

Dogfight is looking very good indeed and will impress flight fanatics in its style and presentation. The graphics are undoubtedly some of the best seen in any ST flight sim. An immense amount of detail has gone into the

drawing of the planes, from the position of the missiles on the wings to actual vapour trails from each aircraft.

MicroProse are right back on form after the average Ancient Art of War in the Skies.

When it's released before Christmas, gamers will have to get behind me in the queue to play it. MicroProse are still kings of the simulation game, and forever may they reign!

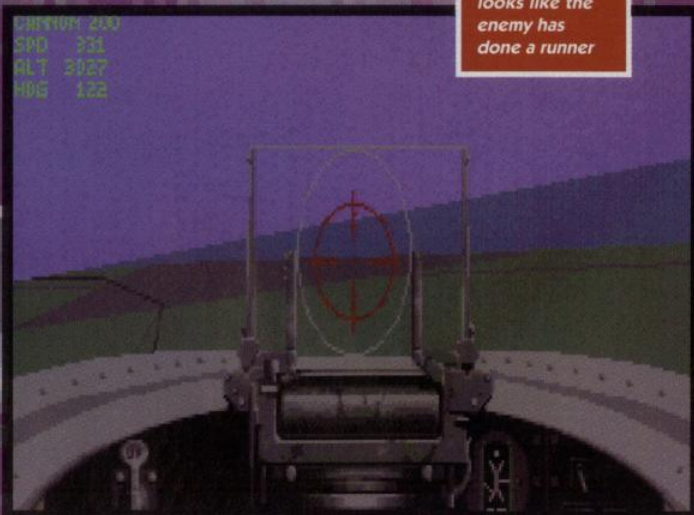
Jonathan

Select Combat Zone

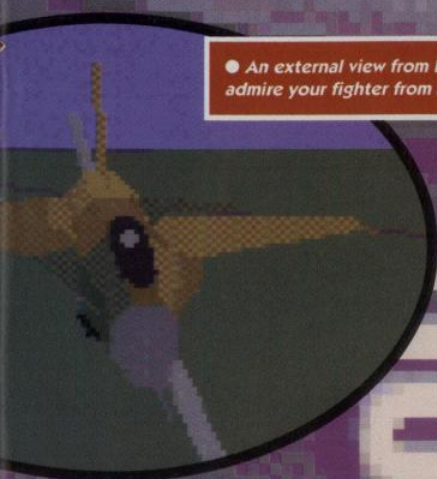


● Planning a weekend break? Well, look no further than today's most deadly combat zones

● Come on then if you think you're hard enough! It looks like the enemy has done a runner



● An external view from Dogfight. You can admire your fighter from almost any angle



DOGFIGHT

30 YEARS OF AERIAL WAR

53
STA

ARE

AMBERM

Oh no! Not another Dungeon Master clone. Well, maybe not – we unbuckle our swash, practise our Sooty magic and check out Ambermoon

Until recently I was under the impression that Ambermoon was a sequel to the oh-so-popular kiddies' TV show Button Moon. The strange quandary that besets the mind is how German software house Thalion were going to turn this telly winner into an RPG for the ST.

Would the intro sequence feature Mr Spoon ladling his way to Button Moon to the words of "we're off to Button Moon"? When he got there, would the soup utensil be greeted by smiley ex-Doctor Who-type person Peter Davidson?

Would he then go on to narrate silly tales of the tea stirring one's encounters on a planet made of a black table cloth and a couple of squeezey bottles?

With these and other questions swimming around the inky void of my mind,

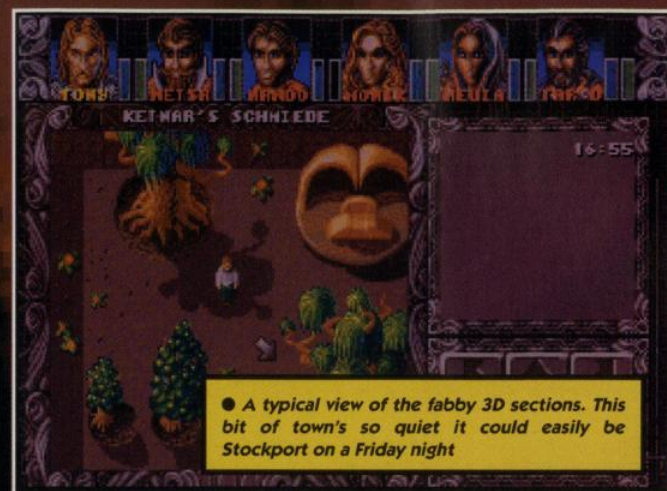
the telephone was rung and the interrogation began.

Fifteen minutes later and after a couple of cross purposes had been ironed out, a German voice finally exclaimed: "It's gott nothink to doo viv Button Moon... It's de sequel to Amberstar!"

Well, after ten minutes of feeling foolish and outsmarted by our Euro-cousins had passed, the info had eventually penetrated my skull and can now be passed on to you, the reading public.

Ambermoon is not really a sequel in the true sense, although the two are related. In Ambermoon you play the part of the grandchild of the main character from Amberstar.

In the former your good old granddaddy banished the thoroughly nasty Tarbos (not Jimmy you understand) and brought peace, tran-



● A typical view of the fabby 3D sections. This bit of town's so quiet it could easily be Stockport on a Friday night

quillity and all-round well-being to the land of Lysimion.

In Ambermoon, the meteor in which old Tarbos was imprisoned collides with the happy land, ending civilisation as it was previously known. At the outset of play, everyone has forgotten about troubles from days gone by and are happily rebuilding cities.

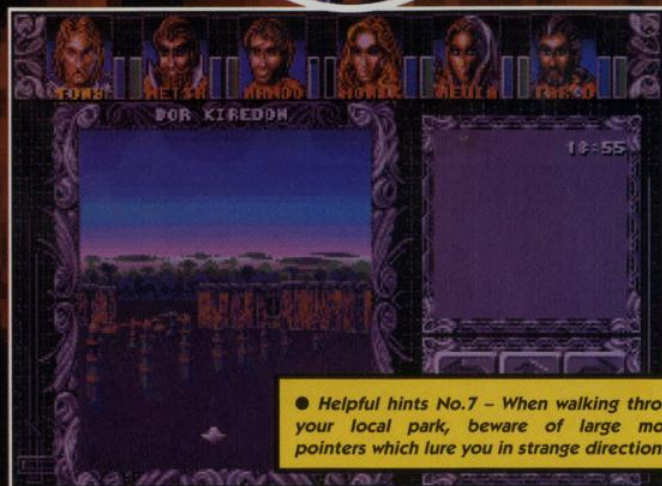
However to give the plot some real bones, granddad feels trouble in his water (could be something to do with his age) and sends you out on a mission to save the planet.

Cricky, aren't these grandparents awkward? Couldn't you just give 'em a peck on the cheek or make them something out of paper and glitter? Oh, no gotta go and save the planet like a good lit-

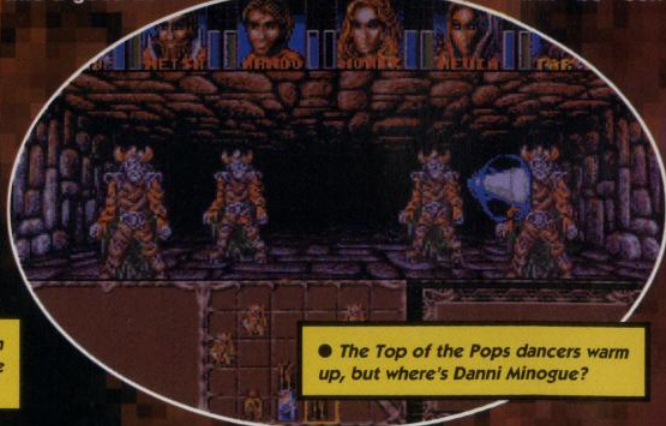
tle boy. Work on Ambermoon is not quite complete, but the feedback we're getting so far is that it will boast some fairly awesome features and should differ from most of the traditional role-playing Dungeon Master-type titles.

Most different of all will be the 3D texture-mapped environment which will give a very realistic feel to play. Having seen some very early examples of the way in which this is displayed, it has to be said that things are looking rather smart.

An impressive aspect of this technique is the number of different types of location involved. Many of the towns and villages have a very different look and feel to them, as do the dungeons and castles littered throughout the scenario. Movement will be con-



● Helpful hints No.7 – When walking through your local park, beware of large mouse pointers which lure you in strange directions



● The Top of the Pops dancers warm up, but where's Danni Minogue?

OOON

PROJECT: Ambermoon

PUBLISHER: Thalio

PROGRAMMERS: Jurie Horneman,
Michael Bitner

GRAPHICS: Thorsten Mutschall, Monika
Krawinkel, Erik Simon, Hank Nieborg,
Tobias Franz

SOUND: Matthias Steinwachs

INITIATED: February '92

RELEASE: Now



● This is what we in the gaming industry call a beer monster



● More of the same only darker... and after closing time (hict)

trolled via directional icons à la Dungeon Master.

However, not all the levels use this method of movement. Some of them will be displayed from a top plan view, using an on-screen pointer to direct your character.

Another new innovation Thalio are in the process of developing is the combat aspect of play. Rather than carrying out the combat in the play area using the normal blocky, bulky, poorly animated monsters who

roam the streets, you are moved to a special fighting screen.

Here the characters can all be controlled in real time, so there will also be a tactical angle, rather than the normal mindless hacking and slaying. This means that you will be able to protect weaker characters by surrounding them with your thug-like warriors.

Also, because

distance will be of strategical relevance, a new dimension will be added to distance weapons, like crossbows.

As well as the strategy angle, there are set to be over 100 different spells for magic users to perfect. Each one of these is going to be animated in its own unique way.

Of course, for the less adept in the ways of the arcane laws, there are plenty of traditional slash and parry-style weapons, including many which have rather special properties.

Character generation in this RPG looks like it's going to be a fairly in-depth affair as well. All the normal D&D style charac-

teristics are going to be featured, plus a few extra novel ones.

Thalio reckon it's going to take about three months of dedicated attention to get you through this monster of a role player. Judging from the number of locations involved, they're probably right. In all there are going to be about 400 maps in different domains.

After a year and a half of intensive development, Thalio look to have come up with a veritable treasure trove of novel ideas. Basically there looks to be something to whet the appetite of every fool-hardy adventurer.

Elements of traditional D&D-type play plus some unique new features all set in a massive world mean Ambermoon should be a contender for the numero uno role-playing title.

Simon



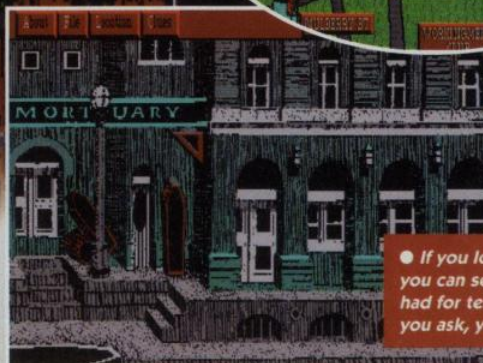
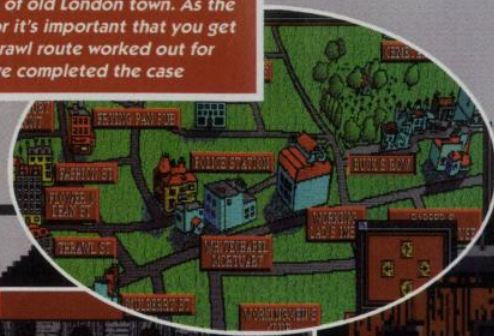
● An overhead shot of a strange man sharpening his tool with an axe

JACK THE RIPPER

Darkest London town is covered in fog and somewhere out there is a killer. His blade is sharp, he's lusting for blood and it's up to you to stop Jack the Ripper...



● The map of old London town. As the investigator it's important that you get your pub crawl route worked out for when you've completed the case



● If you look really closely you can see what this victim had for tea last night! Before you ask, yes I am sick!

It's not very often that you get to hear about a game based on the life and times of a mass murderer, but **Mirage** are about to release a product on that very subject.

Jack the Ripper is a heavy-weight murder mystery game that simulates the events that took place in the Whitechapel and Spitalfield boroughs of London in 1888.

It took Ezra Sidran, the programming genius behind the hugely successful Universal Military Simulator (UMS) and UMS 2, nearly four years to develop.

Like all Sidran games, Jack the Ripper is heaped with accurate information based on years of research.

Every known fact, person, object and detail that has been uncovered in the 105 years since the commission of these heinous crimes has been included in the game.

Skilled pen and ink artists have drawn reconstructions of the infamous locations to recreate the eerie ambience of 1888

Whitechapel and the unfortunate residents who lived there.

Whenever possible the artists have worked from actual photographs, maps, blueprints and contemporary descriptions. These hand-drawn images were then digitised by laser scanner to create a unique computer experience.

The Whitechapel murders were never solved so a number of important clues have been planted in the game so that a conclusion can be reached.

This also means that every time you run the program you may well discover a different solution to the murders.

Jack the Ripper is full of hard evidence and solid clues - there are no contrived puzzles or riddles.

You'll need all your logic and skills of detection to pick up on vital clues when searching the different locations, interrogating suspects and reading up on the latest reports

in the daily newspaper.

Many of the important clues are not immediately visible when you visit a location. These clues are hidden and you will have to search for them.

However, searching a location takes time and you must weigh your decision to search and the time it will take with the value of the clues you anticipate finding.

There is no need for sentence typing or complicated and frustrating methods to solve the mystery of Jack the Ripper.

You will be able to discover the solution in your study by using a click and drag interface to arrange the facts that you uncover.

You have to be clever though because the clues may not take you where you expect and a sharp analytical mind will be needed to catch the

Ripper.

There are three levels of difficulty and loads of multiple solutions that will keep you thinking for a long, long time.

The game uses an easy to use graphical user interface which comprises movable windows, scroll bars, drop-down menus and a point and click cursor controlled by mouse.

The manual that will be packaged with the game gives accurate details on everybody and everywhere in the game, plus of course instructions on how to play it.

Jack the Ripper is looking rather good and the actual detection process is very much in the style and spirit of Sherlock Holmes.

For adventurers looking for something a little different, then look no further than when it arrives later on in the year.

Jonathan



● Sherlock visits his seventh pub of the night, or all in the name of investigation. "Rack 'em up Barman!" Holmes uses an ingenious interrogation technique...



● "Now then Watson, take a look at these notes and tell me that you love me." Holmes starts to feel the effects of the Ripper case!

PROJECT: Jack the Ripper

PUBLISHER: Mirage

PROGRAMMER: Ezra Sidran

GRAPHICS: In-house

SOUND: In-house

INITIATED: September 1989

RELEASE: Late 1993

FLIGHT SIMS



ZOOMING YOUR WAY...

This is your chance to win a copy of *Dogfight* and a whole load of goodies from MicroProse and your favourite ST mag

MICRO PROSE

From the kings of flight simulation MicroProse, we bring you *Dogfight*, or rather we will when it is released! This month not only have we brought you a preview, but as soon as the game is released we can dish out five copies along with an exclusive *Dogfight* goody bag!

We've five bags to give away, each containing a superb MicroProse rucksack, sweat-shirt, pen and a particularly groovy pair of sunglasses.

Dogfight is MicroProse's first departure from the accuracy angle into a more thrills and spills fun type of simulator. It presents you with several

options. You could be in the **Duel Mode** where you have a choice of six historical eras and two typical opposing planes from that time.

Or in the **What if?** mode you can experiment with a dozen different planes from different eras and take on up to five enemy craft at the same time.

The **Mission** option is the very core of *Dogfight*. It lets you enact full-blown scenarios from various conflicts. Do you want to patrol the the Dover coast in defence against the Germans or to engage in a search and destroy raid in the Korean jungle? The choice is yours.



ONE OF THESE SUPER COOL PRIZES COULD BE YOURS...

To win one of these goody bags all you have to do is answer the dead easy questions below and complete the tie-breaker. All those entries with correct answers will go into the ST Action competition sack, and the winners will be those with the best tie-breakers.

Name.....

Address.....

Postcode.....

Daytime phone.....

1. How many options/modes of play are detailed here on this page?

- ☐ a. one
☐ b. two
☐ c. three

2. Which of the following will not be found in the goody bags?

- ☐ a. A pair of super cool MicroProse shades
☐ b. A streetwise MicroProse sweatshirt
☐ c. A pair of white stilettos

Tie-breaker:

I deserve to be the lucky winner of a *Dogfight* goody bag because...

.....

.....

.....

.....

**Send your entries to ST Action
Dogfight Competition, PO Box 2,
Ellesmere Port, South Wirral, L65 3EA
before November 11, 1993.**

The prize winner will be drawn from all the correct entries received and will be informed in writing within two months of the closing date. Result information may be obtained by writing to our offices. No cash alternative to the prize is available. The editor's decision is final. No correspondence will be entered into.



Another sizeable bundle of top-notch PD comes under scrutiny, this time from Dave Cusick...

CASTLE CAPERS

Here's a challenging platformer for you. Although you have to pay the author a fee to get the full version, this demo has nine screens and they're not easy.

You have to guide your chappy from the left to the right side, jumping over obstacles such as spiders, sluggish things and water pits along the way.

It's joystick-controlled and it'll take some practice before you're really at home with the

control system. As you can see from the screenshots, the graphics are quite nicely drawn, and the animation is reasonable. Your character's feet, for instance, pad along in an amusing manner. Sound is all right too, although not exceptional. Overall the game is well presented and nice to look at.

Because it's not easy, it has good long term appeal too. If you're a platform fan with a limited budget, then Castle Capers is worth adding to your disk collection.

● The demo has nine screens, of which this is the third



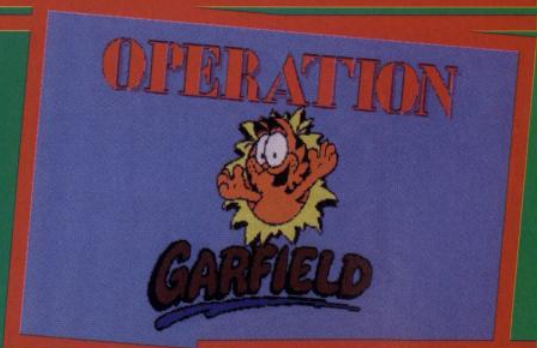
● Parts of this platform romp are fiendishly difficult and take careful timing if you're going to succeed

OPERATION GARFIELD

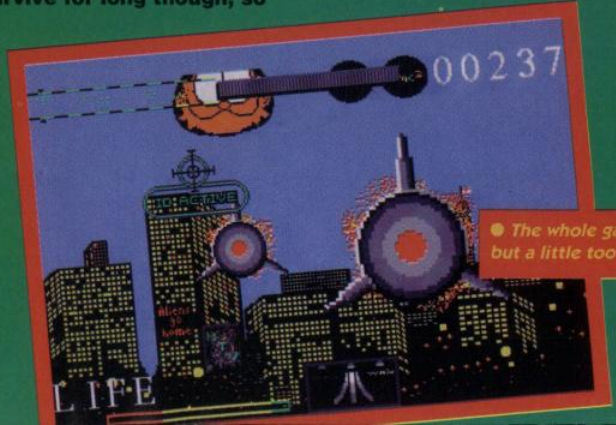
First there was Operation Wolf, the coin-op conversion in which you simply shot anything on the screen that moved. Then there was Operation Thunderbolt, which was basically the same thing again with different graphics. Then there came Operation Garfield.

Yes, the objective of this game is simply to shoot grinning Garfield faces before they launch missiles at you. You guide your gun sight with the mouse, and scroll about shooting with the right mouse button. And that's about it, really. Gameplay-wise, it's quite shallow.

It isn't easy to survive for long though, so if you're a fan of difficult games you'll enjoy it. It's nicely presented, the graphics are humorous, but ultimately it's not really that interesting for more than a few minutes. Still, it probably warrants purchase for comic value alone.



● I always hated Garfield anyway. He was far too cheesy for my liking



● The whole game is slickly presented but a little too shallow for my liking

GALAXIAN

©1993
SINISTER
DEVELOPMENTS

STFM
VERSION



©1979 MIDWAY
a. Bally co.

SINISTER DEVELOPMENTS
PROUDLY PRESENT
GALAXIAN™

F1 - ONE PLAYER START
F2 - TWO PLAYER START
F3 - REDEFINE KEYS
F4 - OPTIONS
F5 - SAVE HIGH SCORES
F6 - DEMO
F10 - DESKTOP

GALAXIAN™ IS COPYRIGHT 1979 BALLY MIDWAY
START ST CODE COPYRIGHT 1993
DEVELOPMENTS

● All that's changed from the original is the presentation, which has been substantially improved



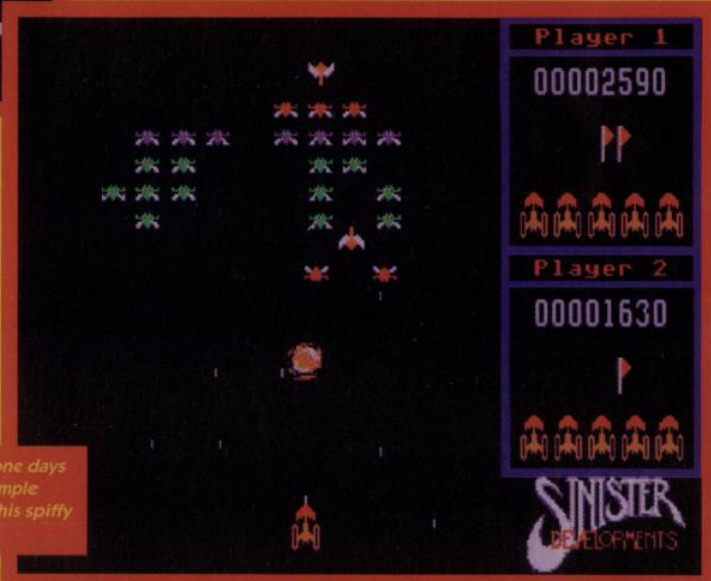
● Relive those bygone days when games were simple and great fun with this spiffy version of Galaxian

Another arcade classic gets a re-run thanks to Sinister Development. Galaxian is an almost perfect copy of the arcade original that features slick and smooth graphics, realistically bleepy sound, and a veritable sackful of playability.

The waves of alien ships move from left to right and then back again, and every now and then a couple of ships peel away to come on a bombing run.

You control your gunny thing with the keyboard, moving it left and right to dodge the enemy bullets, and firing back at them. Since you can only have one of your bullets on the screen at once, it takes skill and timing to destroy enemy ships.

If you yearn for a blast from the good old days, or if you're just after a playable game that doesn't take much brainpower, you could do a lot worse than this.



CHICKEN'S SUPREME

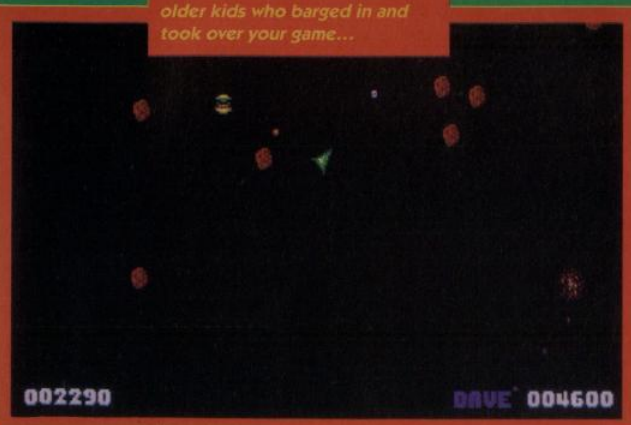
RAYOID

Another golden oldie that's been resurrected this month is Asteroids. Rayoid is a fast and colourful clone that's great fun to play. It's a simple enough idea - shoot the asteroids and they break into two smaller parts. Shoot these and they break up again. Shoot these even smaller ones and they are destroyed.

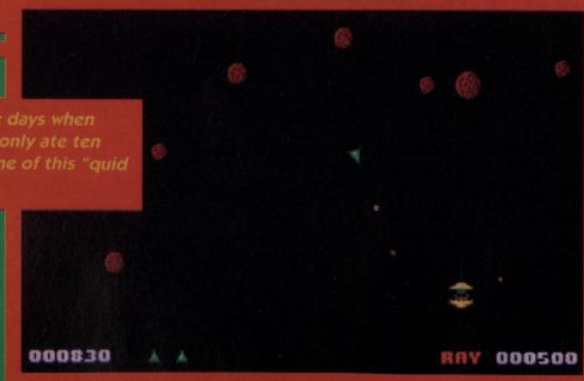
With lots of asteroids on screen it can be difficult to stay alive for very long until you've got the hang of controlling your arrowhead-shaped ship. Every now and then an alien spaceship strays onto the screen. Dodge his bullets and shoot him to earn bonus points.

Rayoid boasts several enhancements over the original. The best improvement is that you can hook your ST up to a friend's machine with

● All the fun of the early 80s arcades, but without those older kids who barged in and took over your game...



● I remember the days when arcade machines only ate ten pence a time; none of this "quid a time" lark



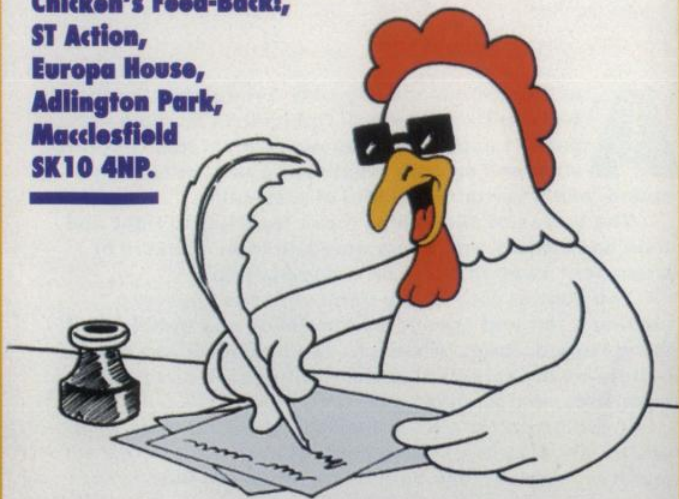
either a modem or two Midi cables, and compete against your chum in a strategic race to conquer a space sector. This is a really good laugh and adds considerably to the game's appeal.

If you want to be able to save your high scores you'll have to get the registered version from the author, but it's worth it, especially if you have the opportunity to try the two-player modes.

I WANT IT RIGHT NOW!

LAPD, 80 Lee Lane, Langley, Heanor,
Derbyshire, DE75 7HN

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



Yes, it's the hen with a pen, the chicken who's kickin', the cock who's rock, indeed the chick who ain't thick, with another bundle of letters for your perusal...

Words of wisdom

I am glad Gremlin have finally decided to write Zool on the ST. I have lots of friends with Amigas and I am getting fed up with them telling me that all the good games won't be coming out on the ST. Now that MicroProse have released Civilization and Gremlin are doing Zool, maybe the big companies will decide not to stop writing games for the ST.

The next thing that needs to happen is for shops which sell games to start stocking ST software again. It's hard to find ST games in chain stores, so the computer-buying public

STAR LETTER

In recent months I've heard about some public domain libraries being shut down because the police say that they're in breach of copyright laws when stocking things like the Star Trek demos, and sampled music. I think this is ridiculous.

It's obvious that the quality of a song sampled on disk is never going to be comparable to cassette or CD quality anyway, so the allegations that sampled music on disk is killing the music industry are completely ill-founded.

What's really killing the music industry is high pricing of CDs and groups who all sound the same (at least in the case of rave and dance music, which is what most chart music is these days).

However, on the other

hand, public domain libraries aren't squeaky clean in my opinion. PD software is supposed to be free, with only a copying fee charged, and yet most PD libraries charge two or three pounds a disk. I think this is extortionate and unfair to the public.

On a lighter note, keep up the good work. I especially like the player's guides and the review format in STA.

Simon Barclay, Wiltshire

I think the points you made about PD prices are perfectly valid, too, although remember that the libraries have to pay for advertising and so on. There are lots of overheads that they face. And thanks for the compliments, Simon, we try our best.

CHICK

get the impression that there is no new software at all coming out for the machine.

We know that it can be mail-ordered, but people deciding which computer to buy wouldn't, and when they saw all the software for Amigas and PCs and consoles on the shelves, they'd buy them instead.

I think that the High Street chain stores are as much to blame as the software companies for the current state of affairs. I think Atari should do something about the situation before ST games software is completely killed off.

Rory Bolton, Hull

I agree that some shops and companies are writing off the ST unfairly. There are hundreds of thousands of STs out there, and for companies to ignore all those owners is just stupid.

Just because ST owners are more selective about the quality of software they buy than, say, the Amiga (whose owners will buy any old run-of-the-mill shoot-'em-up or platformer), the companies think that there's no market out there.

Sales of games like Sensible Soccer and Civilization have proved otherwise, but they carry on in their own little world. Hopefully, as you say, other companies will follow Gremlin and MicroProse's lead and re-start production of ST software.

Spread the word

I agree with Tony Waite's letter in issue 65 of STA that Atari need to get their act together if they want either the Falcon or the Jaguar to succeed. Atari are very good at developing powerful machines, but they seem to have absolutely no marketing sense at all.

Remember when Commodore launched the A600? There were adverts everywhere, in national newspapers, in computer magazines, even in ST magazines, talking about "The computer you've always dreamed of". And now that Atari come to launch the Falcon, all we get is the odd single-page advert in ST magazines!

Let's think about this. If there are 150,000 ST owners buying magazines every month, probably only 5 to 10 per cent have the money or desire to upgrade to the Falcon. That's between 7,500 and 15,000 Falcons sold tops. Such a powerful machine ought to be selling hundreds of thousands, but Atari don't have the sense to advertise it, so most people don't know about it.

When will Atari wake up and realise that if they want to sell machines, they have to let the world know about what those machines can do?

Mike Thomas, Torquay

You're very critical of Atari, aren't you, Mike? I'm sure that

CKEN'S FEED-BACK!

Atari aren't the only ones to blame for the relatively slow sales of the Falcon so far.

There is a recession on at the moment, you know. Atari themselves have been particularly hit by it, and they certainly don't have the financial back-up that companies like Sega and Nintendo have for colossal marketing campaigns.

I'm sure that once the Jaguar comes out, people will realise that it's a vastly superior product to the Mega Drive or SNES, and will buy it instead.

Racer required

I bought my ST from a friend a few months ago, and when I hunted around for an ST magazine at my newsagents I came across your great mag.

I have noticed that new games cost about £25 each, which is very expensive, especially when some of them are complete rubbish. I decided to buy WWF European Rampage before I'd read a review of it, because from the box it appeared to be a good game.

How wrong I was. That taught me not to trust the blurb. With being new to the machine my games collection is a bit small, and I've been looking for a good driving game to while

away the evenings.

I've read the buyer's guide and from that it seems that Formula One Grand Prix is the best game, but I'm not sure whether I want to play such a detailed game - I'd prefer something simpler. Can you recommend a game that fits that description?

Dave Ickleworth, Leeds

The battle for the title of best driving game is between three games really. Formula One Grand Prix is, as our buyer's guide says, the most in-depth and realistic driving game you'll find. It's not easy to get into but it's great fun when you do.

The Lotus games are loved by many, and rightly so, because they're fast, frantic and playable. The split screen two-player mode is terrific too.

If you're not so bothered about realism I'd go for that. If you want speed above all else, then go for Vroom. It's slick and smooth, and you can get into it instantly. There's plenty of lasting appeal too.

Still, you have picked an apt time to write, because this month we've got a special driving games feature. See that for the full low-down. I hope that helps, Dave. Whichever of the three you choose you're sure to have hours of fun with them.

Psychopath's poor poem

I love my little greyish box
I think it's really swell
I sit and play for hours and hours
My ST I won't sell

I have a friend who's really daft
He thinks his Amiga is great
And so I killed him for his sins
He wasn't a very good mate.

Richard Smith, Rotherham

Well, Richard, what can we say? It would be an understatement to say that we were bowled over by the sheer pooriness of your effort. Still, this is the Poor Corner, so any day now you should find a freebie game tumbling through your letter box.

Keep sending your feeble attempts at poetry to us... we enjoy laughing at them, and we'll reward the poorest with software.

Poor? This is pathetic...

Oh, how I adore my ST
It is the only computer for me
My favourite game is Lotus 3
Dum dum dee dum dum dee dee

I buy STA every issue
When I sneeze I say "a-tissue"
If you died then I would miss you
Dum dum dee dum dum dee dishoo

I've got a part time job now
I'm changing my name to Rob now
My sister looks just like a cow
Dum dum dee dum dum dee dowlow

Matthew Robinson, aged 13, Shropshire

We thought Richard's poem was rubbish... and then we read yours. It really takes the biscuit. Can anybody possibly write a poorer poem? The challenge has been laid down, so can anyone rise to it?

POOR CORNER

Loony limerick

There was a young man from Harare
Whose computer it was an Atari
The ST had a drought
Of games there were nowt
So he sold it and instead bought
1,271 sticks of Pepperami

Carlos Emmanuelle, Harare

Maybe the reason you can't buy games is because you do live in Zimbabwe, Carlos. And as for your obsession with Pepperami... well, I don't think we need go into that.

Buyer's

In these financially bleak times, what with the recession and all, you don't want to be coughing up your readies on any old

rubbish, no sirree, my old cock-sparrow. You want to pick the game that suits you with the aid of the STA buyer's guide!

ADDAMS FAMILY

Ocean: £9.99 Platform

Playable platform frolics with that freaky family of funsters. Lots to do, and particularly good value at this price. **89%**

AMBERSTAR

Thalion: £29.99 RPG

Scrumptious role-player from Germany. It's massive, with good music and great graphics. Accessible and challenging. **85%**

ANCIENT ART OF WAR IN THE SKIES

MicroProse: £34.99 Strategy

An absorbing aerial war simulation marred only by excessive disk accessing. It's far more playable from a hard drive. **83%**

ANOTHER WORLD

US Gold: £25.99 Action Adventure

Two years in the making and featuring some of the most stunning visuals yet seen on an ST. Ultimately though, a little easier than it should have been. **87%**



ARKANOID II

Hit Squad: £7.99 Puzzle and Skill

Cheaper than a V-neck in a Burton's sale. A classic game from the good old days. You can't beat a bit of bat and ball. **80%**

ARMOUR GEDDON

Psygnosis: £29.99 Arcade Strategy

Control all manner of 3D war machines in this accomplished combat simulation. One for the thinking ST owner. **84%**

B17 FLYING FORTRESS

MicroProse: £34.99 Flight Sim

Pilot a war-time bomber plane in this much-hyped release. Disappointingly though, it wasn't really as good as it could have been. **70%**

BARBARIAN 2

Psygnosis: £29.99 Action Adventure

Mixing copious helpings of blood and guts with elements of both the platform and puzzle genres, Psygnosis came up with an enjoyable gaming experience. **81%**

BATTLE OF BRITAIN

Lucasfilm: £24.99 Flight Sim

Take to the skies and try to down the mighty Luftwaffe. One of the better WW2 fighter simulations. **85%**

BLOOD MONEY

Sizzlers: £7.99 Shoot-'em-up

An old but fun-packed and often tricky blasting experience, especially in two-player mode. Tough enough to provide a long-term challenge. **81%**

BUBBLE BOBBLE

Hit Squad: £7.99 Platform

As old as the hills, but Bubble Bobble was the original cutesy platform game and is still one of the most enjoyable in its wonderful two player mode. **88%**

BULLY'S SPORTING DARTS

Alternative: £9.99 Sports Sim

Bundles of fun, and Jim Bowen nowhere to be seen. Play anything from 301 to cricket or football using a dart board. Get 180 and Bully even moos. **86%**

CIVILIZATION

MicroProse: £34.99 Strategy

It took a long time to come out on the ST but the wait was worth it. One of the most in-depth and challenging games ever. **94%**



CHAMPIONSHIP MANAGER '93

Domark: £25.99 Sport Sim

The most detailed and realistic football management simulation ever. Incredibly in-depth and yet remarkable fun for up to four to play. **92%**

CHAOS ENGINE

Bitmap Brothers: £25.99 Shoot-'em-up

A two-player Ikari Warriors-esque up-the-screen shooter (whew) in a freaky Victorian setting. Yet another great from the Bitmaps. **89%**

CHUCK ROCK

Core: £25.99 Platform

An enjoyable prehistoric left-to-right platformer which is lifted above the pack by the actions your character can perform, such as belly-butts. **80%**

CRAZY CARS 3

Titus: £25.99 Racing

On a par with the classic Lotus games. Race across America competing against other drivers to earn enough cash to upgrade your car. Good fun. **86%**

CREATURES

Thalamus: £25.99 Platform

Chainsaws meet cute animal type things in this platform romp with bloodthirsty overtones. Guaranteed to raise a titter or two. **87%**

CRUISE FOR A CORPSE

US Gold: £25.99 Adventure

Wonderful animation and an intriguing plot made this game one of the best releases of its time. Interesting and challenging. **82%**

D/GENERATION

Mindscape: £19.99 Action Adventure

An isometric 3D game that's a blast from the past, when games were simple but playable. Puzzle elements help increase the longevity. **82%**

DISC

Action 16: £7.99 Arcade

Remember that frisbee-style game in Tron? Now you can test your ability at it with this enjoyable product. Especially good fun with a chum. **80%**

DOODLEBUG

Core: £25.99 Arcade

Go bug-bashing with the boys from Derby. Get your fly-spray at the ready and squit those pests where it hurts. **84%**

DUNGEON MASTER

Psygnosis: £25.99 Arcade Adventure

Packaged together with Chaos Strikes Back, this is a true classic. It's years old, but it's an absolute must-buy. **91%**



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

The classic 8-bit game was well converted to the ST. If you don't already have this legendary space-trading game, get it now. **91%**

ELVIRA II

Accolade: £29.99 Adventure

I could mention the two best selling points of this game... but I'm above such poor jokes. A good adventure with lots of depth. **89%**

EPIC

Ocean: £25.99 Arcade Strategy

Very stylish product which you'll either love or hate. It's a good 3D space battle game although it's far too easy. **79%**



F15 STRIKE EAGLE II

MicroProse: £14.99 Flight Sim

With great graphics, F15 II was more of a shoot-'em-up than a flight sim, which made it appeal even to those who usually avoid flight sims. **85%**

Guide

F19 STEALTH FIGHTER

MicroProse: £14.99 Flight Sim

One of the best flight sims ever released for the ST. It combines great graphics with surprising playability. **90%**

FIRE AND ICE

Renegade: £25.99 Platform

Another console-style platform game with a character that looked a bit too Sonicy for its own good. It's good nevertheless. **83%**

FIRE FORCE

ICE: £25.99 Shoot-'em-up

Remember Green Beret on the 8-bits? Fire Force is very much in that mould. It's a good scrolling shooter. **85%**

FIREHAWK

Codemasters: £19.99 Shoot-'em-up

Codemasters' recent spate of more expensive titles continues with this helicopter shoot-'em-up. Not a bad effort, if a little uninspired. **81%**

FIRST SAMURAI

Mirrorsoft: £25.99 Beat-'em-up

A classic beat-'em-up in its own right. Well programmed and well executed. Often bundled with MegaLoMania now, so it's a great buy. **82%**



FLIGHT OF THE INTRUDER

Mirrorsoft: £29.99 Flight Sim

One of the finest flight games around, which you can play either as a shoot-'em-up or a simulation. Lots of depth. **86%**

FORMULA ONE GRAND PRIX

MicroProse: £34.99 Racing

The ultimate racing simulation. Incredibly realistic and very playable once you get into it. A modern day classic. **94%**

GOBLIINS

Coktel Vision: £25.99 Puzzle

It's French, and it's very weird indeed. Guide your three goblins across various danger-packed screens. Not very logical puzzles, but good fun. **82%**

GOBLIINS 2

Coktel Vision: £25.99 Puzzle

More of the same, but this time with two goblins. Again, the puzzles have illogical solutions, but it's frequently amusing and enjoyable. **85%**



GRAHAM GOOCH CRICKET

Audiogenic: £25.99 Sports Sim

Far and away the best cricket game to date. Delicious presentation and gorgeous gameplay make this a sporting feast. **85%**

GRAHAM TAYLOR'S CHALLENGE

Krisalis: £25.99 Sports Sim

A very involved, although consequently quite slow and tedious soccer management simulation. Not bad, but not wonderful either. **75%**

HEAD OVER HEELS

Hit Squad: £7.99 Puzzle and skill

Bizarre 8-bit game where two animals have to join together to make one big body. No fancy effects, just playable. **88%**



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. **88%**

ISHAR 2

Daze: £29.99 RPG

The sequel to the acclaimed Ishar is even bigger and even better. The quest will take ages to complete and it's good fun too. **90%**

INDY JONES & LAST CRUSADE

Lucasfilm: £29.99 Adventure

An absorbing and enjoyable graphic adventure that's challenging enough to keep you occupied for a long time. **87%**

JAMES POND

GBH: £7.99 Platform

It may be old now, but that doesn't mean it isn't any good. An enjoyable platform game with fishy jokes galore. **80%**

JIMMY WHITE'S SNOOKER

Virgin: £29.99 Sports Sim

Incredibly smooth graphics and challenging computer opponents mean that you'll stick with this great 3D game for a long while. **90%**



KICK OFF 2

Anco: £24.99 Sports Sim

Until Sensible Soccer came along, this was acknowledged as the best soccer game on the ST. Exceedingly playable, and fast too. **90%**

KLAX

Domark: £7.99 Puzzle

Drop the blocks into columns as they come down the conveyor belt. It's better than it sounds, although it is getting on a little now. **78%**

KNIGHTMARE

Mindscape: £25.99 Arcade Adventure

Heavily influenced by Dungeon Master, but that's no bad thing. Plenty of depth there for adventure game freaks. **90%**



LEGEND

Mindscape: £29.99 RPG

Classic dungeon-ramp RPG, similar to Heroquest only superior to it. If polyhedra dice appeal to you, then this should too. **89%**

LEMMINGS

Psygnosis: £25.99 Puzzle and Skill

The game that had many thousands of ST owners tearing their hair out. Saving suicidal green beasts has never been so much fun. **92%**

LEMMINGS 2

Psygnosis: £25.99 Puzzle and Skill

They're back, and this time instead of a mere 8 types of lemming there are oodles of specialists. Well programmed and challenging. **93%**



LOTUS ESPRIT TURBO CHALLENGE

Gremlin: £7.99 Racing

The game that revolutionised computer racing games. Split screen two player action that was unbeatable until the sequels came along. **88%**

LOTUS TURBO CHALLENGE 2

Gremlin: £7.99 Racing

Very similar to the original, although now boasting full-screen action in one player mode and a checkpoint racetrack system instead of circuits. **89%**

LOTUS 3: THE FINAL CHALLENGE

Gremlin: £25.99 Racing

All the features of the first two, plus a track editor. If you've got this you don't need the other two. Very playable and great fun. **91%**



LURE OF THE TEMPTRESS

Virgin: £29.99 Adventure

A superb graphic adventure game of similar quality to the Lucasfilm ones. Beautiful graphics and a realistic "Virtual Theatre" game system. **91%**

METAL MUTANT

Daze: £9.99 Arcade

Robotic wanderings in this arcade blasty affair. It may be getting on a bit but it's still good fun, and it's only a tenner. **85%**

THE MANAGER

US Gold: £25.99 Sports Sim

A competent German football management game with just about everything included, as well as animated match highlights. Up to four can play. **88%**

MEGALOMANIA

Mirrorsoft: £25.99 Strategy

Often bundled with First Samurai. Guide your people from stone age tribe to futuristic civilisation. Wonderful, and with incredible sound too. **90%**



MEGATRAVELLER

Empire: £29.99 RPG

Faithful to the great tabletop RPG, although the in-game graphics are disappointing and the gameplay is sometimes awkward and a bit slow. **80%**

MICROPROSE GOLF

MicroProse: £34.99 Sports Sim

The greatest golf game ever on the ST. It's realistic and playable, and it's a great way to while away those long winter evenings. **90%**



MIDWINTER 2

Rainbird: £29.99 Arcade Strategy

An involving 3D adventure. Liberate 40-odd islands to complete it – a task that'll take a long time and give you stacks of enjoyment in the process. **90%**

NITRO

Sizzlers: £7.99 Racing

The best Super Sprint clone. Up to three players can play at any one time. Unlimited levels means you won't complete it and discard it. **83%**

NO SECOND PRIZE

Thalion: £30.99 Racing

An ultra-fast German motorcycle racing game. Controlling your bike takes practice but it's an engrossing and challenging game. **90%**

PACIFIC ISLANDS

Empire: £24.99 Tank Sim

Hearty tanks to Empire for this one. With lots of depth, 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. **82%**

PANZA KICK BOXING

Kixx: £9.99 Beat-em-up

One-on-one beat-em-ups have always been good fun to play with a chum, and PKB is no exception. Nice graphics too. **87%**

PARASOL STARS

Ocean: £25.99 Platform

Bubble Bobble 3 is every bit as playable and cutesy as its predecessors. It's unoriginal, but it's so good it doesn't matter. **89%**



PLAN 9 FROM OUTER SPACE

Gremlin: £34.99 Adventure

The worst film ever made (and boy, was it bad) turned out to be an OK foundation for a computer game. Nothing stunning, but worth a look. **78%**

POOL

Virgin: £29.99 Sports Sim

Even smoother than its predecessor (Jimmy White's Snooker), it's great fun to play, particularly with a chum to thrash. **90%**



POPULOUS

Electronic Arts: £9.99 Strategy

The game which gave birth to the whole god-game genre is a true classic, and at this price you'd be silly not to add it to your collection. **89%**

POPULOUS 2

Electronic Arts: £24.99 Strategy

A brilliant god-game that deserves a place in everybody's collection. It's got bags of depth and the presentation is great. **92%**



POWERMONGER

Electronic Arts: £29.99 Strategy

Complicated military strategy game from the boys who brought us the Populous games. It can be difficult to get into though. **86%**

PRINCE OF PERSIA

Hit Squad: £7.99 Platform

A true classic in every sense. Addictive gameplay, groovy graphics and a high puzzle factor, and a bargain for just a tenner. **85%**



PUSHOVER

Ocean: £25.99 Puzzle and skill

Despite the numerous mentions of Quavers (who sponsored the game), Pushover is a testing and interesting puzzle game. **87%**

RAINBOW ISLANDS

Hit Squad: £7.99 Platform

A colourful classic and the sequel to Bubble Bobble. It's ridiculously playable and horrifically cute. Great fun. **88%**

RAMPARTS

Domark: £24.99 Arcade

Simple but quite addictive conversion of an Atari game. Try to repel the invaders from your castle. Possibly too repetitive in the long term. **77%**



REACH FOR THE SKIES

Virgin: £34.99 Flight Sim

An excellent and comprehensive WW2 fighter simulation. It's got polished graphics and gameplay that is practically chock-full of excitement. **89%**

ROBOCOD

Millenium: £25.99 Platform

This console-esque platformer has proved very popular and has stood up to time well. It's still a classy and playable product. **90%**

ROBOCOP 3

Ocean: £25.99 Action Adventure

A welcome break from platform film tie-ins. This 3D adventure boasts great graphics and plenty of lastability. **88%**



SABRE TEAM

Krisalis: £25.99 Arcade Strategy

Join the men in black as they conquer world problems with the aid of a sub-machinegun or two. If you fancy the SAS, this is for you. **85%**

Buyer's

SECRET OF MONKEY ISLAND

Lucasfilm: £29.99 Adventure

A very amusing and entertaining graphic adventure with an intuitive point-and-click interface that makes playing it a joy.

90%

SENSIBLE SOCCER 1.1

Renegade: £25.99 Sports Sim

The only soccer game to be on a par with the classic Kick Off 2. Beautifully presented and very playable too.

91%

SHADOWWORLDS

Krisalis: £25.99 RPG

The sequel to Domark's Shadowlands. As you'd expect it's a considerable improvement. It's a space-based 3D isometric RPG. Good stuff.

83%



SHADOW WARRIORS

Hit Squad: £7.99 Beat-'em-up

Once again you don your ninja garb and strut fearlessly off to waste hordes of oriental baddies. Unoriginal and old but OK.

80%

SHUTTLE

Virgin: £30.99 Flight Sim

Incredibly complex and realistic simulation that's difficult to get into but very rewarding when you do. There's a huge manual to read through though.

90%



SILENT SERVICE 2

MicroProse: £24.99 Submarine Sim

An engaging and detailed simulation that won't appeal to everybody but will certainly keep strategy fans happy for a long time.

83%

SLEEPWALKER

Ocean: £25.99 Platform

Stop the sleepwalker from falling victim to all manner of perils. The Comic Relief game features a fair dollop of humour.

89%

SMASH TV

Hit Squad: £7.99 Shoot-'em-up

The arcade game based on the ancient Williams coin-op Robotron. The action's frantic and it's quite well executed.

82%

SPACE CRUSADE

Grimlin: £25.99 RPG

Based on the Games Workshop/MB boardgame, it combined really atmospheric graphics with quite addictive gameplay. A good effort.

82%



SPACE QUEST SERIES

Sierra: £29.99 Adventure

Although the Sierra games are now looking more than a little dated, they're well programmed and adventure fans will enjoy them.

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.

80%

SPEEDBALL 2

Imageworks: £9.99 Sports Sim

Futuristic bloodshed from the Bitmap Brothers. Brutality has never been this much fun before. If only all sports let you beat up the goalies.

85%



STEG THE SLUG

Codemasters: £7.99 Platform/Puzzle

You may look like a lump of snot, dumping your way around, but there's more to life as a slug than you'd think. Not a bad little effort.

78%

STORM MASTER

Silmarils: £29.99 Strategy

French game presentation at its very best. Top graphics and sound feature in this novel approach to the genre.

92%

STREETFIGHTER 2

US Gold: £25.99 Beat-'em-up

Possibly the greatest arcade game of all time. A good try by US Gold but it just doesn't seem to work as well on computer.

70%



STRIKER

Rage: £25.99 Sports Sim

A novel 3D "into the screen" approach to simulated football. All right for a while but too easy to master the techniques needed to win.

79%

STUNT CAR RACER

Microstyle: £9.99 Racing

Written by Geoff Crammond (who later wrote F1GP), this really is a golden oldie that's worth every penny of the price tag.

87%

SUPERCARS 2

Microstyle: £9.99 Racing

An overhead viewpoint is not the only unusual feature of this racer - you can shoot missiles at other cars, and there's a two-player mode too.

85%



SWIV

Sales Curve: £24.99 Shoot-'em-up

A great simultaneous two-player game that was the unofficial sequel to Silk-worm. Great graphics and incredibly challenging gameplay too.

84%

TEST DRIVE 2

Hit Squad: £7.99 Racing

A reasonable but slightly disappointing driving simulation. Extra data disks are available if you tire of the tracks provided.

71%

THUNDERHAWK

Core Design: £29.99 Flight Sim

Core's stunningly smooth helicopter sim is based on a fictional gunship. It takes a while to master but learning is worthwhile.

88%

TRANSARCTICA

Daze: £29.99 Strategy

An original concept this one. The train-related adventure will have you hunched over a hot ST for weeks on end before you complete it.

83%

TURRICAN

Kixx: £7.99 Shoot-'em-up

Leaping about from platform to platform, wasting weird alien things has always been fun, and Turrican is a particularly good example of the genre.

84%

TURRICAN 2

Kixx: £7.99 Shoot-'em-up

The sequel is even better presented than the original, and the gameplay is varied, even featuring a side-scrolling, R-Type like sequence.

85%

ULTIMA VI

Mindscape: £29.99 RPG

Yet another game for the role-playing fraternity to get to grips with. As usual, there's lots of depth. A hard drive would be handy though.

80%

UTOPIA

Grimlin: £29.99 Strategy

Create the perfect civilisation if you can. The game's longevity is boosted by the "New Worlds" data disk which is now available.

85%



VROOM

Lankhor: £24.99 Racing

An incredibly fast racing game. While lacking the realism of F1GP, it's nevertheless an exciting and absorbing challenge.

86%

XENON 2: MEGABLAST

Imageworks: £9.99 Shoot-'em-up

Long heralded as the ultimate in up-the-screen shooters, Xenon 2 boasts a good challenge and lurvely graphics to boot.

87%

The
ACTION continues
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ATARI **ST USER**

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LEMMINGS 2 "THE TRIBES" From Psygnosis

GAMER GOLD: "It's everything you'd expect and much more beside - A joy to look at, listen to and to play" You've saved the Lemmings now save the Tribes in this sensational sequel, 12 Tribes with over 60 new skills. a challenge for all ages from 7 - 70.

ST ACTION 94%

ST USER 93%

£29.99
R.R.P.

Our Price
£14.99
half price!

DYNABLASTER From Ubisoft

ST ACTION A1 RATED 92% "The most addictive thing since Rainbow Island". (includes adaptor for up to 5 player game) Place your bombs to protect yourself in this totally mind blowing game. "In one player mode, it's a massive and addictive task but in head to head, with 5 players, this is truly awesome" CVG

ST FORMAT GOLD AWARD 92%

VOTED BEST MULTIPLAY GAME OF THE YEAR

£30.99
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£15.49
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D/GENERATION From Mindscape

Virtual Reality meets Action Adventure in this innovative game. Over 120 rooms filled with traps and surprises, unique storyline and humorous animation all go to make this game to savour. "D/Generation has everything every game should have". **ST ACTION**

ST ACTION A1 RATED 93%

£19.99
R.R.P.

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£9.99
half price!

PREMIER MANAGER From Gremlin

Could you be the next Graham Taylor? Find out if you've got what it takes to run a football team with this sophisticated strategy game. Features include Cup competitions, Sponsorship deals, 1-4 players and Transfers. "It's easy to pick up and easy to play. Best of all it's easy to get into" **ST ACTION**.

ST FORMAT 85%

ST ACTION 82%

£25.99
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£12.99
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ARMOUR-GEDDON From Psygnosis

ST ACTION: "Don't find time to play Armour-Geddon, Make time". Can you save what's left of humanity from a deadly new weapon? Control up to 6 vehicles at once, build up your arsenal and help create your own new weapon system. Also features a serial link option for head to head action

ST ACTION 90%

£25.99
R.R.P.

Our Price
£9.99
Much less than
half price!

TIMEWORKS 2 From GST

Timeworks was probably the world's most popular DTP package for the ST; now TIMEWORKS 2 is available "an excellent buy for both beginners and experienced users alike" **ST USER**. It's faster and more efficient and has a range of extra fonts. All in all a terrific package.

£129.95
R.R.P.

Our Price
£49.95
Much less than
half price!

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TITLE	QTY	PRICE INC P&P	TOTAL
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DYNABLASTER (1 MEG)		16.49	
D/GENERATION (1 MEG)		10.99	
PREMIER MANAGER		13.99	
ARMOUR-GEDDON		10.99	
TIMEWORKS PUBLISHER 2		50.95	
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