

ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

VOLUME 2 ISSUE 15 JULY 1989
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CAN DRAGON NINJA DEFEAT
SAVAGE, OR WILL BATTLE
CHESS CONQUER ALL?



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36 PAGES OF GAMES REVIEWS: RICK DANGEROUS • SILKWORM
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ZZAP Sizzler

"a popular movie license backed up by great game-play, an unbeatable formula - needless to say, I'd buy it ... miss this and you're missing the hottest game of the year"

ST Action

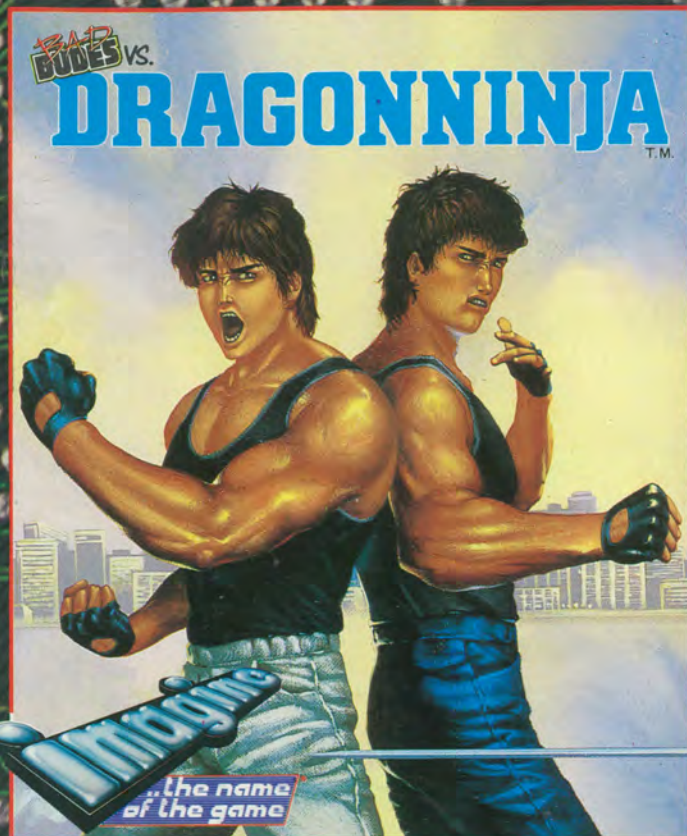


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"A sure winner with the official conversion to the home computer".

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"There is more than enough action in this one to keep you coming back for more".

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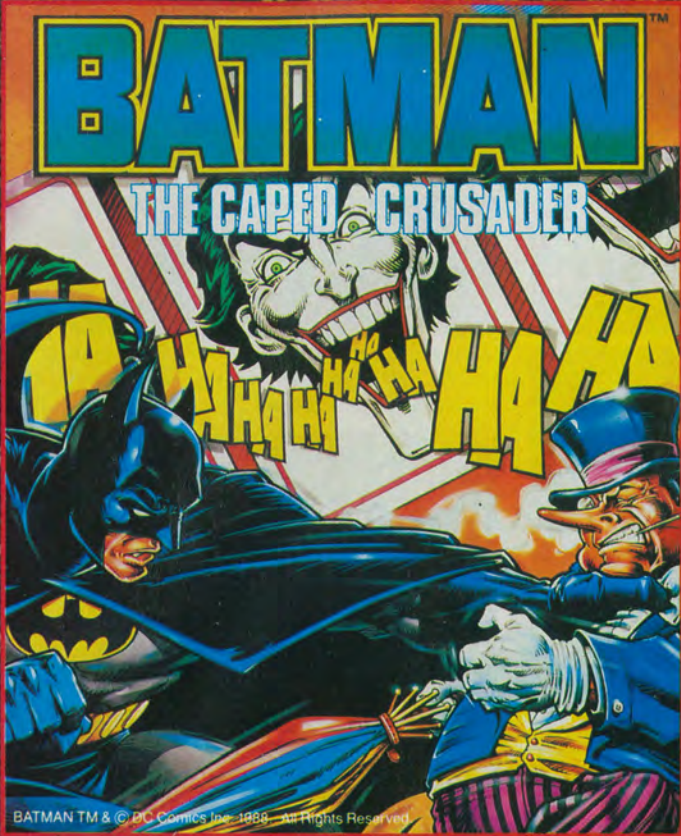
"a superb game with such addictive gameplay".

Computer Games Week FAB

OCEAN

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INTELLIGENCE

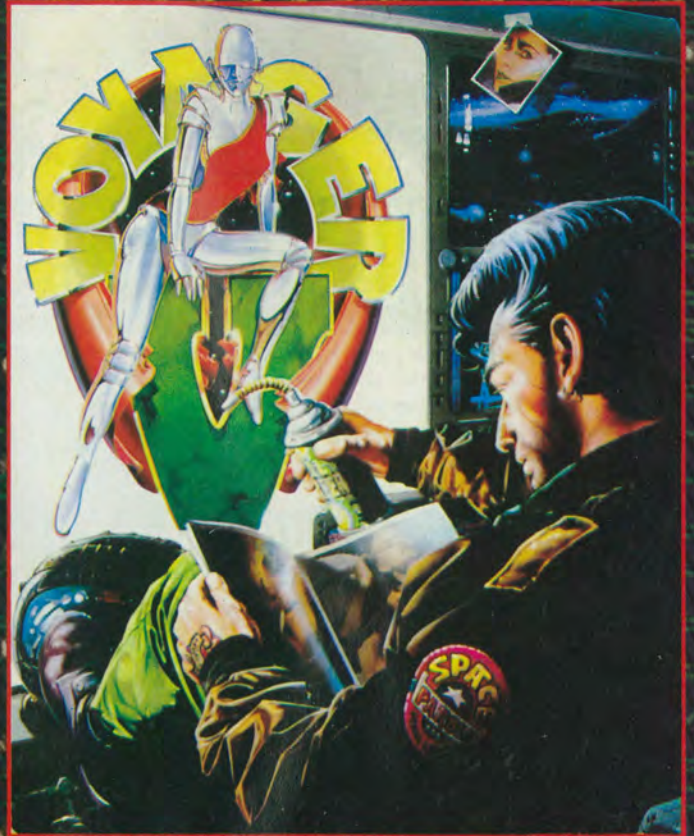


"Special FX programmed the game and have done a great job, recreating the character of the originals with a hint of humour".

Amiga User Int.

"The characters and backgrounds are striking – each are superlative – the Amiga features a soundtrack in glorious remixed stereo".

The One



"polished in every aspect – from the humorous storyline to the end of the blasting".

The Games Machine Top Score

"...you're in for the time of your life ... fabulous 3D, hours of absorbing play – you name it, Voyager's got it. And that's not all: Ocean throw in a cassette soundtrack which has to be one of the most mind-blowing pieces of music I've ever heard".

ZZAP Sizzler

"... scrolling 3D graphics, the most impressive I've seen on the ST ... a great arcade formula and clever graphics ... an excellent game that will keep you playing for quite some time".

ST Action



STAI

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ocean

BACKPACKED

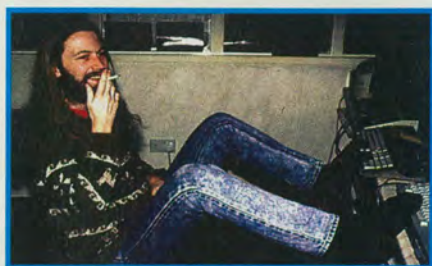
INTERVIEW: PSYGNOSIS 16

Psygnosis have announced a schedule containing no less than seventeen new titles. Jason Spiller travelled to Merseyside to investigate Liverpool's most prolific software company and to see just how they were going to achieve their goal.



YAK'S YAK 96

Here he is again, our regular back page author, Jeff Minter, rambles on about life, the Universe and Llamas.



No, it can't be, Fourteen whole pages of Giving the Game away! Tips Guru, Steve Merrett has once again enlisted the help of Nick Clarkson and together they present tips and playing guides for some of the hottest titles around, including; Cosmic Pirate, Speedball, Populous, Gunship, Pirates!, Soldier of Light and Pacland. Not wanting to be left out, Mark Lawrence has produced pokes for all the games featured on the Atari games pack.

SUPERCHARGER COMP 93

Is your joystick looking somewhat old and decrepit? Do you lose lives unnecessarily? What you need is one of De Gale's Quickjoy Supercharger joysticks, and we've got thirty of them to give away.

STOS COMPETITION 86

For those of you who are tired of commercial games software and want to program your own space invader clone we've got just the thing. Together with Mandarin software, we're giving you the chance to win the latest STOS additions.



MICROPROSE 3D POOL COMP 20

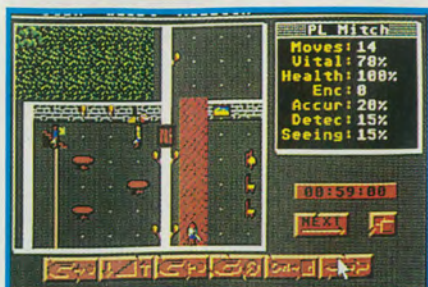
To celebrate the release of 3D-Pool, MicroProse are offering you the chance to win your very own pool table! What's more, they're also giving away thirty-five runners-up prizes too.

DUNGEONS & DISK DRIVES 12

You'd think he'd be in a better mood, especially seeing how the Dungeon has had a face-lift. Still, aggravated by all you letters, the Troll be-grudging puts crayon to paper in an attempt to put fool-hardy adventurers out of their misery.



REVIEWS! REVIEWS! REVIEWS! REVIEWS!



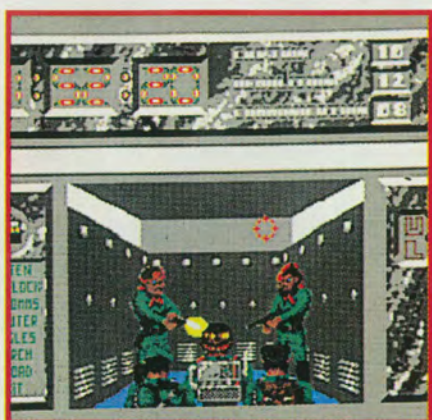
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DEJA VU II P.82 →



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MAYDAY SQUAD P.70 ↓



← **BATTLE CHESS P.32**



← **SKWEEK! P.30**



↑ **ALPHAMAX P.78**

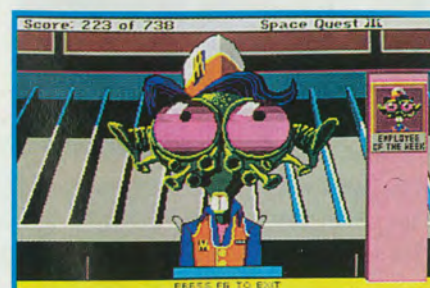
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ACTION NEWS

Hello, and may we, at ST Action, take this opportunity to welcome you to our July issue. And what a scorcher it is, too. We've managed to get you the best of everything. Just take a look at those competitions, the reviews, and the features. Jason Spiller braved the train disputes to bring you his report on the Liverpool-based company, Psygnosis (rumour has it he spent over an hour and a half trapped on the Victoria line of the London underground!). Meanwhile, Nick and Steve joined forces in an attempt to bring you our mega Giving the Game Away supplement. I'm sure you'll also agree that we have been very busy in bringing you the best reviews of the latest ST software. Still, enough of this over indulgent-ego trip, let's get on with the rest of the magazine, and more specifically, the STA news.

PHARAOH II

In 2670 BC the old kingdom of Egypt was ruled by king Zoser of the third dynasty. You take on the role of the high priest of Giezech whose unenviable task it is to save the Egyptian civilisation from an army of invading alien spaceships. To aid you, you may use a ceremoni-

al spell written in the Book of the Dead to awaken the gods. The game is basically a shoot'em-up along the lines of the classic game, Galaxians. Watch out for Pharaoh III, it should be available around now and costs a mere £14.95.

Pharaoh III, a nice budget shoot'em-up not dissimilar to Galaxians.



STEIGAR



In Britain we have the SAS. In the States they have Steigar. Initially, Steigar was a lone hit man, a marauder, a soldier of fortune - his interests, gold. If ever there was a problem, any problem, Steigar would sort it out - for a price. Nobody was safe from him; where he came from no-one knew; where he was bound for was hell! Drafted by the U.S. Navy, Steigar was trained as a hit-and-run helicopter pilot. Only the senior commander knew his real purpose, Steigar was no ordinary recruit. Wherever there is a problem that needs sorting out, Steigar is sent.

Steigar is a multi-level, multi-weapon, death or glory blast'em-up that wrecks joysticks. Coming soon from Screen 7, Steigar has a price over his head of £19.99. Watch out for him this summer.



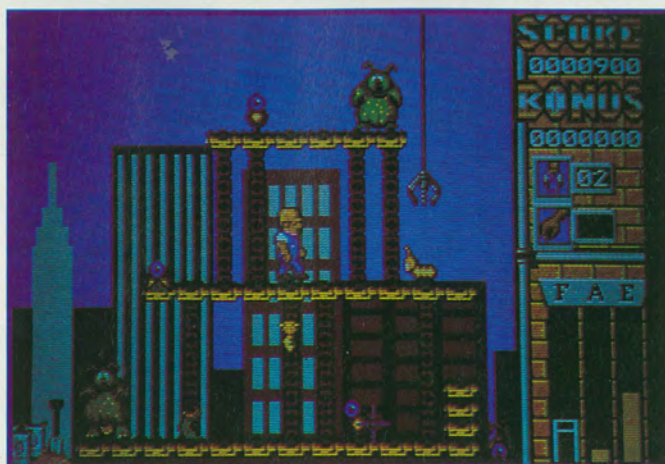
Wreaking havoc on enemy helicopters is only one of Steigar's explosive pastimes.

LONE WOLF

Mitch, ventured from his Dungeon and into the beautiful countryside of Kent. There he witnessed the launch of Audiogenic's latest venture, Lone Wolf. Once at his destination Mitch assumed the role of a daring thief as he hid amongst the shadows and ambushed any passers-by. The event was staged as a life-size, fantasy role-playing game, with members of the software fraternity playing various characters. During the day everyone was informed of the new Lone Wolf game, the Mirror of Death. Unfortunately, other members of the ST Action team were unable to attend due to train cancellations, but watch out for Mitch's full report next month.

IT'S A LONG WAY DOWN

New software company, Screen 7 are busily working on several projects at the moment. High Steel sees you in the role of a builder - not just any old builder, though. You construct skyscrapers - the bigger, the better! However, on this job things aren't going too well. Numerous gremlins have gotten onto the various platforms and in an attempt to curtail their escapades you must also avoid numerous hazards, including half-eaten pack-lunches. With your trusty spanner as your main defence, can you beat the meanies? High Steel will cost £19.99 and should appear later on this summer.



Avoid or kill the gremlins as they try to knock you off those High Steel platforms.

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- Additional machine code routine for ambitious programmers
- An illustrated user guide with technical appendices

£69.95



...and graphics galore

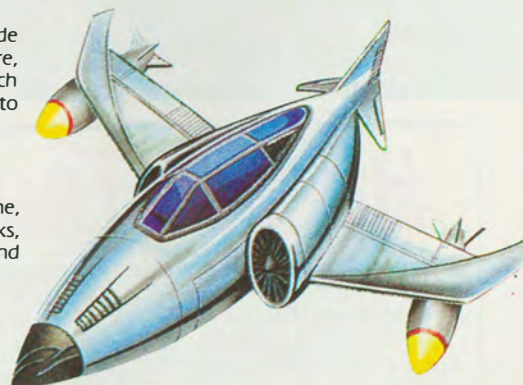


STOS Sprites 600 consists of more than 600 ready-made characters for use in your STOS games. What's more, there's a demonstration program on the disc which shows you how to link the sprite frames together to produce realistic animation.

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HiSoft's LATEST PROJECT

HiSoft is more a company you'd expect to read about in our sister magazine, ST World. The Bedford-based company are normally associated with serious programming languages and the like. That's not to say their latest venture is any less important. Oh no, HiSoft have been working on their very first piece of entertainments software, a high-quality, extremely realistic flight simulator. ProFlight sees you nimbly edging your way into the cockpit of the American Tornado jet fighter, a

demanding, yet pleasurable aircraft. The game features the usual array of flight simulator commands, plus one or two extras. HiSoft claim that ProFlight will be a highly realistic flight experience that simulates the antics of the Tornado to the letter. Not only that, but they also state that the computer-controlled environment will also be well thought out. Expect the Tornado simulator, ProFlight, to land sometime during late summer. We've no definite price as yet, but more details as we receive them.

ProFlight, HiSoft's latest project puts you in control of the Tornado attack fighter.



QUICKJOY FAMILY

De Gale Marketing are to launch three new joysticks in June! Following the success of their Quickjoy Supercharger, De Gale are proud to announce the new additions to their family. All of the new sticks have finger and thumb fire buttons, autofire, six-way directional control and suction cups. However, the Quickjoy Superboard, has a whole host

of extras. This mean-looking stick has no less than six fire buttons, autofire, speed control and eight microswitches! However, as if that isn't enough, the Superboard also has a built-in digital LCD stopwatch. The new line-up of sticks are also competitively priced, ranging from £8.95 for the basic model to a mere £19.95 for the Superboard.



Twisting by the pool, De Gale's Quickjoy range will provide hours of trouble-free gameplaying for even the most dedicated customers.

JUST WHEN YOU THOUGHT IT WAS SAFE TO PLAY ON YOUR ST



The great white menace, Jaws terrorises the usually busy beaches in search of food - you are the main course.

Did Peter Benchley really know what he was doing when he wrote Jaws? Screen 7 are currently putting the finishing touches to the game of the same name. You are cast in the role of Amity Island's chief of police, Brody. Together with Hooper, a marine biologist and Quint, a maniac shark hunter, you must set off in search of the lost artifacts needed to destroy the killer shark. Unfortunately, Jaws has different ideas.

Whilst you search for the necessary bits and pieces the great white shark decides to terrorise the local beach, killing any swimmers foolhardy enough to enter the water. As the death-toll rises, the town's mayor becomes more worried. Can you kill the shark before either the mayor sacks you or, worse still, you fall victim to the sharpest pair of Jaws around?

BUBBLE TROUBLE

A mysterious package arrived at the office the other day. Marked clearly with the legend, 'only to be opened by the bravest software reviewer', we gingerly drew lots to see who would be the unlucky victim. Having been fairly elected, Steve Merrett slowly opened the box. Inside we found a number of the programming team responsible for Red Rat's new game, Time Runner. Amongst these creatures, (who, incidentally, looked

rather like balloons) was a copy of the game. The storyline centres around the adventures of Captain Crumble, an ex-starfighter. In his new job of Janitor you must assume control of the luckless hero as he attempts to round up the Teezles who have escaped from their confines. Red Rat's Time Runner carries a price tag of £19.99. Watch out for a full review in next month's issue.



The mysterious Teezles that Captain Crumble has to find have hidden at the Red Rat offices!

POSTMAN PAT

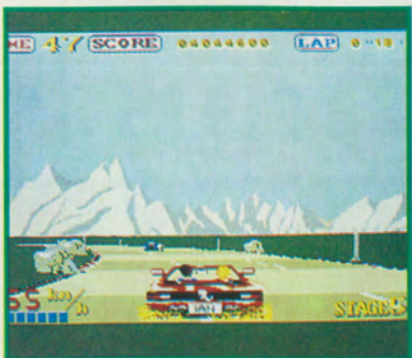
Alternative Software are proud to announce their first licensed title, Postman Pat. Stepping well and truly into the boots of Pat, both you and your black and white cat must travel around the village delivering parcels, letters and prescriptions. There are two different versions of the game; an easy one for younger players and a much harder one for Pat's older fans. As well as the basic game, 16-bit players will also be offered the chance to play Postman Pat snakes and ladders, Ludo and a variant of snap! Deliveries of Postman Pat will commence in June.



Postman Pat excitedly tells all his pals about his new computer game.

16 BIT BUDGET GAMES

Klassix have managed to tie up a number of 16-bit deals for this summer. All priced at an incredible £9.99, the company are just about to release three scorching titles. Firstly, they present Outrun, the smash-hit racing game converted from the Sega coin-op. Next, we see the return to the somewhat underrated Foundations Waste; originally from Exocet, Foundations Waste is a well balanced shoot'em-up. Finally, Klassix have managed to secure the rights to U.S. Gold's, World Class Leaderboard, a title we've never seen on the ST before!

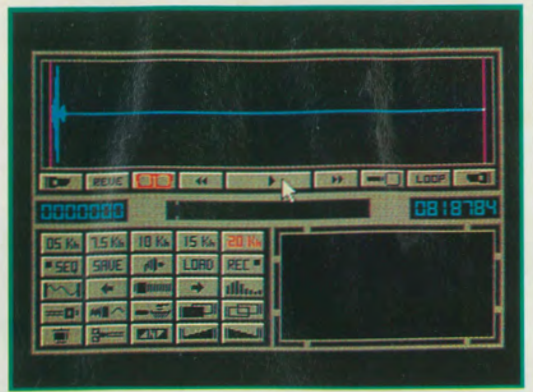


Outrun, Foundations Waste and Leaderboard - at £9.99 each one's a winner!

MASTER BLASTER

Have you ever wanted to try your hand at sound sampling? Expensive isn't it? Well, actually it isn't anymore. London-based company, Software Horizons, have developed a new, inexpensive package. Master Sound features all the regular sampling techniques you'd expect, plus a few others including, filtering, compression, variable automatic recording, fading, a real-time VU meter, an oscilloscope, a 34 bar spectrum analyser, and over 250 magnification levels! Also included is the ability to sequence samples, allowing

The Master Sound sampler offers an excellent start to the unfamiliar world of ST music sampling.



the user to edit samples and allocate them into one of the 18 different presets and play them back in real-time whilst recording the new composition.

Software Horizons are also offering the chance for users to

win a top prize of £1000! All entrants have to do is add their own compositions to the company's own megamix. The competition is open to all residents of the EEC countries.

BLOODWYCHE

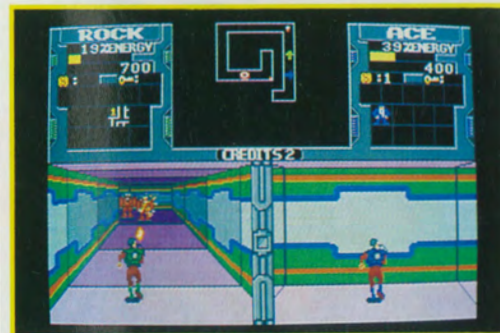
July will be a busy month for Mirrorsoft, not only will they be releasing the long-awaited Chaos Strikes Back, but also Bloodwyche. The idea of the game is to find four crystals of power. With the two-player mode the game will take on a different feel as players will be able to help one another or to battle for control of the mysterious crystals. Bloodwyche will carry the price tag of £24.99 and should be appearing on software shelves sometime around July.



TENGEN'S XYBOTS

The next coin-op conversion to appear from Domark's Tengen division will be Xybots. Classed as a strategic blast'em-up, Xybots will provide a most challenging game for even the most hardened arcade fanatics. Set in the future, you'll be able to make full use of the transporters connecting levels, picking up coins, energy pods,

weapons and keys en route. Both Major Rock Hardy and Captain Ace Gunn must rid the underground labyrinths of the metallic monster's. At the end of each level players will be allowed to spend any collected coins on extra bonuses such as speed, fire-power and maps. Xybots will cost £19.99.



Working together our two heroes must attempt to rid the underground mazes of the metallic Xybots.

ROLL UP, ROLL UP

West German company, Golden Goblins, have already had huge success on the Amiga software scene. Their game, Grand Monster Slam, has already received runaway reviews. Taking the side of the dwarfs you must challenge dragons, orcs and halflings to a game which seems to be a hybrid of soccer, rugby and American football. The game features fifteen intelligent opponents, amazing graphics and sound effects, and a whole host of hidden features. Watch your software shelves, Grand Monster Slam should be arriving any day now. Meanwhile, their other game, Circus Attractions should also be nearing completion. Similar to Tynesoft's Circus Games,

Circus Attractions challenges players to five circus events: Trampolining, where players may collect bonus objects and must perform tricks to keep the audience from becoming bored; Juggling; start with easy tennis balls and move on to more deadly objects; Tightrope Walking; keep your balance while you try to score extra points for performing tricks; Knife Throwing; trying not to hit your lovely assistant, can you burst balloons and other objects for a bonus score?; Clown Jumping, it may look easy but jump-

ing between see-saws requires precise positioning. Two players can compete at once and teamwork is essential. Look out for Circus Attractions sometime this summer.



Two players can team up in an attempt to score mega points in the juggling event.

ST ACTION F-16 COMPETITION WINNERS

OK, it's now time to announce the names of the lucky winners of our F-16 competition. But before we tell you whether you are soon to become the proud owner of the model aeroplane, here are the correct answers.

1. Which company manufactures the F-16?
Answer: A) General Dynamics

2. Name the air-to-air missiles usually carried on the F-16 wingtips.
Answer: B) Sidewinder

3. What instrument does the pilot use to line up with the runway during his approach?
Answer: C) ILS

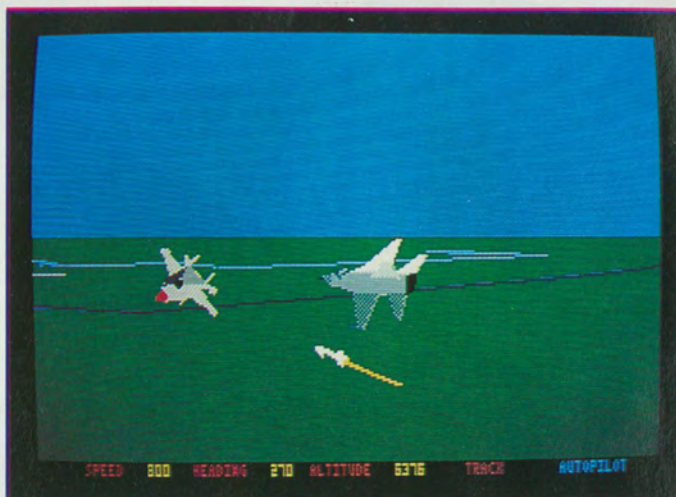
4. What is the name of the HUD night vision system?
Answer: A) Lantrin

So, there you are. Congratulations to Mr S.J. Phelps of Lossiemouth in Scotland. You are now the proud owner of your own radio controlled aircraft! Meanwhile, congratulations also go to Steve Mitchell of Peterborough. Well done, Steve, you've managed to win an all-expenses-paid trip to the Biggin Hill airshow! Commiserations also go to all those people who entered but unfortunately didn't win.



BLUEBIRD STANDING BY STOS EXTRAS

Since its release Falcon has been one of the most popular military aircraft simulation programs available. Now, Spectrum Holobyte are proud to announce the imminent release of their mission disks. Replacing the game's disk 2, the mission disks will allow pilots to engage even more enemy installations. Featuring realistic real-time battle encounters pilots will find themselves in a number of dangerous inter-related situations. Pilots will have to complete several different mini missions before they can complete their main objective. The new mission disks will be available soon, no price as of yet but we'll keep you informed.



The lethal F-16 takes out any enemy fighter before moving on to its primary target.

Three new STOS products have recently appeared. Costing £69.95, STOS Maestro Plus comes complete with the necessary hardware that allows games programmers to add sampled sounds to their games.

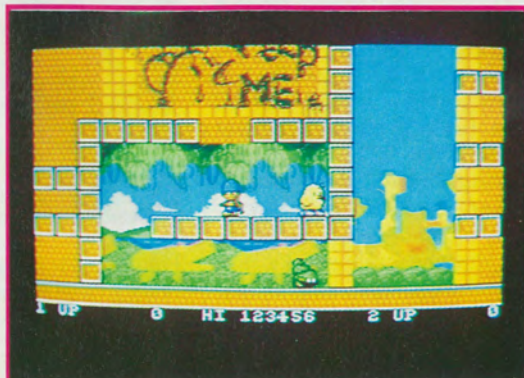
STOS Sprites 600, a graphical extravaganza, offers programmers no less than 600 ready-made sprites! Costing a mere £14.95, STOS Sprites 600 is an essential add-on for any serious games creators.

Finally, Mandarin have produced a STOS compiler. For an asking price of £14.95 STOS users are offered the ability to convert their programs into 'near' machine code.

OCEAN DOWN UNDER

Another coin-op conversion that is currently underway is New Zealand Story. Those Mancurian programmers at Ocean are really doing well on this cute little game. The storyline involves a giant Walrus who has kidnapped (or chick-napped, as the case may be) all of the chicks from the vil-

lages of New Zealand. One plucky (groan. Ed.) chick managed to escape the dreaded clutches of the Walrus, and has set out to rescue his buddies from an awful fate! As of yet, there has been no release date set for the game, but judging from these shots, it shouldn't be long.



All together aah!
New Zealand Story is a great little platform game, coming soon from Ocean.

BRODERBUND'S NEXT MOVE

Following the success of their first ST game, Typhoon Thompson, American software house Broderbund, are set to release three further titles. Shufflepack Cafe is the sleaziest joint in the universe; it's also where the scum of the galaxy meet to play air hockey. Have you got what it takes to become supreme champion of the puck? Wings of Fury

sees you take to the skies as you pilot your WW2 Hellcat into the battle zone. Featuring excellent 3D graphics, Wings of Fury will interest all flying freaks. Wargamers will not be left wanting either: The Ancient Art of War will place would-be generals against past leaders. Expect to see these new titles over the next twelve months.

FIREBIRD LIVE ON

Both the Firebird and Silverbird titles will still be used by new owners, MicroProse. After what seems like almost an eternity, Verminator is set for a July release. Carrying the price of £24.95, Verminator sees you in the role of a three-legged pest controller. Sega's coin-op shoot'em-up, Action Fighter, is also to be released. The verti-

cally scrolling shoot'em-up features extra weapons and is set over four gruelling levels. Finally, August also sees the release of Silverbird's Oriental Games. Featuring four Chinese fighting games: Kung-Fu; Hollywood Rules; Sumo Wrestling; and Kendo. Learn all four disciplines and compete for the title, Grand Master.

MICROPROSE PREMIER

Those awfully nice chaps at MicroProse laid on an evening of fun and festivities just recently. The Tetbury-based company certainly decided to make the launch of their two new software labels, MicroStatus and MicroStyle, a date to remember. Numerous

persons from within the software industry were invited to attend the British premier of Bette Middler's hilarious new film, Beaches. Afterwards, with ribs still aching from too much laughter, the party assembled in the Star Bar at London's trendy Hippodrome nightclub.

There, members of the software fraternity were introduced to the two new labels and their games before finally dancing the night away. A good time was had by all and I'm sure everyone involved would like to send sincerest thanks to all of the MicroProse team.

GOING TO WRITE A CLASSIC

Last month we brought you news of Electronic Arts' budget titles. Unfortunately, due to unforeseen circumstances, the title, Chessmaster 2000, will not be available at the reduced price.

EA's final budget line-up.



POWER PACK



The almost legendary Nebulus, just one of the STA1 rated games to appear in the new Atari Power Pack.

Atari have recently announced details of their new Power Pack. No, it's not the latest in clean electrical power supplies. The new Power Pack is the name given to the latest ST bundle that Atari are offering. Last summer many people were tempted by the Summer Pack and, in an attempt to sell even more of these amazing machines, the U.S.-based company are offering an amazing deal. For a knock-down price of only £399 Atari are offering not

only a 520STFM with a double-sided disk drive, but also a software pack worth just over £550! The games in the pack include celebrated titles such as: Bomboozal, Nebulus, Outrun, Gauntlet II, R-Type, Afterburner, Super Hang-On and Pacmania, not to mention the almost obligatory firST Basic, firST music and Organizer! The Power Pack should start appearing towards the end of the summer, try asking your local dealers for details.

ARC CRACKDOWN

Following the huge success of their last game, Forgotten Worlds, the Birmingham-based programming team, Arc Developments, have started work on their next project. Their next game is to be yet another coin-op conversion; this time they've chosen Crackdown. No real news yet, but wait for Jason Spiller's full report next month.

MARS COP

Congratulations this month, must go to Arcana Software for the most elaborate press release we've seen for some time. A dossier, complete with wax seal, arrived at the ST Action offices. Enclosed were

full details of the Mars Cops, Mr. Charles Asquith Matthews and Ms. Monique Isobel Julianne. Taking on the role of one of the Mars Cops, you must pilot the patrol craft, Hawk, in an attempt to police the planet of Mars. The game itself will be launched at the end of June. More details as I receive them.



The view from the patrol craft, Hawk. Policing Mars definitely looks as if it could be fun.

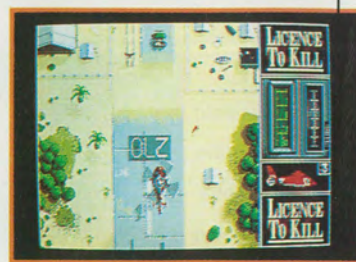
LICENCE TO KILL



Agent 007 battles with the drug baron's hoods. Can you help JB to complete his mission?

Domark's next Bond game, Licence To Kill is nearly almost finished. Closely following the storyline of the new film, Licence To Kill sees you taking on the role of the famous British secret agent. Pilot 007 in an exhilarating helicopter chase, manoeuvre him in a death-defying underwater battle as he dodges both sharks and Sanchez' thugs, and finally, help James to fly his stolen crop duster as he attempts to stop the evil drugs baron's

Piloting the stolen chopper, 007 battles with baron's forces before locating the secret hideout.



convoy reaching the border. Soon to appear on your ST's, Licence To Kill will wear the price of £19.99.

Be part of the action

at the

ATARI

COMPUTER SHOW

And now for something completely different

The latest in the series of Atari Computer Shows has a whole new look designed to provide maximum visitor appeal. Whether your interests lie in Midi, CAD, DTP or games, here you'll find everything you are looking for.

Seminars/Workshops

For the first time, an extensive programme of seminars and workshops will be held as part of the new show package to appeal to the increasingly sophisticated Atari User.

Running to a timetable throughout the show, these will cover:

- Making Music with the ST, hosted by a well known musician.
- ST Graphics World, with a top designer.
- ST DTP Workshop.

Game-A-Thon

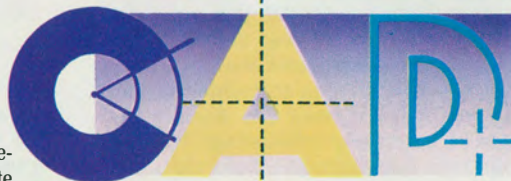
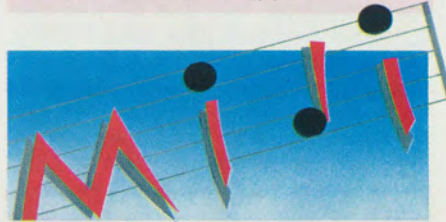
The free Games Arcade will feature a "Game-A-Thon" in which school teams will compete against one another in a high scoring competition for a prize to be donated to charity.

Silica Shop/Database Exhibitions Innovations Awards

Enter the fascinating world of ST Innovations where visitors will see the most ingenious applications ever devised for the machines exhibited in a major feature area. All the entries from the finalists for this major competition – with £6,000 worth of exotic holidays to be won – will be shown for the first time.

Alexandra Palace, Wood Green,
London N22
Friday to Sunday,
June 23 to 25, 1989
Fri & Sat: 10am – 6pm,
Sun: 10am – 4pm

The Atari Computer Show is back – with many new products and developments. Atari has grown to be one of the major players in the computer world, supported by an incredible wealth of top quality applications, games and utilities – all on view at this show.



Business



GAMES

Stos Games Writer of the Year Award

View the potential blockbuster games of tomorrow when the finalists of the £5,000 STOS Games Writer of the Year Award go on display.

Beat the Experts

Even the popular technical advice stand has been transformed into a "Beat the Experts" show event. Visitors will be able to pose questions to a panel of experts, with each one they fail to answer resulting in a donation to charity.

Don't Miss It

If you enjoy using an Atari computer, you'll be thrilled by the Atari Computer Show.

So for a great day out – whether you want to see what the future holds for Atari computer users, take advantage of the bargains on offer or get advice on specific applications – this is the show to visit.

● Bring the voucher below and save 50p off the admission price.

How To Get There

Alexandra Palace is so easy to get to by car, rail, underground or bus. It has its own British Rail station, just nine minutes away from King's Cross, and there's a free bus service shuttling between station and show every 10 minutes.

If you're travelling by road, the show is only 15 minutes away from Junction 25 on the M25. Car parking is free.

DATABASE EXHIBITIONS



10am-6pm Friday, June 23
10am-6pm Saturday, June 24
10am-4pm Sunday, June 25

The West Hall, Alexandra Palace, Alexandra Park, Wood Green, London N22.

Bring this coupon to the Show to get 50p per person off the normal admission price of £5 (adults), £3.50 (children).

HAND THIS COUPON IN AT THE DOOR AND SAVE 50p A HEAD

Dungeons & Disk Drives

Mitch, his Dragon and the Troll are back with all the news that's fit to print from the world of Adventures. If you have an adventure problem that needs solving, and you can withstand the Troll's ill-temper, write to the ST Dungeon and let the Troll bash your problems down to size.

Hello again, mortal, I'm glad you managed to stop zapping things for long enough to drop in to see us. We had a real treat this month playing Space Quest III which we all agreed was a 'hoot'. I like Sierra's idea that you do not have to solve all the puzzles to complete the game. Instead, you will be allowed to finish with a reduced score, which enables you to return to the game at a later time and gain points by discovering extra little twists. On that subject, did you know that in Kings Quest III it is possible to turn yourself into a fly and enter the hole at the bottom of the robber's tree?

I note that Mirrorsoft have announced yet another deadline for the release of Chaos Strikes Back. June 14th is the new 'D' Day, but I will say no more until I see it. On the subject of Dungeon Master I should mention that we have been flooded with letters from readers who are all claiming to be surprised at Steve Kennedy's inability to complete the game

with only two characters, whereas they have all completed it with only one. Justin White of Warrington wrote to say that he completed this trivial and meaningless task in one week and that, if anyone needs help, they just need to ask him. What can I say? (How about RASP! - Steve). From Lincolnshire, A.P. Sawyer wrote to say that I had omitted to mention the most important tip. In Level 4 you can influence the number of pink worms that are created by placing a gold coin in front of the Gargoyle etchings on the wall before walking past it. Every time you pass a Gorgoyle, another pair are created. Well it's certainly news to me!

At a recent computer show in London which was only open to journalists (and wizards!), we spotted two items which looked extremely interesting. The first was Personal Nightmare from Horrorsoft which had some novel twists to the game. Certain animated sequences are seen differently depending on where you are at

the time that the action occurs. More horror in the shape of Jack the Ripper is also about to emerge from the fog and crawl into your disk drive. Keep a stout stick handy as I suspect that there is going to be a lot more horror around in the near future. Talking of which I'll now leave you in the capable hands of the Troll.

Mitch.

TROLL LETTERS

Manhunter's halls and balls

I am stuck in Sierra's Manhunter. I have gone through the underground system (by using the arcade game's halls, walls, ball, and dolls) and emerged in a cave. I have a suspicion that there is something stuck on the floor, but I can't seem to pick it up. I have won three orbs at the fairground and I am now stuck on what to do.

I would also like to know how to get on to the Dungeon Crew as I would love to help you crack adventures.

R Comish, Birkenhead.

There is nothing stuck on the floor of the cave, but there is a medallion on the table which you need. Having plotted a course through the underground and examined the map of the arcade game (which is identical) you are supposed to realize that the layout of the booths at the fairground are also the same. To prove to the fairground operator that you are a member of the underground, you must knock down the three items which correspond to the three dolls which stand in the way of the quickest route through the tunnel. As final proof of your identity you must also operate the medallion on him when he pauses to examine you.

There is a test you can take to see if you are fit to join the Dungeon Crew.



Roger Wilco, the hero of Space Quest II, starts his journey across the Swamp. Let's hope he heeded the Troll's advice.

Man Hunter is a difficult game, try examining that shiny object on the pier.



Hubble, Bubble, Toil and Trouble - King's Quest III sees the young apprentice in all sorts of trouble.



Look closely at the photo of Mitch in ST Action number 12. You will notice that he is leaning against something invisible - it is in fact the Dragon. If you can see him, you are well on the way to being a suitable candidate for the Crew. Trouble is, you will also be first in line as a candidate for the funny farm!

Turn on the chicks with Leisure Larry I

When in the Casino, on the top floor, I can't seem to get anywhere with the desk clerk or open any of the doors. Please print my letter, as I'm running out of hair fast.

L. Gregory, Chobham.

Can't get anywhere with girls, and you're losing your hair! Sounds as if this game was custom-built for you. I would think that its going to take some pretty strong stuff to make anyone fancy you, and luckily I know just where you could find some. I suggest you take a close look at the first-floor window down the side alley at Lefty's Bar. It will take some getting to, so don't get too strung up about it.

Opening the box in Chrono-Quest

I'm stuck in Chrono-Quest and it's getting right up my back (he he!).

My problem is, how do I open the metal box in the Maya Temple?

If you could answer this, I'll let you come round and smell my breath anytime!

Ingrid, Gnettlefield Farm.

Gnornally I would tell any gnome who was suffering with a complaint like 'Ingrid's Back' to see a doctor and gnot to come bothering me, but in your case I'll make an exception. The statue outside the temple looks a bit forlorn. Why don't you give it a whirl and see what turns up? As for smelly breath, the Dragon meets all my requirements in that department.

Fishy solutions

The Cocky Duo are back again and this time we have completed FISH! However, we have one other matter to deal with first a certain Mr. Isaac Leung from Hampstead who wrote in and dared to call us stupid. We may now inform you that he has been referred to the Guild of Thieves, who have promised to rob him of all he has and we are assured by the Seven Deadly Fins that his assassination will be carried out as soon as time allows. Along with this letter is a disk which answers all the problems to FISH, a full solution was not practical owing to the fact of time in the game and one of the problems commonly known as THE PROBLEM. Could you tell us when the next Magnetic Scrolls adventure is due?

Keep up the good work and give the rest of the Dungeon Crew a boot as they appear to be doing no work at all.

S. Stewart & R. Patrick, Belfast.

Firstly, thanks for the information. I have passed on your best wishes (and your full address!) to Isaac and, with luck, he is going to arrange to have your fish, and your fingers, 'battered' severely. Mag Scrolls are at time of writing, still trying to complete The Myths game which is an exclusive creation for the members of the Official Secrets club. As you may know, Rainbird Software, who formerly published the Scroll's games, have been sold to Microprose and things are very much up in the air at the moment.

I'm glad you, too, have noticed the lack of input from the rest of the Crew. It's not a lot of fun being the only one who does any

(Thank you, that's quite enough of that. - Mitch.)

Covering your 'boobs' in Larry II

I am stuck on the beach with Larry II. There are two KGB men who always stop and kill me. I am sure I have to wear the bikini, but I can't find the top half.

Graham Pack, Hants

This is definitely one of the sneakiest puzzles in the game. Only because I know Mitch thinks it's funny to untie girls' bikini tops in the local swimming baths, did I think to send the Dragon down to examine the bottom of the cruise liner's pool. Sure enough, that's where you'll find it. Remember to type 'SWIM' as soon as you hit the water or you'll drown. Sierra's game writers obviously believe that adventure players are such nerds that they wouldn't automatically swim when they enter deep water. Mind you, they may have a point!

Walking backwards to success in Dungeon Master.

I'm on Level 10, (I think). This consists of a square chamber which seems to be magical. By turning different directions I seem to be teleported to different rooms. I can get to a room with a 'Turn Back' sign, one with a 'Clockwise' sign and one with a gold keyhole. When I look through the walls I see bees and open space. Where's the key?

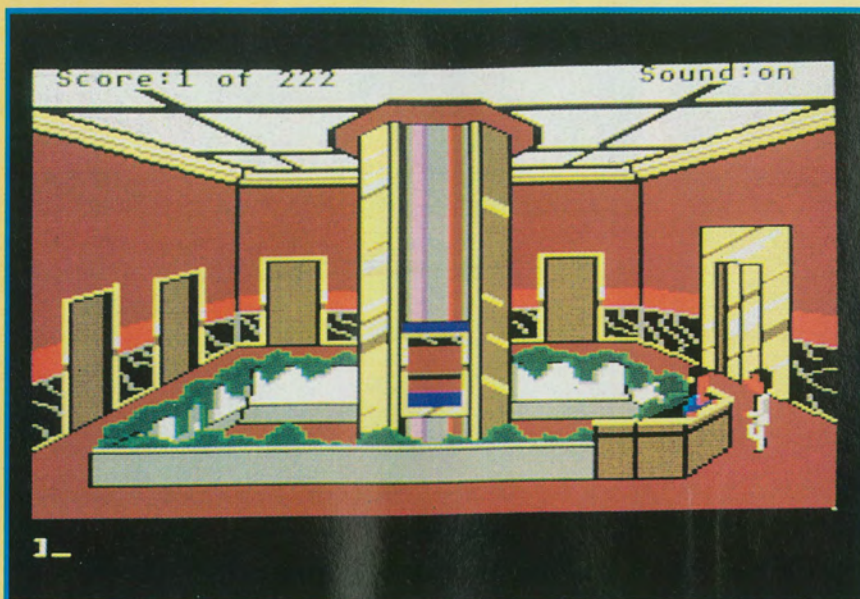
M. Grant, Ontario, Canada.

Actually you are on Level 11, but I know adventurers have difficulty with numbers once they run out of fingers to count on! I expect you felt very brave ignoring the 'Turn Back' sign - well actually you were being very silly. What the sign meant was : 'Turn YOUR Back' On entering this level, turn around, face the stairs and walk backwards. Upon smashing your soft head on the hard wall you will find the key at your feet. A lot of 'backward' work is required on this level - which should suit humans admirably.

The riddle of the Kings Quest III spell book

Not being a Sierra Quest veteran, I'm having mega probs with Kings Quest III. How the Zog's do you cast a spell? I have

Wow Larry! Just look at that girl. Pity she knows you're a lounge lizard.



the wand and all the ingredients I need, but every time I try to read the Book of Magic I get told, 'as you are not a very good sorcerer, you don't understand any of the spells!'

P.S. Do Trolls eat lemon meringue pie?

P.P.S. If so can you send me some as I can't get it anywhere?

The Lone Lemon, Outer Mongolia.

Your trouble is a result of two problems. The first is that you are quite obviously stark, staring mad. The second is the game's protection mechanism. To begin a spell, type the command: "Turn to page X". Where 'X' is the Roman numeral page number at the bottom of the spell in your manual. Now you will be able to type the directions in the correct order and precisely as you see them in the booklet. Check for spelling mistakes before you press RETURN. Here's a trick not many adventurers know of. If you manage to create the magic which allows you to speak to animals. Try talking to the cat.

Yes, I do eat lemon meringue pie, and the reason I am able to is because I never give any of it away!

Leaving a nasty taste in the Swamp Monster's mouth.

Please could you tell me how to get through the water with the monster in it in Space Quest II.

J Raynor, Leicester.

The swamp monster is obviously very hungry or else he would never eat a human. You all have a yucky, soapy taste! There is a trick which you can learn which will make you taste so bad that even a swamp monster won't be able to stomach it. If you rescue the little creature from the vine and watch him gathering

special berries, you will see that by rubbing the berries on your body you will taste even yuckier than normal.

Taking a horse to water in the Pawn

We (two desperate boys from Holland) have some problems with the Pawn.

We know the horse has got the lamp, but he won't give or sell it to us. We need a lamp to look inside the tree hut. We know the Guru wants water so we bought some from Honest John. But the Guru says it's not the right water. So where can we find the RIGHT water?

R. Dijen & F. Drupsteen, Holland.

So, the nasty horse won't sell you his lamp! What did you offer him - 22 carrot gold? The horse doesn't have a lamp. He is a magical horse which gives off light. To create light in the tree house you must use the pouch of jewels which are hidden in the tree stump. Being clever little boys, I expect you know that if you mix red, blue and green light you get white light. What - you didn't know that either!

The water that the Guru wants, is that which comes from melted snow. Fill his bowl with that. I will give you one other clue. Red light looks hot...

Looking for love in Larry's elevator

Could you please tell me how to get into the elevator at the top of the volcano in Leisure Suit Larry II.

Tim Ashton, Clwyd.

I reckon this is one problem that everyone is going to have with this game. The answer is not difficult, but getting the game to accept your command is. At the rear of the screen is a fissure - a hole in the ground to you! Down this hole we are

going to drop a Molotov Cocktail which will cause the volcano to blow the door open. Put the matches and the bag into the bottle of hair-restorer. Now light the bag with the matches. Yes, I know that's not possible, because you have just put them in the bottle. Don't complain to me, I didn't write the silly puzzle - I just work here! Now drop the bottle in the fissure and stand back.

Weighty problems within Shadowgate

Being a troll of infinite wisdom, logic, common sense, intelligence etc. I am sure you can help a hopelessly stupid human as myself. My problem is with Shadowgate: I can't find any other exit from where I am now.

I can't find a way over the bridge which keeps collapsing (a red herring, I think). Thanks for your help and I hope your ugliness grows tenfold daily.

D. Palmer, Jarrow.

I'm surprised you are stuck, you seem such a charming chap. What obvious insight and natural grace you have. Are you sure you're human? Perhaps your parents found you in a dung-heap. I have heard of humans kidnapping beautiful baby trolls. Anyway, your problem is you are carrying too much. The bridge will only let you cross if you are carrying a minimum of weight. I also note that you don't seem to have acquired the hammer from the Dragon's Lair. With that you can have a 'smashing' time and find a new exit. Have a nice day, you sweet child.

Hijack, high-jinks in Police Quest II

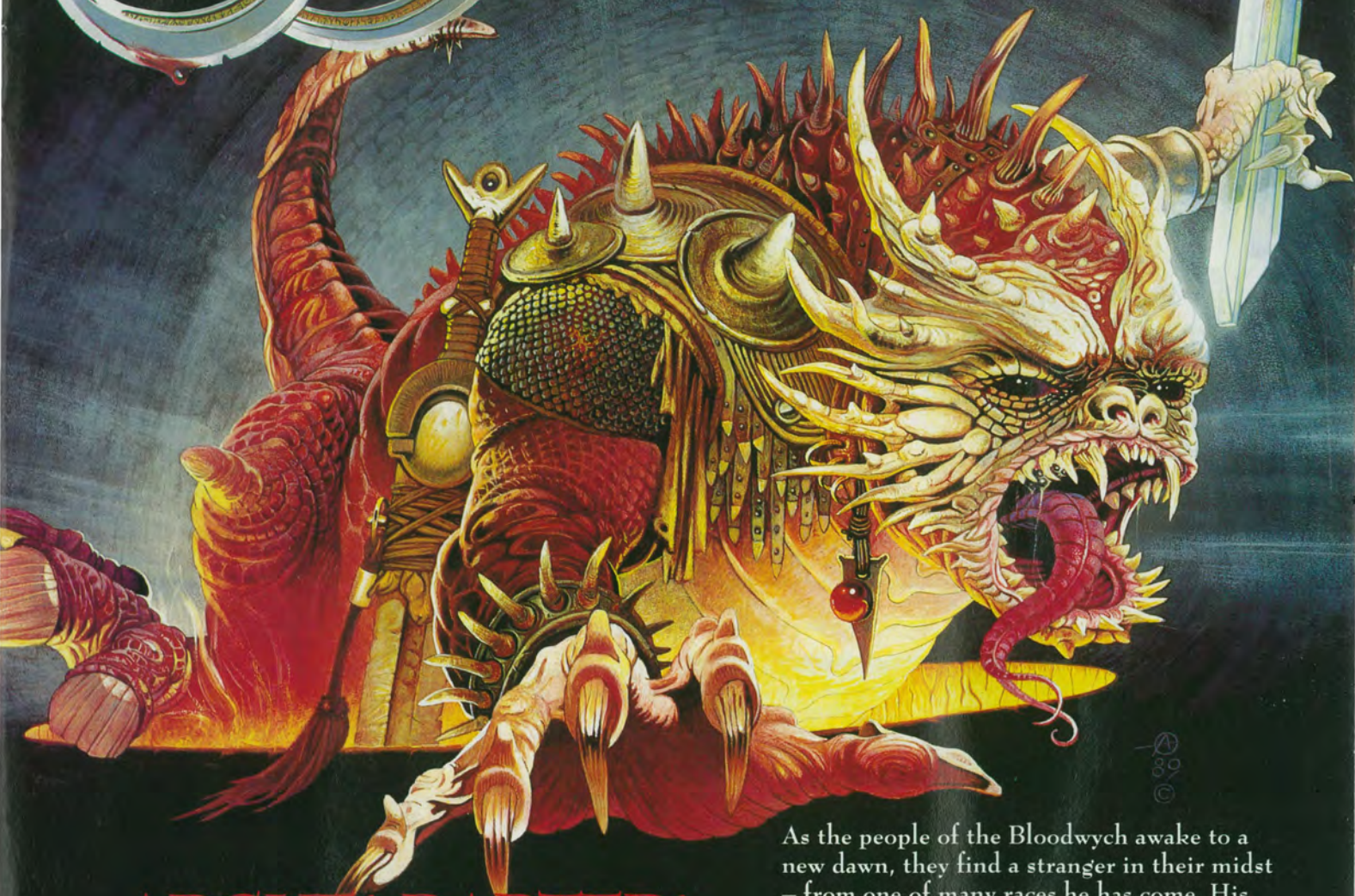
I have shot the two terrorists in the aircraft and I have found the wire-cutters and bomb instructions, but I can't find the bomb.

A Robinson, Rotherham.

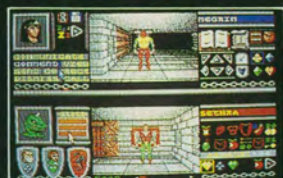
I'm sure you have noticed by now, that Sierra has a hang-up about toilets. (must confess that I find the contents of the smelly toilets very interesting as well). The only area of interest at the back of the plane is the toilet and what you are looking for is inside the towel dispenser.

The Troll c/o The Dungeon 29, Blackthorn Drive Larkfield Kent ME20 6NR

Bloodwych



**ARGUE! BARTER!
LIE THROUGH
YOUR TEETH!!!**



Atari ST Screen Shots



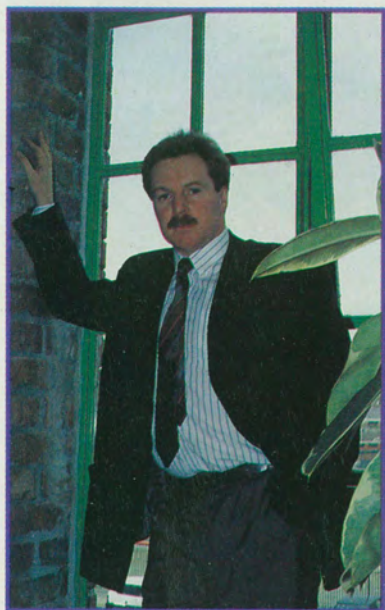
| | |
|---------------------|--------|
| Amiga | £24.99 |
| Atari ST | £24.99 |
| Spectrum (tape) | £9.99 |
| Spectrum (disc) | £14.99 |
| Amstrad CPC (tape) | £9.99 |
| Amstrad CPC (disc) | £14.99 |
| Commodore 64 (tape) | £9.99 |
| Commodore 64 (disc) | £12.99 |

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

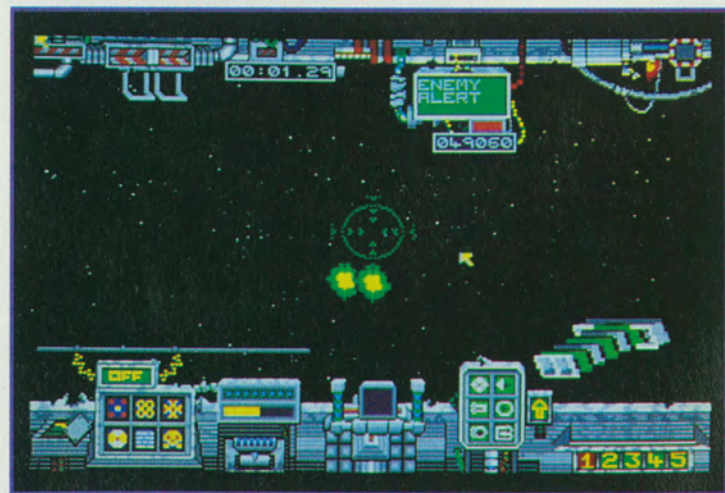
Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!



↑ M.D. Ian Hetherington: 'The pressure was on to create graphics which were immeasurably superior, bigger... even more realistic.'



Terrorpods: Psygnosis combine superior graphics and sound with fine game-play. ↓

↑ Deep Space was one of the first cockpit view space games with solid 3D graphics.



PSYGNOSIS

"Even in the early days of sixteen-bit computing, few could ignore the striking artwork and bold graphics created by Psygnosis. Now, after four 'generations' of games, the fifth wave is set to stun the world." Jason Spiller travelled to their Liverpool H.Q. to witness the most exciting graphical developments in a long, long time.'

The 125 Intercity limbered up and out of Liverpool's Lime St station and thundered through the Lancashire countryside, racing the dusk back to London. My mind was buzzing, and I tried to recall an occasion in the last seven years or so,

when I had seen such exciting developments in computer graphics - perhaps when I first saw the famous baboon-face artwork and bouncing ball animation which launched the Amiga. Progress in the computer industry moves with all the speed and purpose of an express train, but strangely, graphical development on home computers has been gaining and losing ground ever since 'Horace and the Spiders' first crawled across the screen. Thus, the journey from scrawly, smudgy little sprites to the astounding graphics achieved by Psygnosis today, seems long, even though in real terms it has taken less than a decade.

The full potential of eight-bit had long been reached, and game developers were on a treadmill, unable to make any further progress. Then, finally, sixteen-bit computing became accessible to the populous, and this was the release valve for all that pent-up frustration. There was a buzz of excitement all round: 'If we could achieve this with 48k of memory, imagine what we could do with ten times as much power?' Initially, however, there was a reluctance to make the move, mainly from the large corporations who had grown fat on a cushy number, and so all the pioneering was left to small, independent companies, like Psygnosis.

Psygnosis's headquarters are situated in Liverpool's trendy dockland development area, and even today the team is lean, comprising: Managing Directors, Jonathan Ellis and

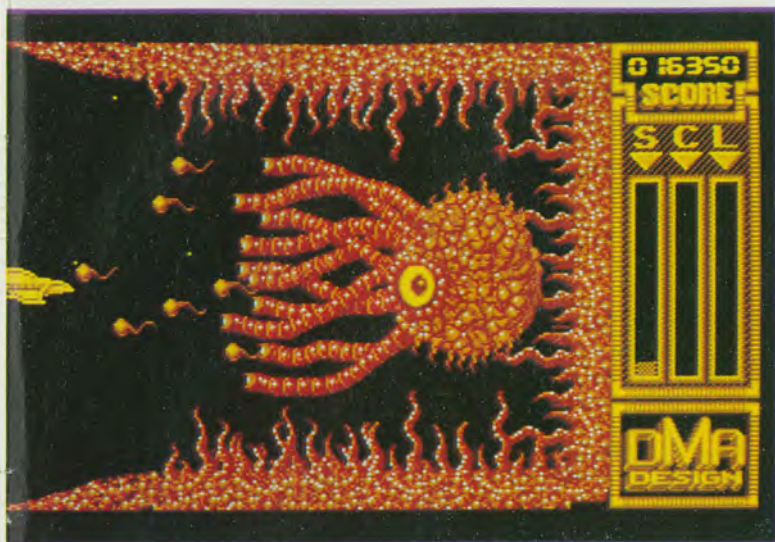
Ian Hetherington; a programmer of great experience, Project Manager John White; and swelling ranks of out-of-house programmers and in-house graphic artists. 'Any experience gained in eight-bit programming was pretty useless, and a whole new way of thinking had to be applied', said Ian Hetherington, who physically cringed when I asked about Psygnosis's first project, the much maligned sports simulation, Arena. 'The general opinion was that better graphics was the most important aspect of sixteen-bit, as if it was going to woo people away from cheaper eight-bit entertainment. So the pressure was on to create graphics which were immeasurably superior, bigger... even more realistic. Athletics games like Decathlon and Summer Olympics, were very popular on eight-bit at the time, but I reckoned with this greater memory capacity, we could make a sports game more realistic and strategic than moving little squat characters with furious joystick waggling.'





↑ Menace was inspiration for the next generation of shoot'em ups, Blood Money

On the new Psychapse label, Menace brought a whole new meaning to the phrase horizontal scrolling shoot'em up. The biggest and ugliest chunks of sprites ever congregated in a home computer arcade game.



↓ Aqua Adventure. Psygnosis inimitable artwork and animation combined with a strategic shoot'em-up.



PURSUIT OF GRAPHICAL EXCELLENCE

Arena was a bold and perhaps over-ambitious first project, and this resulted in unfavourable criticism from a sceptical press. For Psygnosis, this was the first, faltering step in the pursuit of graphical excellence: 'Because of the increased memory we had to play with, we thought that the program coding alone would drive the massive sprites without any hardware intervention. In those days, it was very much a shot in the dark... a process of drawing the main graphic, implementing it and then trying to write the code to animate. Today, we know right from the initial concept what we want to achieve and the best way of going about it, and this saves development time and ensures that the project achieves its full potential.' Deep Space was one of the first cockpit-view, space shoot'em-ups to incorporate solid 3D graphics, and two years ago it was certainly innovative. Project manager, John White, also an experienced programmer, defined these early teething troubles: 'We were still relying on primitive coding to move very big and adventurous graphics, and the lack of hard disk drives and other programming aids and devices made the process long and arduous.'

STAINCHEST CRITICS

Bratacus was the team's first big success, both technically and financially, and it started a certain style which has run through some of their more recent games. Ian described the learning curve: 'More advanced arts and programming packages were becoming available and, of course, you become more experience and comfortable with the programming and machinery that you are working with. But the working process had also changed considerably. If somebody in the team created a sprite or a piece of animation, the effect would already have a pre-ordained place in a game, rather than struggling to build a game around an effect afterwards. Therefore, we were working on all aspects of a project at once and much more as a team.'

MENACE

Growing in confidence and skill, the team went on to produce the third generation of games, moving a step closer towards



↑ Geoff Bramfitt: Finding his involvement in the game-play a refreshing change from loading screens: 'I thought I was going to be drawing monsters forever!'

equalling that stunning artwork on screen: 'TerrorPods was a step nearer to that elusive goal. The promotional artwork was the most powerful to date and, for the first time, the graphics, animation sequences and game-play on screen did the box artwork justice.' TerrorPods was an incredibly strong game, combining Psygnosis's inimitable artwork with great game-play. I remarked on the fantastic weaponry which made TerrorPods such an explosive game: 'Our main concern was graphical quality, but the only sound effects we were able to create amounted to bleeps and buzzes, and so we called in experts to implement sound



↑ Barbarian II: an even greater adventure is promised with bigger sprites to hack'n'slay and smoother animation.

effects and music.' From TerrorPods onwards, Psygnosis combined their outstanding presentation with great game-play to produce major contenders in the world market. Obliterator featured massive chunks of sprites, incredible weaponry effects and Psygnosis's world-famous alien characterizations. Then, the team discovered how to move half-screen sprites smoothly across screen, and from the new subsidiary label, Psychapse,



▲ Jim Bowers experimenting with the latest graphics and animation techniques. He draws the graphics with pencil line and recreates the 3D images on screen using D.P. III.

came Menace - an out 'n' out shoot'em-up with the biggest and ugliest chunks of sprites ever seen. With Menace, the phrase horizontal-scrolling shoot'em-up took on a whole different meaning! Next was the highly acclaimed Baal, a combination of an advanced platform and ladder game and Psygnosis's inimitable spitting monsters and demons.

HACK'N'SLAY

In the graphics factory I spoke to graphic artist, Garvan Corbett, who has been with Psygnosis since the early days. Garvan epitomizes the long-haired, non-conformist, art college drop-out, who probably had more artistic talent than the rest of the students put together, but never turned up to

▼ Aqua Adventure

lessons to prove it. He's currently working on Barbarian II, and I asked him about the battle of the Barbarians - why did Psygnosis choose to release it at the same time as Palace's media attention seeker of the same name?' It wasn't really planned that way. Long before Maria Whittaker wiggled onto the Barbarian scene, I was a fan of the old Conan books, and had been working on drawings, animation and storyboards for a game. The result I was getting on eight-bit was a real let down, but with sixteen-bit, I had the elbow room to really exercise my imagination. Palace's hack 'n' slay was certainly kicking up some dust, but we reckoned our Barbarian was a completely different type of game which had much more to offer in the long-term.'

An even greater adventure is expected in Barbarian II, with enhanced sound, massive sprites and better animation. Garvan's forte is characterization and animation and he demonstrated the process from initial sketches to



finished graphics: 'I usually draw characters which I think could be implemented, draw them from different positions and perspectives and animate them. Then I switch to an arts package and try to recreate the characters and animation on screen. It often takes a dozen pictures to animate just one step and then you have to gauge scrolling speed. Even as a kid, one thing I could never draw was trees, and, believe it or not, a lot of Barbarian II is set in thick forest... I've been drawing and scrapping trees for the last month and I'm still not happy.'

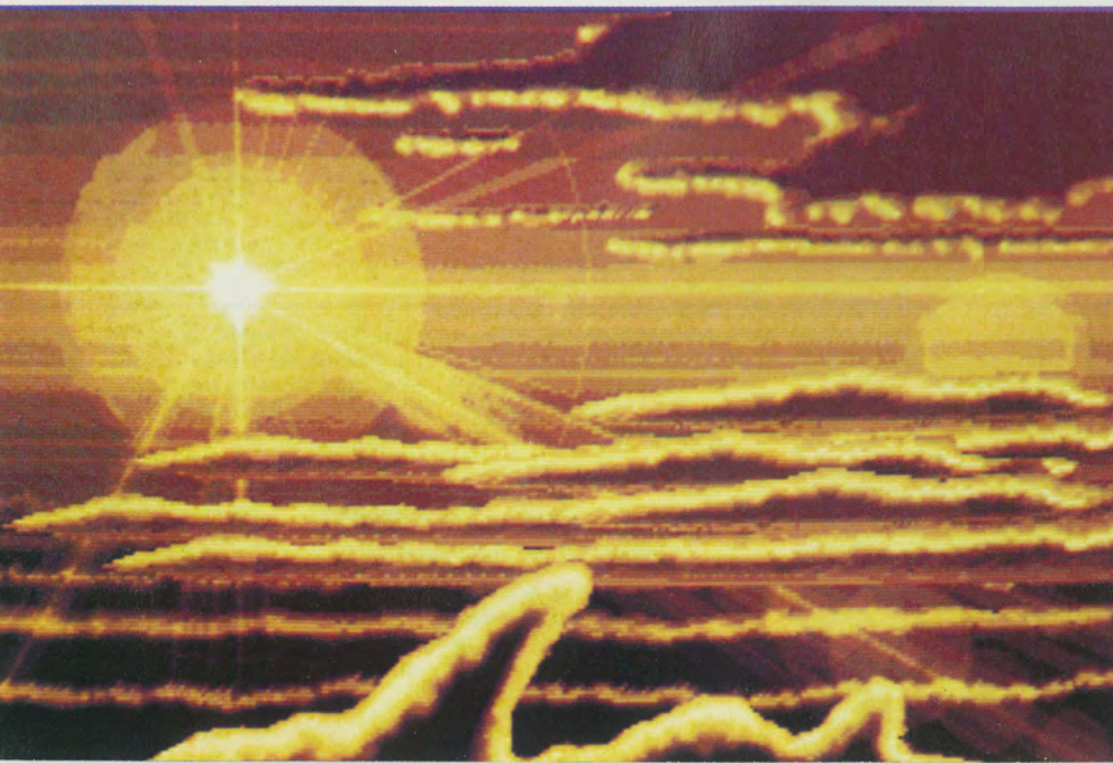
STUNNING

In an adjacent work bay, I spoke to a reluctant Geoff Bramfitt, who was complaining about the poor working light given from the wharf building's skylights, and he donned a pair

of shades to demonstrate his annoyance. Geoff is responsible for producing some of the stunning title screens for Psygnosis, but now he is becoming more involved with the content of the games: 'This is the first time I have had anything to do with the games. (Until now, I've simply used various arts packages instead of air brushes, but now I'm integrating with programmers to create effects for games. At the moment, I'm working on a Ben Hur-style chariot race, which shows a rear view of the horse and chariot belting down an undulating road.' The demonstration sequence was stunning! Massive mountains, which half filled the screen, were going up and down with the undulation of the road - my feeble description doesn't do the effect any justice: 'For the next part of the game I want to show a side view of a fight between two charioteers with spiked wheels, whips and swords clashing. This is a good release from what I was doing - I thought I was going to be drawing monsters for ever!'

CINEMAWARE BASHING

The graphical excellence that Psygnosis have created in their fifth generation of games, surpasses the finest art-cartoon quality. Is there a limit to the standard of graphical quality they can achieve? Ian answered: 'The limitation is simply how much we can cram into the machines we are writing for. Given enough memory capacity, there is no limit to what we could achieve!' Oh for the day when everybody has a hard disk drive! 'I think CD Rom, is more realistic! For this fifth generation, we are using the most powerful hard





↑ 'The fifth generation!' Hard Disk drives were whirring and straining to keep the massive sprites and thirteen layers of Parallax scroll moving. The biggest task will be to crush and compress *Beast* down to a digestible size - from megabytes of memory to two floppy disks.

disk hardware, but the real difficulty is crushing down megabytes into two disks.' But surely there comes a point when game-players won't appreciate something which might have taken ages to perfect? 'I don't think anybody will be able to ignore this.' Ian muttered, as he loaded up *Beast*! 'This is where we go Cinemaware bashing!' he added. This incredible spooky music boomed out of strategically placed speakers around the room, and *Beast* loomed large onto the 30-inch screen. I thought I'd seen everything, but as my bottom jaw dropped involuntarily, I

managed to stammer, 'how many layers of parallax scrolling?' 'Thirteen!' Ian shouted back. Various hard disk drives were whirring and straining to generate these truly incredible graphics: 'This is all hardware-generated and its all got to be compressed to go on disk, with no loss of quality or content.' Crushing *Beast* down to a digestible size is a mammoth task, but there are other games which have finished the crash diet and are closer to completion. *Aqua Adventure* combines strategy, shoot'em-up and Psygnosis's finest artwork and animation sequences to date. Other projects include *Game 1*, which is designed to take platform and ladders a few steps further. It is drawn on a smaller scale so that you can see more of the game at one time. In contrast, *Matrix* is set in a 3D Tron-style world with races and battles

with computer-controlled solid 3D vehicles - Look out, Driller!

MERETRICIOUS

Psygnosis's aim was always to recreate their stunning promotional artwork on screen, as an integral part of the game-play. But in the early days when they were struggling to master their craft, trying to move massive sprites with primitive means, short-sighted critics described this as 'meretricious', 'art for art's sake' and accused them of neglecting game-play. If Psygnosis had taken the easy way out and bowed to this criticism, we would have undoubtedly lost the world's leading graphics innovators, who have produced some truly impressive games. An indication of the success of

combining fine artwork with good game-play was demonstrated in a recent poll of Amiga software sales in America, in which Psygnosis's games accounted for 6% of the entire market. But this has been a field of learning in preparation for the most spectacular graphics and games I have ever seen - the fifth generation! If the team manage to crush the likes of *Beast* down onto disk form, these games will set an industry standard that other software developers will only be able to marvel at.



Garvan Corbett: Characterization and animation expert: Even as a kid, one thing I could never draw was trees and, believe it or not, a lot of *Barbarian II* is set in thick forest. ↓



3D POOL



It's FULL STEAM AHEAD FOR MICROPROSE JUST LATELY. TO CELEBRATE ONE OF THEIR BUSIEST YEARS TO-DATE THE KINGS OF SIMULATION ARE OFFERING SOME AMAZING PRIZES.

3D POOL IS ONE OF THEIR BIGGEST RELEASES THIS SUMMER AND JUST TO GET ALL YOU HUSTLERS INTO THE RIGHT MOOD THEY ARE GIVING AWAY A FULL SIZE REGULATION POOL

TABLE! (SO YOU'D BETTER START CLEANING OUT YOUR BEDROOMS) IN ADDITION THEY ARE ALSO GIVING AWAY TEN POOL CUES, SO EVEN IF YOU DON'T WIN FIRST PRIZE YOU MIGHT FIND YOURSELF ENDING UP AT YOUR LOCAL CLUB. AS YOU ALL SHOULD KNOW BY NOW, MICROPROSE ALSO BOUGHT TELECOMSOFT EARLIER THIS YEAR, AND AS RUNNERS-UP PRIZES THEY ARE PARTING WITH

FIVE COPIES OF CARRIER COMMAND, FIVE COPIES OF VIRUS, FIVE COPIES OF RETURN TO GENESIS, FIVE COPIES OF FLYING SHARK AND FIVE COPIES OF WHIRLYGIG!

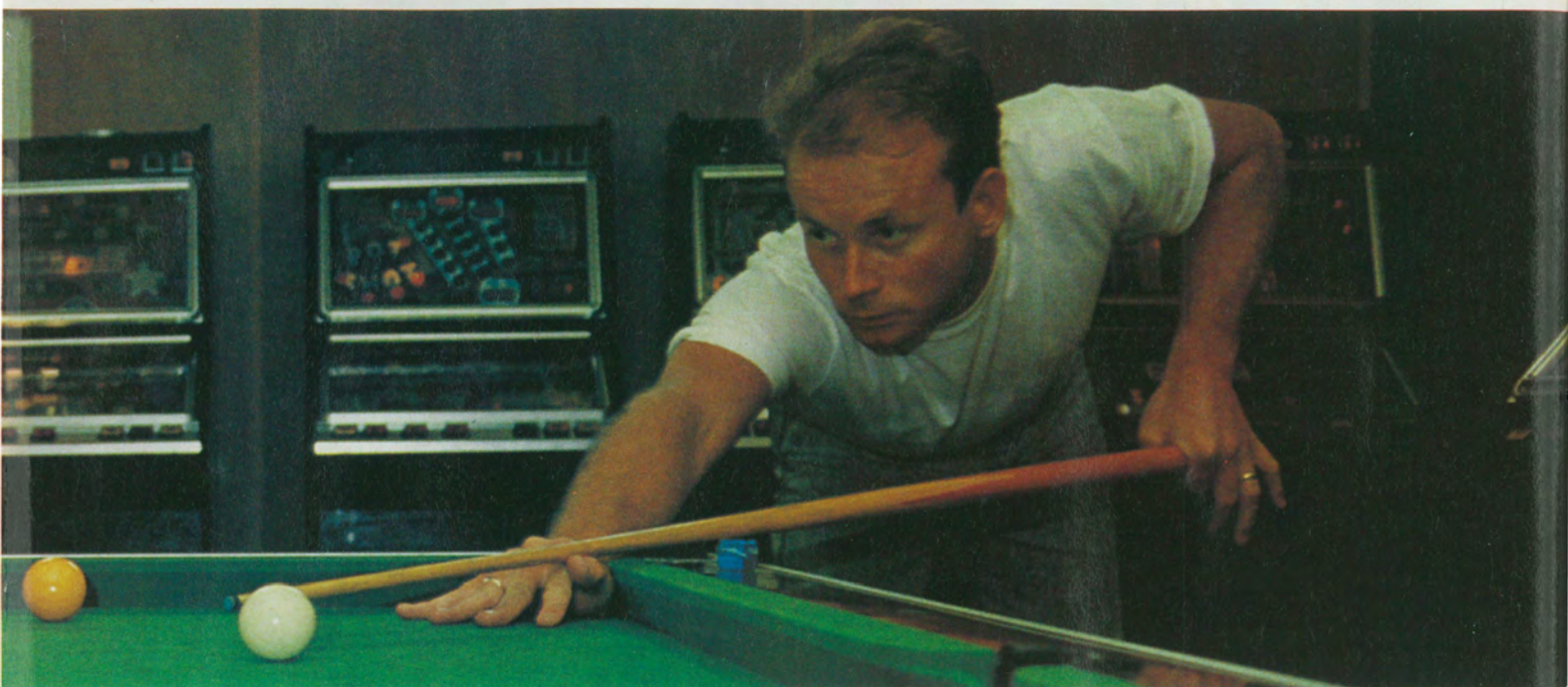
NOW, THEY'RE NOT GIVING THEM AWAY FOR NOTHING. NO SIREE, YOU'RE GOING TO HAVE TO ANSWER SOME SIMPLE QUESTIONS FIRST. NOTHING TOO TAXING MIND.



MICRO PROSE

S I M U L A T I O N • S O F T W A R E

COMPETITION



THE ALL-IMPORTANT QUESTIONS

1. WHAT ARE THE TWO NEW BRAND LABELS MICROPROSE LAUNCHED THIS SUMMER?
2. WHICH FAMOUS POOL PLAYER HAS OFFICIALLY ENDORCED 3D POOL?
3. WHICH PROGRAMMER WAS RESPONSIBLE FOR DESIGNING 3D POOL?
4. NAME ONE DIFFERENCE BETWEEN U.S. POOL AND U.K. POOL.

ST ACTION COMPETITION

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ANSWER 1

ANSWER 2

ANSWER 3

ANSWER 4

Name

Address:.....

.....

.....

Daytime Telephone number.....

Send to: 3D Pool Competition, ST Action, Theatre House,
Theatre Lane, Chichester, West Sussex. PO19 1SS.

Closing date: 17th July 1989

"Holy Space Waste, intrepid adventurers. Sierra's top adventure writers, 'Those Two Guys from Andromeda', have disappeared into thin oxygen. Can 'Roger Wilco', the intergalactic garbageman, save them?"

SPACE QUEST III

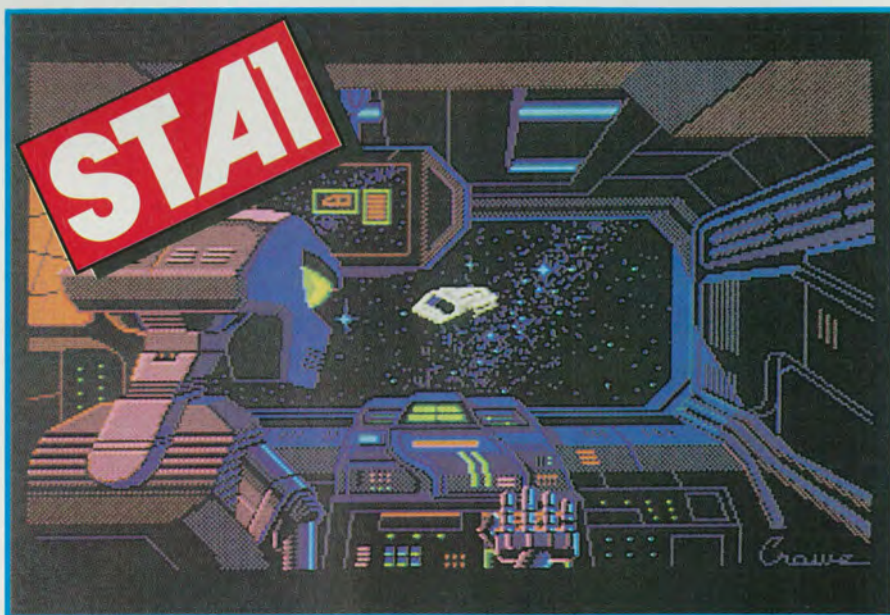
SIERRA-ON-LINE (£24.95)

Having foiled the evil plans of 'Slime Volhaul' to enslave the Earth in SPACE QUEST II, our hero made his escape by sealing himself into a suspended animation capsule and blasting off into space. With luck, and a following space wind, Roger hoped that his tiny ship would drift across the vast reaches of space to be picked up by a passing ship. Unfortunately, luck is as rare as rocking-horse manure around this neck of the galaxy, and it's into the vast maw of a gigantic garbage collector that our hero's ship has been vacuumed.

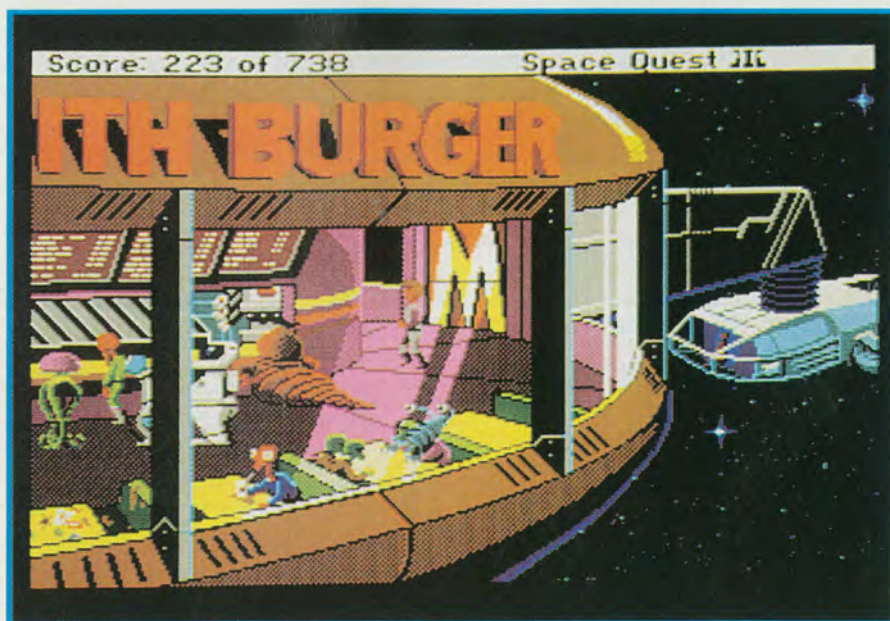
Having been rudely awakened from your snooze in the deep freeze, your first task is to find a way to build a working ship from the tangled, metal remains which are to be found in the bowels of this junk yard. Here, in the surrounding heaps of space debris, you will trip over the first indications of the mad humour which has been shoe-horned into this animated adventure. The ship's hold contains the unmistakable remains of Darth Vader's Tie Fighter, Jupiter II from Lost in Space, the Acme Rocket used in countless Bugs

Listen carefully. I will say this only once. THIS IS AN ABSOLUTELY MEGA-BRILLIANT GAME! Words fail me. Sierra have just wiped out the opposition. The graphics and humour surpass anything I've seen so far. I am totally sold on it and would recommend it to all game-players. This is without doubt the best graphic adventure on the market, and will probably remain so for a long time to come. Mortgage your granny and sell your sister into white-slavery to obtain your copy.

AM

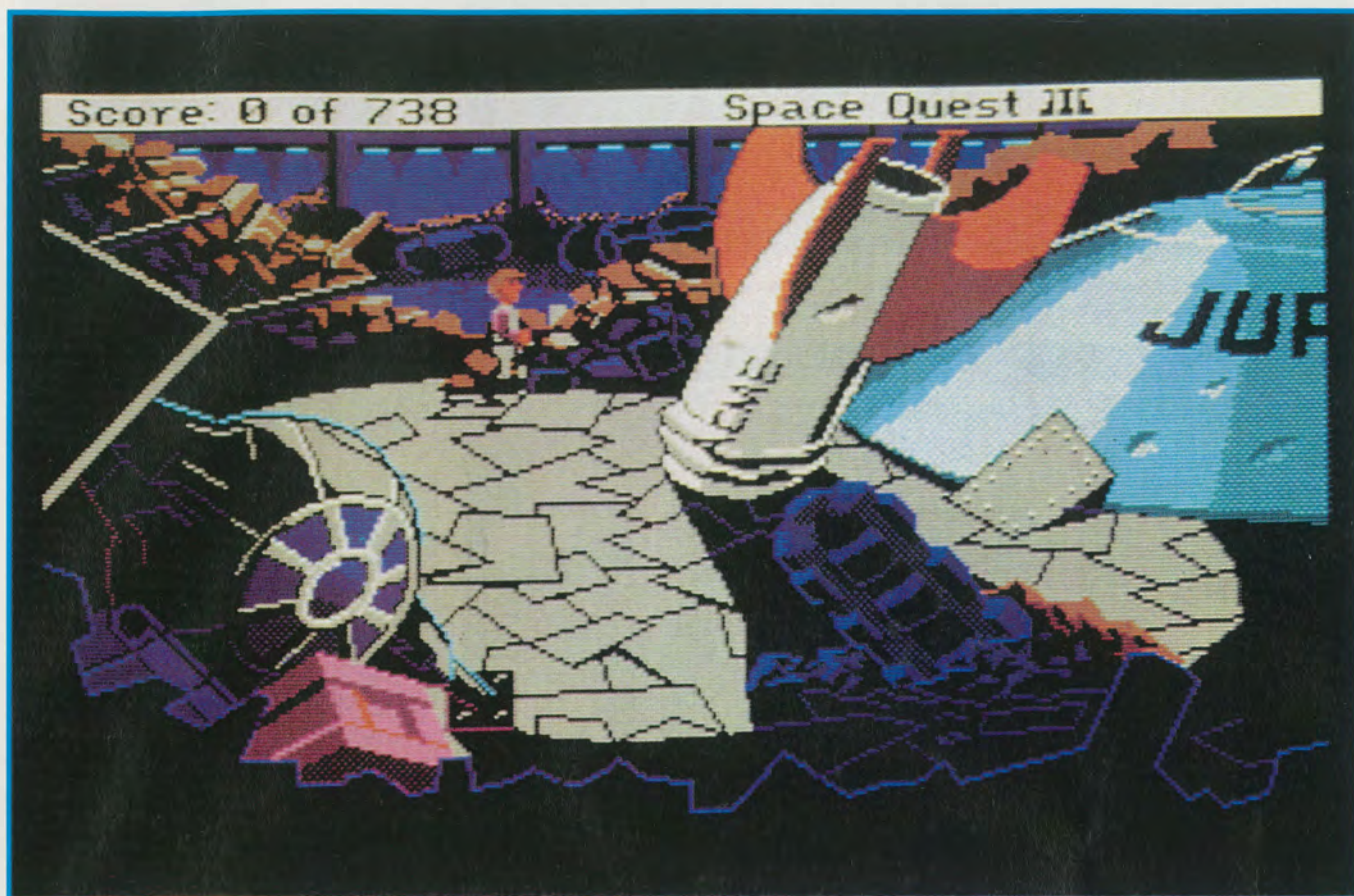


To some beings, space junk is a valuable commodity. Still in his sleepy state, swashbuckling space hero, Roger Wilco, knows nothing of his imminent fate.



Monolith burgers, the intergalactic fast-food chain gets everywhere. Roger meanwhile, hungry for action, stops off in search of clues.

Having been swallowed up by an intergalactic scrap metal merchant, Roger searches the insides of the huge freighter. Just look at all those lost craft- Darth Vader's tie-fighter, Bugs Bunny's acme moonrocket and even the Robinson's Jupiter space ship from Lost in Space.



Bunny cartoons and the Emergency Capsule used in 2001 Space Odyssey. Zap-happy droids patrol the upper deck, junk-yard wolves lurk in the shadows and a hilariously funny space-rat waits to beat you up and steal your goodies if you try to tip-toe past his hiding place.

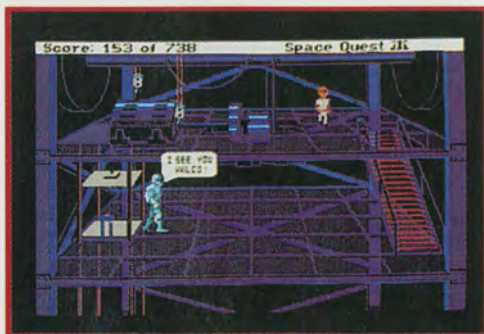
The game writers have set out to

create a game which flows like an animated cartoon. The background graphics are more detailed than any previous Sierra game and they would do justice to a top-quality, television cartoon film. You will have read many reviews in the past which claim that the game in question is rich in humour - this invariably means it has had a few gags added. The humour in this game permeates every part of the text and graphics, making it a joy to play. Like other recent Sierra offerings, this game has some animated, hands-off sequences, but unlike its predecessors these interludes are, quite correctly, shorter and to the point.

Using the factory's machinery and recycled spares, you can rebuild a small cruiser and escape back into space where you can plot a course for any nearby planet. The on-board computer bristles with a wealth of systems for you to play with and they are all beautifully illustrated and satisfying to both eye and intellect. A quick scan by the Navigation System will reveal 3 possible avenues of investigation. Perhaps you should try the nearby desert planet, it might hold clues to the whereabouts of the Dastardly Duo. Or you could chance your arm (and probably the rest of your scrawny torso!) on that adjacent volcanic planet. However, before you shoot off anywhere I suggest that your first stop should be at the

Monolithic Burger Space Station for a bag of the nastiest fast-food in the galaxy. Join the queue of assorted monsters and weirdos for a Jumbo Burger and fries - with added grease! And while you're there, don't forget to waste a spare buckazoid on having a go at the 'Astro-Chicken' arcade game that is sweeping the galaxy.

Having bulked up your cholesterol level you're now ready to begin your search for the creators of the Space Quest Trilogy who have been kidnapped and held to ransom by the notorious Pirates of Pestulon. Some would say that it serves them right for all the mind-numbing hours of agony they have put us through in the past, but we never could resist a quest, could we? The Pirates are



It seems Roger has made one or two enemies during his travels.



The Terminator has been sent to exterminate our hero - can you escape his metallic clutches?

I make this the sixth Sierra game reviewed this year. So what's left to say? Well, brilliant, great, stupendous, magnificent, superb, terrific, marvellous, all spring to mind. It will come as no surprise therefore, when I say I liked this game. As with all Sierra games the graphics are very good, with great attention paid to detail. What makes this game something special is the humour. I'd say that I enjoyed this game more than any other Sierra game to date - in fact more than most of the games I've played.

SK

Easy! What have Sierra done now? They've obviously cut down on the problem solving and increased the humour. Only the first part of Space Quest III had me guessing and, after I'd sussed out what was going on, the rest was just plain sailing. Undoubtedly, Space Quest III features the best level of graphics Sierra have yet attained; attention to detail being second-to-none. But, should they ease up on the difficulty level? I finished the whole game in under two hours And must therefore report that the game is very easy. Still, it's also very funny and I'll be returning to it in an attempt to obtain a maximum score.

NC

World O' Wonders' charismatic sales assistant tries very hard to sell you various useless artifacts - who'd wear a silly hat like that?



none other than a front for Scumsoft Software who wish to steal the brilliant ideas of Sierra's ace writers. And it's you who must find and penetrate their secret headquarters!

Selecting Light Speed hurtles your ship forward into hyper-space and off to the nearby planetary system. Into the still-reverberating space

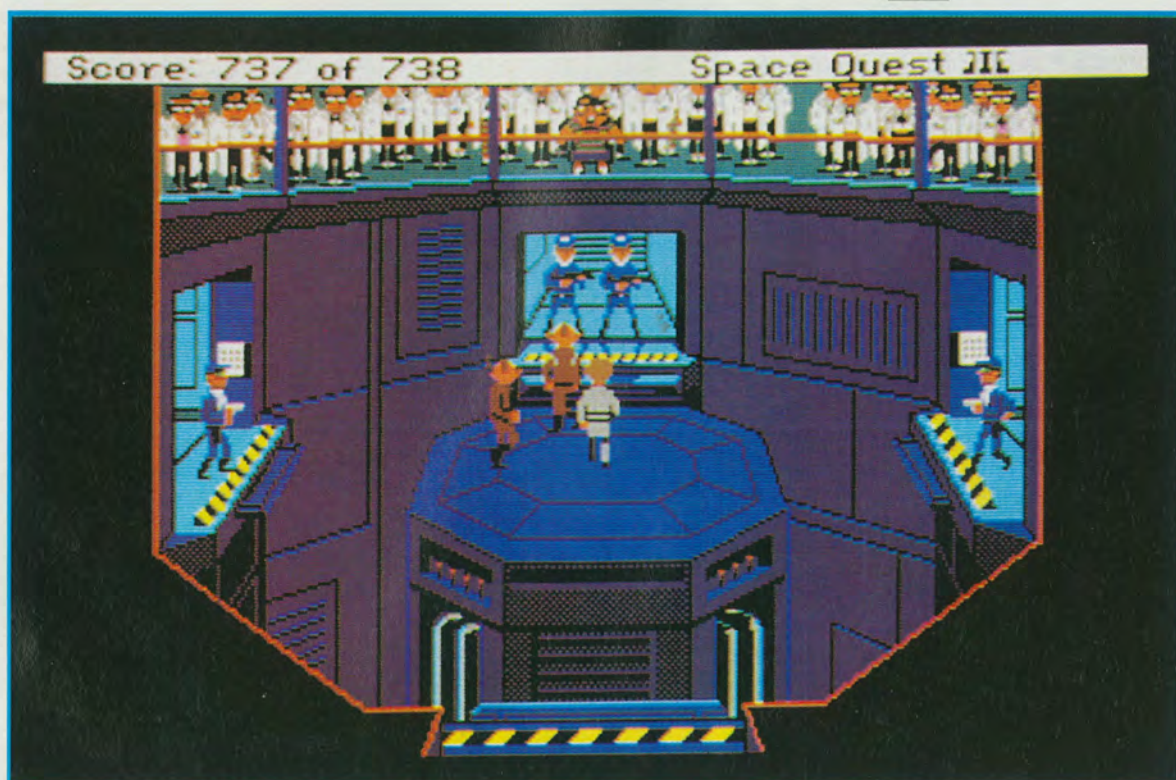
you so recently occupied, slinks a needle-shaped craft piloted by a character out of your nightmares. The Terminator is back! Complete with steel muscles capable of tying an Acturian Swamp Crocodile into knots, he has lined you up as his next victim. The race is now on. Can you rescue the two heroes of the space-

ways before Arnie Schwarzenegger's alter-ego turns you into a raspberry smear on the heel of his steel boot? I doubt it, but at least you'll die laughing.

The only note of caution that must be voiced regarding this game is that it is not at all difficult to complete. The game designers have elected to keep the fun and the action flowing at breakneck speed, and for this reason the problems tend to be easier than any so far encountered in a Sierra adventure. Points are awarded for carrying out certain actions which may not be essential to the completion of the game and it is therefore possible to complete the game with a very low score. There has obviously been a policy decision to go for all-out enjoyment and to tone down the brain-ache. This policy will certainly make the game more appealing to the mainstream game-player and time will tell if it is a wise decision.

STA

Yahoo! Roger has managed to successfully find the two guys from Andromina. But, Scumsoft's boss, Elmo Pug, has foiled his heroic actions. What does the future hold in store?



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" Joe Barbera's 3D Pool.

'Yeah, yeah, yeah... pool simulations - I've seen 'em all!'

'Oh no you haven't, mate!'"

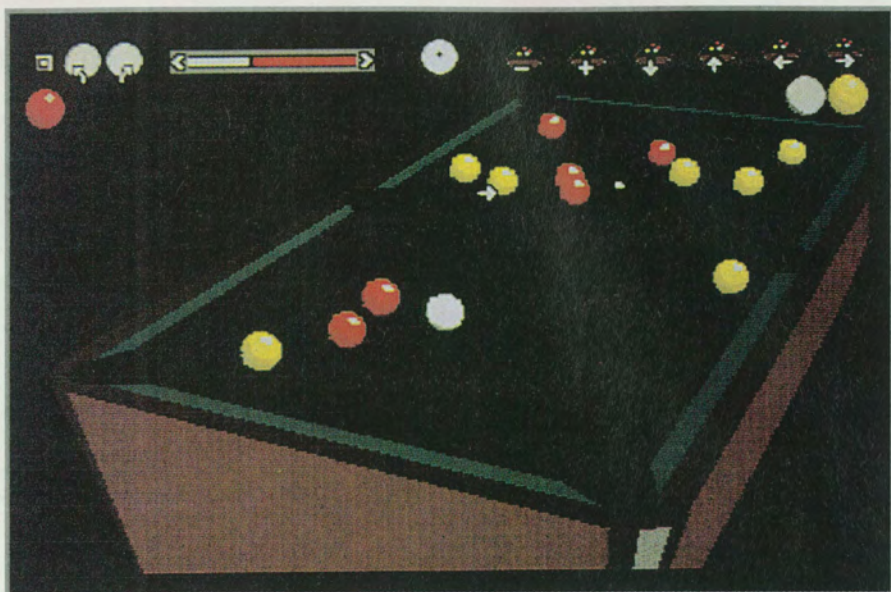
3D POOL

FIREBIRD (£24.95)

The venue for the launch of 3D Pool was the roughest, toughest pool hall in the East End, where some of the pool players open beer bottles with their teeth... and the men are pretty tough too! The game is endorsed by British and European pool champ, 'Maltese' Joe Barbera, who was at the launch to give the game his seal of approval and take on all hopefuls at real pool: 'Excuse me, Mr Maltese sir! Wanna play a couple of frames?' 'Ay, okay sonny!' Joe shrugged off his camel coat, rolled up his shirt sleeves and moved to the table. 'You break!' I offered. I was about to suggest betting his Cartier watch against my wife's Renault 5, but before I could even say, 'I went to Malta... once!' he'd pocketed three red balls. 'Maltese' Joe continued to hog the table for the next three frames, while I stood there embarrassingly chalking my cue. Then, as we shook hands after the embarrassing walk-over, the champ suggested I get some practice in with 3D Pool.

Game designer, Nick Pelling, set out to design a pool simulation which was as near to playing the real game as possible. First, he dispensed with

Look round the table for that winning shot and a click mouse zooms right down to the baize... 'NOT THAT RUDDY CLOSE! Errgh me dnose.'

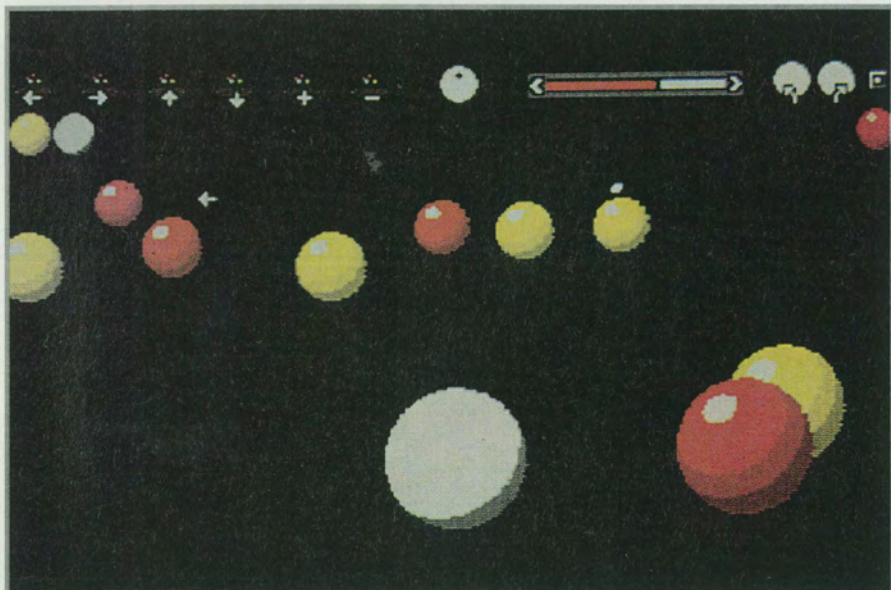


the idea of the usual overhead-perspective view of the table, and worked on a 60/30 isometric projection of a pool table, which created 3D perspective. But to make the game playable and completely realistic, he designed scrolling routines so that the table could be turned, tilted and viewed from any angle and distance. Nick explained that the table actually

consists of 104 polygons and that the ultra-smooth scrolling is achieved by speeding up routines to the maximum. Two players can play pool, or you can pit your skills against a variety of unlikely computer-controlled opponents, such as; No good Nick, Flash Harry and Fast Freddy. Each simulated opponent has varying levels of skill and specialties, and you can

Not only is 3D pool enjoyable, easy-to-use and thoroughly realistic interpretation of the game, graphically it is a marvel which makes the traditional overhead view of the table look decidedly dated. Game creator, Nick Pelling, confided that the table was easy to create, but the most difficult thing was to get the size of the balls and pockets in perspective - it looks pretty accurate to this novice, Nick. You really feel like you are in command of the table - even if your pool is not that hot! There are many snooker and pool simulations about at the moment, but they are as far away from 3D Pool as my game pool skills are from 'Maltese' Joe's. If you want a game to show mom and dad so they go 'WOW' and 'COO' at the graphics, as well as a game that you'll still be playing this time next year, then this is the one.

JS



Trick Shot routine... Flash Harry!

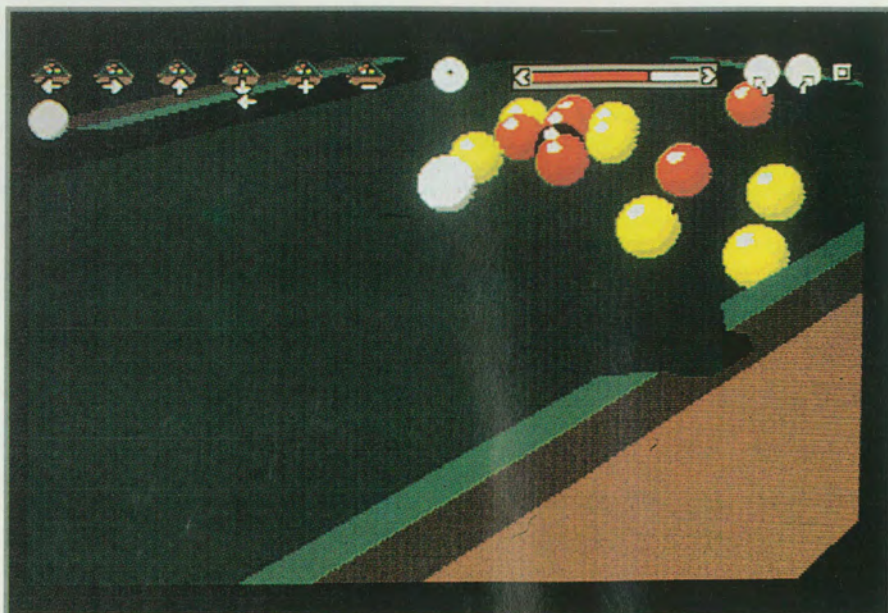
Most games of this form are adequate, but never manage to capture the feel of the real thing. 3D-Pool, however, comes the closest yet. The way in which I was able to zoom in and out of the table made the game more fun to play. The control, via the mouse, is well implemented, allowing the game to be played with relative ease. The game's sound is just how you'd expect it to be - delicate clicks as the balls cannon off each other. All in all, 3D-Pool is a playable little game and undoubtedly the finest of its type.

NC

choose and alter the pairings for the tournament. But before the tournament, it's wise to try a few shots in a separate practice mode, without interference from the likes of the Catford Kid or Mighty Mike. Additionally, there is a trick shot facility for real pool sharps, with twenty different ball tricks already set up, and all you have to do is execute the trick.

Now for the tournament! This is a knockout contest which culminates in a final play-off with the computer-simulated skills of 'Maltese' Joe himself.

'Maltese' Joe sidles up, pots a few balls and leaves you in an impossible snooker - that's the last time I go to Malta for ma hols, pal... here's the keys to the Renault 5.



self. The mouse controls the game, and at the top of the screen are six directional icons: left, right, up and down, as well as plus and minus. Clicking on the icons spins and tilts the table to any position and with the plus and minus icons, you can zoom right into the baize and away from the table. The table is set up for the break and you can move directly

behind the cue to view the pack. Holding down the right-hand button increases the power of the shot and you can place spin on the ball. Then, tapping a cueball icon sends the cueball smashing into the pack. The computer-controlled opponent takes control of the table and 'looks' and 'thinks' before taking a shot. The best tactic is to move above and away from the table to see the position of the balls, decide on the best shot and zoom back in to cue up. Holding down the left-hand button changes the arrow cursor into a cross-hair sight for precision aiming and, with practice, great accuracy can be achieved.

STA

Pool and Snooker games come and go - realistic ball movement determining how successful they will be. But now, 3D Pool has finally arrived, and wipes the floor with its opposition, as it features all of the user-friendly features we tend to expect - but combines them with fast 3D graphics and the most realistic ball movement seen yet. In fact, the only thing lacking is the sound, but apart from perhaps a few digitised splutters from an imaginary audience, there isn't a lot the programmers could do on that front! The only problem I can find with 3D Pool is its lastability as it can get repetitive, but if you are a dedicated Pool fan, this is the game to get.

SM

STA
Rating
67%

GRAPHICS: 75%
SOUND: 45%

LASTING APPEAL: 69%
ADDICTIVENESS: 70%

DIFFICULTY: AVE/HARD
1ST DAY SCORE: N/A

This is the most suspense-filled, absorbing and realistic Freescape experience to date. Perhaps this is because it takes place on Earth rather than a fictitious planet and perhaps, more so, because it is based around the predictions of an ancient civilization which we are as far away from understanding today as we have ever been. I have praised the stunning 3D graphical effect of Freescape twice before, but now the quality of the game-play is becoming a more important aspect. This Freescape 3D world creates a real world in which you can move around freely. The cerebral game-play mixed with a bit of fantasy is a successful formula which could be turned to numerous situations.

JS

"The ancient Egyptians have built a tomb for the god Re, which will cause global destruction on a certain ecliptic day... today is that day!"

TOTAL ECLIPSE

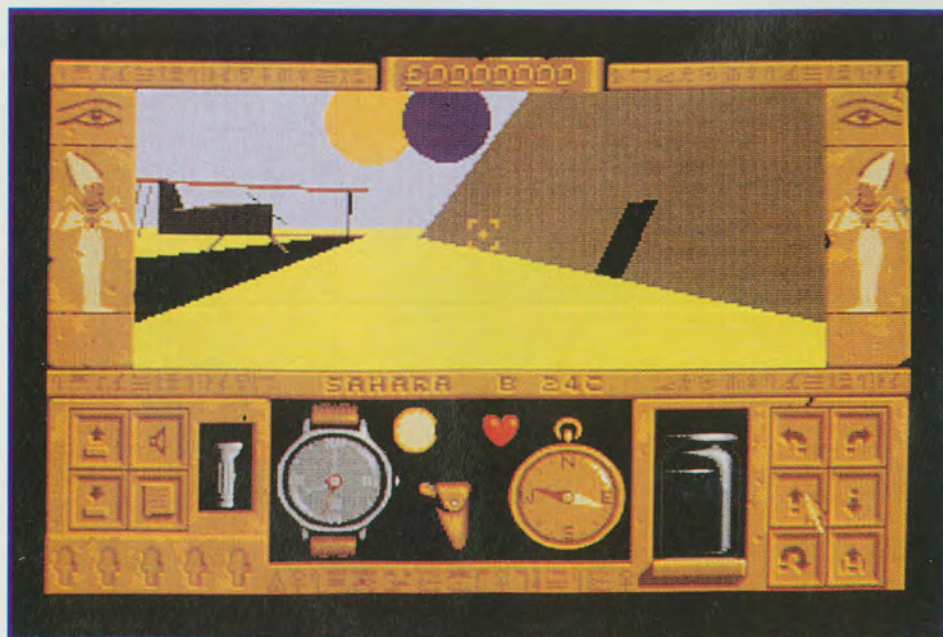
MICROSTATUS (£24.95)

Long before the likes of the Saxons, Gauls and Vandals, were sitting outside their mud hut hovels scratching their armpits and going 'UGH,' the ancient Egyptians were building temples which were symmetrically perfect, and tombs whose shape actually retarded the decay of the entombed occupant. This phenomenon is inexplicable... some believe an advanced extraterrestrial race intervened. But whatever the reason, the symmetrical and mysterious world they created suits Major Development's 3D Freescape world well. Extremely hot on the heels of Darkside (some may say a bit too keen), comes Total Eclipse, a game

which exploits the ancient Egyptian's bizarre and fantastic architecture and their fascination and worship of astronomy, in particular the strength of the sun and moon. Incredibly, they built their massive structures in symmetry with astral movement, predicting eclipses which darken, then light up the innermost sanctums of a king's tomb on one specific day in the astral calendar. In Total Eclipse, experts have found hieroglyphics which say that a certain pyramid has been built to predict and cause Armageddon, in line with an ecliptic day... today is that day! Your task is to enter the pyramid and stop global destruction.

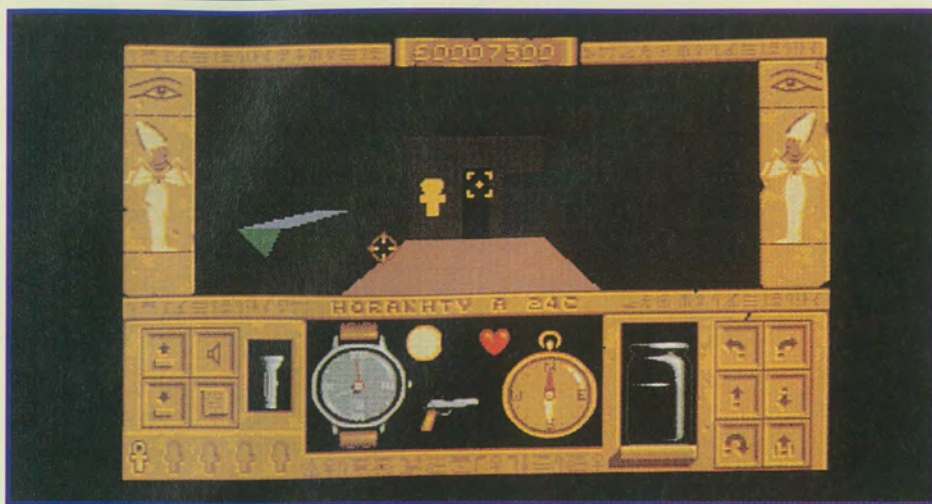
Total Eclipse is the third Freescape title from Incentive and with it we see the team come down to earth with a resounding bump. Unlike its predecessors, Total Eclipse is set amongst the trap ridden tombs of the ancient Egyptians. For me the game just oozed atmosphere, I certainly didn't get too far in my quest but, boy, I had some fun trying. As usual the graphics are of the expected high quality. The sound, whilst being nothing more than adequate, does accompany the action well. For me, Total Eclipse is the best Freescape game available, definately one I'll be returning to.

NC

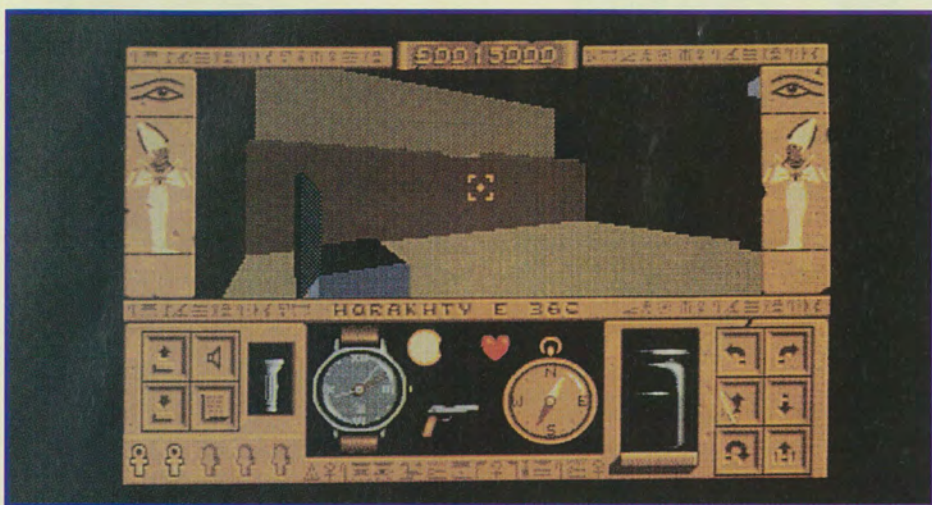


The eclipse is just hours away. You must reach the tomb before the moon covers the sun.

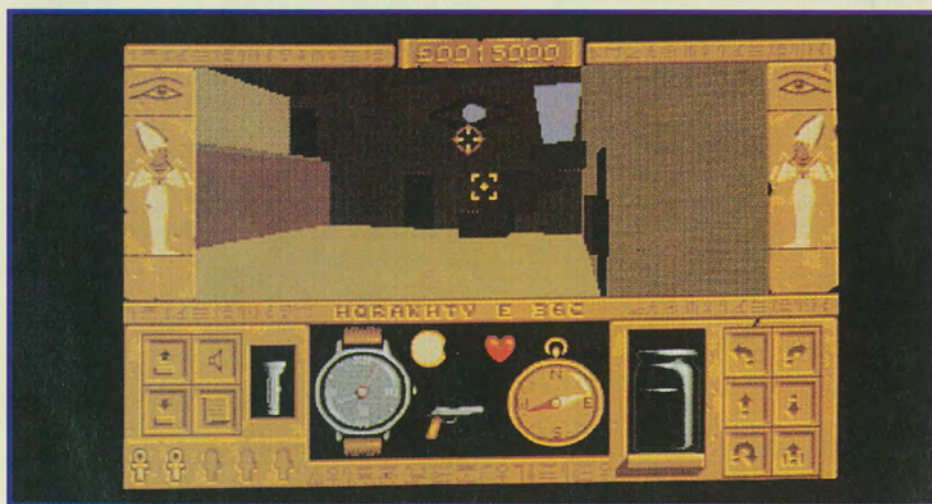
Standing in the perishing desert heat, a click on the left directional cursor arrow looks around the desert. To the front is a biplane, presumably your mode of transport into this remote desert area. In the sky, the moon is moving nearer the sun, squashing and intensifying the rays even more - time is running out. The ancient king's tombs are even larger and more impressive than one can imagine, and to your right, the terrain is dominated by a large pyramid, a massive symmetrical facade concealing impossible labyrinths, incredible treasures and the body of the Pharaoh Re. Clicking on the forward icon moves you to the biplane, where you climb up on the wing, reach into the cockpit and retrieve a golden ankh, the first key to the pyramid. You will have to find another five ankhs in order to complete your mission. There is a small door in the



Entering the pyramid, you must quench your thirst from the trough of water and collect the ank



Inside Re's tomb are treasures beyond your wildest dreams, blast the casket lock with your pistol



Deeper into the tomb, the labyrinth is designed to confuse and bewilder you have minutes to reach Re's tomb before the eclipse. All that treasure will be useless without a world to spend it in.

side of the pyramid and using the directional keys, you move into the reception chamber.

Inside there is a water trough and another ank. Because of the stifling heat, you must take water refreshment at every available opportunity by moving near to the trough and drinking. Likewise, the ankhs and any other object can be collected by moving near, crouching if necessary and collecting. In the next room, there are two staircases which lead up to doors. You make your choice, hoping it is the right one, climb the stairs and into another room, ever deeper into the

pyramid. In addition to directional arrow icons, your equipment includes a watch, pistol, compass and torch, all of which are mouse activated. Your progress is governed by how quickly you can find the ankhs which will gain you access to deeper recesses in the pyramid. Another part of the puzzle is finding and destroying large hieroglyphics on the wall, each of which has a matching pair which must also be found and shot. The destruction of both symbols opens up monolithic slabs which lead deeper into the tomb.

Of course, there's all that sacred treasure to find as well. As you move into

With each Freescape game they produce, Incentive get the balance between the depth and ease of the gameplay even better. Total Eclipse continues this trend, and, seeing as I quite like the stories about the Pharaohs and stuff like that, the Egyptian setting made the game even more fun to play. As with the other two Freescape games, the graphics move both rapidly and smoothly, only this time they are bright and colourful - far removed from the gloom of Driller and Dark Side. If the other two in the series never appealed to you, have a look at Total Eclipse, it's just that little bit different.

SM

another chamber with a large treasure casket, positioning the cursor onto the screen changes it into a cross-hair weaponry sight which unholsters the pistol. A click of the left-hand button blasts the lid of the casket and you literally absorb the treasure while a personal wealth counter goes haywire. But all this treasure will be useless unless you complete your mission. The labyrinth inside the tomb is designed to confuse and bewilder which makes navigation near impossible. Many before you have tried and failed to reach the treasures within, and so it is advisable to map your progress, and remembering that the pyramid has four sides, use the compass. The sands of time are trickling away as you move ever deeper into the tomb solving puzzles, picking up fragments of clues. Finding the ankhs boosts your morale, but they could also be sealing your doom as the eclipse draws nearer. At last, the shrine of Re is in your sights and you must destroy it before the final moment of the eclipse. Think how you could spend all that treasure? You fumble, you falter, the gun is unholstered, you aim, quivering with a mixture of blind fear and ecstasy. 'Oh no... too late!' The tomb is plunged into darkness and the moon explodes sending colossal meteorites showering down to Earth.

STA

**STA
Rating**

74%

**GRAPHICS: 70%
SOUND: 50%**

**LASTING APPEAL: 82%
ADDICTIVENESS: 73%**

**DIFFICULTY: AVE/HARD
1ST DAY SCORE: N/A**



"They say the old ones are invariably the best, and even now, the majority of releases are still just variations on tried and trusted themes."

U.S. GOLD (19.95)

SKWEEK

Skweek's game-play and characterizations are obviously inspired by the original Pacman game, and even the accompanying scenario reads like the Pac fairy tale. Although this shows a distinct lack of originality, a variation on a winning arcade formula can't be a bad thing. Skweek is a very playable game which is, dare I say, addictive and enjoyable, and the graphics and characterizations are suitably colourful and cartoony. As an arcade game, I can't really fault it - plenty of harmless, if a little pointless, fun!

JS

Long, long ago, the people of Skweekland (honestly) lived in peace and serenity until... you guessed, a miserable git called Pitark and his morose minions, the Skarks, invaded and defeated Skweekland. They contaminated this pink and gaudy land with a blue Skweekicide which forced the 'think pink' Skweekettes to flee their homeland. But, 'oh happy days', ol' Pitark popped his clogs and the Skweekettes saw a chance to regain their land. However, before they would even consider returning, they demanded that the colour scheme be changed back to hideous pink, and they kindly nominated citizen Skweek to paint all 99 continents and decontaminate the land from Skweekicide. But although the evil Pitark

is dead, his bitterness and general dislike of foul colours lives on in the Skarks who guard the land.

The options simply include one or two-player participation and a choice of keyboard or joystick controls. Skweek sits in level one with a cutesy 'ma's apple pie' expression on his face, and resembles more a golden puff of corn from a well-known cereal than the saviour of a nation. Skweekland is covered in dull blue and grey tiles which have been contaminated by the Sqweekicide. But as the joystick moves Skweek across the tiles, he paints them pink, and so begins the long task of decontaminating all 99 continents. Predictably, the numerous and varied

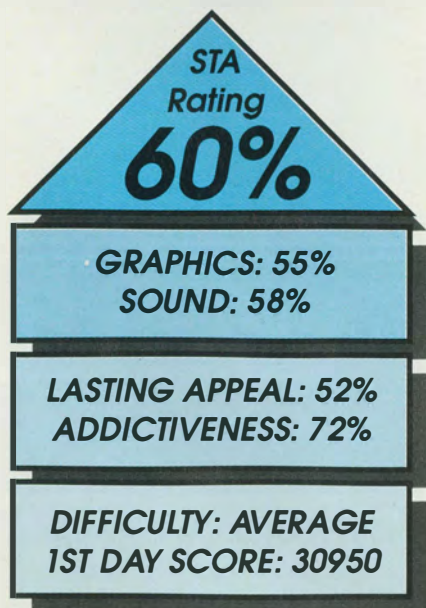
Mindless, simple, but ultimately fun to play - that's how I can best describe Skweek. It boasts no flashy graphics or sound, but concentrates on the gameplay and, to an extent, has got the balance right. The main character is very cute and is very responsive to the controls - something it has to be, as there are dozens of meanies to avoid, making the game a challenge right from the start. The only problem with Skweek, is quite a major one: it is very repetitive. It takes quite a while to plough through the levels and, along the way, you can lose lives due to the tight collision detection - so a level-select option could have been included. I can recommend Skweek to the younger games players, but not really to anyone else I'm afraid.

SM

forms of Skarks are intent on making the task an unpleasant one as they descend on the little decorator with malice. From level 1, ghosts, pumpkin heads, cabbage heads and various shrouded nasties chase Skweek around, and the slightest contact results in a dead corn puff. Some of the tiles conceal jaws which wait for Skweek to settle and then consume the tasty corn puff - 'gloup'!

But in the face of adversity, Skweek can get help and bonuses which he can use against the 'hate pink' activists. Some of the tiles contain egg timers which give extra time, while ice-creams, birthday presents, teddy bears and training shoes are bountiful in bonuses and points and there are short cuts everywhere. Skweek himself is armed with smaller corn puffs which he can fire at the Skarks and extra fire-power can be collected which turn him into a one corn puff army. Each successive level introduces more Skarks which are faster and meaner, and the continents of contaminated tiles grow larger. A massive painting contract awaits you if you can handle turning hundreds of respectable blue screens into hideous pink.

STA



A host of villains are intent on keeping Skweekland blue, but evasive joystick action is all that is needed to keep them at bay.

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BATTLE CHESS

"If you thought chess was a game for boffins, swots and softies, you should take a look at Battle Chess..."

ELECTRONIC ARTS (£24.99)



The only similarity between conventional chess and Battle Chess ends with the basic rules which just manage to adhere to the time-honored traditions. Each player has sixteen pieces of varying social, religious and military rank and standing. The Pawns are the infantry, or cannon fodder, who protect two religious representatives, two heralds, the kingdom strongholds and their majesties, the King and Queen. Each of the pieces in Battle Chess move in the traditional fashion, with Rooks travelling in straight lines, (no

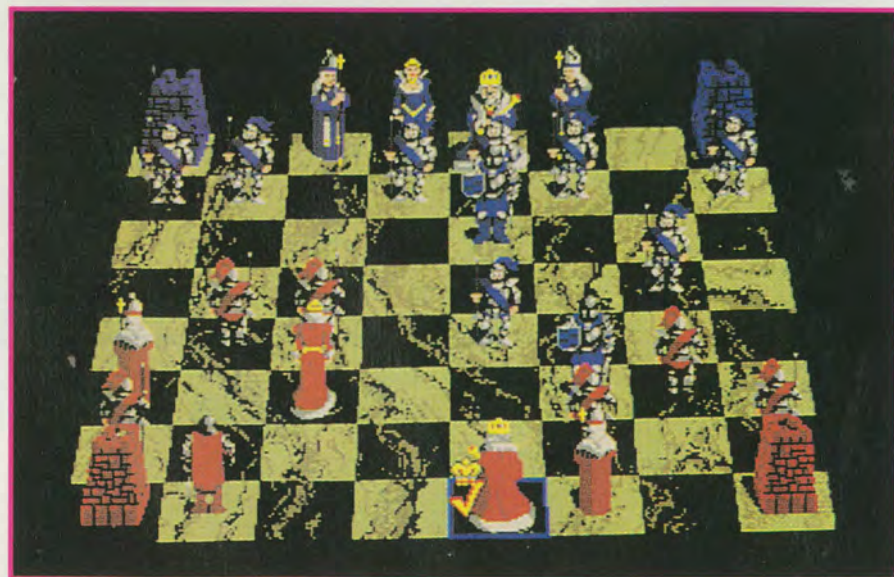
mean feat for thousands of tonnes of bricks); Knights, who can move three squares forwards or sideways and one to the side, trampling over other pieces if necessary; Bishops, of course, move diagonally and the Queen, the most powerful piece on board, must protect her weak and vulnerable King.

If you think that this game has simulated wooden pieces sitting patiently on their squares and when they are moved, hover quietly and settle in their new positions, then you're in for a big surprise. The

Two Knights fight it out on the battlefield in this very unconventional interpretation of chess.

I can honestly say I have never enjoyed a computer chess as much as Battle Chess. Purists and experts will say this excellent interpretation of the game is sacrilege and a short-lived gimmick, but as an intermediate, I can thoroughly recommend Battle Chess. The animation of the pieces as they fight it out is hilarious, especially the cheeky pawn who knees the knight in the gonads. At its easiest level, this is a swift walk over for any player with the basic skills of the game, which allow you to enjoy the amusing action. But at its highest level, the program offers a tenacious opponent to experts. Chess is a brilliant game, but it does have a reputation for being stuffy and aloof. But Battle Chess dispenses with tradition and with its amusing animation, brings this excellent game to everyone. Thoroughly enjoyable!

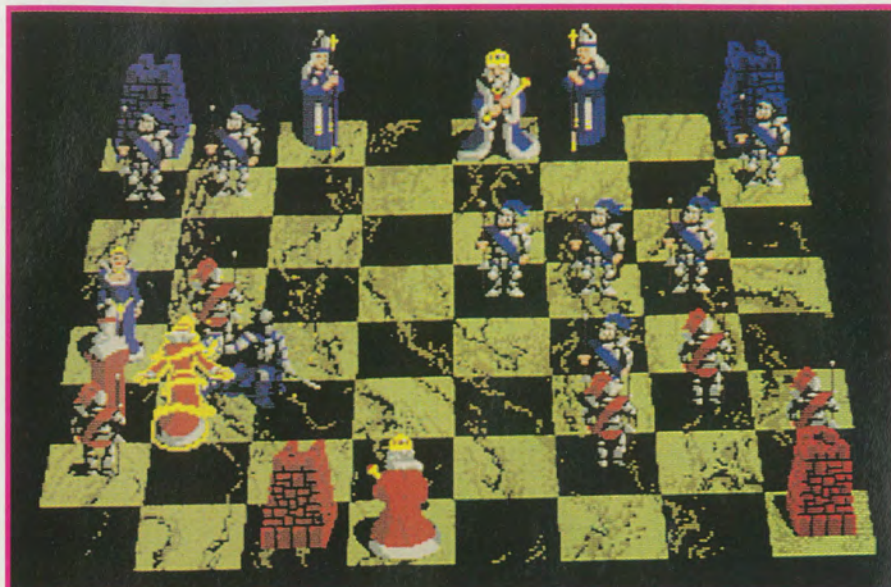
JS



Sickened with the ease with which his King has been put in jeopardy, an angry Knight elbows his way through the ranks of Knaves to protect his Liege.

Well, Battle Chess has finally dispelled any visions I had of this ancient game. Electronic Arts and Interplay have presented the game in stunning 3D and, if that weren't enough, they have also managed to animate the characters too! The net result is a game oozing with atmosphere and laced heavily with humour. I enjoyed every moment of Battle Chess - it plays a mean game. However, I'm sure that the purists will dismiss the game in an instant because of the arcade-style approach. To calm even the most staunchest players EA have included a more traditional 2D board. Overall, Battle Chess is a graphical extravaganza, a game that will enhance the reputation of Chess no end.

NC



Electronic Arts, it seems, can do no wrong! First there was Fusion, then there was Populous, and now there is the completely brilliant Battle Chess! Having heard lots of nice things about the Amiga version, I was expecting the game to be nice looking - but nothing like as good as it is! The way the characters come to life as they move to depose the opposition is amazing, and I guarantee that one or two of the death scenes will have you laughing out loud. There is a price to pay for the incredible graphics though, and that is the constant disk accessing - but even that isn't too bad. All I can really say is that Battle Chess is an amazing game, and, whether you are a Karpov or not, you should get it now

SM

game is played on a rather posh marble-effect board, but before the pieces take position, you must choose which skill level you want to play the game at. The skill of the computer-controlled player ranges from novice, through intermediate abilities, to expert and each level progres-

sively increases the computer's, playing strength and wisdom against you. Then, the royal couple, their court, armies and property take position on the board. The battlefield is silent with the expectations of the impending war.

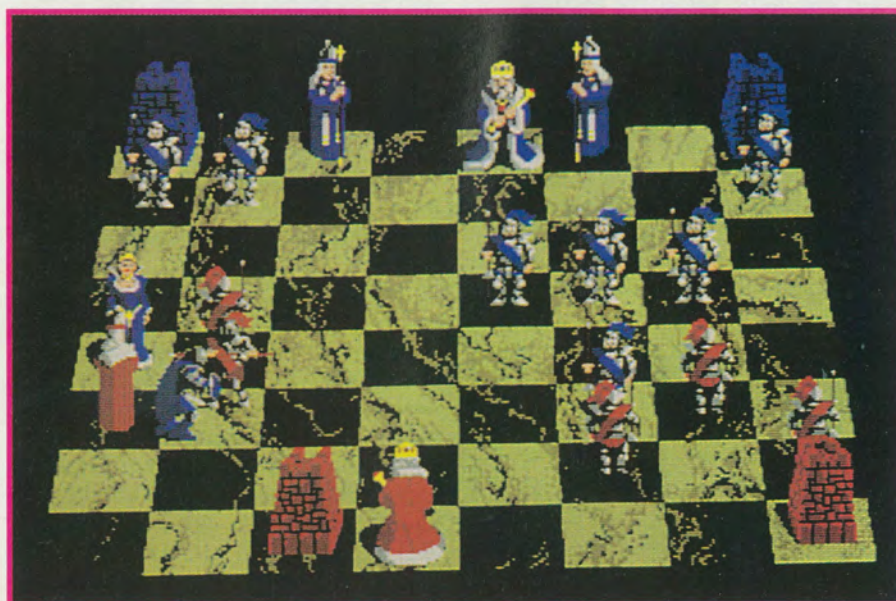
It is customary for white to move first, and with the mouse you point your cursor and click on a Piece and then at the position you want it to move to. Carrying his

pike, the Pawn moves wearily to the designated position with a clatter of light armour. An icon of 'The Thinker' appears to show that the computer is considering its move. Your scout Pawn's opposite number takes a couple of steps forward. Even at middle levels in Battle Chess, it's worth trying a 'five move checkmate', reserved for confused novices. Both the Bishop's and Queen's Pawns run forward to allow Her Majesty and her religious adviser out. With mitre and cassock, the spritely vicar trots across the board to the strategic position. Then, with robes flowing, her majesty cuts a graceful diagonal across the board. An over enthusiastic Pawn trots forward from the other side leaving his King in a vulnerable position. Your Bishop shuffles forward to offer some advice and the enemy King is in Check. Sickened by the ease with which is King is exposed to danger, the Knight Errant grunts, shrugs his bulky armour, and elbows his way through the ranks of knaves. With a heavy clank of armour and chainmail the Knight blocks the path between bishop and King while the vicar and his Queen quickly retreat and the computer contemplates a counter attack.

The rank of Pawns are pushed out into

the Battlefield to allow the stronger pieces to attack. The computer elects to move its Rooks, the castle strongholds, and thousands of tonnes of blocks and mortar grind and clump over the board - ramparts and all. Then, a bolshy Knight Errant pushes his way into a dangerous position and a cheeky infantry man moves to confront the heraldic. The cowardly knight takes flight, but the cunning Pawn blocks the way with his pike and the Knight turns to smite the urchin, who swiftly brings up a bony knee into Sir Knight's groin. In blinding agony, he realises he has forgotten to put on his armoured cod piece. The battle rages on, Pawn against Pawn, Knight against Knight, and as a heraldic moves to take his opposite number he chops off his arm, his leg, and finally, his noble head. Then two religious leaders fight it out until divine intervention settles the fight with a bolt of lightening. Finally, Queen attacks Queen in a bitchy cat fight and the enemy King and his wrecked kingdom is yours. His battered crown slipping ignobly to one side.

STA



A cheeky infantryman (Pawn) takes on a heraldic. The knight takes flight but the knave stops him with his stave and a bony knee finds its way into Sir Knights groin.

STA
Rating

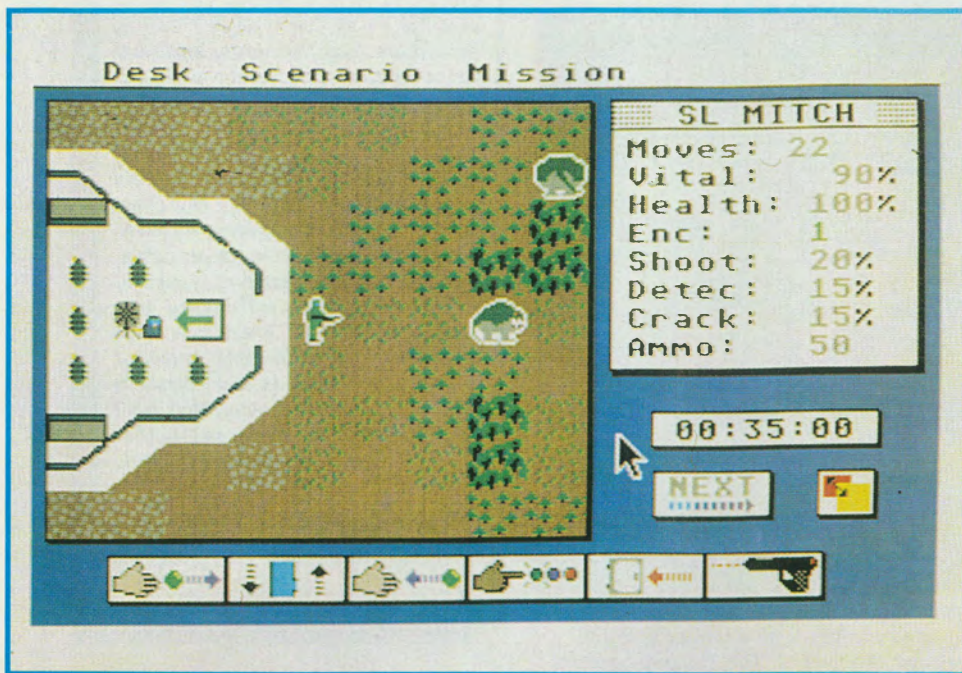
78%

GRAPHICS: 83%
SOUND: 68%

LASTING APPEAL: 79%
ADDICTIVENESS: 77%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

Commando, Mitch, leaves his base in search of the enemy. The Icon System makes it very easy to play.



A nice little game this, with acceptable graphics and sound. Once the method of play is mastered and the objects identified, it's quite simple and the game is enjoyable. The fun starts once the easy scenario has been completed. The opposition, while not ultra-intelligent, have enough randomness thrown into their actions that rerunning a scenario isn't a straight repeat performance. The addition of a scenario builder program enhances this game's appeal.

SK

I've seen better graphics, and I've seen much worse games. Most games of strategy can provide hours of entertainment, provided they also have that something which catches the imagination. To get the most out of this game you must have lots of time to get involved and then you might begin to care about your men. I found the rather 'clunky' graphics a bit off-putting, but I'll believe that there is a decent game in there trying to get out.

AM

BREACH

"'Duck!' a voice yelled. I rolled frantically, as an energy beam glanced off my armour, then came up shooting. The first bolt missed the 'bot, but then I centered it. A second beam joined mine and it blew up with a thunderous crash."

ARTRONIC (£19.99)

No, this isn't another 'shoot'em-up' game, it's a war game. Breach is a sci-fi war game set at the tactical level. You, as the Squad Leader have command of a squad which has a mission to complete. The game comes with twenty-three missions graded from easy to STAR level (that's Mission Impossible to you and me). In completing each mission you can increase the capabilities of your squad leader.

The game is played using a num-

ber of windows: the Combat window, that displays a plan view of the current area within view; and the Statistics window showing the attributes of the current marine. Actions are carried out by selecting one of a number of icons along the bottom of the screen. Movement of a marine is accomplished by using the mouse pointer and clicking within the Combat window in the desired direction.

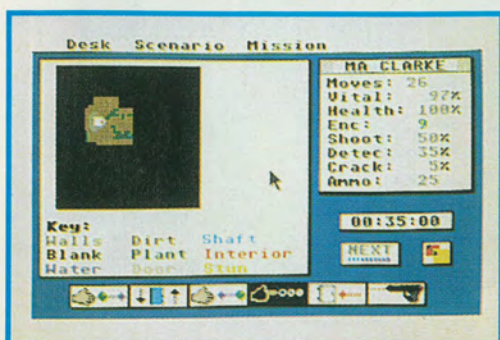
As in all war games, there is an order of play. In Breach, this consists of a Player Phase and a Enemy Phase. Each Player Phase takes 30 seconds of game time. Within the Player Phase you can move any or all of your squad in any order. You can carry out actions, such as shooting, picking up objects, opening doors etc. Each of these actions takes Movement Points. Each member of the squad has a number of movement points that can be used to carry out

these actions. When all of the squad's movement points have been expended, the Enemy Phase is entered. That's when the Bad Guys get their turn to shoot back and you find out what a bad idea it was for all of you to stand next to the door.

In addition to the game, and the accompanying scenarios, there is a scenario builder. This enables you to create your own missions.

I quite enjoyed this game, the manual, I thought, could have done with a few more pictures showing the various items that could be found or seen. I would also have liked some way of seeing a list of the complete squad.

STA



**STA
Rating**

72%

**TEXT/GRAPHICS: 69%
GAMEPLAY: 70%**

**LASTING APPEAL: 75%
ADDICTIVENESS: 72%**



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CONTROLS

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GAME PLAY

The game plays over 4 groups each of 8 screens which become progressively more difficult. Survive all 32 screens and the speed then increases to present

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This classic computer game is now being released for Amiga, Atari ST

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RVF

"Imagine what it's like to cut around the bends at Brands Hatch at 140mph and on two wheels - the only thing between you and the rush of tarmac is a leather knee pad."

MICROSTYLE (£24.95)

There's a long tradition of rear-view, 'first person' perspective race games, going back to Pole Position and the excellent Pitstop. Each game has tried to give an accurate simulation of car or bike racing, but few, if any, have succeeded. Can Microprose take their skill with realistic aircraft simulation and adapt it to motorcycle racing? RVF, the game, is inspired by the screaming Formula 1 race bike, the Honda RVF. Copy protection is in the form of questions such as, size of race track or specific lap records, and you must check through a typically-weighty Microprose manual to get the answer. The Formula 1 race schedule is long and arduous and the first job is to select a fresh rider from the Riders Table. There are a number of other tables and lists which give various tournament details and information and you can select to start a new season which takes you all round the world's tracks in pursuit of excellence in Formula 1 racing. But first, it is wise to start your apprenticeship at club and national level on home ground, or you'll be hopelessly outclassed.

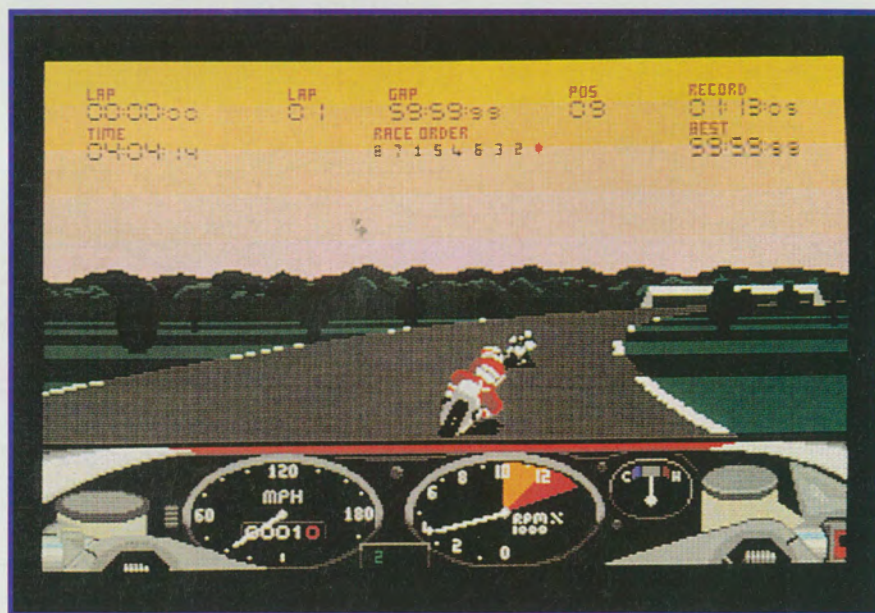
There are eight home tracks including, Silverstone and Brands Hatch, and you can choose to practise on any of them. The authors have simulated the exact shape of the tracks with the correct lengths and angles of chicanes, bends and straights, as well as specific track characteristics, such as, camber angles and mid-corner bumps. It is wise to study the detailed maps and in-depth

track descriptions supplied before the race. You've got the track to yourself, and thanks to an excellent rasping race-bike sound effect, you can almost feel the Honda throbbing beneath you. The start light changes from red to green and in that split second, pressing the firebutton and pushing the joystick

forward changes into first gear and the bike roars from the line. Gear change has to be timed perfectly so that the bike utilises its maximum potential and this is achieved by listening to the engine revs and watching the rev counter. As you wind back the throttle, or should I say push forward on the joy-



The pack line up for the start of the race... red light, green light, GO! The pack roar off! Quick into first, up to max revs and into second then third.



Up to the corner, down from fifth, fourth and third, cutting in as close to the edge as possible. All the riders are as skilful and have similarly aspirated engines and so the race is hotly contested - there is no room for error.

As expected, RVF is the most realistic bike race game ever developed for sixteen-bit and boasts incredible scrolling and great sound effects. Microprose have taken their reputation for realistic aircraft simulation and adapted it to the race track with resounding success. But even more important than the realism of the race action, this is a thoroughly enjoyable game which promises many hours of good, solid arcade fun. The only feature missing from RVF, is a proper pitstop, where you have control over the crew. This is a feature which has kept the ancient Pitstop II in pole position for years. Nevertheless, RVF is an absolute must!

JS

Up until now there has only been one racing game for me - Super Hang-On - Strangely enough, that too is a bike racing game. MicroStyle's RVF is a very well presented game; the graphics have been well thought out and the game sports some great little touches. The sound is just how you'd expect it to be - constant revving engines. Unlike Hang-On, however, RVF presents a more realistic feel to bike racing. Knowing what gear to take the different corners in is essential and winning is by no means easy. For the ultimate racing experience try linking two STs together -incredible!

NC

You've got the gear change, you're up with the leaders. 'Oh no!' The race-tune engine splutters and drops from 120 to 80... 70. The rider dismounts, revs up the engine and shakes his head in disbelief. You crawl into the pitstop, a blue haze and some choice language emanating from your visor.



stick, the engine will quickly climb to its full pitch and you must press fire and push forward to change up to third, fourth, fifth and sixth. Changing back down for corners is achieved with back and fire and the bike responds immediately. The fantastic effect of speed and movement is created by changeable track-side objects, such as trees, overpasses, bridges, a rush of tarmac and striped curb stones and a clever scrolling effect which even simulates road undulation.

Now for the race! Your grid position depends on your lap time in the test circuits and so there could be a dozen

riders ahead of you. The green light starts a chorus of rasping race-tuned engines and you must try and keep up with the pack and slip-stream behind the other bikes. Your objective, of course, is to overtake and improve your position whenever the opportunity presents itself. Corners must be read correctly. Drop down too many gears and inevitably, you will be overtaken... too fast and you'll leave the track spectacularly. Race success is a combination of track knowledge, effective gear and speed change and track positioning. This goes without saying, but what if there's something wrong with the bike?



Back on the track, desperately trying to get back in the race. The pack roar off into the distance.

STA
Rating

73%

GRAPHICS: 67%
SOUND: 60%

LASTING APPEAL: 78%
ADDICTIVENESS: 76%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

If you've thrashed it through the gears, the bike will suffer and the rider dismounts, tests the throttle and shakes his head in disbelief and remounts to try and get back in the race. If you are in a good position, it is worth limping round to the pitstop which is represented by red and white markers. The crew are so fast that you don't even see them, and the bike is ready to race again in no time.

The pack tack tight round the chicanes and any bumping obviously slows you down. The key is to slipstream in position, accelerate fast into the straight and try to overtake. Then, back into the corners, cutting a straight path by using the entire width of the track - inside as you go into the corner, outside as you come out. As you gain race experience, you get faster, and as you progress through clubman and national ranks, you might even make the international Formula 1 circuit. Racing against the computer-controlled competitors is great, but a computer link up, via the MIDI port enables two players to fight it out on the track, and that's when the race really comes to life.

STA

Comparing RVF to Super Hang-on is unfair as they are poles apart. RVF hasn't really got the initial 'grab' that Hang-on has, but with its many tracks and options, it will last you a lot longer. Graphically, the game is a little sparse, but the update is smooth, as is the scrolling of the track. One thing I feel will enhance the game is the ability to play a two-player game, via a connecting cable, and it is features like this that make RVF just that little bit special.

SM

PRESIDENT RONNIE
HAS BEEN KIDNAPPED
BY THE NINJAS.
ARE YOU A
BAD ENOUGH
DUDE
TO RESCUE
RONNIE?



When a game is released into such a prolific genre as scrolling beat'em-ups, it's got to be good. On the face of it, *Dragon Ninja* is a mighty contender, with big bad sprites, constant fight action and a changeable backdrop. Additionally, the joystick controls are quick and responsive and blocks, punches and kicks can be administered without pulling the joystick from its base. However, beneath a seemingly flawless facade are some tiresome oversights. For example, while the animation of the various enemy is very nice and changeable, the main sprite looks like he's doing the Michael Jackson's moon walking, and you cannot alter his speed. This is an enjoyable and challenging combat game, but a little more time spent on presentation would have improved it considerably.

JS

*"You stuck your foot in someone's gob in *Street Fighter*, and you wielded a mean bat in *Double Dragon*. Do you think you can kick a thousand butts and rescue the President of the USA? Imagine do!"*

DRAGON NINJA

IMAGINE (£19.99)

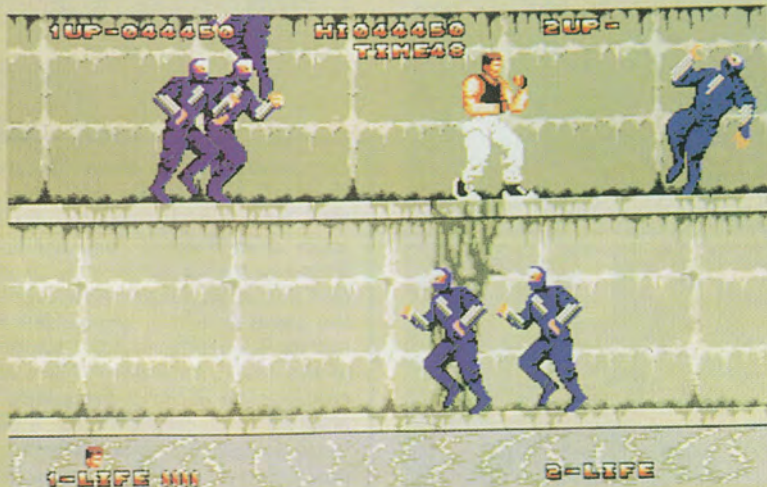
Converted from the highly-praised Data East coin-op, *Dragon Ninja* portrays the exploits of two martial-arts experts as they battle their way through eight levels of wave after wave of deadly fighters, in an attempt to free the President from a gang of Ninjas. Your mission brief is given to you by a shades-wearing FBI agent at the start of each game, and is very simple: use whatever methods you can to spring Ronnie from the Ninjas' clutches. With these orders clear in your mind, the game begins.

Although *Dragon Ninja* sports a two-

player mode, it is also possible to fight the attacking hordes single-handedly. After the number of combatants has been chosen, the game begins with our sneaker-wearing hero poised for action, standing on the top platform of a split-level screen. To begin with, the action takes place in a seedy-looking town, but, as you progress, the game will take you through sewers, forests, docklands, and even onto the back of a moving HGV! On each of these stages, the action takes place against a left-to-right horizontally-scrolling area, and from the edges of the screen, the evil

Wow, here it is, *Dragon Ninja*! To be honest I'm not too fussed about it. The large sprites were the things that immediately caught my eye, but even they tended to slow down when the screen began to fill with assailants. The graphics are very similar to those of the arcade machine, whilst the sound, although not being as impressive, did manage to complement the game nicely. Personally I found the game quite difficult: unlike the arcade game I didn't seem to be able to string together a number of fluid moves, and therefore died more often than usual. Overall, I wasn't impressed by *Dragon Ninja* and could only really recommend it to fans of the coin-op.

NC



The sewers are the perfect hiding place for the blue Ninjas, and they really come out in force! At the end of this level you will meet a green warrior who can split himself into a dozen clones.

Ninja's minions come to attack you. These fighters come in several forms, and are all hazardous to your energy bar. However, by using one of the sixteen possible kicks or punches, they can all be dealt with in a relatively easy fashion. The first opponent you will probably meet will be the blue-clad Ninja. These pose no real problem, but tend to attack in groups of about seven or eight, causing things to get a bit hectic. Next, you will encounter some attractive, but just as deadly, leotard-wearing girls, and after that, vicious dogs, sword-wielding warriors and guys who attack using razor-sharp gloves (a bit

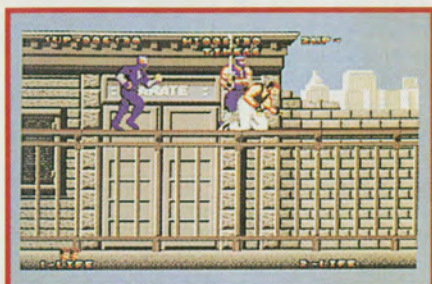
Fighting his way along the HGV's trailers, our hero despatches an assailant with a well-timed hand-stand kick. Notice the Ninjas clambering up the side of the truck - these only attack when your fighter is in line with them.



If it wasn't for the jerky scrolling, *Dragon Ninja* would be a spot-on conversion. The graphics are exactly the same as the coin-op's, but as the screen lurches drunkenly by, it spoils their overall effect somewhat. The sound also isn't all it could be, and is limited to a tedious tune and various poor effects - a shame, as a few sampled thwacks and grunts wouldn't have gone amiss. These faults are a real pity, as there is a lot of promise hidden in *Dragon Ninja*. The game has been set at just the right difficulty level, and the action, although it shouldn't get repetitive, does. Basically, I would describe *Dragon Ninja* as a playable game, that is tarnished by a few rough edges.

SM

like a certain Freddy Krueger), and the red-clad Ninja. When one of the red Ninjas is killed, he relinquishes a useful item that can be used by our hero - e.g.: extra time; sustenance to replenish any lost energy;



or extra weapons, such as knives or nunchakas. Finally, the most irritating opponent is the grey Ninja, as he either lobbs throwing stars at you, or peppers the ground with energy-sapping mines that require a pixel-perfect crouch kick to remove them.

All this fighting is set against a time limit, and should this expire, or should the enemy prove too much for your energy bar, you will slump to your knees and lose one of your three lives. As mentioned ear-

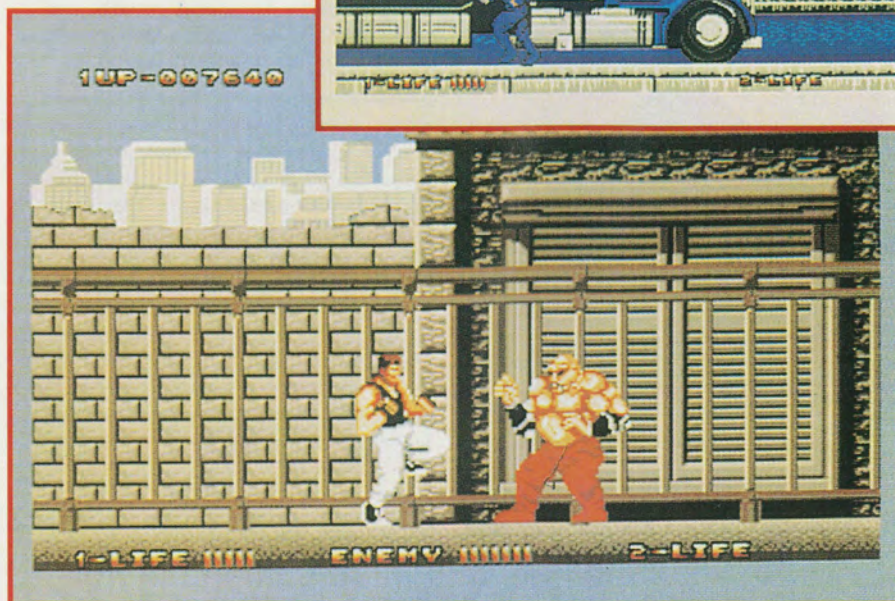
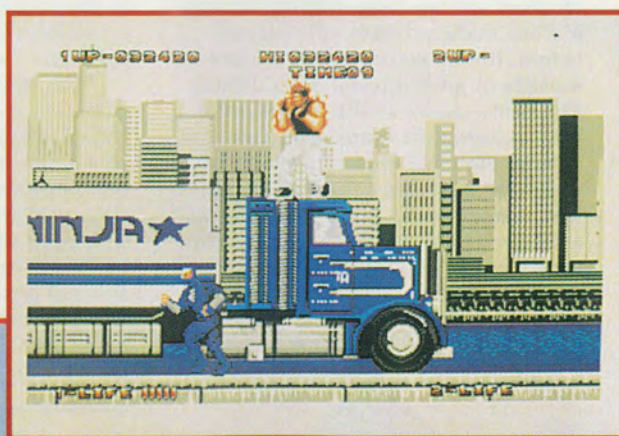
lier, there are a host of attacking moves at your disposal to temporarily halt this fate, and these include conventional and flying kicks, cartwheel kicks, and both a normal punch and a special *Dragon Ninja* 'super punch'. Holding down fire activates this 'super punch', and causes the player's fighter to be surrounded by a fiery aura. Releasing the button, then releases the ensuing fire bolt, killing the nearest adversary instantly.

When you have battled your way through a level, you will come up against one of the evil *Ninja*'s magical guardians. These master fighters are harder to kill than the conventional assailants, and have an energy bar similar to yours that must be depleted. However, the battle isn't going to be a straight one-on-one, as they possess special powers that they will use against you. For instance, on the first level you will meet a rotund Russian who breathes fire, whilst at later stages you will meet a guy who can

clone himself into a dozen replicas, or a guy who uses two long swords to cut you to shreds. Should you manage to defeat the master fighter, your on-screen persona will lift his hands in victory, and the next level will load. Complete all seven stages, and only then will you be allowed to tackle the evil *Ninja* himself.

STA

Having successfully made his way to the lorry's cabin, our hero glows with an unearthly aura as he powers up a super punch.



The end of the first level is guarded by a huge fire-breathing guardian, reminiscent of the hero in Activision's conversions of *Karnov*. Like you, he has an energy bar, and he only dies when this expires.

STA
Rating

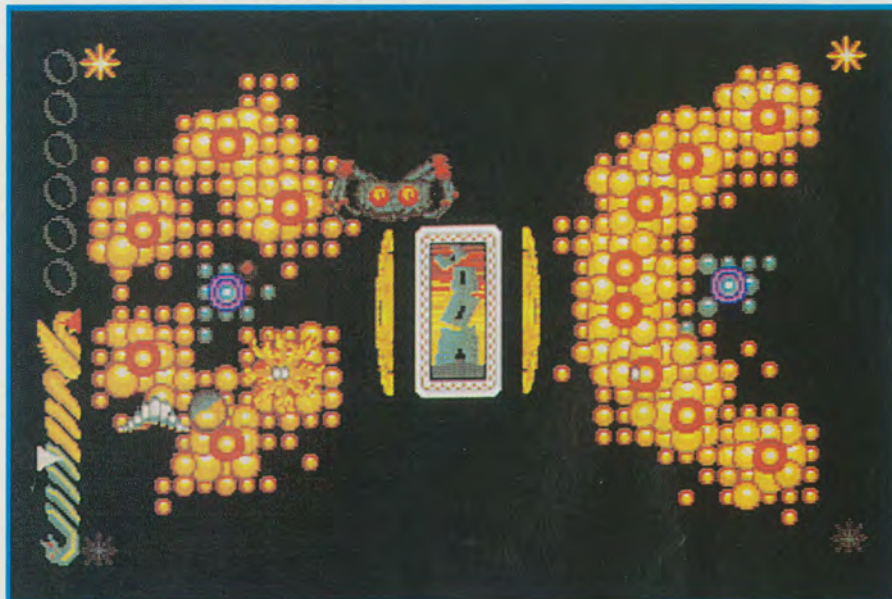
61%

GRAPHICS: 56%
SOUND: 52%

LASTING APPEAL: 59%
ADDICTIVENESS: 63%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 53200

Wiping out evil from the constellation, then the Tarot doors open to deal a sinister card.



"Cackle cackle... 'Oh dear, sonny... it's written in the tarot cards that you're going to meet a dark, sinister stranger with a limp!' 'A limp what?'"

WICKED

ACTIVISION (£19.99)

Wicked makes light of the unknown, by using icons and symbols such as, tarot cards and astrological signs, in a sort of shoot'em-up. I say sort of, because it's like nothing I have ever played before. It's an arcade game... I guess, a battle of good against evil... I think. The game starts with a constellation map showing the stars in an astrological star sign line, and with the joystick, you point a dagger at one of the stars. The strange game screen appears with a picture of the sun in the centre, but then the shiny happy disc swivels to reveal an all-evil mask which represents the shroud of darkness. With the joystick, you control a little sparkling

cursor, a star of light which presumably represents good, and using this odd little tool, your task is to purge all evil out of the constellation and save the universe from the creeping infestation of darkness - a pretty tall order!

Your first arch-enemy in this battle of the universe, is the all-evil, all-seeing Eye of Infinity, which is set in the palm of a hand. As you enter the screen, good portals, which are identified by their gold and red colour, and evil holes which are sinister blue and green, are battling it out trying to produce good and evil growths across the universe. But your allies, the good growth, can only cover the evil spores that you have blasted, and so your first task is to

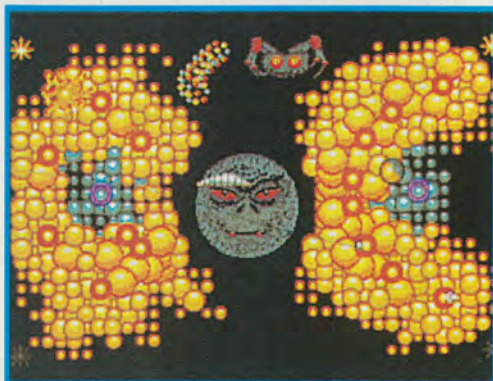
The occult may seem like a strange theme on which to base an arcade-style game, but I suppose every game is about good overcoming evil. The objective of this game is quite absorbing and the struggle to wipe out evil is quite satisfying. Although Wicked falls under the arcade game label I would describe its quite unusual brand of entertainment as similar to Lankhor's Elementals. For example; you have to follow a certain process to conquer the opposition. Sinister, yet colourful with some nice little graphical touches - certainly very original. Its entertainment value is not guaranteed for everyone and so my advice is that you try before you buy!

JS

shoot a swath from the good growth, through the evil tumor to the evil portal. The evil portals cannot be destroyed by your laser fire, but the good growth can suffocate and bung up the hole, and so your job is to block all of the evil portals to save that constellation. Sounds easy, but when the sun disc turns to reveal the evil face, there are many sinister forces waiting to thwart your progress and all hell breaks loose.

Each constellation has an evil guardian such as the Devil, the Spider or the Hand, and with their nasty minions, they protect the evil portals. During the daytime, when evil is weak, you can shoot and push the guardian to the top of the screen which momentarily banishes him from the area. But at night, an evil sound indicates that the portals are producing their spores, and you must destroy the cancer with your fire before it usurps the constellation. An arrow slowly moves down the screen indicating your losing battle against evil, and when it reaches the bottom, the portals explode, spewing the evil tumor around the screen. An even more evil element is the influence of the tarot cards. After a day and night has passed, the central face opens up to reveal either a good or bad tarot card and this releases a strange crystal which flies around the screen. Immediately, a maggot crawls on screen and tries to push the crystal away, but if you can collect it first, you will be endowed with powerful forces in your fight against the evil spores.

STA



STA
Rating
73%

GRAPHICS: 74%
SOUND: 70%

LASTING APPEAL: 74%
ADDICTIVENESS: 70%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

Do you remember the old game of Life? If, like me, you spent countless hours at your ZX81 watching cells divide and multiply, then you, too, will draw comparisons with Wicked. Graphically and sonically, Wicked is very well produced - the bloody screen and various digitised sound effects being my favourites. As games go it is somewhat difficult to define Wicked, however, if you like shoot'em-ups but crave for something a little more taxing and strategic, this could be the one for you. Personally, I really enjoyed it. Wicked is certainly a game I'll be revisiting.

NC

KICK



OFF

BLISTERING PACE
PIXEL PERFECT PASSING
SUPERB TACTICAL PLAY

A Soccer Simulator which
is not only accurate and
realistic but is also
great fun to
play

Whatever your style of play may be, be it playing the Long Ball or playing the Sweeper, your players will be in position to receive the passes, control the midfield and tackle an advancing striker. Each player on the field is an individual with a unique combination of four attributes - Pace, Accuracy, Stamina and Aggression. Watch out for the Brazilians at the International level, they are dynamite.

* Full size multi-directional scrolling pitch with scanner showing all the players on the field.

* Option to practice and learn ball control, take corners and practice penalties.

* 5 Skill levels, International to Sunday League. The levels of both teams set separately. The ultimate challenge is the defeat of the star studded team of Internationals by the Sunday League of no hoppers. A super human test of skill and concentration.

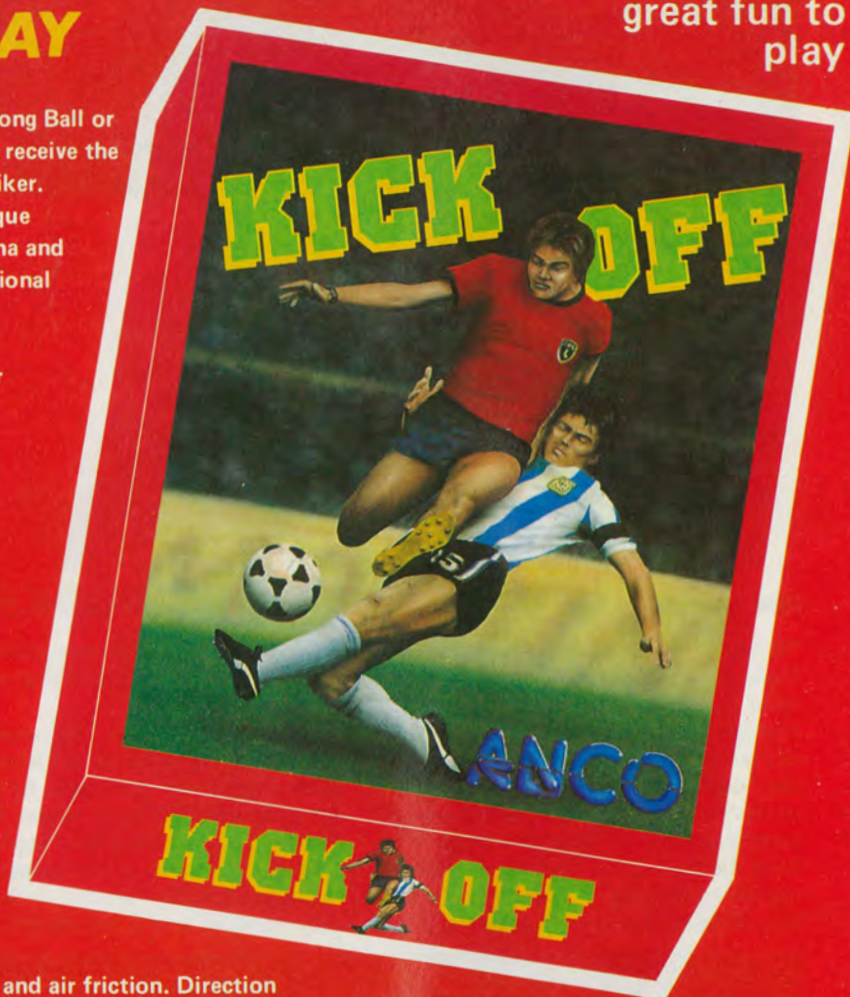
* One or two players option. * 4 distinct tactics.

* League competition for 1 to 8 players. Load and Save League facilities.

* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

* Amazing ball simulation takes account of the ground and air friction. Direction changing breeze at the higher skill levels

* 9 types of Corner kicks, Penalties, Yellow and Red cards and a host of other features like players getting tired by the end of the game, time wasting, injury time, etc.



PLAYING IT IS EASY

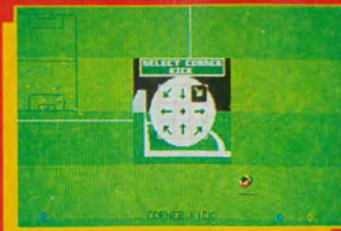
MASTERING IT WILL TAKE TIME - A LOT OF TIME



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With all the hype and build-up which preceded the release of *Vigilante*, I was expecting more than just an average, relatively amusing beat'em-up. This is level after level of the same sort of fight action, culminating in the obligatory big 'end-of-level' villain. The only difference is the change of backdrops which are the most impressive aspect of the game. The characters are not particularly big sprites, but the animation and fight action is jerky and disjointed and the joystick controls are unresponsive. This game derives most of its challenge from struggling with the infuriating controls. Nice graphics - shame about the gameplay.

JS

"Madonna kidnapped! What are the tabloids going to say? Before they get wind of it, we had better send in U.S. Gold's street-fighting hero, the Vigilante..."

VIGILANTE

US GOLD (£14.95)

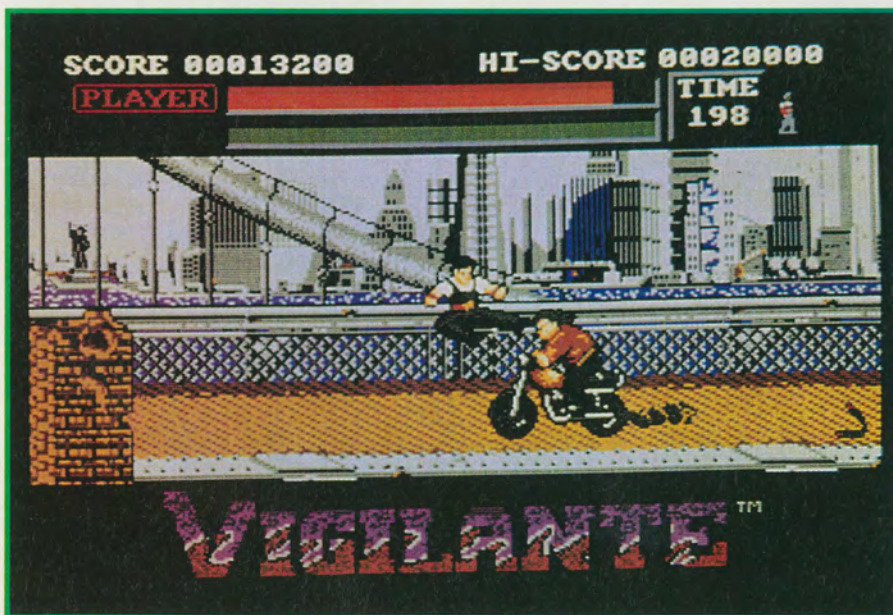
Set in the not-too-distant year of 1994, *Vigilante* is a beat'em-up in which you must rescue your kidnapped girlfriend, Madonna, from the evil clutches of a vicious street gang. By the year 1992, the criminal elements had finally overcome the efforts of the police to curtail their violence, and now, with the police force disbanded, the thugs have free run of the country. Because there is no law, when Madonna is kidnapped, you

have no choice but to take on the entire gang single-handedly, and rescue her yourself.

Your battles to free Madonna take place over five different 'territories', each of which are controlled by a different gang and their large leader. Initially, our dungaree-wearing hero begins his fight standing on a street corner, but as he makes his way through the horizontally-scrolling levels, he will find himself

Brilliant, my favourite coin-op beat'em-up on my faithful ST. Arrggghh! What have they done? This isn't the *Vigilante* I remember. Sure, the graphics look somewhat similar, but the scrolling - yuk! How does it play? Easily. I managed to complete it on my first day; not bad, considering it took me nearly a week to crack the first three levels of the original. However, it's the sound that really disappointed me. Where, oh where, are all the glorious thwacks and uummps? Unfortunately, for my money, *Vigilante* has been very poorly converted and therefore, I can't recommend it.

NC



Making your way across the bridge, you must flying kick the mad bikers to knock them off their bikes. Be careful, however, because when the bike explodes, if you are too close the resulting explosion saps your energy. Also notice that to the right of the biker there is a pair of nunchakas. These are useless against the maniac bikers, and simply fly across the screen when you collide with the bikes.

passing through a scrap yard, over a bridge and, finally, to a building site, where Madonna is dangling on the hook of a tall crane. The enemy gang members attack in groups of two or three from both sides, and contact with any of them depletes the vigilante's energy bar and, in the time-old fashion, if this expires, then one of his three lives are lost - and if this wasn't enough, each level is set against a two-hundred-second time limit, and if this runs out, it will cost you another life! However, vigilante isn't defenceless, and can use his skill of martial-arts to use a variety of kicks and punches to fell his attackers. As well as the customary flying kicks

The end of the second level is guarded by two large acrobats. As they attempt to somersault over your head, you must land as many kicks or punches as possible, but you must be careful when they fly over you, as their boots clip your head, draining valuable energy.



and blows, our hero can also use any nunchakas which are often left on the ground. By simply walking over them, they are instantly collected, and holding down fire then allows the vigilante to lash out with the deadly wooden weapon.

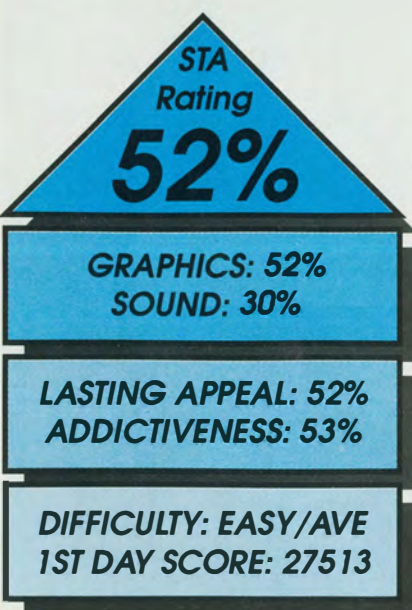
Throughout each level, the number of hits required to permanently fell a

gang member varies. To begin with, most of the assailants are clad in green and require only one hit to fell. However, if these guys get hold of you, they attempt to throttle you, depleting your energy rapidly. Next, we meet the likes of knife-wielding punks, mad bikers, massive bald guys who are armed with sticks, and a gun-toting teddy boy, whose bullets wipe out half of your energy instantly. For the most part, these guys require about five good hits before they die, but the bikers normally only need one, and the gunman four.

The end of each level is guarded by one of the gang leader's henchmen. All of these guys are as ugly as they are big, and all of their minions clear the screen so that they can take you on one-to-one. On the first four levels, hidden behind the henchman, will be the van in which Madonna is being held, ready to be taken to the Leader. Like you, the large henchman has an energy



The brave vigilante wards off any possible attack by waving his nunchakas at the approaching thugs.



Oh no! What has happened to the conversion of one of my favourite coin-ops. Vigilante is, without a doubt, a VERY flawed conversion. I thought that, having seen a preview of the Amiga version, the ST Vigilante would be practically identical to its arcade parent. Instead, the game features jerky scrolling, very dodgy sprite detection and none of the thwack and crunch sounds that the coin-op and Amiga versions enjoy. Not only this, but the game is a total walkover - I completed it on my first go! Basically, only consider Vigilante if you really MUST have a version for your ST.

SM

bar, and you must make sure that it is his that expires first - something that can prove tricky when they start throwing sticks of dynamite or can almost pulp your head with a single punch! When the giant is finally KO'd, then a vain attempt can be made to reach the van before it pulls away, enticing you to

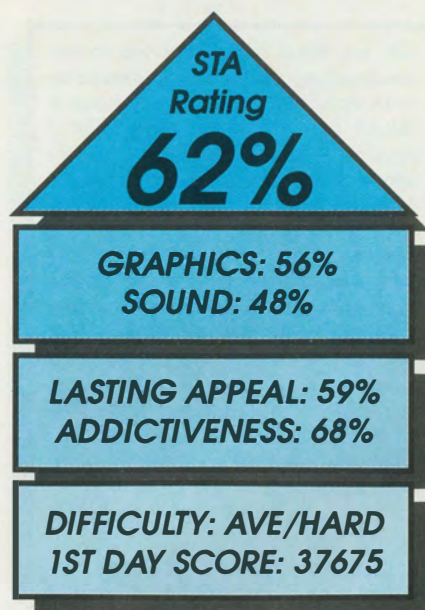


the next territory. Before you go to the next stage though, you are shown a picture of the sobbing Madonna as she is driven away.

STA



You've only just started the first level, and already your vigilante is being attacked by a gun-toting teddy boy and a bloke with a big stick.



It seems to me that martial-arts experts are very unlucky in love. This month, for instance, the lone vigilante had his girlfriend Madonna kidnapped, but, even worse, a few months ago, the guy from Double Dragon rescued his girlfriend only to have her run off with his fighting comrade! This time, Mr. Big has stolen the Renegade's girlfriend and, in what is becoming a familiar scenario, guess who is going to have to get her back!

The rescue is not going to be easy though, as Renegade will have to battle his way through the five stages that make up Mr. Big's territory. The action begins in a dark subway, with our hero surrounded by eight or nine thugs, and a particularly nasty guy waiting in the shadows, but later levels will see you battling through scrap yards and grimy red-light districts. Each level scrolls horizontally, spanning roughly four screens, allowing our hero a large area in which he can take on his attackers. To protect himself from the advances of the thugs, Renegade can punch, kick and elbow his way through the attacking hordes - he can even pummel the heads of any stunned attackers! It

Street fighting beat'em ups are particularly prolific at the moment, and two are being released this month alone! In terms of fighting games, Renegade was one of the first to appear in the arcades, and considering that conversions of more recent beat'em-ups are being released, I'm surprised that this somewhat belated conversion has made it. This is a 'gangfight' in every sense of the word and there is rarely a moment where you are not being bludgeoned by various enemy. I've certainly seen better characterizations and bigger sprites, but the animation is swift and nimble and the joystick controls are fairly responsive. Quite simply, this is a basic and busy beat'em-up with non-stop joystick action and very little skill involved. Not a particularly accurate conversion, though.

JS

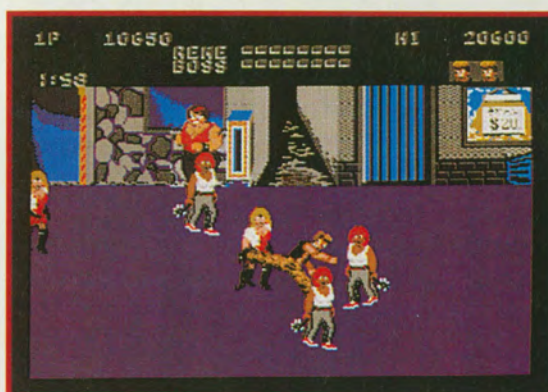
"There seems to have been an influx of beat'em-ups this month, but now prepare to take on the Grand-daddy of them all..."

RENEGADE

OCEAN (£19.99)

Aesthetically, Renegade looks like a direct port-over from the Spectrum, but with the sheer number of thugs on screen battling it out, it puts most of the newer beat'em-ups to shame - and it doesn't slow down when there is a lot on screen! Software Creations have done a good job with this conversion, and have captured all of the frenetic action and atmosphere the coin-op enjoyed. Personally, I feel it is over-priced, but if you fancy a trip down memory lane, to a time when games relied on playability rather than superb graphics and sound, take a bash(!) at Renegade.

SM



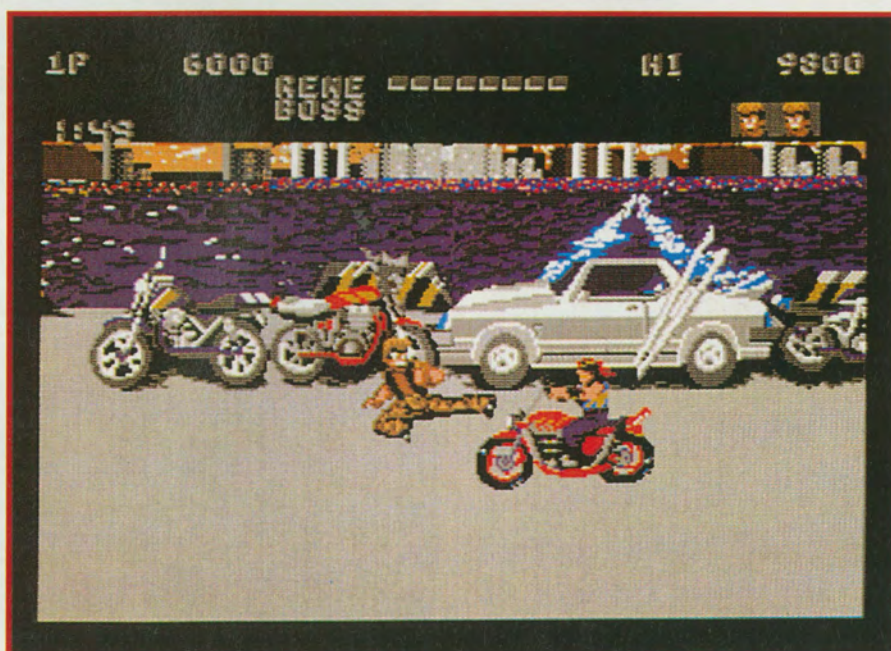
takes roughly four good punches or kicks to fell a baddy - however, to make them stay down, they must be decked three times. Above all this violent action is the Renegade's energy bar, and, like most games of the genre, this is reduced with every hit our hero receives. The bar initially comprises eight squares, but each time the Renegade hits the deck, one of the squares disappears, and he eventually

loses one of his three lives.

When you have successfully laid out most of your assailants, the big guy who was waiting in the shadows steps out to enter the fray. Like you, this guy has an energy bar, and this must be depleted to kill him. Unlike most of the other fighters you have encountered, punching this guy has absolutely no effect, so Renegade must perform perfectly-timed flying kicks on him. Once he goes down for good, all that is required is to

mop up any other thugs who may be waiting. Complete this relatively easy task, and it is on to the next stage. Each of the levels follows this pattern of fighting, but as you get further into Big's lair you will encounter such assailants as motorbike-riding heavies, leather-clad prostitutes, and, finally, the massive bulk of Mr. Big himself.

STA



As the bikers race towards you, perfect timing is required to kick them off their bikes.



GILBERT THE ALIEN

"Q: What is the name of disgusting, snot-gobbling, slimy, green Children's TV Presenter? You may be surprised to find it isn't Gaz Top or Andy Crane, but that it is in fact..."

— — — — — **AGAIN AGAIN (£19.95)** — — — — —

So fed up were the Drillians over Gilbert's constant bragging about his exploits on Earth, that when a new contract was promised to the phlegm-ridden alien, they removed key parts of his space ship, the Millenium Dustbin. Just to make sure the removed sections were well hidden, clues about the pieces were stored in various arcade machines. Seeing as Gilbert has to get to Earth within twenty-four hours, a panic ensues, and he has to scour the planet's milk bars in search of the coin-ops.

Stepping into the athletes foot-infested feet of everyone's favourite bogey-eater, it is up to you to locate the five coin-ops, beat the other Drillian competitors at their own game, and gain information of the whereabouts of the ship's parts. However, although twenty-four hours seems more than adequate for finding the machines, practically every creature on Drill is set against you getting to Earth, and are all out to hinder you. Contact with these swarming pests knocks two minutes off Gilbert's time, but, being the disgust-

ing so-and-so he is, he can spit at them, using his limited supply of snot. When a complete wave of pests has been obliterated, Gilbert receives a bonus in the form of a plate of Hoverjelly. Shooting this relinquishes either a can of beans or a piece of cake, but he can only hold four items. Beans cause our green hero to float as the beans take effect, and can be useful for getting out of dead-ends, whilst the cake rids Gilbert of his trapped flatulence.

As he makes his way across the various deserts, seas and sewers that make up the planet, he will find the elusive arcade machines. There are five games to play: Brain Drain, which involves matching tiles; Sprout Wars, involves saving baby sprouts with your deadly leek; Greed, which is like the age-old Snake, but involves money collection; Snotfight at the OK Corral, where you have to shoot enemy Drillians before they get you; and Earth Invaders, where Gilbert must shoot wave after wave of attacking humans! If you fail to beat the machine, then Gilbert is fined an hour, and must play another machine

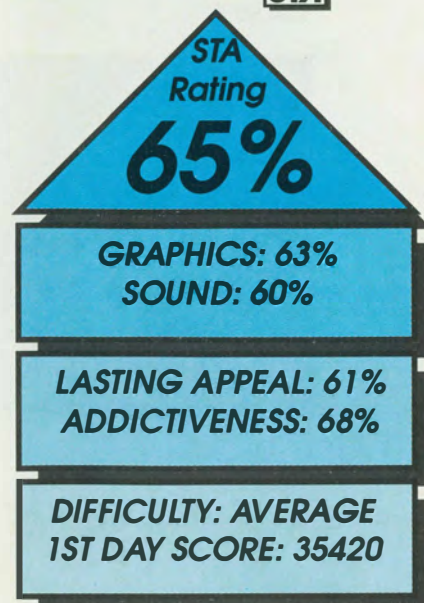
Although by no means the most impressive game ever, there is something very compelling about Gilbert - Escape from Drill. The game smacks of cuteness, with our little green hero ambling from screen to screen very realistically, and some enemies that look as though they have escaped from a kid's comic; and these nice graphical touches do tend to cover up the undemanding gameplay. Thanks to the generous timer, there is plenty of time for the novice snot-chewers to wander the planet, exploring. But the programmers have also added enough nasties so that the game is by no means a walk-over. Not a bad game, but by no means an excellent one, Gilbert is worth a look if you are interested in a decent arcade/adventure.

SM

Arrrggggh! Oh no, not Gilbert. Again Again have successfully managed to recreate the snotty alien into pixel format and to be quite honest they've done a good job. The graphic representation of Gilbert and the Drillians is good - even comical at times. The sound, whilst being a little bland, doesn't detract from the game in anyway. The best thing about Gilbert, however, is the simple playability. The various sub-games help break up the main game nicely. The general idea behind the action reminds me of the old Ultimate Spectrum games. Overall, Gilbert is a nice little hide'n'search game.

NC

before returning for a rematch. However, if you beat it, you are given a simple clue. All that is required now, is for Gilbert to jump, skip and scuttle along the planet's surface in search of the parts... **[STA]**





PIRATES!



AIRBORNE RANGER The Arcade-Action Simulation

Airborne Ranger is a fast paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. Run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

Airborne Ranger Features:

- ☐ 12 exciting missions
- ☐ Full-scrolling 3-D graphics
- Various terrains to encounter
- ☐ Multiple enemy threats
- ☐ Modern weaponry
- ☐ Comprehensive documentation

Airborne Ranger, The Arcade-Action simulation is now available for your Commodore Amiga, £24.95.



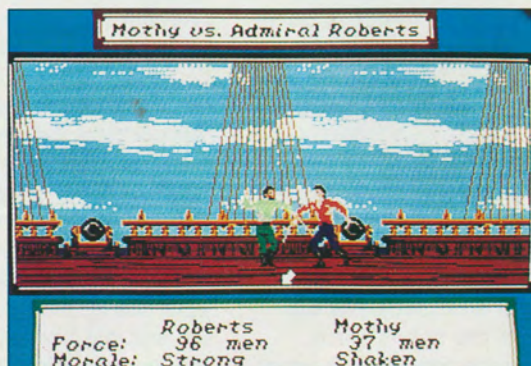
PIRATES! The Action-Adventure Simulation

Pirates is a dramatic simulation of 17th century life on the Spanish Main and you are cast in the leading role as Privateer Captain. Leap into an era of turbulence and change, a time when fabulous fortunes can be won and lost.

Pirates Features:

- ☐ Non-stop action and strategic decision-making
- ☐ Extensive graphics with 70 different scenes
- ☐ Various difficulty levels
- ☐ Comprehensive Manual
- ☐ Hundreds of hours of exciting entertainment

Pirates! The Action-Adventure simulation is now available for your Atari ST, £24.95.



Screenshots may vary, dependent on computer and format.

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 54326.

CHEATS HINTS & TIPS
SPECIAL SUPPLEMENT

GIVING THE

GAME AWAY

POPULOUS GUNSHIP
PACLAND
COSMIC PIRATES

AND AMAZING CHEAT POKES...

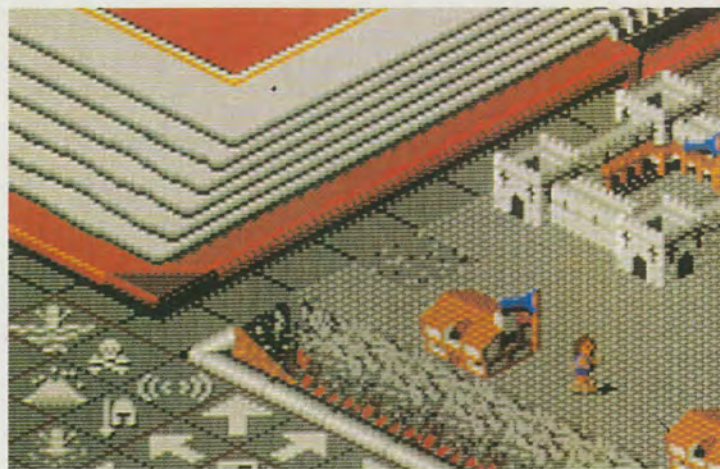
POPULOUS - ELECTRONIC ARTS

When we wanted a guide to this excellent game of the gods, who else would be better to write it than the authors themselves, Bullfrog? Thanks very much to Peter Molyneux and Les Edgar for the following:

LAND DEVELOPMENTS

The first thing to note is that the four different landscapes have elements that greatly affect your people. On the snow and desert landscapes, your people die very quickly, in fact, the death rate is eight times higher than that on the grassy plains. In the rock worlds, the death rate is four times the grass's rate. When you are playing on a rock landscape, building the castles causes a massive rise in your manna, but on snow levels, the building all give the same increase of manna, so it is best not to bother with castles, as they take up too much space.

Likewise, on the grassy worlds, the round castles grant you with the greatest increase of manna, so build these, as they take up less space, thus allowing you to gain more manna. Finally, on each of the lands, the weapons have different factors. Generally speaking, any person from a castle will have the highest weapon factor. For example, on a rock level, a walker from a castle could defeat ten times his number of people from mud huts. The only exception to this, though, is the snow level, as all of the weapon factors are equal.



TURFING

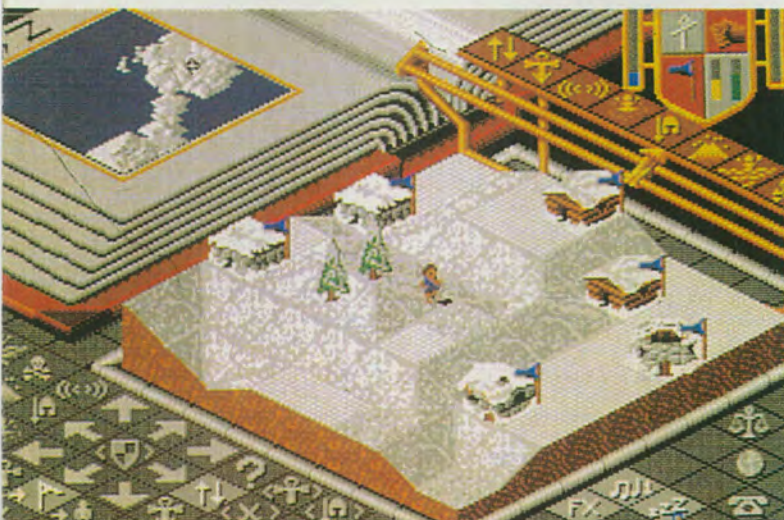
Bullfrog also say that the most important thing to learn is 'Turfing'. This is where you lower the land around a castle, until the settlement is so small the inhabitants have to leave. The following steps will allow you to produce the best MTF (maximum turfing factor!). Put a

shield on any castle, and when you see at least one green pixel in the population bar, lower the land adjacent to the castle. After ten seconds, a walker should appear. When he has gone, lower two more adjacent points, and another walker will appear. By now, the first walker will have

ARTIFICIAL INTELLIGENCE

When a walker leaves a town, he is given an intelligence rating which governs how good he will be at exploring: i.e. how far he will go looking for a place to settle. This rating starts with the walker only looking straight in front, but, with every walker

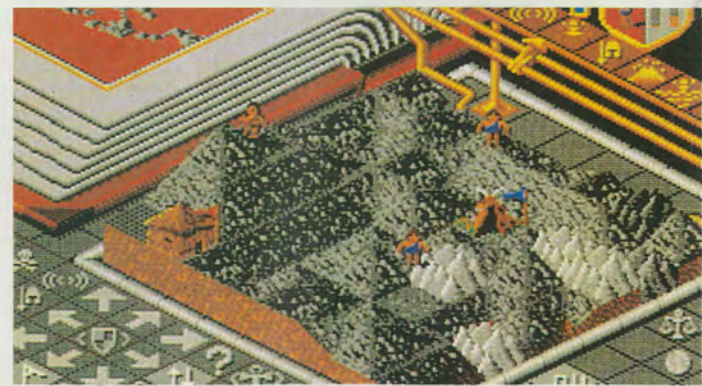
released, this intelligence grows, sometimes looking a whole screen ahead before deciding the best way to go. Finally, the boys say that, on a rock level, the people reproduce every ten seconds - that must be some kind of record!



PROTECT AND SURVIVE

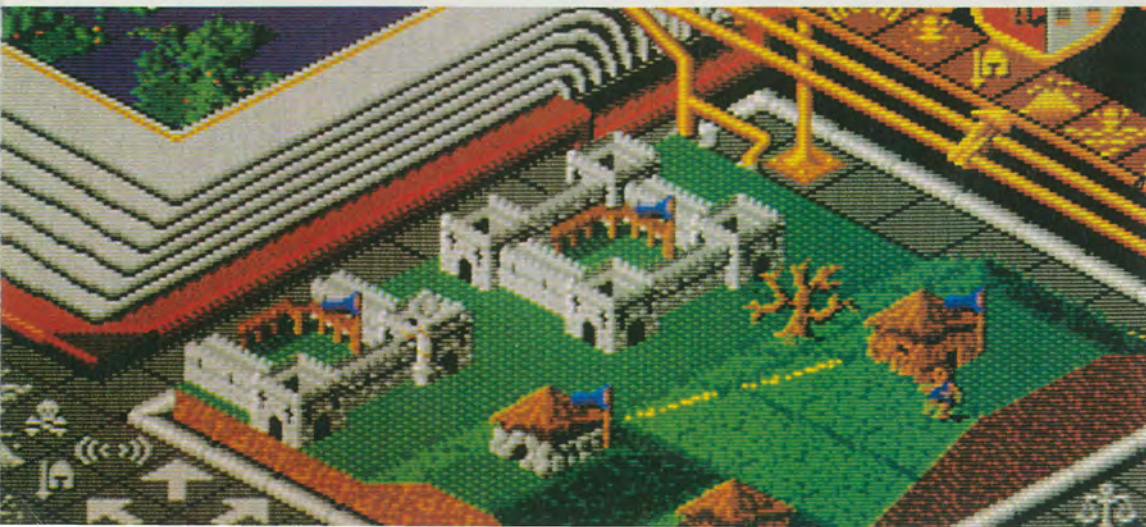
If you think that the enemy is going to produce a knight, and you have a lot of castles, protect them by building landscape around them which will support huts. You see, it then means

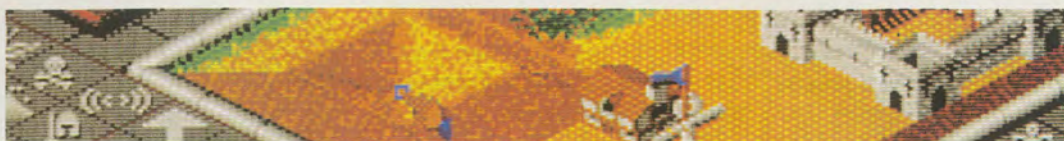
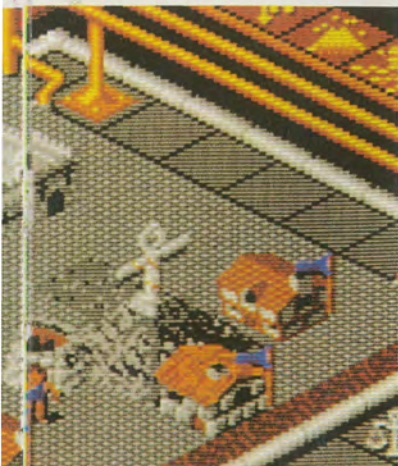
that the knight will then waste a lot of time wrecking your huts, thus saving you all of the manna that you would lose if he picked on your castle!



CHARGE!

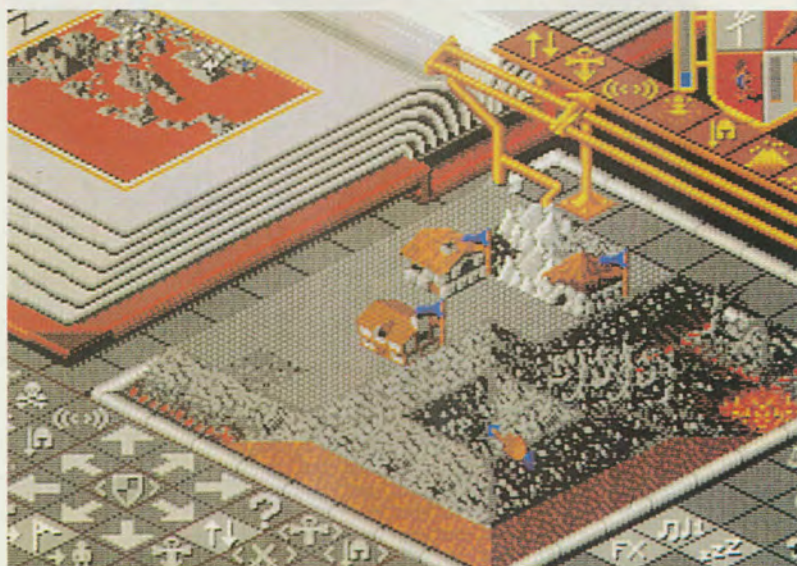
If you notice your people's strength to be significantly higher than your opponents, try selecting the fight mode. Any walkers who encounter enemy settlements will set upon the inhabitants. Failure to find enemy buildings will only result in your walkers making their own homes. To encourage your walkers into enemy territory, place your papal magnet behind their lines. Selecting the 'go to papal magnet' will ensure that



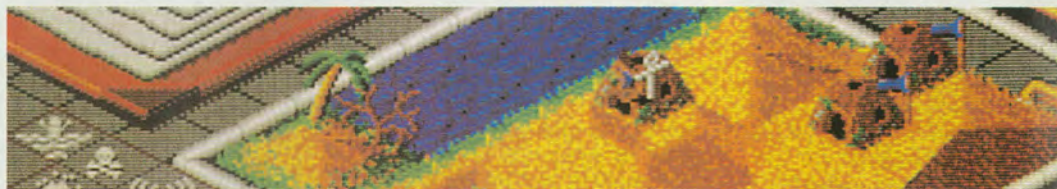


FLAT PLANNING

Creating flat expanses of land quickly is essential. Position the cursor in a designated region and double click on the left mouse button. This will have the affect of building a small mountain. Position the cursor on the peak of the mountain and press once on the right mouse button. The end result should be to produce a flat piece of land the size of 2X2 squares. This process uses relatively small amounts of manna. Patch up and ditches that may appear in your territory, thus allowing larger development. Rocks can be removed, but only with a great deal of effort and manna; by-and-large it is best to leave such obstacles.



settled and will be large enough to send out another walker. When he does, rebuild the castle by raising the lowered points and this will evict the adjacent settlement, meaning that the castle has produced three people. With luck, these can be turned into castles.



NOT MANY PEOPLE KNOW THIS!

The guys also gave us an exclusive - not to mention undocumented - tip in populous. If you bring up the conquest requester while in a game, type in a number from 0 to 32768. Populous will generate a unique world associated with that number. This, combined with the four landscapes, gives you over 128,000 worlds to play. And at twenty minutes a game, you could play for twenty-four hours a day, for four years without a repeated game! If you start modifying both yours and his

settings, it would take 490,000,000 years to play all of the game. This is why they put in a save game feature (courtesy of the Bullfrog 'did you know' department!).

Meanwhile, Sian and Mark Wardle from LLandudno have

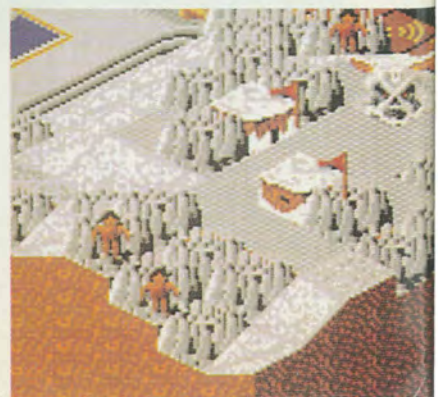
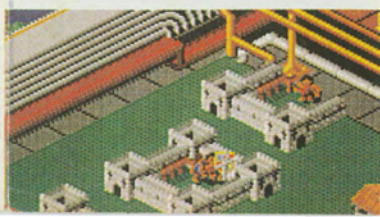
compiled a list of codes that allow entry to further levels (Incidentally, these codes also work with the Amiga version - but you don't want to know that do you!). So here, in all their glory, they are:

| | | | | | |
|-----|------------|-----|------------|-----|------------|
| 2 | JOSAMAR | 140 | RINGINTORY | 302 | WEAUCEPIL |
| 3 | TIMUSLUG | 141 | BILKOPILL | 307 | BUGEAOUD |
| 6 | SWAVER | 150 | BINQUEME | 312 | LOWDIDON |
| 10 | MORINGILL | 154 | VERYWILICK | 317 | FUTASER |
| 14 | WEAUIPHAM | 166 | SWADEBOY | 322 | JOSHIEHILL |
| 22 | BINOZOND | 172 | BILASPIL | 329 | BUIFIHILL |
| 33 | HURTLOPLAS | 178 | HOBQIET | 335 | ALPUSILL |
| 43 | NIMOUTJOB | 185 | QAZCET | 339 | BUGDEHAM |
| 46 | WEAVINPERT | 191 | DOUDIELUG | 345 | QAZASME |
| 50 | HOBZJOB | 198 | SWAILUG | 351 | DOUQUELAS |
| 54 | BINMEOUT | 201 | NIMAORD | 356 | CALINGPAL |
| 60 | HAMINMAR | 208 | BADPEED | 361 | BUROUTJOB |
| 65 | HURTIKEING | 216 | LOWOUTOLD | 366 | WEAVTAL |
| 75 | NIMLOPILL | 214 | BINMPEND | 368 | BADOZJOB |
| 84 | SHADKOPEND | 219 | MININICK | 372 | SHADMEOUT |
| 88 | LOWINLOW | 222 | SUZPEME | 377 | QAZUSDON |
| 91 | MINOXEND | 227 | TIMMEHOLE | 383 | DOUWILING |
| 94 | SUZOGBOY | 234 | MORLOPPERT | 384 | SHIINGORD |
| 99 | TIMQAZAL | 243 | BUGHIPT | 387 | TIMMPHILL |
| 103 | KILLSODPAL | 251 | MINEABAR | 392 | EOAINCON |
| 108 | BILOGOJOB | 258 | JOSQAZMET | 399 | ALPOCON |
| 113 | IMMQAZT | 264 | EOAOXHILL | 402 | HOBHIPEND |
| 117 | CORSODDON | 270 | WEAVDIILL | 409 | QAZPEEND |
| 120 | LOWEAT | 278 | BINOXTORY | 414 | SUZMEICK |
| 126 | SUZKOPLUG | 282 | HAMDICK | 423 | KILLOXLAS |
| 130 | JOSASING | 284 | VERYUOND | 430 | WEAVKOPOUT |
| 134 | SWAEAHILL | 290 | JOSSODOR | 436 | SHADYPERT |
| 135 | KILLDIEMET | 295 | KILLQUEPIL | 437 | COROXTOUT |

DISASTER!

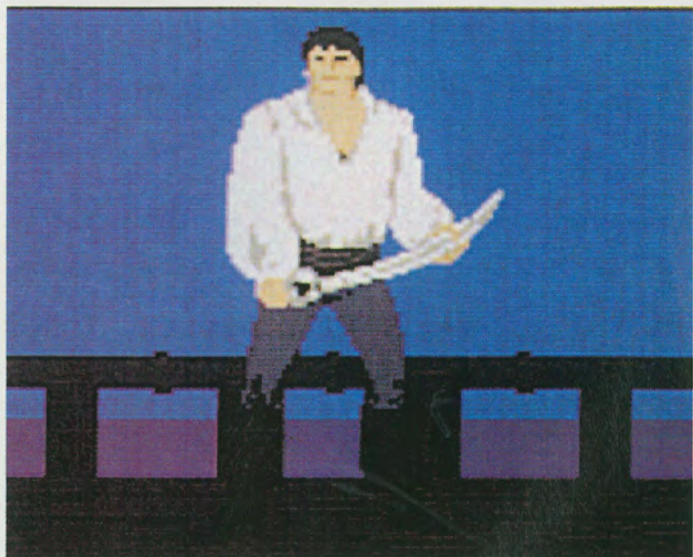
Causing disasters is the best way to slow down your opponent. Swamps prove an excellent way of interrupting development; not only do they cause settlement sizes to shrink but they also swallow up enemy walkers (beware, swamps don't take sides, bottomless ones should be avoided at all costs. Volcanoes, too, can be the cause of great distress to an enemy. Make sure, however, that you have enough manna to lay about three volcanoes on top of one another. This insures that the maximum amount of surrounding land becomes disrupted. Floods are lethal! Usually to your own cost as well as that of the enemy. Only flood an area if your settlements are built quite high up. Flooding is best used when you are fighting what looks to be a losing battle; killing over two-thirds of the enemy really changes the outlook of a game.

both your leader and walkers all converge on the newly positioned magnet. Should your papal magnet ever be captured by the enemy, go into 'join' mode before trying to rescue it. This will build up enough walkers to retake your stolen property.



PIRATES - MICROPROSE

Ahoy, there! Ye scurvy-ridden varmits! This be captain Clarkson, scourge of the seven seas. So ye want to know how to go about plunderin' and lootin' does ye? Well sit ye down, pour ye self a mug o' rum and listen careful like.



IN THE BEGINNING

Unless you are adept at playing Pirates! then you should always start at the apprentice level. Only seasoned sea-dogs should attempt the swashbuckler level. Remember, however, that the difficult levels are financially more rewarding. For reference, the apprentice level earns two officers portions, subsequent levels earn two extra portions until you reach the swashbuckler level which reaps no less than eight portions of the plunder!

Once again, beginners may find it best to start their missions at the time of the Buccaneer heroes, 1660. Spanish military power is very low while wealth is reappearing

at an alarming rate. Swashbucklers should try their hands at the Silver Empire era, 1560. Spain is all-powerful while it is still possible to plunder large amounts of gold.

Selecting a nationality is really a matter of taste. Beginners are recommended to become English privateers, real die-hards should try being Spanish. Spanish pirates make few friends and find the going somewhat tough.

When selecting a skill I always tend to choose fencing. All the other skills are useful but because captains must lead from the front, fencing is generally the most important.



EARLY DAYS

When starting out on a new career most sailors seem a little green. Players are advised to amass a decent sized crew before setting off to attack large ships or towns. Check your personal status to see which nations are either wary or hostile towards you, then avoid those nation's harbours. Beginners

may like to try their hand at trading, intercepting small craft and carrying out missions for various Governors. In the early days it is best to capture small craft. Once you have a decent number of cannon and a crew of over fifty men you might like to take on medium size ships. Keep all ships won in battle,



EN GUARDE

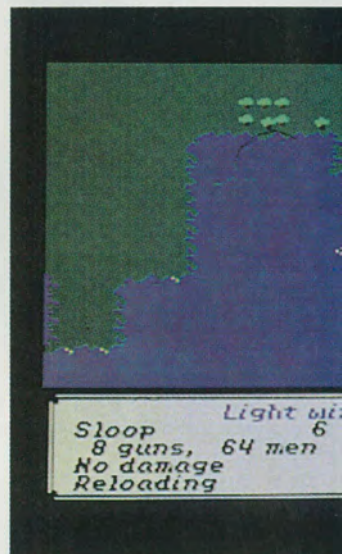
Fencing is probably the most important skill a captain can learn - the outcome of a whole battle can often depend on it! As a rule the cutlass is the best

weapon to use, primarily because it inflicts the most damage. When facing the enemy captain it is advisable to end the battle as quickly as possible.

TRADING

Always make sure you have enough food on board. Checking with the 'party status' option will give an estimate of how long your crew will last on your current capacity of food. Don't bother trading cargo to merchants who offer forty gold pieces or less per tonne. Remember any ports where merchants are offering stupid rates of exchange (around the one hundred and twenty mark). As a general rule always keep any cannon you plunder and always fill up with food before grabbing other cargo.

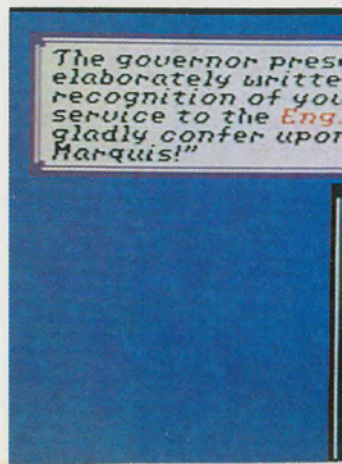
ATTACKING



PROMOTION

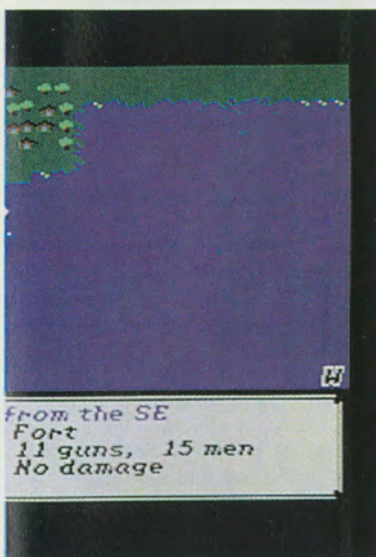
As you become well known, your daring deeds and escapades may be recognised by various governors. If you are offered a letter of Marque by a Governor it is usually best to take it, especially if it cost less than one thousand gold pieces. Try and make sure you've upset as many enemy ships and towns as possible before running for

promotion. As a rule, the more you do to disrupt the enemy the more land you will be granted in recognition for your services. A handy tip I discovered was that if you attacked a fortress town and installed and your own nationality's Governor it proved profitable to attack the town



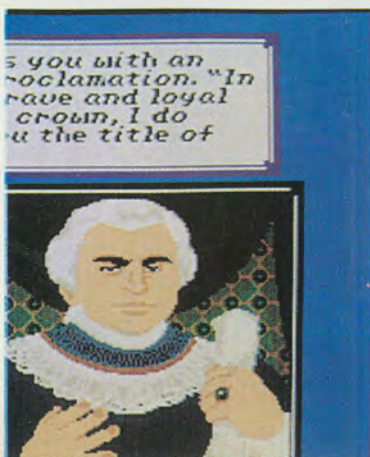


However, do not simply hack away at their opposite number. Read the manual carefully and learn how to defend successfully as well as attack.



again and once more install your own Governor. Repeating this process ensures that you are granted sizeable amounts of land for your deeds.

Don't forget that all nations offer rich rewards. Keep an eye on the political happenings around the Carribean.



PRISONERS

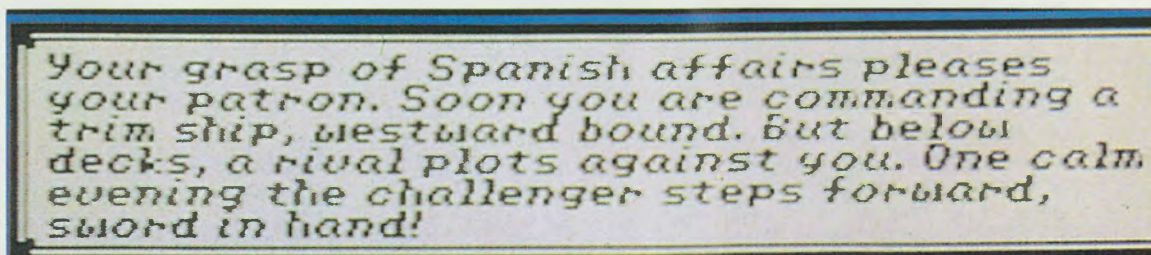
Believe it or not, you are not the only captain chasing fame and fortune on the high seas. Encountering other pirates is not uncommon. Once again, if your fleet is somewhat small then it is better to sail away in the opposite direction. However, successful capture of a roguish pirate will yield great rewards. Many players may be tempted to hold him for ransom, although this can be profitable it is usually best to question the sea-dog about either the Treasure fleet or the silver train before setting him adrift. Act on the information you receive, it'll make you a rich man.



INTO THE SUNSET

Before ending the game make sure you have rescued all of your family (remember, upon finding a family member you'll be given a map to a lost treasure. Finding this booty is an easy way of accumulating money!). If possible, try and find a bride. Never marry before you actually wish to retire. Friendly liaisons with various Governor's daughters can provide valuable information. However, these one-

man-women won't give you a second look if you have excess baggage in tow. It is also essential to make sure you have a nice sized plot of land; ideally, over five thousand acres - for best results, try performing deeds for all of the nations. Lastly, and probably most obviously, you should have accumulated a huge pile of gold. Try a few trial retirements before finally laying down your cutlass.



GUNSHIP - MICROPROSE

MicroProse excellent Gunship helicopter simulator has been a massive hit for months and months so its high time we brought you some extra info on how to get the ultimate accolade the congressional medal of honor.



WINNING MEDALS

Of course, we could have produced a poke which makes your Gunship indestructible, but we thought that might make the game too easy. The best way to accumulate medals is to fly a number of different missions, killing any enemy installations you encounter. If, by some unfortunate mishap, you manage to get yourself killed in action, don't despair. After having been told that your alter-ego has passed away (or been delivered into the hands of the enemy), switch off your computer. After re-loading you'll notice that your pilot is still intact, along with all his accumulated medals!



GUNSHIP POKED

IMPORTANT! - If you wish to use the poke read this first!

Although it's now well over a year old, MicroProse's Gunship is probably still the most comprehensive military helicopter simulation available. Very few pilots, however, have ever managed to attain the much sought after Congressional Medal of Honour. So, to change all that, we've

produced this poke. To use it you should first make a back-up of the file 'game.exe', which can be found on disk B. Keep the back-up in a safe place because if you wish to play the game without the cheat you'll need to copy it back onto disk B. Also, before running the poke, make sure that the 'Buf Graphics' option found in the 'Run' menu is switched off.

```
10 *****
20 ' This routine gives you infinite weaponry and fuel to
30 ' your helicopter To use it switch off the buffer
40 ' graphics, by clicking on Buf Graphics from the Run
50 ' Menu, and then type in this listing. Having done this
60 ' insert Gunship disk B and RUN. Now run the game as
65 ' usual. IMPORTANT! It is best to make a back up copy
70 ' of the file Game.exe first so if you want to play
80 ' the game without the cheats you can copy this back
90 ' onto the Gunship disk and do so.
100 *****
110 ladd=&h50000:bload "game.exe", ladd
120 def seg=0:rem delete if using new basic
130 poke ladd+9886,&h4e71
140 poke ladd+5334,&h4e71
150 poke ladd+5374,&h4e71
160 bsave "game.exe", ladd,86173
```

CONGRESSIONAL MEDAL

When using the poke, remember to always select a full array of weapons and, should you wish to try for the fabled Congressional Medal of Honour,

you must ensure that all the game options are set to their hardest level - making your mission an Ultimate one. All that's left to do is destroy both of your targets and inflict heavy casualties on the remainder of the enemy. Return to base where none other than the President of the United States will present you with your well earned, albeit a little sneakily, reward.

ATARI SUMMER PACK GAME POKES!

Many of our readers decided to buy their STs last summer and receive the special summer pack. Now, after almost a year we have decided to publish these pokes to help anybody who is having trouble in beating the game.

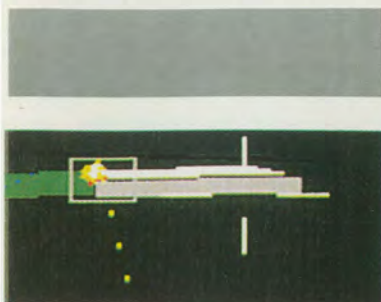
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```
10 REM *****Universal Cheat Routine*****
20 OPTION BASE 1: DIM A%(128):CHEAT=VARPTR(A%(1))
40 X=CHEAT:READ B
50 WHILE B<>99999
60 POKE X,B:X=X+2
70 READ B
80 WEND
90 REM This code is common to all cheat routines.
95 REM Type in this listing and save it for future use.
100 REM To use a cheat routine replace the lines of code in
110 REM this program with those in the new listing.
120 DATA &H601A,&H0000,&H00E4,&H0000,&H0000,&H0000,&H0000,&H0000
130 DATA &H0000,&H0000,&H0000,&H0000,&H0000,&HFFFF,&H4FFA,&H01FE
140 DATA &H2F3C,&H0000,&H0300,&H487A,&HFFEF,&H4267,&H3F3C,&H004A
150 DATA &H4E41,&H4FEF,&H000C,&H487A,&H0064,&H3F3C,&H0009,&H4E41
160 DATA &H5C8F,&H3F3C,&H0007,&H4E41,&H548F,&H4267,&H487A,&H004A
170 DATA &H3F3C,&H004E,&H4E41,&H41FA,&H0068,&H3018,&HC0FC,&H0006
180 DATA &HD1C0,&H487A,&H0037,&H487A,&H0033,&H2F08,&H2F3C,&H004B
190 DATA &H0003,&H4E41,&H4FF9,&H0007,&H7FF0,&H2F40,&H0004,&H2240
200 DATA &H43E9,&H0100,&H41FA,&H003A,&H3018,&H5340,&H2458,&HD5C9
210 DATA &H3498,&H51C8,&HFFF8,&H4ED1,&H2A2E,&H2A00,&H1B45,&H496E
220 DATA &H7365,&H7274,&H2067,&H616D,&H6520,&H6469,&H736B,&H2061
230 DATA &H6E64,&H2070,&H7265,&H7373,&H2061,&H206B,&H6579,&H0000
240 REM *****
```



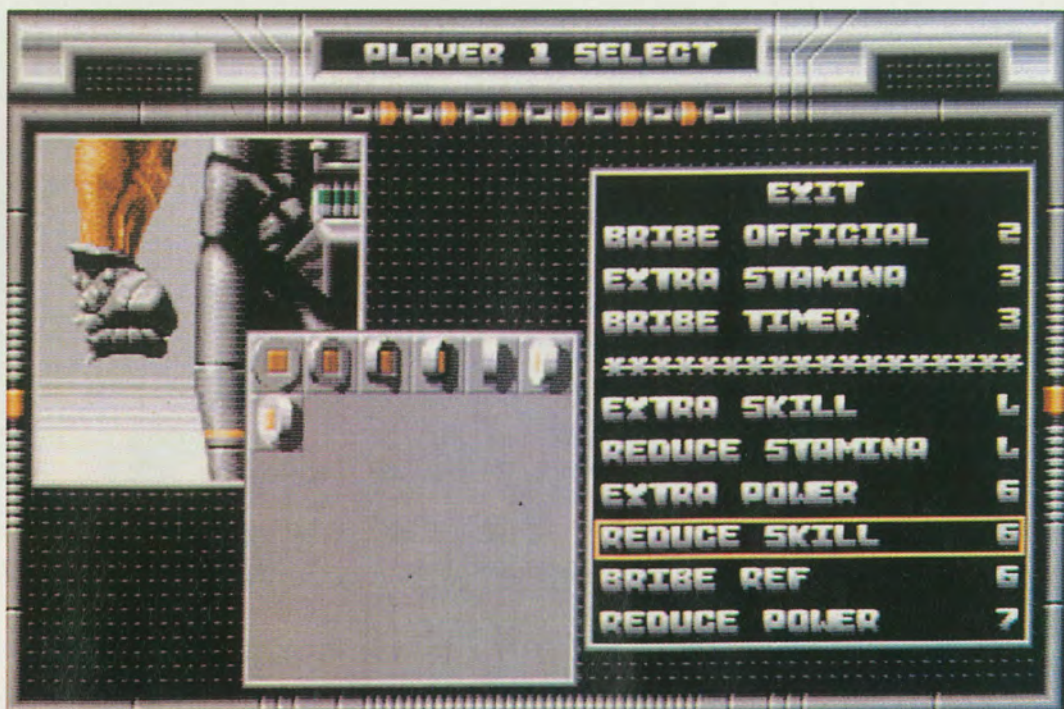


FLYING TONIGHT

Beginners should start by using the 'simplified flight' option to get the general feel of the aircraft. Having completed a few easy flights it is advised that pilots try their hand at the real thing. Seasoned flyers will normally fly using nothing more than their instrument panel. Keep an eye on your threat display, flying at very low levels causes enemies to appear right underneath your machine. Always try to fly under one hundred feet, any higher and the enemy will undoubtedly shoot you down.

ARRRGGGH! I'M HIT!

Should you manage to get both of your engines shot out, it's a safe bet that you'll crash land. This need not be a dangerous affair. As soon as both engines fail you should disengage the main rotorblade and hold your chopper in neutral position. Undoubtedly, your ship will be a wreck, but at least you should be able to walk away from the crash!



SPEEDBALL - IMAGEWORKS

Although released about six months ago now, this future sport still knocks most other games for six - probably with a shoulder barge too! Here is a useful guide to the game's many features and intricacies, courtesy of Nick Gorecki from Biggin Hill.

GENERAL HINTS

When the launcher throws the ball into play, and the ball goes straight in the air, don't bother catching it. Wait for the opposition to go for it, then lay into the guy who gets there first! Also, when the opposition is about to shoot, concentrate on the 'keeper, not the defenders. Another general rule that must always be obeyed is that you must roughly know where all your men are positioned - this stops too many passes being intercepted by the opposition. Nick also sent in a list of the teams you will meet, and although your starting team will be different, the teams will follow in this order: Auriga, Pavo, Vela, Castor, Perseus, Tucana, Volans, Mira, Antlia and Dorado.

As a rule, only reduce the opposition's characteristics if you can only just beat them. Also, whilst the ball launcher is turning, Nick reckons that if you keep your joystick pushed diagonally left with the firebutton depressed, eight times out of ten, you will perform a sliding tackle and grab the ball.

KNOCKOUTS

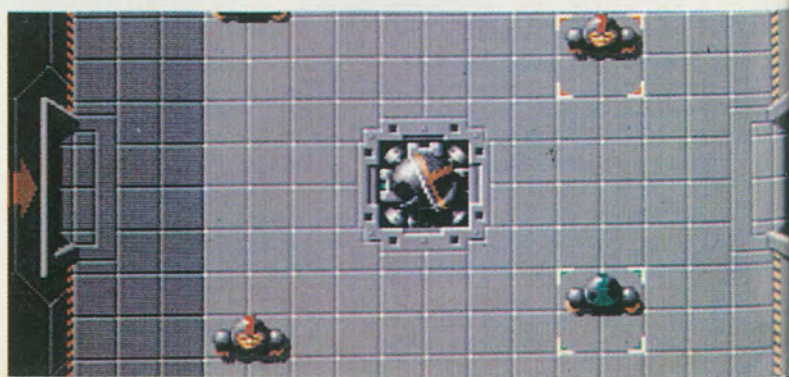
The first few rounds of the knockout are very easy to win, so win the first game, deliberately lose the second game, and then win the third. But make your main objective on these levels to be the collection of as many coins as possible. This way, by the time you meet up with the harder teams, your team will be at their peak! Choose Verna, and build up their power, speed, etc. Additionally, when you are playing in a knockout, bribing the timer will

have more effect than if you were to attempt it in a league match. Nick also recommends that, when playing the harder teams, the best way to score is to throw a long shot at the goal and stun their goalie before he can attempt a save. This can prove tricky, but is well worth mastering, as the opposition have no way to react to it! Another sure-fire way of gaining a goal, is by squeezing the ball as close to the post as possible with a sneaky diagonal shot.

LEAGUES

Pick Lacerta, and beat the first two teams that you meet. The reason for this is that the computer works out the scores between the good and bad teams. For instance, if you lose the first two games, the computer will make the good teams margin over the poorer teams greater. All of the teams up to and including Dorado have very weak right wings, so utilise this when attacking. Normally, when you run up the right wing, no one will tackle you, so you should be able to absolutely wipe the floor with the first few teams. When using this technique, having made your way to the

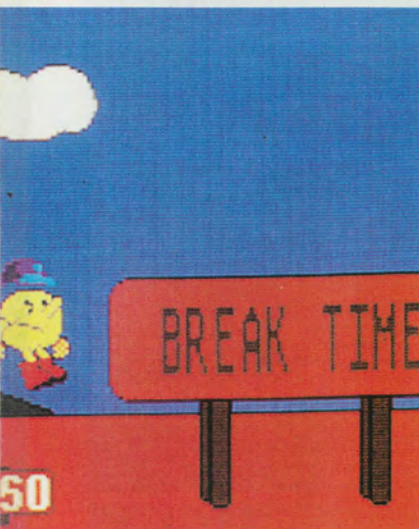
goal, run horizontally across it. The 'keeper will not know how to react to such a move, and will not follow, allowing for a clear shot at goal. Finally, when playing in the league, ignore any coins, as it is goals that matter more than anything.



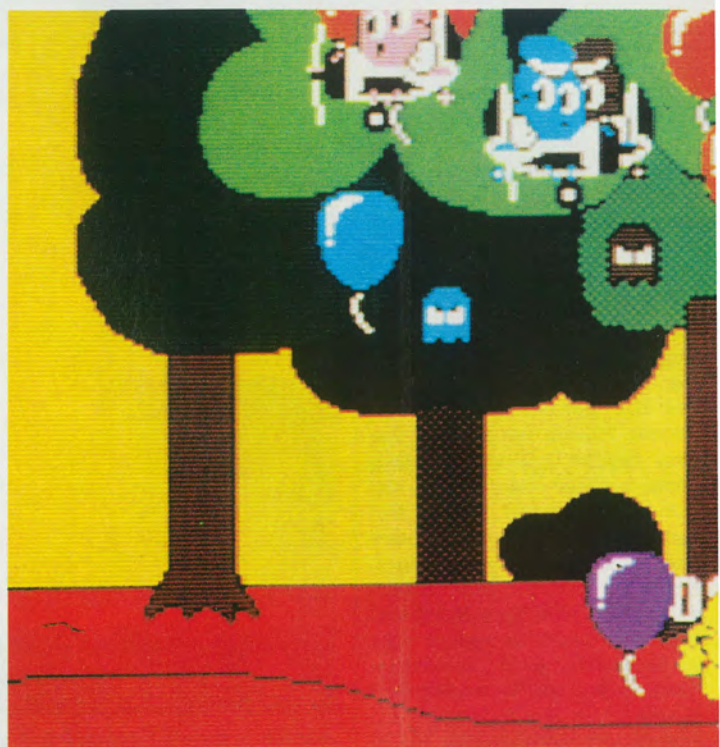
PACLAND - GRANDSLAM

Loads of you have found lots of little 'quirks' in this playable conversion, so thanks to all of you, including: Matthew Denton, Osborne Bennett, R. Greenhill and Ben Youngs.

WEIGHTY BONUS



If you come up to the 'Break Time' sign, jump up and you will receive a hefty points bonus, ranging from a measly 10 to a weighty 7650! The pink ghost that makes your life a misery by following you can prove very useful! If you are having trouble getting over the water, then simply wait for him to come close to you, then jump on his head! He will now ferry you safely across any dangers - what's more, when he has served his purpose, wait for him to take you to a power pill, then you automatically eat him! When tackling the cloud levels, don't bother actually using the clouds, just run at full speed from one rock to another.



HIDDEN POINTS

As you may know by now, by pushing some of the ground-based objects you come across, Pac will be granted some unique features. Matthew Denton came up with these handy hints - On the first level, push the third fire hydrant you come across left,

and Pac will be given a blue helmet which protects him from the ghosts that are dropped from the planes.

On the second level, the third cactus you meet when pushed left will grant you invincibility that lasts until the

end of the level - Pac flashes to indicate his new-found immunity.

During level five, push the second cactus right and you will see a Pacman symbol float up screen. Collect this, as it is an extra life.



SOLDIER OF LIGHT - THE EDGE



Although this must rate as one of the hardest ST shoot'em-ups out, Paul Masterson has sent in this playing guide for the first three planets.

LAGTO

Here, the most effective weapon is the flame thrower. The first nasty we encounter on Lagto is the man-eating flower, but, providing you have got your timing right, you can simply fly over the top of it. Next, we encounter the water monster. Stand just out of its reach, and so that the green stuff can't hit

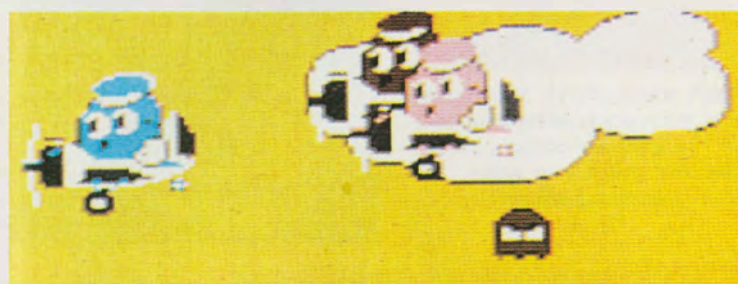
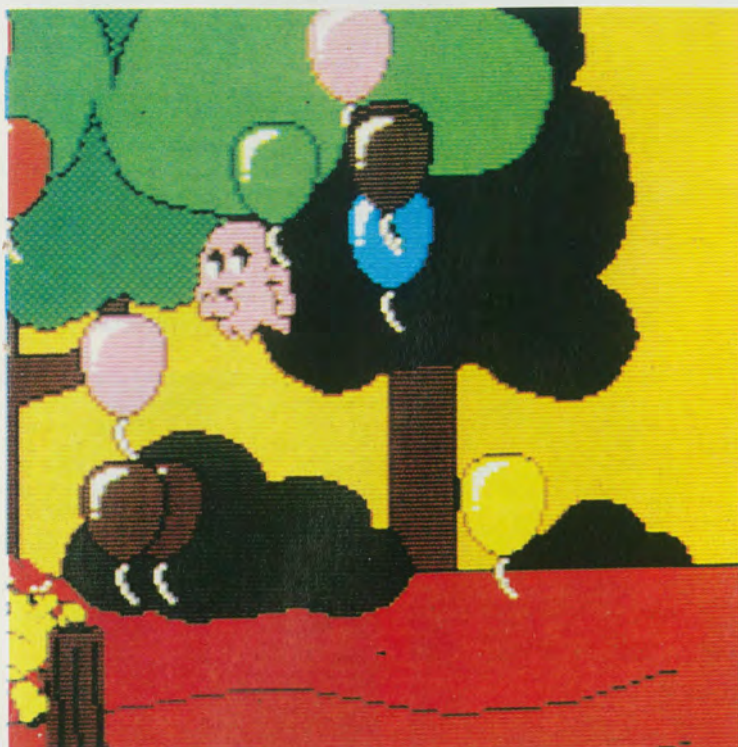


CLEEHALT

One of the most important things here, is to collect the three-way firing arrow gun. This is very effective at shooting both air and ground-based aliens. For the most part, Cleehalt's aliens stand under arches, waiting for you to get near them. To beat them, fly over them but under

the arch, being careful not to fall, as it is fatal. Repeat this pattern, and you should get to the end-of-level guy relatively unscathed. When the guardian appears from out of his cave, run under him to the right-hand side of the screen. Now turn and follow him, blasting for all you

are worth. Repeat this every time he leaps in the air, and he should die without costing you any energy. The only thing to worry about are any other enemies that appear, but just turn and shoot them before they get to you.



MYSTERIOUS EXTRAS

After quite a break, the next bonus appears during level twelve. When you stumble across the first log you find, push it right and balloons will float out of the logs. Collect these for a 100 points each - be careful of the overhead planes, though. Also, pushing the fourth log on this level right, warps you straight to level thirteen.

Pushing the sixth log you find on level fourteen, has the same effect as the log in level twelve - ie. it warps you to the next level.

Next, we find Pac wandering

through level nineteen in search of a cheat! This time, get our little yellow friend to push the third cactus he finds left and - lo and behold - he is granted invulnerability once more!

Once again, Pac will be transported to the next level if he pushes the seventh cactus to the left in level twenty! After that, the only things left to find are extra life which is gained by pushing the first cactus right, and the protective helmets which are collected by pushing both the first and fourth hydrants right.



you, then just leap up and down, firing at it. Before long, it will begin to flash, and then it will die. Using the diagonals on the joystick, carefully make your way across the water, shoot anything that comes at you, and then repeat the actions you used on the first level to defeat the end-of-level guardian.



THE INTERLUDE

Here the sprite detection is awful to say the least, and as only head-on collisions kill you, use this to your advantage. There are only three attack waves, the first of which are the 'V' formation of space ships. Simply stay in the centre on the left and keep firing, and you will be OK. Next come the metallic

spheres; once again, stay left, but move from the bottom of the screen up, firing so that you wipe out the entire fleet. The final fleet of enemy are the jets, but these can be wiped out by staying to the left of the screen and firing as you move down the screen.

THE FINAL BATTLE

Once the first three planets have been liberated, a new fourth planet appears on the galactic map. This is the home base of the aliens and is decorated in a horrid blue. As soon as you appear on the planet, collect the flame-thrower and fire quickly to kill any attackers. Watching out for the deadly metal doors, make your way to the right of the level and that's it!



CLEEDOS

Collect the grenades, and make your way to the main building. When you reach the structure, head straight for the top, being careful not to collide with the mask-like creature. By keeping

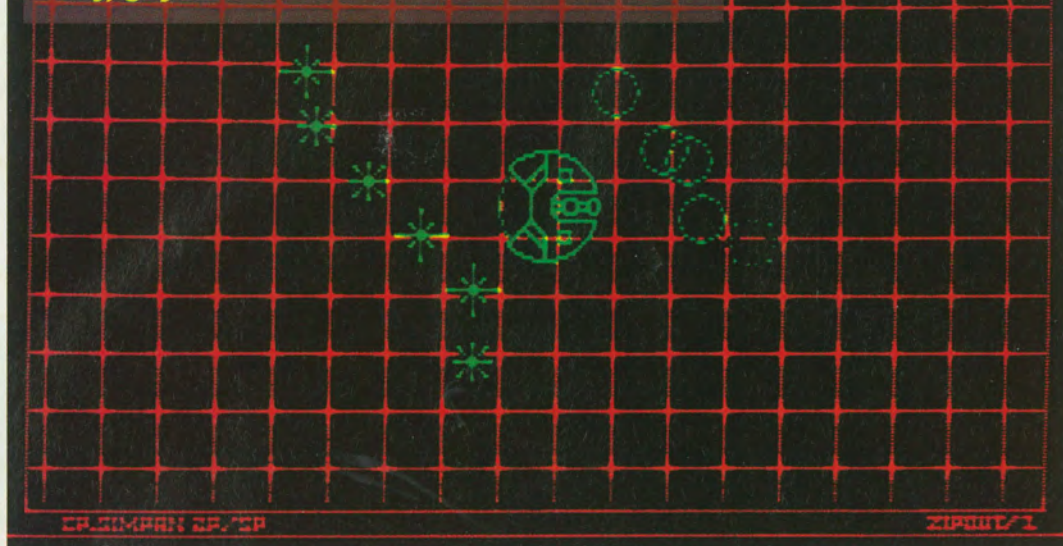
clear of its advances, keep pumping grenades into it, and it will eventually explode. Be careful when leaving the building, as there are bike-riding aliens who can severely damage

your health. Next, you will meet a few meanies who offer very little opposition, then repeat the usual procedure to destroy the guardian.

COSMIC PIRATE - PALACE

In case there are any one-legged galactic pirates out there who are finding life on the ocean nebulae a tad difficult, the game's programmers, Zippo Games, have come to the rescue with this superb player's guide. Take it away, guys...

SCORE
160
SCORE



STARTING OFF

The first thing you need to do when starting out as a cosmic pirate is to prove yourself on one of the simulators. Go for COMBAT ONE, COMBAT TWO, or COMBAT THREE and practise

some serious blasting. Don't bother to fly around whilst on the simulators, just stay still and wait for the aliens to appear on the scanner. Then, when they come for you, let 'em have it!

Don't waste shots, though, as your accuracy is being measured by the ever-watching Council, and the more you miss, the lower your rating will be.

ON A MISSION

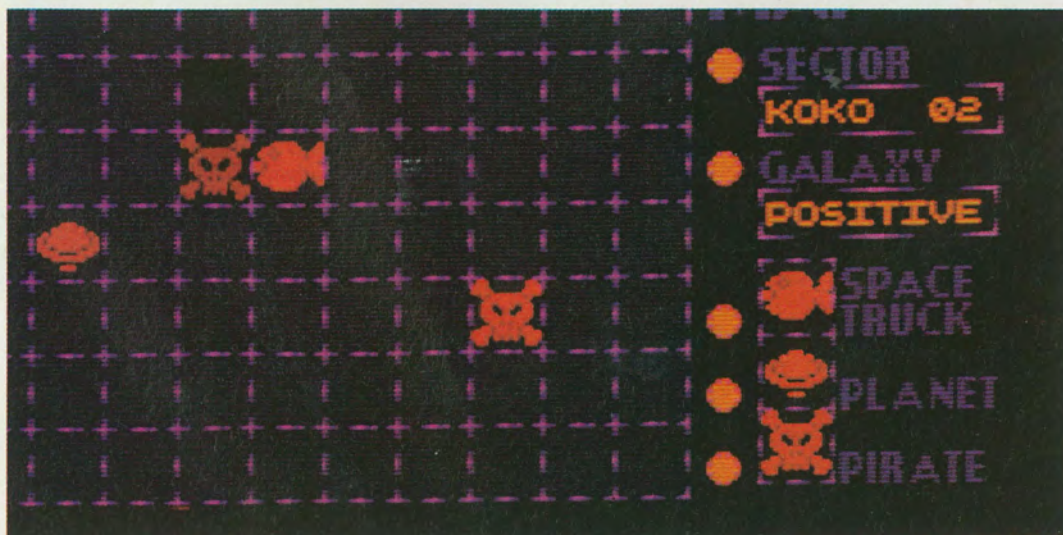
When you actually take your first mission, bear in mind that your survival will depend on your ability to shoot accurately, and on how quickly you can show a clean pair of heels when your shields are giving out! Always keep an eye on the scanner for incoming aliens, and whilst you are looking up there, keep a wary eye on your shield gauge, too. If your shields do become a

tad battered, run away from any danger so that they can automatically refill themselves, and only return to battle when they are fully replenished.

When you are in the heat of battle, killing the aliens often causes them to leave a bonus capsule behind. As soon as this bonus appears, collect it, because if you don't it will turn into a deadly homing missile

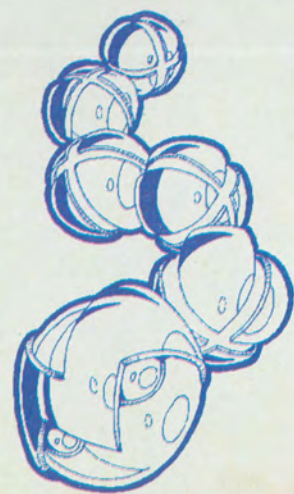
that is almost impossible to shoot. Care must be taken though, as, more often than not, there will be a bonus waiting to be collected whilst you are in the thick of an alien onslaught! The only way you can feasibly get this is by risking some of your shields and trying to blast a way through the aliens so that you can collect the capsule. These bonuses are all described in the

game's manual, and this shows the colour codes for them. You'll also find that the more useful the capsule, the speedier it turns into a missile, so always go for the best ones first - it's a matter of practice to find out what does what. The most useful ones are the black capsules, as these split into about a dozen different ones, but be wary of the red bonuses, as it acts as a smart bomb that obliterates everything on the screen - including any other capsules. Obviously, try to collect this last, unless there are a lot of the enemy in the vicinity.



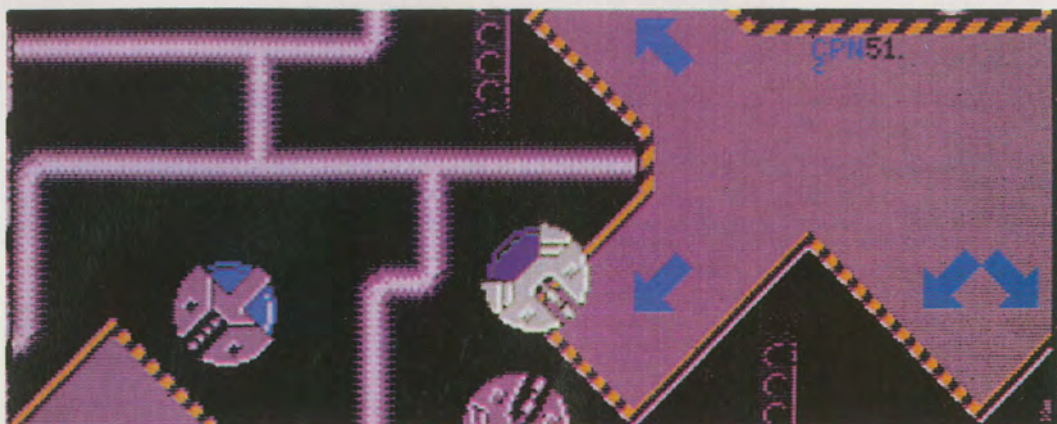
CLOCKING UP

The temptation when in danger, is to risk everything just so that you can gain enough toll money to go to the next level - DON'T! Stay where you are and keep blasting so that your score keeps growing - ideally until you have enough to get you through the next couple of toll gates. The main reason for this is that



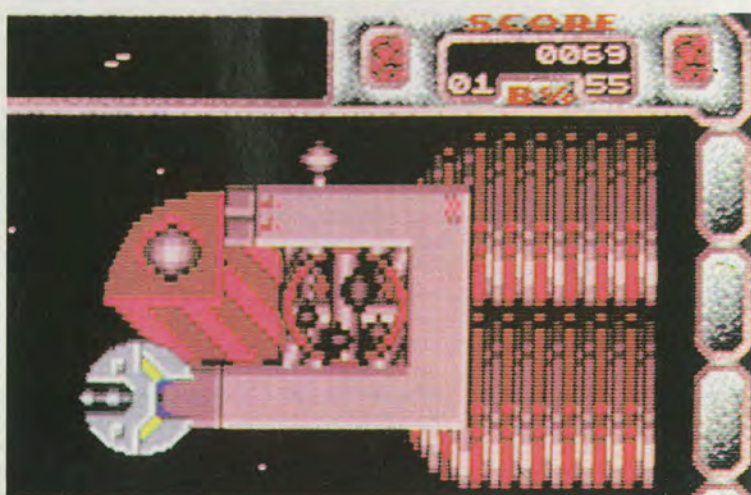
THE CREDITS

everything you score above what you need is recorded as an 'unnecessary kill', and counts twice as much towards your piracy rating. Also when you actually manage to get your rating to the 1000 to 2000 mark (no easy task!), your ship will automatically be upgraded to a classier one.



DISABLING THE SPACE TRUCKS

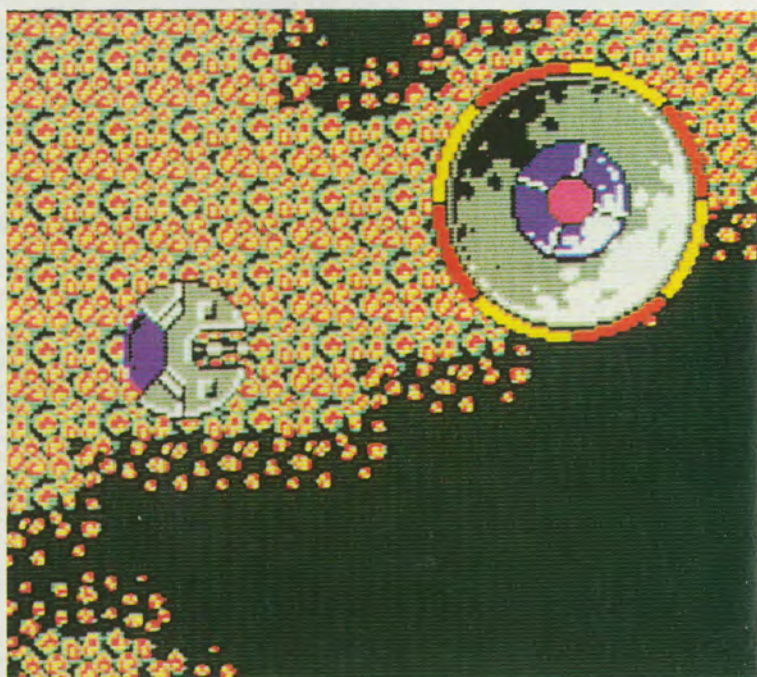
As you fly on a mission, try to collect as many of the white capsules as possible. These are smart bombs, and are always handy in a tight spot - particularly at the end of each mission. When you reach the space truck, wait until there are lots of its guns on the screen, and use one of the smart bombs to destroy them. Also, when en route back to Nest 51, use the smart bombs to kill the screenfuls of aliens that appear. Killing as many of these blighters as possible increases your piracy rating as they are counted as more 'unnecessary kills'.



IN SEARCH OF THE SAUCER

If you visit a planet, you must destroy the flying saucer. Fly over the planet's surface, waiting for it to come towards you (but dodge it when it tries to ram you!), then follow it along,

shooting at its rear continuously. Don't lose it whatever you do, and don't touch it or you may get stuck underneath it.



PLANNING YOUR ROUTE

When you are on the cosmic map, try, where ever possible, to take a route with as many black squares as possible. This way you won't have to pay any toll.

However, unlike an inhabited zone, your energy isn't replenished when you enter the area.

SUMMER PACK POKES

Many of our readers decided to buy their STs last summer and receive the special summer pack. Now, after almost a year we have decided to publish these pokes to help anybody who is having trouble in beating the game. Remember, place these Pokes inside an auto-folder before running them.

ST BASIC CHEAT FOR THE REAL GHOSTBUSTERS

```
10 REM ** THE REAL GHOSTBUSTERS - ST BASIC CHEAT ROUTINE **
20 OPTION BASE 1:DIM A%(500):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if the new BASIC is being used
40 X=CHEAT:READ B
50 WHILE B<>99999
60 POKE X,B:X=X+2
70 READ B
80 WEND
90 REM Once you have typed in and saved this code, insert a
100 REM non-write protected disk into drive A:. RUN the program
110 REM and the cheat will be created. To start the cheat, reset
120 REM your ST. ** NOTE: The disk should have an AUTO folder on it **
130 DATA &H601A,&H0,&H132,&H0,&H0,&H0,&H0,&H0
140 DATA &H0,&H0,&H0,&H0,&H0,&H0,&H2A4F,&H4FFA
150 DATA &HAC,&H2A6D,&H4,&H202D,&HC,&HD0AD,&H14,&HD0AD
160 DATA &H1C,&H680,&H0,&H100,&H2F00,&H2F0D,&H4267,&H3F3C
170 DATA &H4A,&H4E41,&HDFFC,&H0,&HC,&H487A,&H16,&H3F3C
180 DATA &H9,&H4E41,&H5C8F,&H3F3C,&H7,&H4E41,&H548F,&H6100
190 DATA &H6C,&H1B45,&H496E,&H7365,&H7274,&H2074,&H6865,&H2067
200 DATA &H616D,&H6520,&H6469,&H736B,&HA0D,&H5468,&H656E,&H2070
210 DATA &H7265,&H7373,&H2061,&H206B,&H6579,&H2E00,&H0,&H0
220 DATA &H0,&H0,&H0,&H0,&H0,&H0,&H0,&H0
230 DATA &H0,&H0,&H0,&H0,&H0,&H0,&H0,&H0
240 DATA &H0,&H0,&H0,&H0,&H0,&H0,&H0,&H0
250 DATA &H0,&H0,&H0,&H0,&H0,&H0,&H487A,&H7F
260 DATA &H487A,&H7B,&H487A,&H66,&H3F3C,&H3,&H3F3C,&H4B
270 DATA &H4E41,&HDFFC,&H0,&H10,&H2040,&H43FA,&H22,&H317C
280 DATA &H4EF9,&H224,&H2149,&H226,&H2F00,&H2F00,&H2F00,&H3F3C
290 DATA &H4,&H3F3C,&H4B,&H4E41,&HDFFC,&H0,&H10,&H2040
300 DATA &H223C,&H4E71,&H4E71,&HD0FC,&H686C,&H20C1,&H30BC,&H6000
310 DATA &H2040,&HD0FC,&H5952,&H20C1,&H30C1,&H30BC,&H6004,&H2040
320 DATA &HD0FC,&H676C,&H20C1,&H2081,&H6000,&HFFBE,&H413A,&H5C41
330 DATA &H5554,&H4F5C,&H5449,&H544C,&H452E,&H5052,&H4700,&H0
340 DATA &H0,&H0,&H0,&H0,&H0,&H0,&H0,&H0
350 DATA 99999
360 BSAVE "A:\AUTO\BUSTER.PRG",CHEAT,X-CHEAT
```

ST BASIC CHEAT FOR BUGGY BOY

```
270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE TIME ON BUGGY BOY
290 REM *****
300 DATA 1,0,4588,&H4A50
310 DATA &H6275,&H6767,&H7962,&H6F79,&H2E70,&H7267,0,99999
460 BSAVE "BUGGY.PRG",CHEAT,256
```

ST BASIC CHEAT FOR BLACK LAMP

```
280 REM POKES TO GIVE INFINITE LIVES ON BLACK LAMP
290 REM *****
300 DATA 15,0,&HE8,&H6000,0,&HEA,&H90,0,&H17A,&H4278,0,&H17C,&H8D4
320 DATA 0,&H17E,&H4278,0,&H180,&H5A32,0,&H182,&H42B8,0,&H184,&H5A3A
330 DATA 0,&H186,&H42B8,0,&H188,&H08DC,0,&H18A,&H31FC,0,&H18C,&H4A70
340 DATA 0,&H18E,&H6DB6,0,&H190,&H4EF8,0,&H192,&H400
350 DATA &H6C61,&H6D70,&H2E70,&H7267,0,99999
460 BSAVE "BLAKLAMP.PRG",CHEAT,320
```


ST BASIC CHEAT FOR REVENGE OF DOH

```
270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE LIVES ON REVENGE OF DOH
290 REM *****
300 DATA 9,0,&H00,&H607A,0,&HB4,&H41F9,0,&H0BE,&H6080,0,&H0BA,&H5F28
320 DATA 0,&H0BC,&H7A46,0,&H040,&H317C,0,&H042,&H4A39,0,&H044,&H51C8
330 DATA 0,&H046,&H4ED0
350 DATA &H646F,&H682E,&H7072,&H6700,99999
460 BSAVE "DOH.PRG",CHEAT,256
```

ST BASIC CHEAT FOR CHOPPER X

```
270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE LIVES ON CHOPPERX
290 REM *****
300 DATA 3,0,&H0142,&H0001,0,&H2C2E,&H0000,0,&H1D5C,&H0000
320 DATA &H6368,&H6F70,&H7065,&H7278,&H2E70,&H7267,0,99999
460 BSAVE "CHOPPERX.PRG",CHEAT,256
```

ST BASIC CHEAT FOR EDDIE EAGLE'S SUPER SKI

```
270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM INFINITE TIME FOR EDDIE EDWARDS SUPER SKI
290 DATA 1,0,&H193A,&H4A39,&H4155,&H544F,&H5C53
300 DATA &H5550,&H4552,&H534B,&H492E,&H5052,&H4700,99999
330 BSAVE "EDDIE.PRG",CHEAT,256
```

ST BASIC CHEAT FOR BEYOND THE ICE PALACE

```
270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE LIVES ON ICE PALACE
290 REM *****
300 DATA 2,0,&H63EE,&H019E,0,&H0392,&H4A79
320 DATA &H6963,&H652E,&H5052,&H4700,99999
460 BSAVE "ICE.PRG",CHEAT,256
```

ST BASIC CHEAT FOR IKARI WARRIORS

```
270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE LIVES ON IKARI WARRIORS
290 REM *****
300 DATA 2,0,&H8BC0,&H4A79,0,&H8A6A,&H4A79
320 DATA &H494B,&H4152,&H492E,&H5052,&H4700,99999
330 BSAVE "IKARI.PRG",CHEAT,256
```

ST BASIC CHEAT FOR MARBLE MADNESS

```
270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM INFINITE TIME FOR MARBLE MADNESS
300 DATA 6,0,&H8A,&H2E41,0,&H8C,&H4BEF,0,&H8E,&H7FFE,0,&H90,&H426D,0,&H92
310 DATA &H166E,0,&H94,&H4ED7,&H6175,&H746F,&H5C62,&H6F6F,&H746D
320 DATA &H6172,&H622E,&H7072,&H6700,99999
330 BSAVE "MARBLE.PRG",CHEAT,256
340 REM THE ABOVE PROGRAM MUST BE PLACED IN AN AUTO FOLDER.
350 REM TO USE,INSERT THE CHEAT DISK IN DRIVE A THEN RESET THE ATARI.
360 REM WHEN PROMPTED INSERT MARBLE MADNESS DISK AND PRESS A KEY
```

ST BASIC CHEAT FOR ZYNAPS

```
270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM INFINITE LIVES FOR ZYNAPS
```



```

300 DATA 1,&H0000,&H277C,&H0000
310 DATA &H7A79,&H6E61,&H7073,&H2E70,&H7267,0,99999
330 BSAVE "ZYNAPS.PRG",CHEAT,256
340 REM THE ABOVE PROGRAM MUST BE PLACED IN AN AUTO FOLDER.
350 REM TO USE,INSERT THE CHEAT DISK IN DRIVE A THEN RESET THE ATARI.
360 REM WHEN PROMPTED INSERT ZYNAPS DISK AND PRESS A KEY

```

ST BASIC CHEAT FOR SUMMER OLYMPIAD

```

10 REM ***** Cheat Routine for Summer Olympiad *****
20 REM WITH THIS CHEAT YOU DON'T NEED TO WAGGLE THE JOYSTICK
30 REM IN THE TRIPLE JUMP AND HURDLES
40 OPTION BASE 1: DIM A%(1024):CHEAT=VARPTR(A%(1))
60 FOR X=0 TO 117 STEP 2
70 READ B:POKE CHEAT+X,B
80 NEXT X
90 CALL CHEAT
100 REM *****
110 DATA &H7032,&H2C3C,0,&H6E9D,&H3E3C,&HEF0,&H610C,&H7035
120 DATA &H2C3C,0,&H600B,&H3E3C,&H1D40,&H4BFA,&H4E,&H1B40
130 DATA 5,&H703D,&H6124,&H703F,&H612E,&H6112,&H41FA,&H48
140 DATA &HA70,&HD12,&H7000,&H703C,&H6110,&H7040,&H611A,&H3F04
150 DATA &H3F3C,&H3E,&H4E41,&H588F,&H4E75,&H4267,&H2F0D,&H3F00
160 DATA &H4E41,&H508F,&H3800,&H4E75,&H487A,&H1C,&H2F06,&H3F04
170 DATA &H3F00,&H4E41,&H4FEF,&HC,&H4E75,&H6175,&H746F,&H5C30
180 DATA &H2E74,&H6F73,0
190 REM TO USE THIS CHEAT TYPE IN THE LISTING AND INSERT SUMMER
200 REM OLYMPIAD WITH WRITE PROTECTION OFF.NOW RUN THE PROGRAM
210 REM AND THE POKE SHOULD BE INSTALLED ON THE DISK.
220 REM NOW LOAD IT IN THE USUAL WAY.
230 REM *****NOTE*****
240 REM THIS CHEAT WRITES TO THE DISK SO IT'S A GOOD IDEA
250 REM TO MAKE A BACKUP COPY OF SUMMER OLYMPIAD BEFORE USING IT

```

ST BASIC CHEAT FOR QUADRALIEN

```

270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE LIVES ON QUADRALIEN
290 REM *****
300 DATA 14,0,&HEE,&H6000,0,&HF0,&H01C4,0,&H2B4,&H246A,0,&H2B6,&H002
320 DATA 0,&H2B8,&H357C,0,&H2BA,&H4A79,0,&H2BC,&H8312,0,&H2BE,&H357C
330 DATA 0,&H2C0,&H33FC,0,&H2C2,&H1CA4,0,&H2C4,&H357C,0,&H2C6,&H33FC
340 DATA 0,&H2C8,&H1D0A,0,&H2CA,&H4ED2
350 DATA &H7175,&H6164,&H2E70,&H7267,0,99999
460 BSAVE "QUAD.PRG",CHEAT,320

```

ST BASIC CHEAT FOR ROADWARS

```

270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE LIVES ON ROADWARS
290 REM *****
300 DATA 2,0,&HAB88,&H4A79,0,&HABB8,&H4A79
320 DATA &H726F,&H6164,&H7761,&H7273,&H2E70,&H7267,0,99999
460 BSAVE "ROADWARS.PRG",CHEAT,256
470 REM THE ABOVE FILE MUST BE PLACED IN AN AUTO FOLDER

```

ST BASIC CHEAT FOR RANARAMA

```

270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE TIME & LIVES ON RANARAMA
290 REM *****
300 DATA 2,0,&H6DE,&HFFF8,0,&H58D4,&H7200
310 DATA &H7261,&H6E61,&H7261,&H6D61,&H2E74,&H6F73,0,99999
460 BSAVE "RANARAMA.PRG",CHEAT,256

```


ST BASIC CHEAT FOR SECONDS OUT

```

270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM INFINITE ENERGY FOR SECONDS OUT
290 REM CHANGE THE VALUE &H10 BELOW TO ALTER PUNCH STRENGTH
300 DATA 5,0,&H2B44,&H3C3C,0,&H2B46,&H10,0,&H1736,&H4A79,0,&H1780,&H4A79
310 DATA 0,&H38AA,&H4A79,&H6175,&H746F,&H5C2E,&H7072,&H6700,99999
330 BSAVE "SECONDS.PRG",CHEAT,256
340 REM THE ABOVE PROGRAM MUST BE PLACED IN AN AUTO FOLDER.
350 REM TO USE,INSERT THE CHEAT DISK IN DRIVE A THEN RESET THE ATARI.
360 REM WHEN PROMPTED INSERT SECONDS OUT DISK AND PRESS A KEY
    
```

ST BASIC CHEAT FOR STARQUAKE

```

270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE LIVES & LASER ENERGY ON STARQUAKE
290 REM *****
300 DATA 3,0,&H0CA2,&H4AB9,0,&H54C2,&H4AB9,0,&H50DA,&H4AB9
320 DATA &H7374,&H6172,&H2E6F,&H6E65,0,99999
460 BSAVE "STAR.PRG",CHEAT,256
    
```

ST BASIC CHEAT FOR TEST DRIVE

```

270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM POKES TO GIVE INFINITE LIVES ON TEST DRIVE
290 REM *****
300 DATA 14,0,&H9AA,&H4EAC,0,&H9AC,&H0022,0,&H9CA,&H0020,0,&H9A0,&H2F3C
320 DATA 0,&H9A2,&H004B,0,&H9A4,&H0003,0,&H1620,&H2F40,0,&H1622,&H0004
330 DATA 0,&H1624,&H2040,0,&H1626,&H317C,0,&H1628,&H4A79,0,&H162A,&H3C12
340 DATA 0,&H162C,&H4EE8,0,&H162E,&H0100
350 DATA &H6175,&H746F,&H5C74,&H642E,&H7072,&H6700,99999
460 BSAVE "TEST.PRG",CHEAT,320
    
```

ST BASIC CHEAT FOR WIZBALL

```

270 REM THIS POKE SHOULD BE ADDED TO THE UNIVERSAL CHEAT ROUTINE
280 REM SHIELD FOR WIZBALL
300 DATA 5,0,214,&H41F9,0,220,&H317C,0,222,&H0122,0,224,&H2C5C,0,226,&H4ED0
310 DATA &H7769,&H7A6C,&H6F61,&H642E,&H7072,&H6700,99999
330 BSAVE "WIZ.PRG",CHEAT,256
340 REM THE ABOVE PROGRAM MUST BE PLACED IN AN AUTO FOLDER.
350 REM TO USE,INSERT THE CHEAT DISK IN DRIVE A THEN RESET THE ATARI.
360 REM WHEN PROMPTED INSERT WIZBALL DISK AND PRESS A KEY
    
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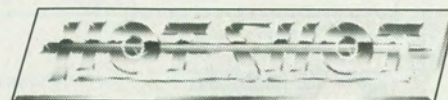


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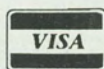
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RICK DANGEROUS

"We have all heard of famous adventurers such as Indiana Jones and James Bond. But even these two cannot hold a candle to the master of heroes - Rick Dangerous!"

--- FIREBIRD (£24.95) ---

Rick Dangerous is quite simply the best platform game since Great Giana Sisters - and that is the highest accolade I can give! Throughout the game there are nice touches, such as the fuses on the dynamite actually getting shorter, and the digitised gun shot - small things that make an excellent game even better. Like the presentation, the gameplay itself is faultless. Running through the levels, shooting the Goolus and fanatics is at first a matter of trial and error, but with each game you get further, and the compulsion to continue is phenomenal. Basically, if you want a playable game - get Rick Dangerous before he gets you!

SM

Whilst in search of the rare Goolu tribe, archetypal Boy's Own hero, Rick Dangerous, has crash-landed his plane in a dark forest, somewhere in deepest Gooluland. Scrambling unscathed out of the wreckage, Rick dusts himself down and wanders into the unknown - straight into the path of a bunch of angry Goolus! After the player has watched, horror-stricken, Rick's bumpy landing, pressing the fire button takes him straight into his first adventure.

Taking control of the dimple-chinned Rick, we find ourselves stuck in a one-way tunnel. Moving right, Rick accidentally triggers a trap, and as he runs through the tunnel, a huge Indiana Jones-style boulder comes tumbling after him! Moving at break-neck speed, Rick runs through the eight-way scrolling tunnel, only just keeping ahead of the oncoming rock. Using his knowledge of Goolu tunnel systems to his advantage, Rick evades the boulder's crushing advances - unfortunately, the same cannot be said for a patrolling Goolu! Moving on, Rick comes face to face with several angry Goolu tribesmen. Realising it isn't possible to reason with them, let alone swap beads for their gold,

Now there's a thing. A first-rate platform game with style and playability turning up straight out of the blue. I'd never even heard of Rick Dangerous; no adverts, no hype, no nothing. But what a wonderful little game it is - pure cartoon slapstick. The game's graphics and sound are well presented and really help bring Rick to life. The idea behind the game is nothing new, we've all seen platform games with hidden traps before. It's the undeniable playability that makes this game, combined with that one-more-go feeling. Rick D. is bound to please all platform freaks.

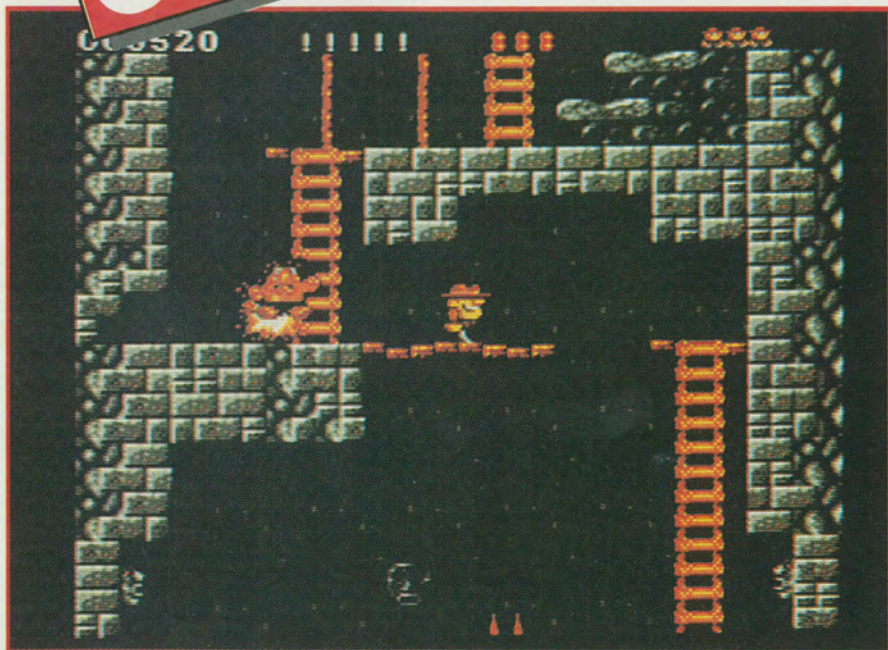
NC

he reaches for his trusty gun. Rick has only a limited supply of bullets, and pressing fire whilst pushing up on the joystick fires the gun - complete with a digitised ricochet! - ending the nearest Goolu's life. Should Rick run out of bullets, he can resort to his other weapon, dynamite, but this is best saved for clearing any obstructions. However, along the way there are strategically-placed weapon caches, which allow Rick to refill his supplies.

As he progresses through Gooluland, Rick must crawl or jump to avoid traps such as falling portcullises, spiked floors, spear-spitting emplacements, and any wildlife that is lurking. Not only that, but Rick must also avoid the attentions of the many Goolu that wander the screens, as contact with one of them, or their many traps, costs him a life. After Rick has made his way through Gooluland and collected all of the valuable masks that adorn the walls, he returns home. Once back, the British Museum then send him on another escapade, this time to collect a jewel from Egypt. Instead of the rampaging Goolu, this time Rick's life is endangered by the fanatics who guard the jewel - and they too have set a multitude of traps! After this, the saying 'no peace for the wicked' proves true, as Rick is sent off to explore a distant rain forest.

STA

STAI



A Goolu comes a messy cropper as he treads on one of Rick's strategically-placed explosives.

**STA
Rating**

81%

**GRAPHICS: 75%
SOUND: 73%**

**LASTING APPEAL: 84%
ADDICTIVENESS: 87%**

**DIFFICULTY: AVE/HARD
1ST DAY SCORE: 8272**

Savage is an odd type of game. It's certainly one that keeps you on the edge of your seat. Once again, the graphics have been improved upon and the sound, too, seems better than its eight-bit counterpart. The game's playability is also very good, while the difficulty is set at a nice level. By combining three games into one I would agree that Savage has lots to offer any games-player. The 'Battlezone' type level was the only one I had difficulty with, and careful joystick movement is of paramount importance. Savage is a neat package that will appeal to most gamers, especially the platform nuts.

NC



"They say that friendship is priceless, but Savage takes it one step further! Would you risk attacks by demons, collisions with fast-moving skulls and impalement on sharp poles for your friends?"

SAVAGE

FIREBIRD (£24.99)

Savage was released about a year ago on the 8-bit machines, and was a minor success. It was a novel release in two ways: one, it saw Probe's return to original ideas instead of their usual conversion work; and two, it was essentially three different games squeezed into one package. The story behind the game is that a group of Savage's friends have been

kidnapped by an evil force and are being held in the bowels of a massive castle. Because our muscle-bound hero is so aptly named, only he can save them, and using his magical ability to change into an Eagle, you must guide him through the three dangerous levels.

Each of the levels is individually loaded, with a password system

allowing you to continue on the last stage you reached. First though, you must battle your way through the first, which aesthetically looks very similar to Go's Trantor. The huge main sprite which represents Savage stands poised at the beginning of the horizontally-scrolling, platform-laden stage and, using the joystick, you propel him in the required directions. As you begin to run through the dungeon's catacombs, the evil kidnaper



Those white rings that surround Savage indicate that he is temporarily immune, having just lost a life.

Normally, when a game boasts three different games in one, the bonus games are of a very substandard quality. In Savage, however, each of the games is playable in its own right, and offers a long-term challenge. Of the three sections, the first is my favourite, as it is what Trantor should have been. Large, well-defined sprites move against a superb, smooth-scrolling backdrop, and the playability has got that good old 'just one more go' feel to it. There is very little to fault in Savage, perhaps when it was upgraded to 16-bit, an extra stage could have been added; but even so, it represents very good value for money.

SM

per's hordes begin to attack you. These mini-demons attack in groups of four or five, and should they come into contact with you, they will sap some of your energy. If this expires, you lose one of your lives. However, Savage isn't unarmed, and pressing fire causes our bronzed hero to lob a volley of axes at your assailants - something that causes them to disintegrate, only to be replaced by even more! Occasionally, when an adversary is sent into the hereafter, he will relinquish a bonus-giving item. These can either be blue gems that are added to your score at the end of the game, or extra weapons that enhance Savage's death-dealing capabilities greatly.

Once the end of the horizontally-scrolling stage is reached, the password is given and the next level is loaded. This time, the action is viewed through Savage's eyes and involves moving Space Harrier-style across a striped landscape, avoiding any collisions with Savage-flattening stationary objects and shooting giant creatures with your cross-hair sighted weapon. Unlike the first stage, this time Savage is only granted one life, and contact with anything that moves instantly ends the game. As I mentioned, Savage is once again armed - this time with a gun that fires a circlet of stars. Unfortunately, the columns are immune to any fire, but the skulls aren't, and require just one hit to destroy them.

Finally, Savage reaches his destination and transforms into his Eagle form. The game's style now goes back to that of the first level, except that it now scrolls in eight directions instead of just horizontally. As an eagle, Savage can fly through the levels, firing what looks to be phlegm at any assailants, and avoiding the hazards that attempt to reduce him to a



Every now and then, the marauding mini-demons are aided by a larger opponent - for instance, here Savage is confronted by a deadly segmented snake. It takes a number of well-aimed shots to destroy the thing, but when it is destroyed it leaves useful items, such as the lightning bolts Savage is using behind.

bloody mess. As well as the now customary mini-demons, the very structure of the castle attacks him, including gargoyles and huge, crushing rocks. Once again, contact terminates the game prematurely, but the objects can either be shot or simply avoided by scuttling past on your claws. Care must also be taken not to fall into any of the water traps or the spiked pits - if you



do, once more your friends will remain incarcerated.

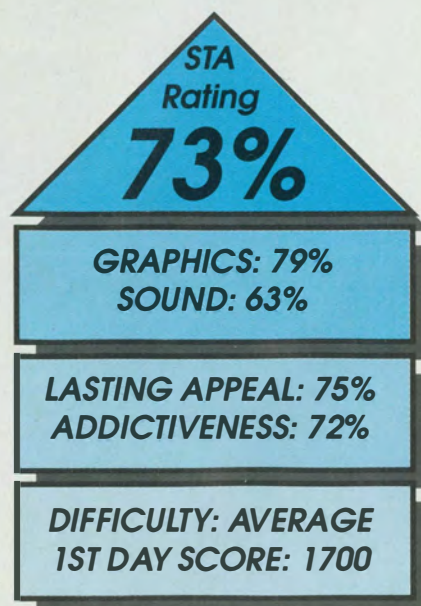
STA

Having played the Amiga version of Savage which has fantastic digitized music and sound effects, I'm pleased to report that although the ST version loses on sound quality, the game-play is just as frantic, constant and enjoyable. This exercise in battle-axe throwing is absorbing if a little repetitive, but it is pure arcade action all the way. Fans of the Thundercats-style game will enjoy bigger sprites, faster animation and a greater variety of adversaries and obstacles to overcome, as well as tonnes of amulets, potions and jewels to collect which endow the warrior with a variety of fighting skills and strengths. The controls are suitably swift and responsive for this type of game. As expected, Probe have done a slick and professional job of this all-action blood bath.

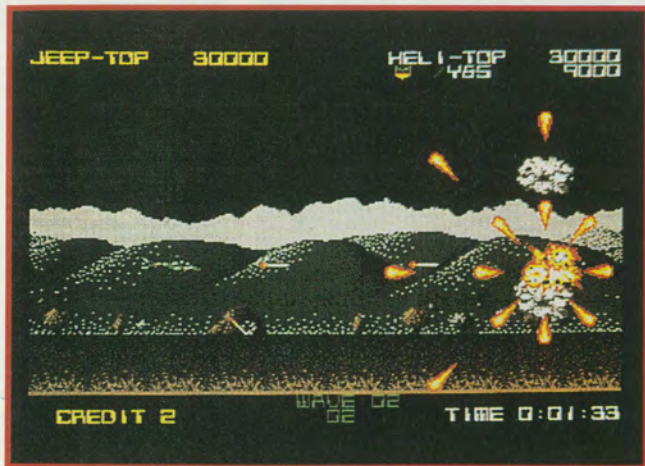
JS



Savage launches a flurry of stars at the invincible robot, hoping that it will explode. If he doesn't move out of the way after his futile gesture, then his quest will be ended with him smashing into it.



All that remains of the end-of-level tank is a glowing explosion as your weaponry proves too much for it.



war-mongering shoot'em-up brigade."

SILKWORM

VIRGIN (£19.99)

Although not a revolutionary game, Silkworm has always had its fair share of people crowding around to push money through its coin slot. I suppose its charm isn't in its originality, as it doesn't really have any, but simply in its untaxing gameplay. You see, Silkworm is a shoot'em-up of what you could call 'the old school' - i.e. it features extra armaments for your ship and the almost obligatory end-of-level giant ships. And, like most arcade games, Silkworm doesn't have a scenario. In fact, the only reason that you are entering the war-torn battlefield is for the accumulation of points!

The accumulation of these points is set over eleven levels of hectic horizontally-scrolling action, where either one or two players can participate. If a one-player game is plumped for, then the player has control of one of the army's latest super 'copters, which is armed with both front-mounted guns, and missiles that can destroy any ground-based installations. However, if a second player joins in, they are given an all-terrain jeep - complete with a deadly rotating cannon and the ability to leap over mines! In addition to the onboard weaponry, extras such as double fire, temporary invincibility and

"If the title was anything to go by, this could easily be mistaken for the first ever insect licence! Instead, Silkworm invites you to enter the already-crowded air space of the

Silkworm is a very deceptive game. It doesn't look much, but, like its arcade parent, it has stacks of playability. Initially, the game seems a trifle too hard, but the credits system and the gentle learning curve, draw you in, and, before you know it, you're hooked! The graphics are nice in their own quaint way, but the parallax scrolling is a little jerky - but nothing that spoils the overall effect. Silkworm would be the perfect introduction for the two of you out there who have never played a shoot'em-up, and for the rest of us it remains a definite buy.

SM

For pure arcade enjoyment, Silkworm certainly has my vote this month. The game is built on a small scale so you can see a whole screen of blasting opportunities before you. This is a busy little game and the air is full of enemy missiles fired from swarms of choppers and missile bases. It's certainly nothing new, but as far as dodge, weave and fire games go, it's the best around at the moment. Wrist-bustin', hand-achin', brow sweatin' action all the way!

JS

smart bombs can be collected by shooting down specific types of the enemy craft and collecting the icon they leave behind. However, any extra weapons gained are instantly lost if your vehicle comes a cropper at the hands of the enemy.

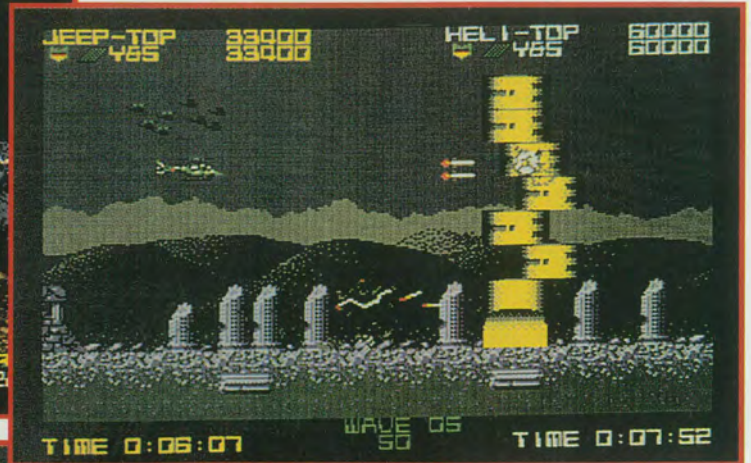
As your ship scrolls bravely through the levels, the enemy appear, guns blazing, from both sides of the screen. The



One of the nastier enemies you come across, is the large helicopter that is formed out of five, smaller, 'choppers. These appear on practically every level, and can only be destroyed by direct hits from above or below - something that leaves you with useful additions to your weaponry.



(Left) The yellow stars surrounding your 'copter offer temporary immunity to enemy attack. If you are quick, and collect another one whilst yours are still active, it will result in a 'smart bomb' effect.



onslaught is both air and ground-based, and consists of swarms of deadly helicopters and jets, armies of tanks, and, literally, hundreds of missile-launching ground bases - not only do you have to contend with these, but there are also mobile rocket-launchers that fill the screen with their deadly arsenal; drop ships that cram the screen full of tiny, gun-toting planes; and, worst of all, a helicopter that is formed by six smaller 'choppers combining, and is only vulnerable to attack from below. Contact with these, or anything they fire, is deadly, costing you one of your three lives. But, should all three of your lives be extinguished, Silk Worm sports a rather useful credits system that allows you to continue from whence you died up to three times. Of course, there is the alternative to dying, and that is firing back! Both of the vehicles have their advantages and disadvantages in this respect, but generally, both can deal with the attacks admirably. For instance, the helicopter is more adept at shooting the flying assailants, yet its missiles aren't quite as accurate for destroying the ground-based silos as the jeep's cannons are.

Once you have ploughed through the seemingly never-ending army of the opposition, the only thing between you and the next level is a rather large tank or helicopter. These are alternated between at the end of the levels, and both must be continuously shot in their only weak spot, before they will explode. All the time you are pumping bullets into them, they will either be launching mas-



(Above) Both players come up against a large end-of-level helicopter. But as they are both armed with double-power fire, destroying it should prove a doddle.

sive missiles at you or hurling large bombs. These, obviously, must be avoided whilst you continue to shoot at them, and, with each hit that successfully weakens the large guardian, a warning signal is emitted. This bleep gets faster with each consecutive hit, until, finally, when the noise reaches a crescendo, the mighty guardian explodes in an expanding ball of flame. The screen then fades out and adds up your score while the next level is being loaded.

STA



Player One's helicopter gets hit and loses a life as a large transporter drops its minions into battle. However, the jeep's six-way-firing cannon should soon clear the area.

I remember seeing Silk Worm in the arcades, glancing at it momentarily I didn't bother to investigate further. Now, it's arrived on the ST and I must admit, I'm hooked. Both the graphics and sound are good, but it's the overall gameplay that stands out. The difficulty level has been set at just the right level, I soon found myself overcoming enemies that I had initially thought unbeatable. However, it is the two-player option that I enjoyed most. The combination of two trigger-happy mercenaries makes for frantic action.

NC

STA
Rating
74%

GRAPHICS: 71%
SOUND: 67%

LASTING APPEAL: 73%
ADDICTIVENESS: 77%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 72666

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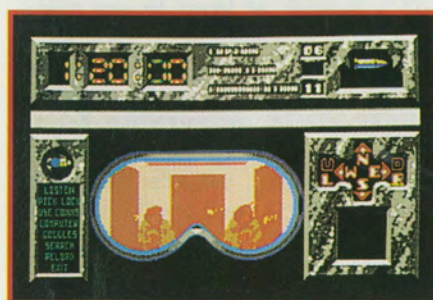
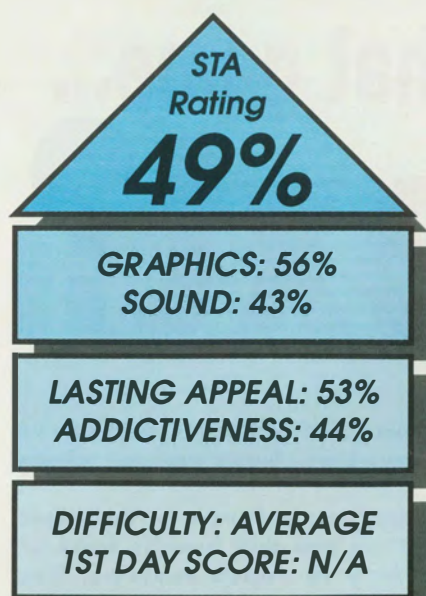
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Red Legion extremists have infiltrated and besieged the Lutonian embassy, and a state of war now exists. Somewhere in the building, the terrorists are holding the Lutonian ambassador and his daughter hostage, and in true potty extremist fashion, they are making ridiculous conditions in exchange for their safe release which, of course, cannot be guaranteed. Some awful eight-bit style 'bobbly-bing-pschh' music drums it in that this is a military-style game and a short animation sequence shows the Legion's mad dogs exploding into the embassy. The next section is an over-complicated and awkward option screen, where you select the level of mission difficulty termed 'Greeni',

This isn't the first time 'first-player' perspective has been used in an embassy siege situation game. Mayday was obviously inspired by Infogrames excellent Hostages, which managed to capture the feeling of involvement and tension of the situation. But, with such a hybrid theme, Mayday had to be better than Hostages to succeed and, unfortunately, it is not. In theory, the tool and facility selection system is clever, but in practice it is cumbersome to use, and trying to reload your weapon while the terrorists just spray the squad with gunfire is ludicrous. I suppose a certain amount of fun can be derived from the game, but it lacks variety. Comparisons have to be made with the only other game of this type and Mayday favours badly.

JS

"When diplomatic relations break off and the world's armed forces are impotently rattling their nuclear sabres, its time to send in the 'Mayday squad', suggest Tynesoft!"

MAYDAY SQUAD

TYNESOFT (£19.95)

It seems to me that Mayday Squad tries to take the idea behind Hostages one step further - unfortunately, it fails miserably. In a game that depends on your stealth and quick reactions, the last thing you want to do is fumble around for ammo while guerillas pump bullets into you. But, because of the game's terribly slow icon system, that's exactly what happens. In fact, the whole game moves at a snail's pace, and reflects none of the atmosphere of an international incident at all - ironically, unlike the game it was trying to mimic. Not really worth any consideration, I'm afraid.

SM

Regular or Veteran which progressively increases the enemy's strength. There is also a choice of how many bullets the members of your squad can sustain before they die; 20, 30 or 50 hits - 'now that's tough!' Next, you can arm your squad with explosives, grenades and ammunition and, finally, you choose the team which should comprise a squad leader, a communication specialist and an explosives expert. The game boasts a choice mouse or joystick control, but I could only get mouse controls to work.

The game is played from what is called a 'first-player' perspective, which is designed to enhance the feeling of involvement and atmosphere. Positioned at the rear of the squad you can see the other team members in front. The screen is surrounded by mouse-activated icons and lists. To the left is a dynamite icon which when selected lists an inventory of grenades, timed devices and booby traps. Beneath this is a radio icon which contains technical facilities such as communi-

cation, listening devices, sonic lock pick, computer hacking devices and Infrared Goggles to see in unlit rooms. Clicking on a compass icons moves the squad through the embassy corridors. The position of the terrorists and hostages is unknown but the surveillance crew can give you some information. Confronted by a locked door, selecting 'lock pick' opens it. Suddenly, you are confronted by two terrorists who spray machine gun fire and quickly before your squad sustains its full quota of hits, you must aim a weaponry sight and fire.

The search is on for the terrorists and their hostages and the game amounts to moving around the embassy, acting on information found and advice from communication, picking locks, blasting terrorists and searching rooms. Success in the game relies on correct use of equipment for specific situations and being able to quickly re-load your weaponry before the squad gets peppered with gunfire. **STA**



First player perspective is designed to enhance the atmosphere. As your squad is peppered with shot you struggle to re-load your weapon.

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"The most common dreams are about falling off a cliff or being chased by someone. I once dreamt I turned up at a disco without any trousers on and won the dancing competition!"

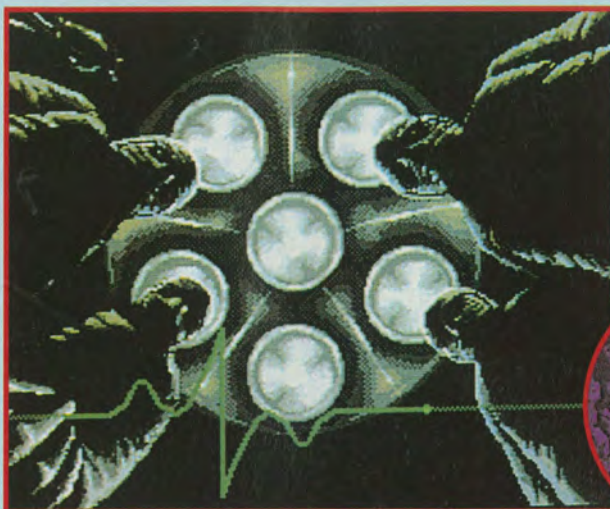
WEIRD

FIREBIRD (£24.95)

Research shows that we sometimes have hundreds of dreams while we sleep, but that we only remember the last and most vivid. Experts have proved that our dreams are caused by a number of reasons. Some are sexually related, others are caused by stress and strain of every day life or after a trauma, and phobias are also a contributory factor. There is even proof that dreams are premonitory, filled with strange messages and imagery which are inexplicable until the event occurs. But surely, the most chilling theory is that if you die in a dream, you never wake up. This strangest of games is a series of the author's weirdest dreams, frightening nightmares and phobias and this particular nightmare always begins in what must be the most traumatic, frightening and helpless situation you can find yourself, at the hands of the surgeon on an operating table. The anaesthetic administers a powerful muscle relaxant and the anaesthetic begins to take effect. 'What if they've got my operation mixed up with someone else's? 'What if the anaesthetic doesn't work and I can feel every slice and tear of the scalpel, unable to cry out or move? What if... ?

It's been a long, long time in the making, but at last Weird Dreams has arrived. I was especially looking forward to this game, but having played it for some time I am left feeling somewhat disappointed. Sure enough, the original graphics and strange storyline make it seem that little bit special, but after a while I managed to see Weird Dreams for what it is - an exercise in impressive graphics. I found the gameplay very repetitive: having mastered a problem it soon became tedious and ultimately boring. Essentially, Weird Dreams is graphically impressive, but I for one feel a little cheated by the excessive hype.

NC



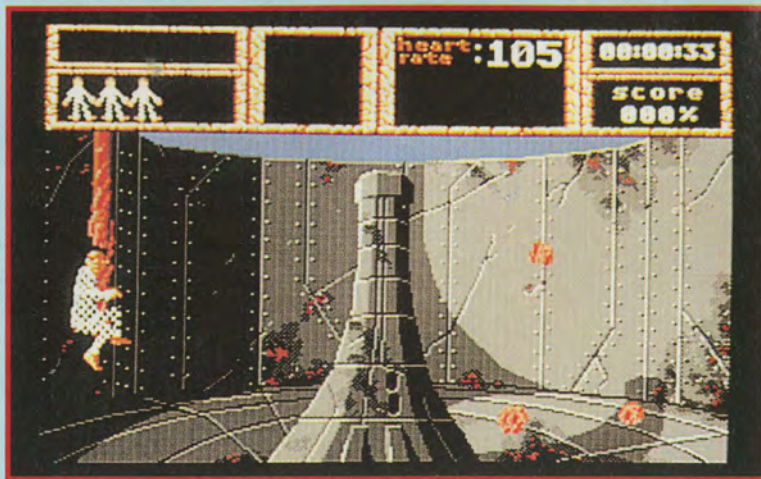
The surgeons crowd round you like faceless zombies going in for the kill, as the anaesthetic sends your mind into a cloudy, dreamy oblivion. Imagine the weird dreams that could be caused by a combination of a tormented mind and an overdose of pethanol?



'Where on Earth am I?' You're not on Earth. You're wearing a pair ridiculous check pyjamas in a hall of mirrors, the reception area to dream world. The distorted mirrors represent the way dreams give a distorted image of life. The joystick assumes control over the dreamer and moving him towards a mirror, he passes through to an unspecified destination.



'What's this, the wall of death? Where's the motorbike?' Suddenly, a large stick is thrust into your circular metal prison and sweet pink pieces of fluff adhere itself to the stick - you're in a candy floss machine of course. Pieces of floss stick to your pyjamas and you must avoid being whacked by an over-enthusiastic candy flosser as he sweeps the stick around.

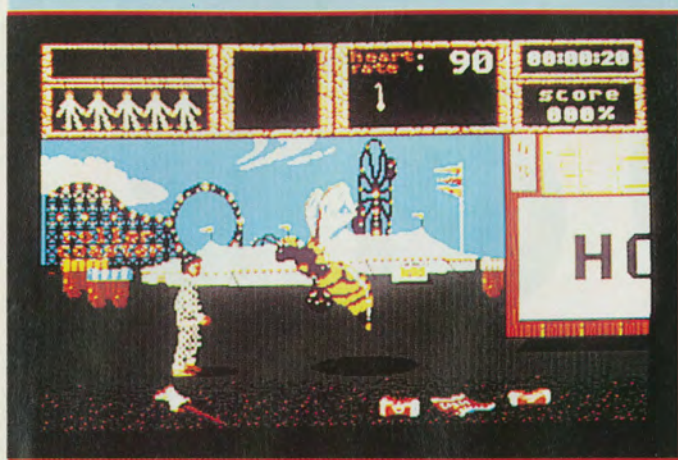


'How do I get out?' As the candy floss stick passes near, you must time your leap and grab hold of the stick by pushing up on the joystick and pressing fire.

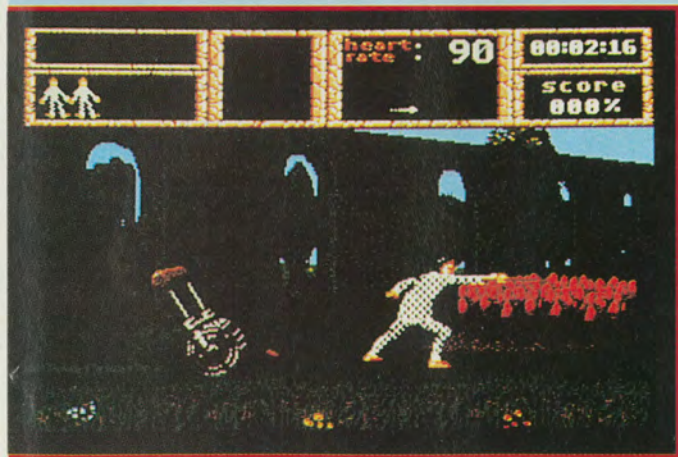
DREAMS

There is no doubting that *Weird Dreams* is graphically excellent, it's just a shame that the actual game itself isn't so good. The idea of incorporating nightmares into a game is a good one, but when the player's participation is limited to doing the right thing at the right time, it loses most of its appeal. First impressions are very good, as you lay there under the surgeon's knife, but as lives are lost to the unforgiving collision detection, frustration sets in rapidly. At best, all I can say about *Weird Dreams* is that it looks nice - but what good is that if it plays as well as a rolling demo.

SM

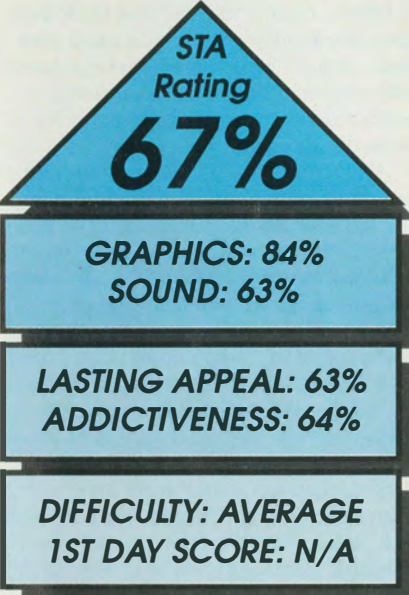


'Lights, ferris wheels, the roar diesel' You're at the summer fair, frequented by townsfolk and swarms of wasps in search of toffee apples, popcorn and candy floss. 'CANDY FLOSS?' The little pink tufts on your pyjamas attract a massive wasp which chases you through the fair. Somehow, you must detract it away from your jimjams or you'll be stung to death. Look for something sweet on the ground! Quickly, run through a booth and back into the hall of mirrors. 'Where now?'



Through another mirror, you recognise the music immediately, you're in an English country garden. 'Oh what lovely tulips!' LOOK OUT, THEY BITE! Grab a stick and sword fight the bed of tulips. Tally with the joystick, thrust with the firebutton and mind those jaws! Look out behind you! A wayward lawn mower with razor-sharp blades hurtles across the grass. 'URGHH!' One life gone.

This time, the mirror takes you to a dry, cracked desert. Above you, in the sky, a shoal of fish swim by. You must jump up and grab one of the fish by the tail. 'I don't even like fish!' Suddenly, strange phallic beasts hop across the desert and wielding the fish, you must hit them. One beast extends and hits you and another life is wasted.



There's no doubt about it, this is the most original and strange game I have ever played. The authors have taken a taboo subject and have turned it into an absorbing and 'real' adventure, with some unique and often infuriating arcade game-play. But if these are the dreams the authors dream, I feel for their tortured minds. The graphics are weird and wonderful, and I can promise that you have never experienced a game quite like it. It is strangely unnerving... even scary at times, especially when you recognise some of the imagery. My only criticisms are that there should have been a greater variety of dream sequences to surprise you, and that returning to the same dream after you have lost a life is, 'unrealistic', if that's the right word to use here. Anyway, it would have been more confusing and perplexing to begin a completely different dream.

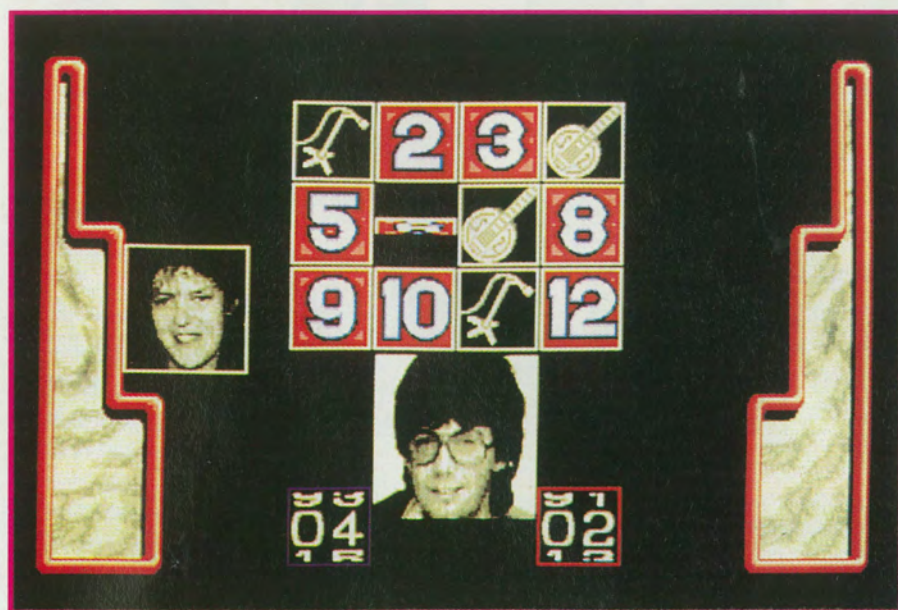
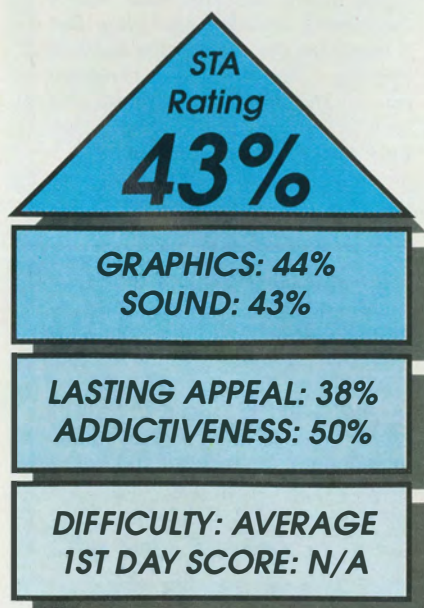
JS

"Apparently, Mike Read has an almost encyclopedia-like knowledge of music. Elite challenge you to rival Mike's knowledge, as you take part in this conversion of his TV show, Pop Quiz."

After a brief introductory ditty, the game is ready to begin. Once you have chosen from a one or two-player game, you are whisked to a screen showing a dozen digitised popsters (actually, they all work at Elite!). Each character has their own specialised subject, and you must pick three people, hopefully choosing a team with the broadest range of subjects available. Having chosen your motley crew, the game itself begins.

Pop Quiz's screen display is reminiscent of Elite's other TV licence, A Question of Sport, with a digitised picture of Mike shown below a large cartoon-like 'speech bubble' through which the questions are scrolled. The game is split into six rounds, and the basic aim of the game is to gain more points than your opponents. After he has introduced the teams and revealed their chosen subjects, Mike introduces the first round which is 'Jukebox'. A dozen boxes are shown, each numbered from one to twelve and, using the joystick, you must pick one and then answer the question revealed. Each question is offered in a multiple-choice format, and must be answered before a timer expires. Answer incorrectly, and the question goes over to the opposition for a bonus, but get it right, and two points are yours.

After each player has chosen a square, the next round begins: 'Spot the Star'. Each team is shown a sentence regarding a mystery pop star, and must guess who he or she is. There are three



POP QUIZ

ELITE (£19.99)

The first thing that struck me about Pop Quiz was that, apart from a picture of Mike Read instead of David Coleman, and a set of different questions, of course, it is identical to Elite's previous release, A Question of Sport. Presumably, we will see pictures of Derek Batey in Mr. and Mrs. and Nicholas Parsons in Sale of the Century - God forbid! Again, pictures of the Elite staff appear instead of pop stars and the questions are delivered via a speech bubble. This simplistic presentation works fine, and there are enough questions about all styles of music to keep you guessing for a while, but it is all a bit uninspiring.

JS

As far as I can see, the only differences between Pop Quiz and A Question of Sport, are the questions and the fact that Mike Read has replaced David Coleman. The screen layout is the same; the rounds are the same, except that they have been given different names (for example, home or away is replaced by easy or hard); even the members of the teams are the same! Basically, anything we have said about A Question of Sport, remains the same with Pop Quiz. The number of rounds is limited, and I would have preferred it if more players could participate, but, apart from that, it's a reasonable trivia game.

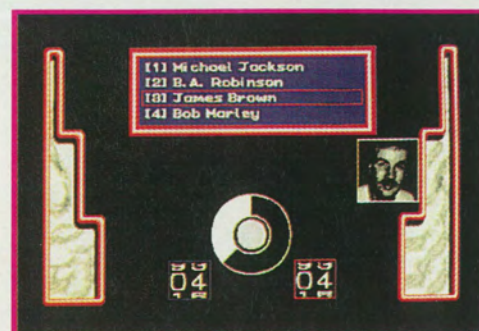
SM

sentences about the person's life offered, but the earlier you answer, the more points you get. However, if you take the gamble and answer the question early, but get it wrong, the other team gets offered it for a single point. Next, Mike asks the team about 'Your Scene'. Here, the player can choose between an easy or hard question, the extra difficulty giving a higher bonus if answered correctly.

Once again, the questions are shown in multiple-choice format, and must be answered within the normal, strict, time limit.

We now enter the penultimate - not to mention high-risk - round, the 'Quick Fire' section. A question is asked, and both teams must take a risk and try to successfully answer the poser before their opponents. Like the other rounds, failure means that you lose the points, but this time the question isn't offered over, instead, they are simply given the point. Nine questions are asked, and when this is over, it is straight back to the 'Jukebox' to finish off the remaining squares.

STA



The Spot the Star round. Did you know that James Brown was named 'Soul Brother No 1'?

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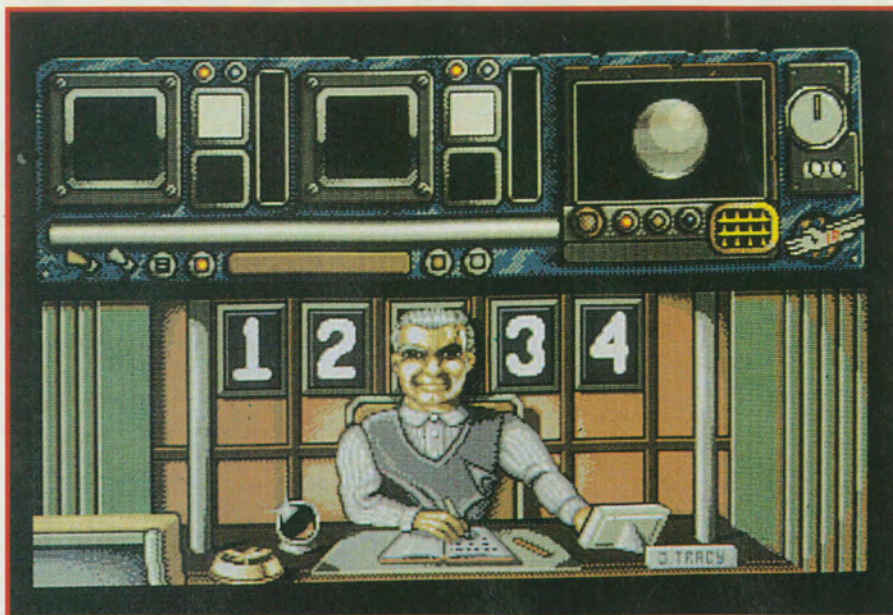
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Thunderbirds are most definitely go! I am happy to confirm that Grandslam have produced a first-rate game. Thunderbirds is an arcade-adventure from the old school. The graphics are very well presented with the animation being the most eye-catching. I particularly liked the digitised sequences at the beginning of each mission. However, if I had to complain about the game I may just suggest that the puzzles are not entirely logical - still with a little perserevence most players will solve them. Altogether, Thunderbirds is a very well put together arcade-adventure, one I would definitely recommend.

NC

Before the actual game begins, you must choose your mission from the four available. The mouse is used to select a mission, but you can only accept it if you have gained the password.



"5...4...3...2...1... after months of intensive work, Grandslam are proud to announce: Thunderbirds are go!"

THUNDERBIRDS

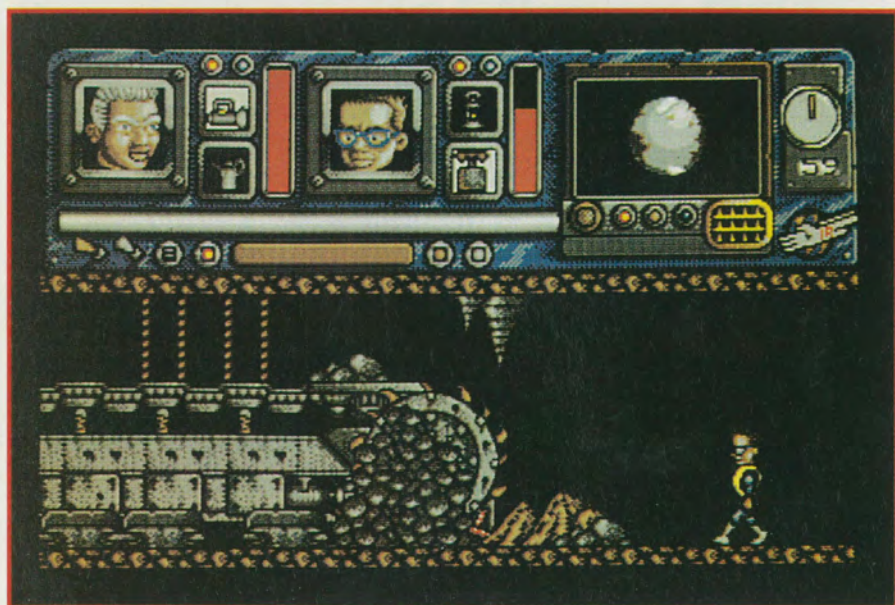
GRANDSLAM (£24.95)

Although this isn't the first Thunderbirds game, Grandslam's latest is the first to actually feature the Tracys, Lady Penelope, Parker and Brains. Firebird released a budget game based on the puppet heroes a couple of years ago, but the game was simply a maze game, featuring Thunderbirds one and two sliding blocks to solve problems. This all-new Thunderbirds game also features puzzles, but this time they are all object-related

and require pairs of the International Rescue team to solve them. The adventures the team face are full of dangers, such as falling rocks or rising water, but in true Thunderbirds fashion, the heroes never die, but are always retrieved by International Rescue - effectively, game over!

Once the game has loaded, there is a nice introductory scene in which we are shown all of the Thunderbirds' craft leav-

ing the island, and then we enter International Rescue's nerve centre, where Mr. Tracy is ready to give you a mission. There are four missions for International Rescue to tackle: Mine Menace; Submarine Crash; The Bank Job and Countdown to Disaster, but you can only access the latter three missions if you manage to gain the password from the previous one. The first mission, Mine Menace, stars Alan and Brains, but before they are allowed to enter the mine they must both choose two objects to take with them. Amongst the many items avail-

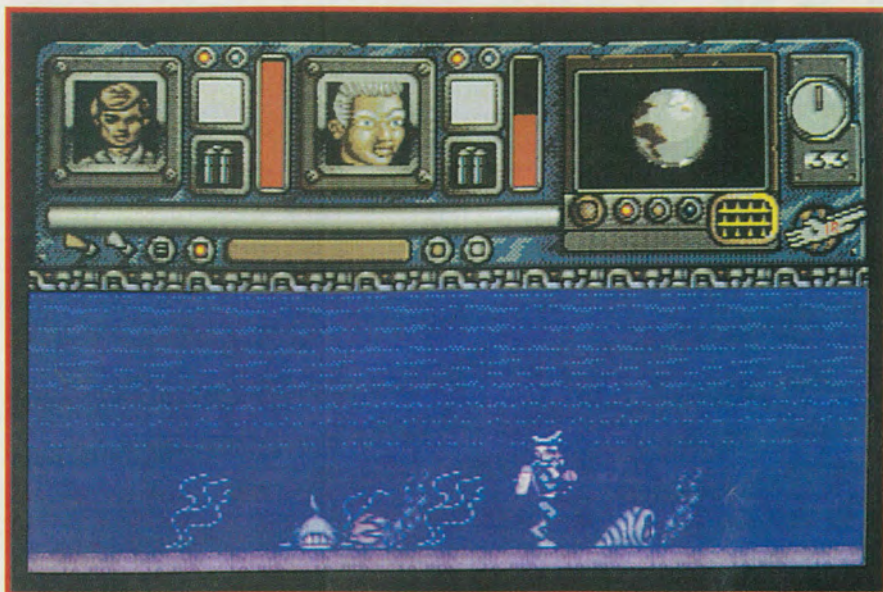


One of the main problems in the game is that the miners are trapped behind that huge pile of rubble - just how will Brains clear the way?

All too often, licence or 'name games' rely on the strength of the characterizations to hide a weak game. But this could not be further from the truth with Thunderbirds. This game is a real joy, combining great and diverse game-play, a variety of absorbing and amusing plots and some hilarious animation and characterization. This is an extremely thoughtful game which has been professionally and slickly produced by Teque, with no short cuts or concessions whatsoever. Ultimately, it is an enjoyable game, and because of the puzzling plots, it will maintain your interest for ages - great entertainment!

JS

With the help of an aqualung, Alan slowly makes his way across the sea bed. The animation here is excellent, and it looks like Alan is wading through treacle. Also, judging by that snoozing shark, it was a good job he brought the shark repellent along!



STA
Rating

74%

GRAPHICS: 76%
SOUND: 62%

LASTING APPEAL: 79%
ADDICTIVENESS: 74%

DIFFICULTY: AVE/HARD
1ST DAY SCORE: N/A

The Hood's number is up, as Virgil gives chase.

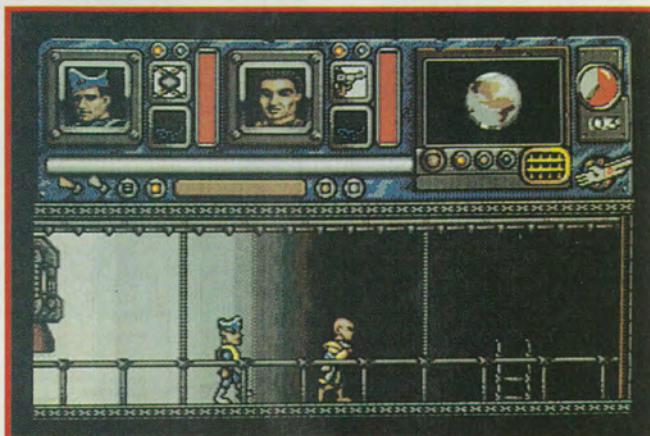
able, there are torches, sweets, oil and a klaxon. Some of these will be red her-rings, and it is only by trial and error that you can determine which ones are really useful. After the objects have been chosen, a brief digitised intro sets the scene, and the boys are ready for action. In Mine Menace, two miners have been trapped in a rapidly flooding mine and it is up to Brains and Alan to stem the water's progress and rescue the miners. Although both characters hold two objects, should the other character need something the other one is holding, pressing space swaps characters, allowing you to take the object down to where the other person needs it.

Once Alan and Brains have returned the miners to safety, then the password to the next section is granted, and Alan teams up with Gordon for the Submarine Crash adventure. Once again, two people must be rescued, this time the submarine's Captain and First Mate. Apparently, whilst on a routine mission, two submarines have crashed under rather unusual circumstances, and the nuclear reactor onboard one is very unstable and needs repairing as soon as possible. Once you have chosen from an inventory of objects which include aqualungs, radioactive pills, shark repellent and gun powder, it is time for the underwater Thunderbird Four to make its way to the sub. Once aboard, both team members must work together to fight the effects of radiation and to drain any water from the lower decks of the submarine.

Mission three, The Bank Job, is totally different from the first two, and requires Lady Penelope and Parker to break into a bank and retrieve some information about International Rescue. Apparently, International Rescue's arch enemy, The Hood, deliberately staged the submarine crash so that he could film the whereabouts of the Thunderbird's secret base. The bank is owned by The Hood, and is patrolled by teams of his henchmen, so stealth is of the utmost importance as the duo make their way past the laser-guarded rooms in search of four keys that will allow them to open the safe where the info is kept. This time, the objects available include the likes of a clockwork

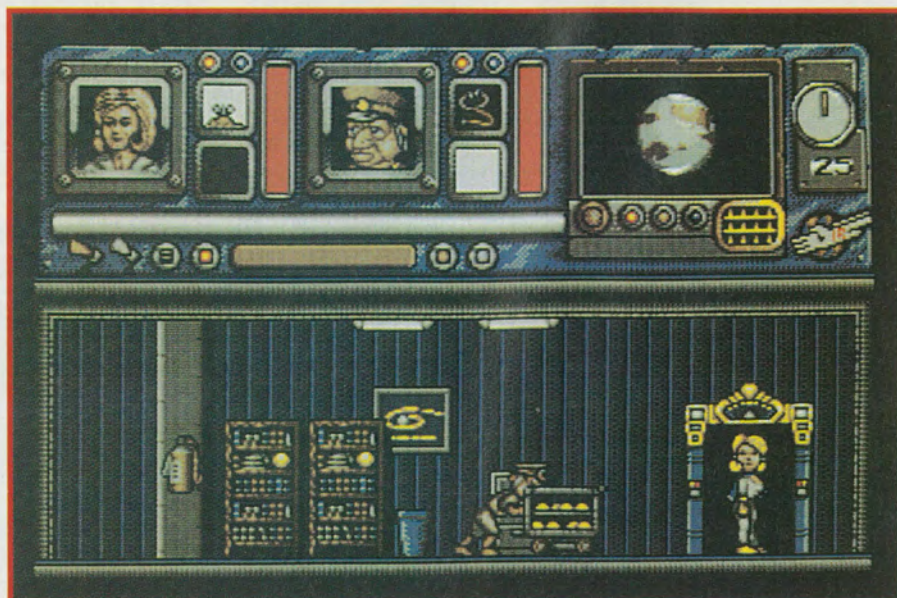
mouse, a mirror and dynamite. Finally, the last mission involves the infiltration of The Hood's base, as Scott and Virgil attempt to defuse the megaton bomb the villain hopes to hold the world to ransom with. Using objects such as a yo-yo, a pair of glasses and superglue, can our intrepid heroes save the day?

STA



Not only is Thunderbirds a very good arcade/adventure, it also fully captures the atmosphere of the TV shows. From the digitised intro sequences to the animation and scenarios, the whole game just rings of Gerry Anderson. Obviously, a lot of time has been lavished on the presentation, but the gameplay hasn't been sacrificed because of it. The puzzles aren't totally logical, but when you have worked them out, you'll be wondering why you didn't think of the solution earlier. All I can really say now is: how about a Stingray licence grand slam!

SM



As usual, Parker has been brought along purely for muscle - well, did you seriously think that Lady Penelope would push a heavy bullion tray!

ALPHA MAX

WHITE PANTHER (£14.99)

At sixteen year old, Jon Wheatman, is a real inspiration to the next generation of game creators, as he has successfully produced an arcade game which somebody thinks is good enough to be published. But does Alpha Max One make the grade in this brutally compet-

itive market? In the accompanying booklet, Wheatman, describes himself as an electronics and CD fan, who is hoping for a Porsche 911 for his next birthday - so are we all Jon! Alpha Max One is epitomizes the Space Invader, Galaxian and Phoenix genre, which kicked off the arcade

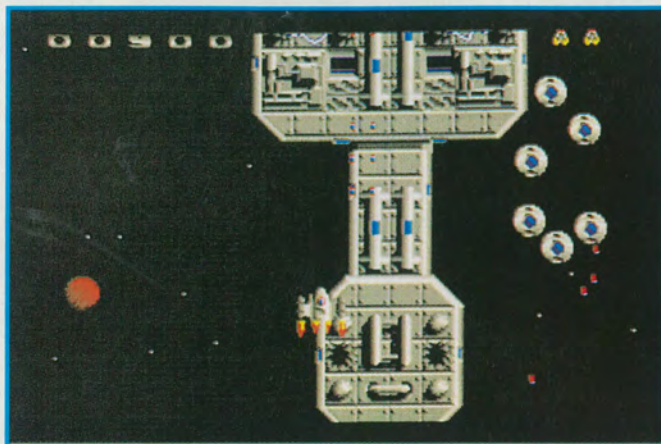
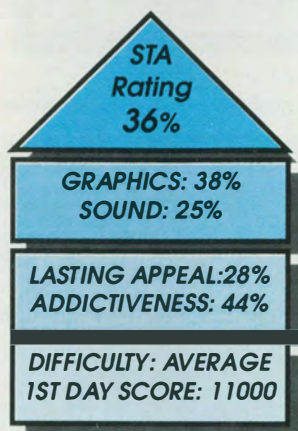
computer game era more than a decade ago, and so this game is really nothing new. The title screen is accompanied by the shortest looping digitized music I have ever heard on a game, lasting no more than three seconds before it repeats.

The game begins how it means to continue, with a small space fighter craft drifting at the base of the screen. The joystick steers the craft, but control is sluggish and unresponsive as you attempt to dodge the first wave of opposition. A large mothership, or space station, glides slowly with the scroll, bringing

ing with it a selection of alien craft which attack in the usual and predictable formations. Meanwhile seemingly insignificant and harmless vapor rings, which look somewhat like the Misteron rings, puff out of the mothership and float gracefully towards your craft. However, these seemingly benign rings are fatal and the slightest contact results in the loss of a life.

Thereafter, a convoy of motherships and space stations file along, flanked by an ever-increasing throng of little aliens and vapor rings, and there is little variety in the game-play. But the difficulty in this game is not so much the intelligence and tenacity of the opposition, as the sluggish controls, unreliable laser cannon and the tiny enemy missiles which fly almost invisibly through space. Alpha Max is an enjoyable little shoot'em-up which would be a really popular budget title, and so perhaps that's how it should be marketed. I reckon this won't be the last we hear of the obviously talented Master Wheatman.

STA



CHICAGO 30s

US GOLD (£19.99)

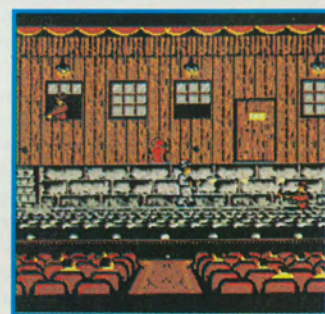
'Okaysh wishe guyzsh!' This game is suppose to be set in 1930's Chicago, the city of mobsters, murders, massacres and Mafiosa, and you control detective Eliot, in a lone crusade against the mobs. So open that violin case 'yooz doirty ratsh,' and make the baby shing! You view the game from the auditorium of a cinema, which is designed to give the effect that you are

watching, as well as participating in, a gangster movie. The film reel counts down from four and armed with a Tommy gun and a limitless cache of hand grenades, Eliot appears at the docks. In the background is a large freight ship with boxes and crates by the quay side with a road in the foreground.

The game scrolls from left to right and pushing the joystick to the right sends Eliot

into a gang of mobsters. With guns blazing, Capone's men emerge from behind the freight boxes and out of the sewers, and bullets fly every which way. Of course, one hit can wipe out even the toughest cop and so some evasive joystick manipulation is required to duck and dodge the gunfire. To retaliate, you must aim the gun with the joystick and press the firebutton. From the docks, the action moves to the sleazy suburbs of the city where the gangsters have taken position in darkened windows and rooftops. At this stage, Eliot is in a car, which provides greater protection against the mobster's bullets. However, in order to keep the wheels, you must make him

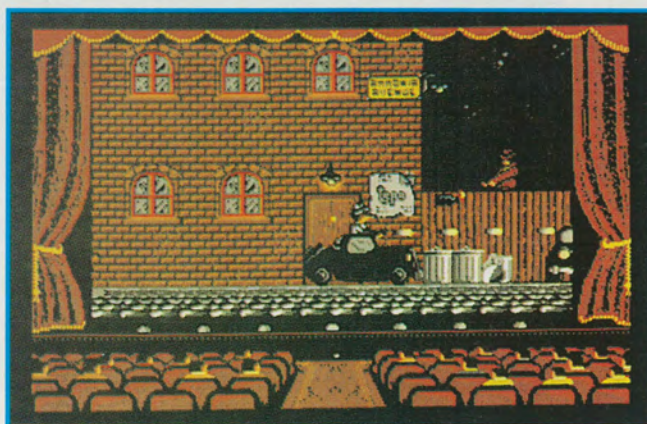
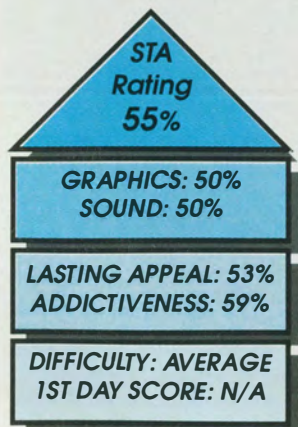
constantly lean out of the window and waste the rats. In the city levels, the gangsters take to their mob cars and cruise the streets, but a few well aimed grenades can blow the fenders and running boards clean off. Out of the suburbs and city, you reach the obliga-



tory warehouse scene for the final shoot out.

Chicago 30 is quite an enjoyable variation on the scroll and shoot theme, but once you have wasted one gangster, you've wasted them all. In other words, the game is seriously lacking in the variety department. The presentation is really nothing special and the cinema auditorium idea is quite perfunctory and detracts from the feeling of involvement in the game. This a game which arcade fans will enjoy for a limited period.

STA



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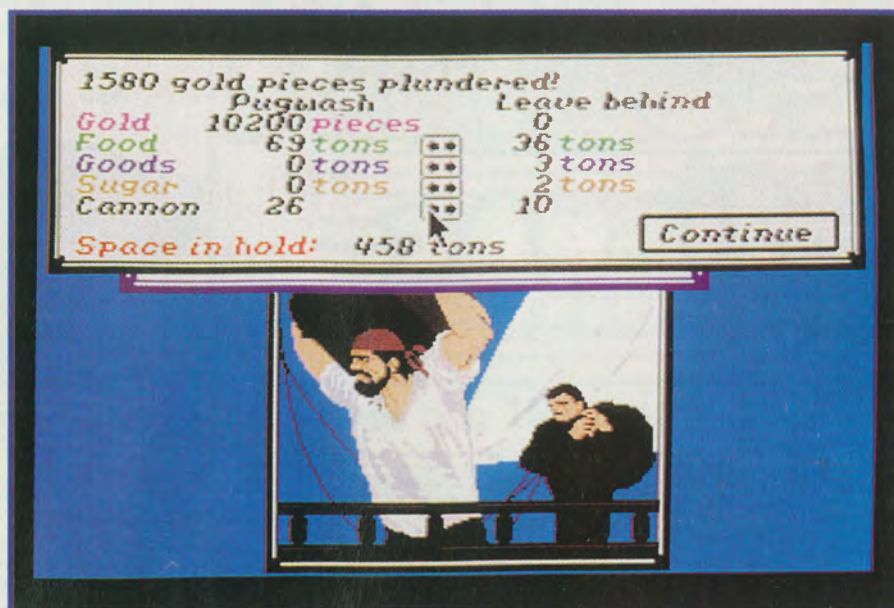
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Captain Pugwash's crew merrily haul their captured cargo aboard. Remember to take the cannon!

I liked *Pirates!* There's something about it that captured my imagination and before long I was sailing the Spanish Main. The graphics, whilst not being noticeably spectacular, have their own certain charm; the little pieces of animation adding a nice touch to the game's overall feel. Gameplay is both simple and compelling; I found myself playing *Pirates!* well into the early hours. MicroProse have managed to capture the feeling of the sixteenth century Caribbean just how I imagined it to be. For me, *Pirates!* is a wonderful game when you're winning but brutally frustrating when the tide turns.

NC



"Well shiver me timbers and bless my barnacles, if it ain't another party of land lubbers ripe for a taste of plundering and adventure"

PIRATES!

MICROPROSE (£24.95)

Pirates! is essentially a simulation of life in the Caribbean during the sixteenth century - the time of the Spanish Main and high-seas adventure!

Specific historical periods may be chosen. More knowledgeable seafarers may like to try their hand at the challenging Silver Empire era of 1560, whilst greener captains may prefer to start their careers in 1660, the time of the Buccaneer Heroes.

Of course, many different nations battled for domination of the Caribbean and you must decide which country's flag to fly under; English, French, Dutch or Spanish. Having decided your allegiances you must also register your name, and finally the level of difficulty at which you wish to play the game. On easier levels

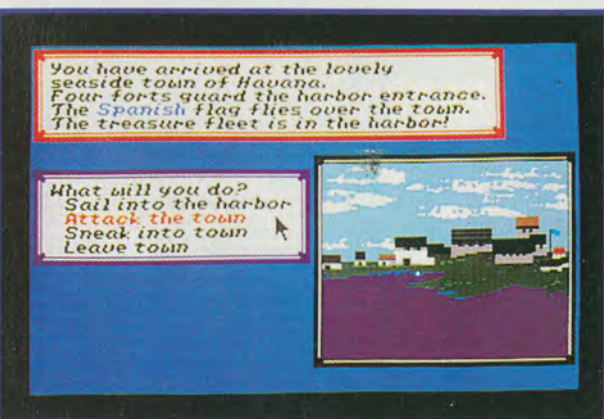
you receive more 'aid', whilst on more challenging levels the rewards are significantly higher.

All that remains to be done is to convince the crew of a ship that you are worthy to be their commander. Both brains and brawn are needed if you are to be a successful leader. If you manage to answer the crew's questions correctly and defeat their existing leader in a duel you will be duly elected captain.

The real action starts when you leave port, bound on a journey of plundering and adventure. As you sail around the Caribbean you will, undoubtedly, come into contact with other ships. At first sighting you may decide to continue on your voyage, but on closer inspection you can decide whether to close for battle or hail

for news. The latter will present you with information of new goings-on in the area. If, however, you decide to battle, the screen will change to depict the battle.

Choosing one of your ships, you must skilfully attempt to attack the enemy vessel with a barrage of broadside cannon. Carefully managing to avoid enemy fire you should try to weaken the enemy until they either surrender peacefully, or it is safe to board their craft. Should the two ships come into contact a duel between the captains ensues, the winning commander taking all the prizes. Attacking ships is only one way of accruing money. Attacking ports is equally as profitable. Before entering a port you will be asked whether you want to sail in, sneak in, leave, or attack the port. Attacking ports from the sea is somewhat similar to battling with ships. Careful aim of your cannon whilst trying to avoid the fort's returning fire will rapidly deplete the town's garrison. Should you manage to sail up to the fort, a duel with the commander follows. Once again, should you defeat the garrison you can plunder the town. Some towns, however,

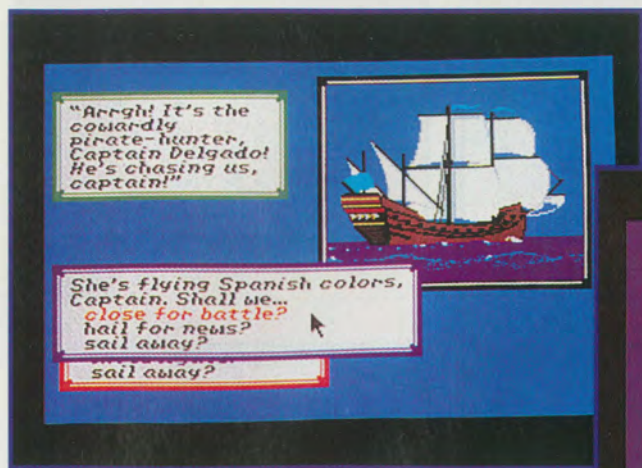


Attacking either the Silver Train or the Treasure Fleet brings rich rewards. However, with four forts protecting it Havana is a difficult town to take.

decided whether to close for battle or hail for news. The latter will present you with information of new goings-on in the area. If, however, you decide to battle, the screen will change to depict the battle. Choosing one of your ships, you must skilfully attempt to attack the enemy vessel with a barrage of broadside cannon. Carefully managing to avoid enemy fire you should try to weaken the enemy until they either surrender peacefully, or it is safe to board their craft. Should the two ships come into contact a

I'm not really sure what to say about *Pirates!*. It was a game that I spent many an hour on when it was on the 64, but somehow the game has lost something in the transition to 16-bit. As far as I can see, apart from the obviously improved graphics, the same involving gameplay is there, but it doesn't have the same 'grab' the original did. Wandering from country to country, gaining crew and generally pillaging, is initially a great laugh, but unless you are a great fan of RPGs, you may not appreciate the depth of gameplay. Not a game I can really recommend, but if you are interested, take a look first.

SM



are not accessible from the sea and ferocious land battles must be won before further plundering can be started.

Pieces of Eight are not the only commodity to be found in the Caribbean. Food, goods and sugar can also be traded. Wise captains will also know when to expect either the Silver Train or the Treasure Fleet in a town. Plundering a town which is being visited by either of these parties reaps great rewards! Plundering gold is the only way of keeping your crew happy. If your crew is happy your problems will be few; if you haven't captured any ships or raided any towns for some time your crew may become mutinous and set you ashore! Having amassed a seizure of doubloons it is often wise to divide up the plunder and disband your party, returning later to plan a new expedition.

Politics play an important part around the Spanish Main. Whilst in port it is often wise to pay the town's Governor a visit. Not only will you learn the current state of affairs between nations but you may also be granted promotions and prizes for your services. It is possible to recruit men, buy information, and purchase maps in Taverns, so visits to these hives of debauchery are often a must. Plunder can be traded with the town's merchants, although prices often vary and some merchants will refuse to trade with 'pirates'.

As time passes successful privateers will amass huge riches, become owners of

large estates and earn titles. At the end of each expedition you are asked whether you wish to retire. If you consider your wealth to be sufficient to live on, you may decide to do so. Retired seadogs are given a rating and position in the community in relation to how successful their career was. Normally, however, the lure of the high seas becomes too much for retired pirates, and before long they can usually be seen sailing off into the sunset.

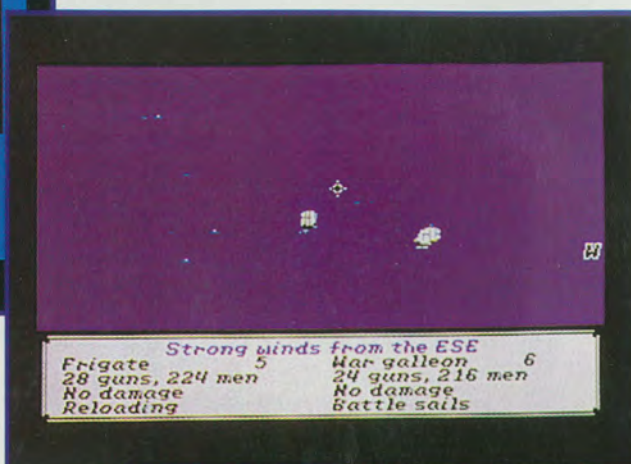
STA

ARRR me 'arties! This is a most agreeable and playable adventure indeed, with plenty of plunderin', barterin', tradin' and swashbucklin' to keep your interest. The presentation is nothing fancy, but the simplistic yet thoughtful layout of the adventure makes it easy to use. In comparison to the latest epic adventures, Pirates is relatively small and definitely more open and accessible, and the lack of impossible conundrums and puzzles is a real bonus for novice adventurers like myself. A very enjoyable tale!

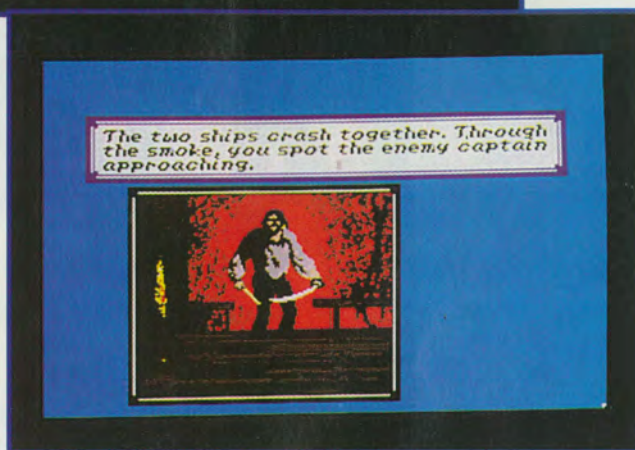
JS

← Sail ho! Your lookout spies a galleon on the horizon. Further inspection shows the ship to be an enemy galleon.

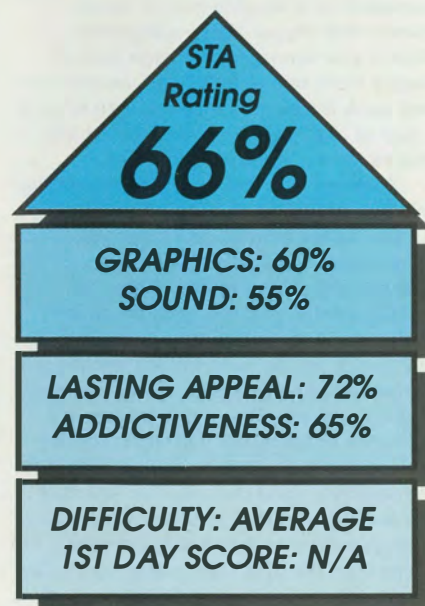
↓ Battle rages as your men fire their broadsides at will.

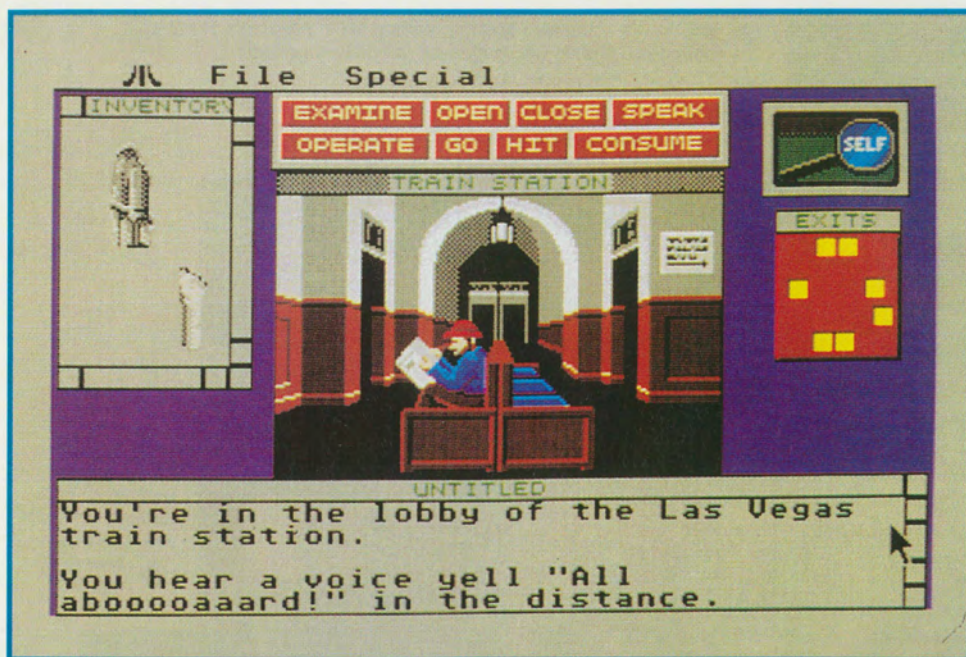


The ships ram each other and through the battle you locate the enemy captain.



Having stormed a town you must duel with the Commander. The morale rating indicates your force's potential.





DEJA VU II

"Welcome to the world of Deja Vu - and to Las Vegas, the city that never sleeps, the city of excitement!"

MINDSCAPE (£24.95)

Actually you've already had plenty of excitement in the last 48 hours. You've been abducted by two thugs from Chicago, grilled by the notorious Las Vegas mobster, Tony Malone, knocked senseless, and tossed into a bathtub in a cheap Vegas hotel. It couldn't get any worse than this - or could it? This game is the latest of the Icom Simulation adventures which include Shadowgate, Uninvited and Deja Vu I. All of these games have been immensely popular with the middle-of-the-road adventurer as they are fully mouse-driven and feature splendid graphics with digitised sound-effects. Like its predecessor, this game's storyline concerns your efforts to escape from a tangled web of shady money and trigger-happy gangsters. Unless you can recover a large sum of money from one violent punk, another violent punk is going to make you an offer of a pair of cement boots - which you will find very hard to refuse!

Awakening in the seedy bathroom, you will find lots of items to open and explore. As you select an item to be opened, a corresponding 'window' will be created to display the object's contents. Using the mouse pointer you may pick up objects and transfer them into your inventory. The few bucks you do have can be exchanged for gambling chips at the nearby casino and if you are feeling lucky you can try your skill at blackjack with that friendly-looking croupier. Using your natural talent for gambling (and the sneakier talent of the Save game disk) you could make enough money to buy a one-way ticket out of town on the first train going north. The local train station seems to have a con-

stant flow of digitised train whistles and noisy conductors who will soon get you on-board and bound for safer pastures. Of course, there is the little problem of 'Stogie' to deal with. Stogie comes complete with broken nose and knuckles trailing on the pavement and he is liable to tear your arm off and beat you to death with the bloody end if you dare try to leave before paying off his boss. Perhaps you had better hang around and pick up a few more clues before trying to do 'a runner' for the 'Big Apple'.

Las Vegas is a playground in the desert, which means you had better know where you are going if you dare step off Main Street into the surrounding wilderness. There are small animated reptiles and birds to watch as you stumble through the sand dunes looking for a way out, dreaming of a cool scotch-on-the-rocks. It also doesn't help that you are dying for a cigarette and your pack of 'Luckies' is as empty as Stogie's brain.

Each scene is packed with small items to pick up, open and examine. With no text to type, you might imagine that the game would be very easy, but this is not the case. The difficulty level is nicely pitched for an average player, and apart from one sneaky puzzle early in the game, most players will be able to blunder through using trial and error. Annoyingly, the game does not permit the option of a Ram disk which would speed up the business of taking out insurance each time you make a dodgy decision. However, the game does intelligently save each fresh scene in whatever memory is available, which ensures it can quickly refresh the screen without reloading each

I am always impressed by the Icom games as there is so much you can fiddle with during the periods between flashes of inspiration. I preferred this game to the original Deja Vu, which I personally found tricky and awkward to play. This game has lots of humour and unlike most text adventures, it will give up its secrets if you persevere.

AM

These mouse-driven adventure games are getting better all the time. Apart from a very slow start, examining everything in sight, I seemed to be getting on all right with this one. The graphics are very good as is the sound. I only wish I could talk to some of the characters - they keep ignoring me! (Except for the guy with the broken nose and cauliflower ear, and he just says goodbye with a Chicago violin.)

SK

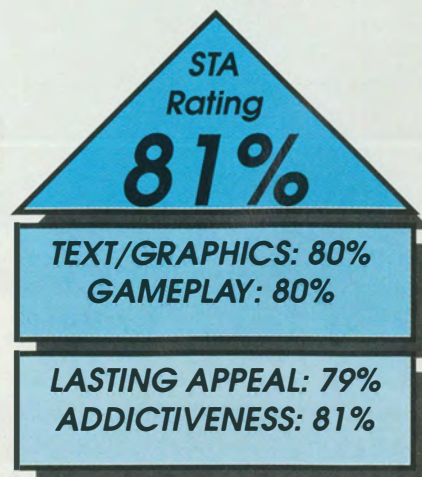
"The text adventure is dead. Long live the graphical game!". With both Icom and Sierra producing great games, and even Infocom turning to the visual side of things, I can safely say that graphic games are here to stay. Deja Vu II is a real experience for adventuring sleuths everywhere. The icon-driven system is easy to use and provides hours of fun. The storyline is humorous and intriguing. Personally I found the difficulty level just right and think that Deja Vu II will keep me coming back time after time.

NC

time you move.

The text messages are full of witty comments and seem to have a punch-line for each occasion. You can be sure that if by accident or design you end up trying to eat a table-lamp, the game will have an apt comment to cover it.

STA



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The package comes with a plethora of goodies for RPG fans. There are ten individual quests graded from Easy to Very Hard, plus a full-sized Quest called the Scrolls Of Talmouth. And if that isn't enough to keep you glued to your scabbard, a Quest Builder program has been included which will enable you to create worlds of your own, to frustrate and delight your friends.

Your character is given the role of a Paladin, master swordsman and non-magic user. Each of the prepared quests has a ready-made band of companions to assist you in your venture. Rangers, Thieves and Mages will put their skills at your command, and throw themselves against the Trolls and Undead Creatures which guard the castles and dungeons which lie in your path.

The screen display looks similar to the 'Ultima' format. The terrain is made up of 'tiles' of various hues representing desert, rubble, walls, corridors etc. Icons

Intrepid adventurer, Mitch, ventures into the World of Paladin. The simple-to-use Icon system makes this fantasy-role-playing game a joy to experience.



PALADIN

OMNITREND (£24.95)

I approached this game with apprehension, but stayed to fight on. The game is immediately playable for newcomers to RPG and the simple, but effective graphics add just the spice to make it lots of fun. I don't have the mind which takes kindly to manuals, overflowing with statistics and detail and, happily, this game is a simpler mix which leaves you to discover the finer points. It's got the potential to keep you engrossed for many weeks.

AM

The graphics are adequate as is the sound, while the game play is reasonable. I would, however, quibble with some of the objects as not really belonging in a fantasy scenario, (e.g. the 'grenade-like' Orb of Fire and the 'demolition charge' Explosive Crystals). I'd also like to know where all the equipment goes when one of the party dies, because I was in desperate need of it at one point. For all that, it is quite an intriguing game.

SK

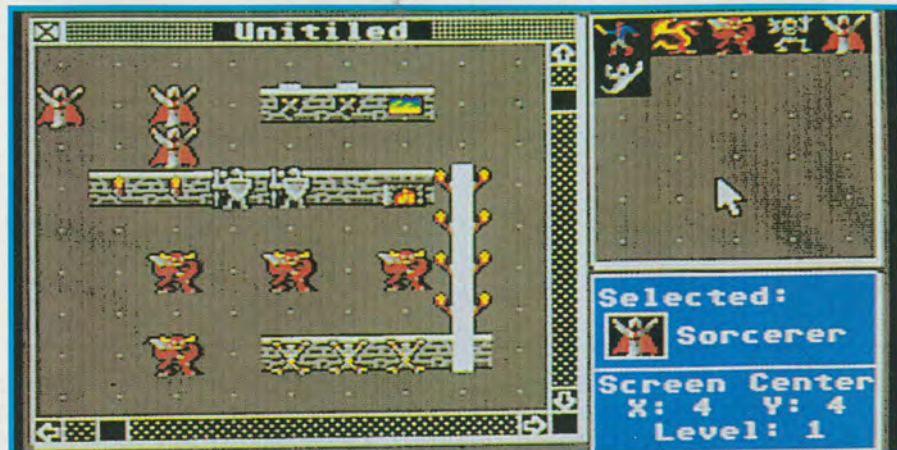
are used to represent the many objects and weapons which can be found and used in your employ. Crossbows, Wands, Rings and Amulets scatter the playing area - all the accoutrements of War and Magic you could wish for.

Each member of your group has a table showing the characteristics which detail his health and the number of move points he has available during the current move. As the leader, you may move and use your characters using on-screen icons during your 'turn', until all the movement points (mps) are used up. (e.g. It takes 10 mps to cast a Fireball). On completion of your 'turn', it's the bad guy's chance to move in and 'kick ass'!

On the successful completion of a quest, your Paladin's experience and other characteristics are enhanced and saved to disk in preparation for the next encounter. Should you die, your file is deleted and it's back to year zero. Brave and true knights will accept their fate and return to quest-1 to build anew. Sneaky souls (and nasty Trolls!) will have a backup file!

The manual is adequate, but there are few pictures of the icons used in the game. Luckily, the Quest Builder program solves this difficulty as you will learn the identities when you extract them from the library.

STA



Deep inside the Dungeons, players face all sorts of nasties. Ultima fanatics should love this game.

--- STA 84 STA ---

STA
Rating

70%

TEXT/GRAPHICS: 65 %
GAMEPLAY: 72%

LASTING APPEAL: 72%
ADDICTIVENESS: 69%



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STOS

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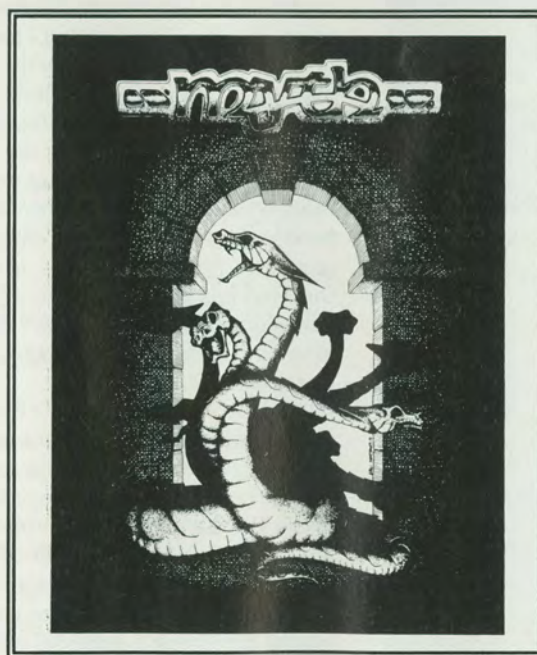
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THE LETTERS DESK

Are ST users getting value for money?
 Are you satisfied with the standard of software?
 Do you know how to get rid of that annoying virus?
 How do you scroll screens in STOS? If you have any thoughts or questions
 then write to us at: The Letters Desk, ST Action, 10 Theatre Lane,
 Chichester, West Sussex. PO19 1SR

From The Editor

Welcome to issue fifteen's Letters Desk. I do hope everyone is enjoying the British summer. In fact, I know you are because the Letters Desk postbag has shrunk to nearly half its usual size. Therefore, in an attempt to try and restore the situation I would like to remind all readers that a software prize is offered for the most thought-provoking letter each month. As an added incentive I will offer, not one, but three prizes next month. So, if you're fed up with simply lying in the sun then drop us a line - you never know, it could be worth your while.

Ah yes, that reminds me. I received a grubby note last month. Written in the most abysmal handwriting I have ever seen, was the message "Send me more stamps or else!". Simple deduction told me that the memo had come from our friendly resident slimeball, the Troll. Now, I'm sure you'll all agree that trolls don't really need much pocket money. However, he does like to pile up his shiny coins and gloat over them. Therefore, in his wisdom, the Troll has decided not to reply to any correspondence that doesn't include a stamped-addressed envelope. You have been warned!

The Troll, however, isn't the only person around here being hounded for help with adventures. Oh no, not at all. I, too, am under constant siege from hopelessly lost adventures - so much so that it's starting to interfere with ST Action's production. Please, therefore, could I urge all you Sierra freaks out there not to telephone ST Action's editorial office in search of help. Instead, try phoning Activision's customer helpline. Julie will be more than happy to help; her number is 0734 310003. Thanks!

Sell-By Dates

Imagine the scene: I walked into W.H. Smith's on Tuesday (11th April) to buy a copy of my favourite magazine, ST Action, which, if I may say so, is serving the ST games-player as wholeheartedly as Crash magazine did for us Spectrum owners for so many years, before it joined the 'cover-mount cassette' crew. Anyway, I scanned the shelves, looking for the

famous logo and visually stunning single-image cover artwork (not the mish-mash montage that your so-called 'rivals' put on their covers), then I found it: Hooray! There are some copies still left on the shelf. Thrills! A mega competition where practically anyone who enters wins a prize. Brill! Look at those fab prizes. Horror! The closing date was yesterday! Now, I don't know where you live, but down here ST Action comes out on the penultimate Thursday of each month, which means the issue I bought will be on sale until next Thursday. This means that those 'loyal readers' who buy their copy late in the month won't be able to enter the competition which was billed as a reward for their loyalty. Perhaps it would be cynical of me to assume that by 'loyal readers' you actually mean subscribers.

P.S. I'd also like to point out something to those people who complain about the vast number of coin-op conversions clogging up the software scene: If you didn't buy them, they wouldn't make them!
Robert Leonard,
 Shaftesbury, Dorset.

Thanks, Robert. You've pointed out a possible weakspot in our magazine. However, since we received your letter we've attempted to overcome the problem. The usual street-date for the magazine is around the 15th of the month. Therefore, the closing date for all competitions will also be the 15th. Meanwhile, seeing how you sadly missed out on the birthday tombola competition, I'm awarding you a special prize. The game of your choice is on its way to you. Finally, thanks for your compliments regarding the cover - I'm sure you appreciated last month's Robocop artwork.

Satisfactory Service

Having had my ST for nearly twelve months I was very upset when it failed to work one evening. I took it back to Dixons where the shop assistant told me that he could send it away for repair but it would take up to three weeks! Well, three weeks and many bored hours later I went to collect my cured ST. The very next day it once again gave up the ghost. I telephoned the stores manager and voiced

my dissatisfaction. Having apologised he took my phone number and promised to call me back. Just over an hour later the manager called to tell me that Dixons would replace the faulty unit. Now I have a new ST with a 1-meg drive. It's nice to see that some shops still put the customer first.

J. Stowers,
Eccles.

Virus Warning

Having only recently purchased a 1040 STFM, some of my acquaintances immediately warned me to watch out for 'viruses'. I have heard and read all kinds of tales concerning viruses, but never what they actually are. What are they? How do I prevent them? Is it likely that they will crop up often? I would be eternally grateful if these queries could be solved and my anxieties conquered.

Alan David,
Whitchurch, Bristol.

Good questions, Alan. Viruses are annoying programs which can be picked up in a variety of ways. When you have a virused disk and start your system up with it, the virus on that disk transfers itself into your computer's memory. Any future saves to other disks will result in the spreading of the virus. Problems occur because viruses destroy files, therefore important data is easily lost. I recommend that you always boot your computer with the same 'virus-free' disk. Also ensure that you never use pirated software. Finally, if you are still bothered by viruses, there are a number of 'virus-killer' programs available.

Art for Art's sake

I used to own a Commodore 64, but recently I have acquired an Atari ST. I found the art packages available for the C64 pretty poor; but I still managed to design posters etc. for a large company. Now I have this ST and I am looking forward to some amazing art packages. As I am your greatest fan, it is only natural that I ask your advice. My local computer shop doesn't stock art packages, except for the Art Director. Is this the package for me or are there any better ones? My budget is £50, give or take a fiver, and I have a 520STFM.

B. Beatham,
Finchingfield, Essex.

Most graphics artists tend to use Degas Elite. It's quite basic and easy to use - then again, so is a pencil. If, however, you don't fancy Degas, the latest art package we have seen is Cyber Paint. I'm not too sure how much it costs. but the pictures I've seen that have been created with it are quite stunning.

Blast-ed Game

Please, oh please, could you help me. Has there been a hack for the Bitmap Brother's game, Xenon? I have been playing it over and over again in the attempt to defeat the sixth end-of-level guardian. So, if you have produced any hints, tips or pokes for Xenon please, please let me know.

Malcolm Carver,
Aberdeenshire, Scotland.

Isn't it amazing that a shoot'em-up can be as popular today as it was when it was first released. Xenon is still played heavily at the ST Action offices and we, too, find the going gets a little tough towards the end of level three. So, Malcolm, in an attempt to put you out of your misery, here's the good news: We have produced a poke for Xenon. With it you can gain all the weapons you need and even invincibility! I'm afraid you'll have to get yourself a copy of issue three, as we published it way back in July 1988!

Basic Basic

I am a beginner to the mysterious world of computers, and have recently purchased a 520ST. I have been trying my hand at programming 'very' simple games but with no, or should I say partial, luck. I've had an idea for a game based on 'Connect Four'. The object being to connect four counters either vertically, horizontally, or diagonally on an eight by eight board. I can manage to get the graphical side of the game working but am unable to make the computer realise when four counters have been successfully aligned. Do you know of a method I could use to correct this fault? Meanwhile, Atari's Basic is pretty basic (no pun intended!), but other basics are so expensive. Could you recommend me another Basic or a language which will let make moving, controllable objects?

Matt Nassau,
Riverside, Cardiff.

Right, Matt, the first thing you've got to learn is that Atari Basic isn't very good - it's slow, somewhat unfriendly and rather old. I could suggest Basics such as Fast Basic and GFA Basic, but these are somewhat expensive. What I will tell you about isn't Basic at all - although its roots began with the beginners' language. If you want to create colourful, moving games then I would recommend you take a look at STOS. This 'games' language should be ideal, especially as you can buy expansions which allow you to create amazing music or even compile your games into machine-code. Try taking a look at July's issue of ST World for more details.

Meanwhile, I suggest you try using matrices in your programming. That way

you can define the playing board in the form of a matrix and individually test the various positions.

Cheat Disks

I have just one complaint about your magazine. When I subscribed I was promised a free cheat disk. As of yet I have not received it. Thought it was supposed to be me doing the cheating - not you!

G. Dobb,
Abbots Langley, Herts.

Sir, please accept my sincerest apology. The ST Action cheat disk was unfortunately delayed during the duplication process of its production. I have since been assured that all the disks have been sent out. Meanwhile, many people who received the disk do not own the games pack that was supplied with the 'Atari summer pack'. Some of the cheats on the disk were especially written to work with the pack and, unfortunately, are not compatible with the original versions of selected games. If you have a copy of the cheat disk and would like versions that will work with your copy, please send a blank disk and a S.A.E. to the gentleman whose name is mentioned on the disk.

Call That Service ?

Prompted by the 'sickened by Sierra' letter I would like to tell you of my problem with Leisure Suit Larry. I was given this program as a present; disk 1 worked perfectly, but disk 2 corrupted and just would not work. I returned this disk direct to Sierra (not knowing where it was purchased from), and they refused to replace the faulty disk, saying that my 'contract of purchase' was with the retailer and not with them. Obviously you had more luck with Sierra than I. Is this because the outcome of your dealings was to be published? They obviously didn't care sufficiently to calm my complaint. As it is, I'm left 'voting with my feet' and will never buy another game from Sierra.

A. Phillips-Godfrey,
Herne Bay, Kent.

Doesn't sound too good to me - Sierra are usually a most helpful company. Still, their packaging does state that the 'contract of purchase' is with the retailer. Meanwhile, that doesn't help you. I, however, suggest you try talking to the customer services department at Activision and inform them of your plight.

Scandal

I would be very grateful if you would publish this letter as I feel people ought to know of the giant Atari scandal going on

around us.

I recently purchased an Atari 520STFM from my catalogue, thinking I was getting a top-quality, 16-bit computer. However, I was shocked when it arrived to discover it all in one bit! You didn't have to build it at all. And where were the sockets and ports? There were none! It looked more like a big heavy cardboard box with a picture of a computer on it. I thought that the Atari may have flat keys like those on a ZX81, but I pressed and pressed them to no avail. There was no slot for the disk to go into and no free pet rat.

Who do Atari think they're kidding? We're not thick you know!

An angry ST owner.

Ha, very funny. Try opening the box, you fool!

How Can They Justify These Prices?

Firstly I would like to make a complaint about the prices of software for the ST - why are they so expensive? I mean, an unbranded disk costs about a pound. I wouldn't mind so much if the games were worth it. Games such as Crazy Cars and Galactic Conqueror don't even deserve £1.99, let alone £19.99. On the other hand, games like Batman (which I feel was under-rated) and the addictive Speedball are well worth the money. Secondly, I recently bought International Soccer by Microdeal and Speedball by Imageworks. I was very pleased with the quality of both pieces of software.

However, my pleasure turned to dismay when both refused to load. As I had misplaced both receipts I had no choice but to return them to their respective manufacturers. A week after posting them I was pleased to receive International Soccer back from Microdeal but, arrggghh, no Speedball. Meanwhile, I have found that Mirrorsoft have moved, and now I can't get in touch with them. Please tell me their new telephone number.

Neil Fox,
Great Barr, Birmingham.

OK, Neil. I'm sorry to hear that you have had trouble with your copy of Speedball, but I'm sure your problem has just been overlooked by Mirrorsoft during their hectic move. Their new phone number is 01 928 1454. Also, on the subject of value, in the old days companies used to have to spend more time in developing 16-bit games and, therefore, they were justified in asking more money. Today, however, development time is much less and, realistically, we should see prices drop.

Piracy Improves Gameplay

In all your letters about piracy, you've only covered the negative aspects. I, however, feel that piracy often improves the games. For instance, I have a copy of Operation Wolf on a single disk! This means no disk swapping and an infinitely more playable game. Also I have a copy of both Menace and R-Type on a single disk, these games also load in all at once.

Other disks available contain a number of games. I have a disk containing Pacmania, IK+, Pepsi Challenge, Harrier Strike Mission, Metro Cross, Hellfire Attack and Solomon's Key - that's seven whole games!

I am not trying to justify pirates, but they do make games much more playable by removing disk-swapping and multi-loading.

Edwin Sanden,
Roosendaal, The Netherlands.

I, for one, find it incredible that hackers can crack programs so easily. The fact that somebody can also cram a game, such as Operation Wolf, onto one disk only goes to demonstrate the skill and knowledge some people have. I know that Ocean would be very interested in meeting the person responsible for this feat. Not necessarily to prosecute him, but to employ his skills. Just think what the standard of software would be if these people worked in conjunction with the software houses.

Port Problems

I'm starting to have some problems with my mouse and joystick ports. This upsets me as I can't play some of my favourite games that require a mouse or two joysticks. I've tested both my mouse and joystick on my friend's ST and they work OK, so it means my ports are the problem. Help!

Mark Cockerill,
Romford, Essex.

Hmmm, sounds familiar. For some reason Atari decided to put them in the most awkward place on the ST. Everyday wear and tear takes its toll on these ports and sooner or later people start to have problems. Any Atari dealer should know somewhere where the problem can be rectified. The cost shouldn't be too high, but if you don't want to aggravate the problem, in future I would recommend the use of joystick extender cables - available from any good computer shop.

Your Wish....

I am an avid fan of your magazine as I consider it the best in comparison to its competition. I have every edition so far

and intend to pursue the whole library. I would like to suggest that you consider putting together a "special issue", one in which you would include at least ten to fifteen additional pages of hints. I know for certain that there are many ST-gamers out there who would appreciate such an issue.

Lance Leabres,
Burghfield, Berkshire.

Well Lance, you know what they say; Great minds think alike! Just look through our mega Giving the Game Away tips section. Meanwhile, don't forget, if you have any handy hints, tips or cheats then let us know. Not only could you get your tip printed but you could also win the software of your choice!

Letter From Portugal

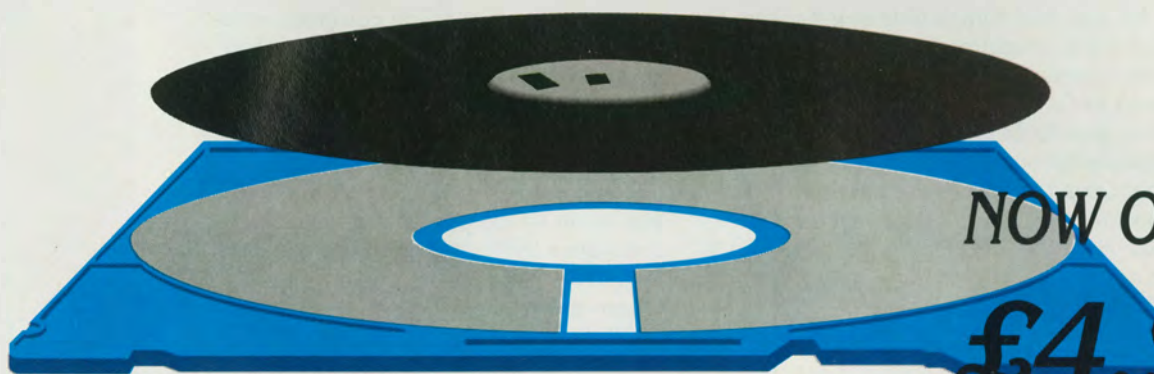
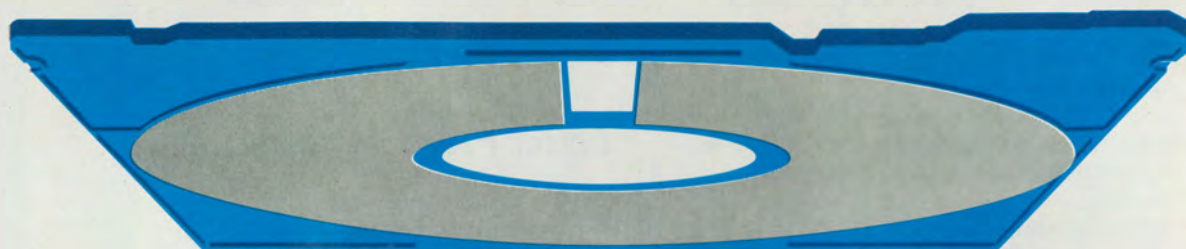
I Writte to you, because I want to tell others 16-bit owners, somethings. I thought that the big problem of ST and Amiga users, is that in the general they weren't prepared to own a 16-bit computer. And when they buy them, the first thing that happen is a feeling of a 300 spend. The games look and sound brilliant but after a few playes they become tedious and monotonous. Is here that happens the happiness when we've played Manic Miner and so on, in the good old 8-bits. But, I don't think that is better playng in a 8-bit then a 16-bits. But the problem is when we are owners of 8 bits computers and we see the screenshots of their games (and we see prices) we make these machines dream ones, and when the day of buy one comes, we are so excited that the first game we play is so awfull that we tell our friends that the game is so brilliant, that tomorrow we play it again because we need to bring us with a big value for money.

If you think to buy a 16-bits machine because there graphics and sound is so brilliant, stay off. For me buying a 16-bits machine is a great value for money, but not a big one if you want to play big games. Although don't read this and think:- of course, but I'll buy it because I want programme big fillers and brilliant things, too. This stuff is the first error that a potential buyer do. It revelates immaturity, the feeling of them is playing all the day. Stay off, or you will be a frustrated user of a 16-bit machine. They offer big value for money, but don't offer big games, think on this.

Pedro Costa,
Amadora, Portugal.

Thanks for your words of wisdom, Pedro. I'm sure all we 16-bit users will heed your advice.

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C) Light switches

3. What would you expect to find on the base of the Supercharger?

A) Suction Pads B) Rubber Feet
C) Nothing.



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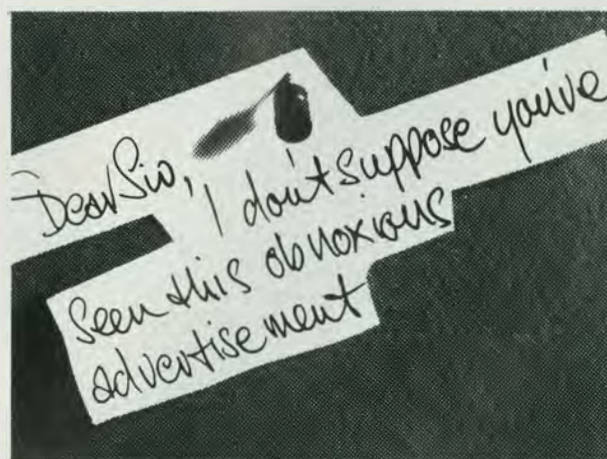
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YAK'S YAK

Greetings, fellow Atarians, from the depths of Wales, whence I have returned following my skiing exploits; yes, I finished my game on time, and, yes, I have finally got hold of the Konix gear. I'm currently getting into the new system, having to program in that 8086 assembler, and it's horrible compared to good ol' 68000.. no nice clean 32-bit address registers here; no, everything's a mess of segment registers, addressing stuff in 64K chunks, and just to make matters totally confusing, all the instructions are back-to-front. In 68000, if you want to load a value from a location into a register, you say, for example 'move lives,d0', after which you'd get the value of 'lives' in data register d0. However, in 8086 the equivalent instruction would be 'mov ax,lives', back to front by 68000 logic. The first few days of switchover from 68000 to 8086 are a real headache because you have to get used to thinking backwards, as well as having to cope with not enough registers, only 16-bit register width, and worst of all, all that tedious messing about with segment registers. I do miss the joys of a directly-accessible contiguous 24-bit address space like on the ST. Nonetheless, working with the Konix has its compensations, despite the 8086. Like a blither which goes like, well, a certain substance off a stick, meaning loads of lovely sprites onscreen. And a 256-colour mode (you want 64 shades of colour in your spaceship sprite? Go ahead, but you'll be limited to only 192 colours on the rest of the screen... too bad), and screen memory which isn't laid out like a Venetian blind (anyone out there who's ever written an ST lo-rez sprite engine will be familiar with THAT hassle). Anyway, 4 days' experience on the new system, and I'm writing my core module, the cluster of routines which drive a game: sprite engine, proportional font handler, rasta-colour generator, doublebufferer... all the low-level stuff you need to do on any new system before the fun can begin. The hardware assist is well impressive: even with my shaky novice 8086 code, I've got a righteous amount of Llamasoft logos and spaceships sliding around the Konix screen, 50 frames/sec...

As part of the Konix development system, I've had to invest in a PC-clone, and it's interesting to compare the machine to the ST and Amiga. The PC I'm running is fairly highly specified, an 80286 machine with VGA graphics, and far removed from the popular idea of the PC (slow, boring, purple-and-cyan nauseating graphics).

Indeed, if PCs of this specification ever come down in price to the vicinity of the 68000 machines, they'd make pretty awesome games machines. The VGA graphics can display 256 simultaneous colours at 320x200 (out of a palette of 262,000), or 16 colours at 640x480, non-interlaced; compare these specs to those of the Amiga...

Unfortunately, the PC still has no decent standard soundchip, only a pathetic beeper. Mind you, if someone were to release a '286-based VGA system, maybe a built-in synth card, ST/Amiga-style casing, for around £400, could be interesting...

Programming on the PC/Konix combination is much more comfortable than running Devpac on a single ST. Just reset the Konix, shift-F1 on the PC, a brief whirr from the PC hard drive, and zap! Program running on Konix. Even if you crash the Konix, source is still safe'n'sound in the PC. I could get into this.

Gameswise this month, on the ST I've been having a bash at 'Vindicators' and 'Blasteroids'. Both games are reasonably competent arcade conversions, but not really the sort of stuff to get the old addiction-reflex going. Of the two, 'Vindicators' is the one I actually played the most; satisfying gameplay and big explosions, but designwise not immensely different from 'Gauntlet' (give me Gauntlet II anyway). Blasteroids is OK, nothing more. For a really good bout of rockbashing you just can't beat the regrettably rare but zarjaz version on Atari's 7800 game console (available only in USA and largely overshadowed there by the Nintendo, which is a shame, because it has superb versions of Asteroids, Xevious and (deep joy!) Robotron!!). I was disappointed in the Blasteroids conversion as I encountered the original in the arcade just recently, it handled a lot better and appealed to my warped sense of humour. At the last sector, as you fly in, lasers blazing, to attack the disgusting Mukor, the machine threatens you: 'You dare to shoot at me, Earth scum?'

Touring the arcades recently I got well hooked by 'Mr. Heli', an IREM game which can best be described as an amalgam of Scramble, R-Type, and... umm... Fantasy Zone, I guess. You control a cute little helicopter who can fire rockets, bullets and bombs. You fly around vapourising the opposition, through horizontally and vertically-scrolling caverns, shooting blocks which yield diamonds which you collect for money which you use to buy weapons Fantasy-Zone style. Good graphics, not awesome or anything, but it just drips playability. I hear a conversion is under way on the ST; worth a look I should think (although personally, I'll wait for the PC-Engine version!). Unfortunately, I've not yet had a go on the new Williams arcade



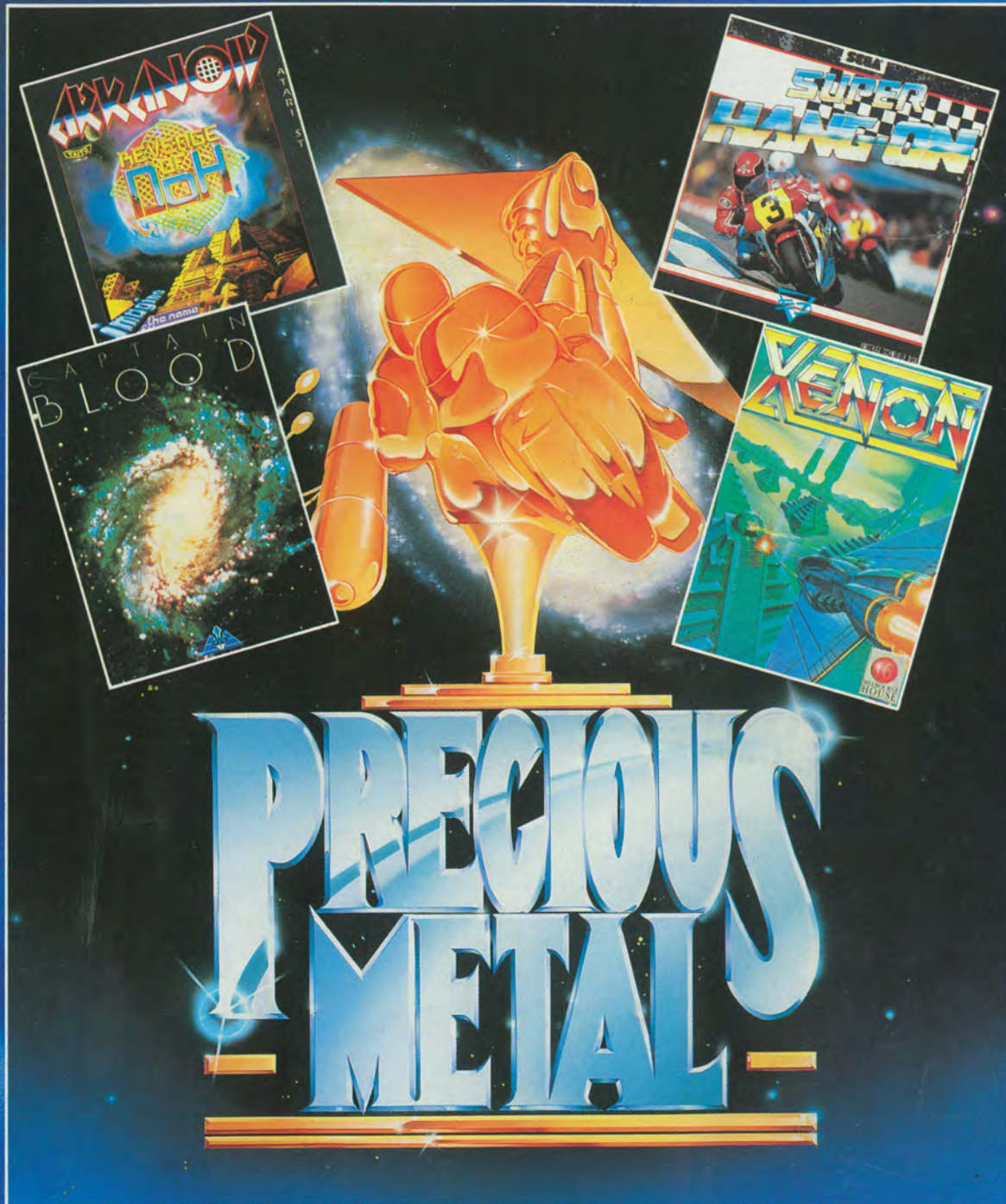
game, 'Nark', which I'm dying to do as I've heard that Eugene Jarvis was involved in the design. EJ has to be the best arcade designer of all time; I mean, the guy actually designed Defender!! and StarGate!!!! 'Nark' has been described to me as a cross between a beat-'em-up and Defender, with wicked graphics and amazing Williams sound FX (Williams always had the best sonix). This I have to see.

I've had a certain amount of feedback about the opinions I expressed in my first article, about the price of 16-bit software. Obviously, gamersplayers I've spoken to like the idea of cheaper software, but unfortunately there is another factor tending to keep the prices high, a factor I've run foul of trying to sell my own ST games at £10. Distributors, y'see, would much rather sell a game at £19.95 than £9.95, 'coz they get to take a bigger cut. Consequently, a lot of cheaper software doesn't get bought by the distributors, and therefore never gets into the shops. There is an inertia within the software retail chain which tends to keep the prices high. There is also a trouble with 'perceived value'; people think that, if you're not selling a game for premium price, it must be actively worse than what they consider to be 'full-price' software. As a software producer, you find yourself in a paradoxical situation where you're obliged to increase the price of a game to make it more popular. Most unsettling.

Part of the problem is that the games market is so well established - 'professional', they call it. That means an awful lot of bosses and middlemen churning out games to well-established formulas in order to make the most money, and a lot of programmers who must get bored senseless doing conversion work: I've met many programmers who tell me they'd love to do more original work, but those conversions bring in the money... If that's what being 'professional' amounts to, then I'm proud to remain an amateur!



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