

# ST ACTION

The best just keeps getting better!

ISSUE 59 • MARCH 1993 • £3.50

Command a fleet of deadly World War II vehicles in Campaign - the latest strategic military masterpiece courtesy of Empire.



Your chance to look at Dino Dini's latest footballing spectacular. Can it beat his incredible Kick Off games?

## Comic Relief Special!

Celebrate Red Nose Day with a game of Ocean's Sleepwalker

**EXCLUSIVE!**

THE NEW GAME: FREESTYLE

### UN-SENSIBLE SOCCER

Fruit meets football in this Exclusive demo.



**PLUS!** Bonus: Your very own post!

**ST  
ACTION!**

Woah! No disk alert..?  
See that newsagent now



Massive rave band Altern8 smash onto the ST games scene and let you see behind the masks!

**ALTERN8**

Reviewed: Ragnarok, Dalek Attack, Dragon's Lair III, Guy Spy, Dynablaster, Motorhead, Bat II and Transarctica

EURO PRESS  
COLLECTIVE



PRINTED IN THE UK

# GET READY FOR



## LEE IS HAVING A RESTLESS NIGHT,

...sure he's fast asleep, but that won't stop him taking one of his nocturnal journeys! Fortunately, our sleepwalker has a courageous canine companion who will try his utmost to protect his master from coming to any harm - Lee's faithful mutt, Ralph. Lee's four legged friend is zapped, bashed, clobbered, pummeled, singed and squashed, but nothing will stop him from performing his dedicated duty, (although the odd fire hydrant may distract him)... it's all par for the course of a night errand. These midnight meanderings take him to the most hazardous of places... the creepy graveyard, the gooky zoo, precarious construction sites and the traffic strewn city streets, but Lee's loyal rover steadfastly guards his master from all impending dangers - with painful consequences!

Featuring sound effects and speech created by **LENNY HENRY**, and superb cartoon style animation.

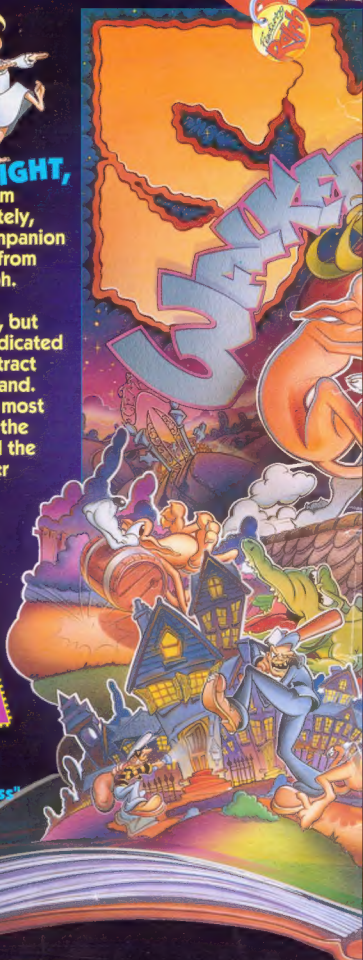
"Makes Sonic look like a hedgehog. You'll want to take a bite out of this!"  
**Lenny Henry**



"So brilliant it's left me speechless!"  
**Mr. Bean**

CE4 (DISK & CASS.)  
ATARI (STE ONLY)  
CBM AMIGA  
IBM PC

"More amusing than something so amusing that when people see it they say that's amusing!!!"  
**Edmund Blackadder**



# THE INVASION

PLAY THE GAME FOR...

HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL:

**BUY SLEEPWALKER**

...A DECISION YOU WILL NEVER REGRET - the game is voiced by **LENNY HENRY**, and worked on by some of Britain's finest comic minds (and a couple of gits who happened to be around that evening). A donation from the sales of **SLEEPWALKER** will go direct to **COMIC RELIEF**.

**TAKE PART**

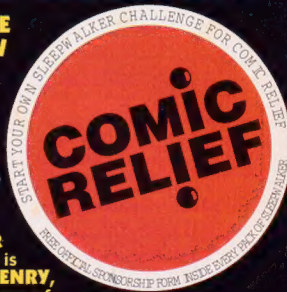
in the great **SLEEPWALKER CHALLENGE** which will be invading all the big retail chains during the weeks before **RED NOSE DAY** - March 12th 1993.

**DISPENSE YOUR OWN SPONSORSHIP CHALLENGES LIKE:**

**BEATING YOUR HIGHEST SCORE** - take on your dad or your teacher, or even your school in a **SLEEPWALKER CONTEST**.

**DREAM UP YOUR OWN HIDEOUS CHALLENGES** to harrangue your friends.

And remember: all your efforts will help Comic Relief to fund projects in Africa and the U.K. Every penny raised by Comic Relief in public donations and through the sale of merchandise is allocated to a specific charity project.



**ocean**

# ST ACTION

The best just keeps getting better!

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Newstrack Distribution: COMAG

Subscription enquiries:  
Europress Direct Tel (051) 357 8813

Printed in the UK by: BPCC Magazines

## THE PLACE TO BE:

Europress Interactive Ltd,  
Europa House, Adlington Park,  
Macclesfield SK10 4NR  
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INTERACTIVE

# GO ON

## REVIEWS

### Sleepwalker.....14

This month's cover feature is connected to Comic Relief. Ocean has released the first ever Red Nose Day computer game and you can see it first here in ST Action. The game puts you in the role of Ralph - a small dog who has to keep watch over his wandering master who has a nasty habit of sleepwalking.



### Guy Spy.....17

### Ragnarok.....18

### Campaign.....22

### Motorhead.....25

### Dragon's Lair III.....26

Following on from a series of games that have always been criticised in the longevity department, Dragon's Lair III offers incredible animation and startling background graphics. But the question is: can it offer anything new in the playability area or is it nothing more than a few presses of the fire button?



### Transarctica.....28

The world has been subjected to a terrible fate. The planet surface has been completely frozen and the sun is now only a legend. You are one of the few men who still believes the sun exists and you are on a mission to find it. Unfortunately, the Viking Union won't relinquish their monopoly of the world without a fight.



### B.A.T. II.....30

### Dalek Attack.....32

### Dynablaster.....34

## WIN!

Your chance to walk away with the entire Readysoft ST games collection for the price of a first class stamp.

Page 58



## WORK IN PROGRESS

Huge is definitely a word that could describe our previews this month. Dino Dini's Goal! and Amberstar II are featured.

Page 52

# TENTS

Who are the weird men behind the masks? Massive rave band Altern8 share their thoughts about life and tell you how much influence the ST has in their music.



Page 38

## FEATURE

### Hypnotic St-8. The guys with the eyes!

As the Atari ST is one of the most used computers in the record industry, we thought it would be a good idea to meet the people behind the masks. Altern8 have been responsible for many chart-topping records and they joined us in the pub for a couple of drinks and a chat. But would they take off their masks or did they use straws?

## REGULARS

News .....10

Keep up-to-date with the ever fluctuating ST scene and we also have an interesting story about Epilepsy in the computer industry.

Tips and Cheats .....42

The second part of the Indy solution, a huge Wren guide and the beginning of a fabulous Ork walk-through fill 10 smashing pages of tips.

Write On!.....60

Name? Jason. Occupation? Magazine Editor. Chosen subject? The Atari ST and accompanying software. Experience? Err, pass!

Buyer's Guide .....62

The definitive guide to help you choose your game before you buy. The best games over the last few months are here to make it easier.

CHECK OUT  
OUR SUPER SUBS  
OFFERS ON  
PAGE 36

## Cover disk...

# UN-SENSIBLE SOCCER

## EXCLUSIVE PLAYABLE DEMO

**PLUS: FREE PET ON DISK!** Better be a little careful or the nasty little beggars will eat your desktop away. Rentokil can't help you here.

**PLUS: ISSUE ONE OF FREESTYLE!** STA's very own on-disk magazine is launched to an unsuspecting public. Loads of good bits! Load it for further details.

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

Page 7



# Rubsoft

HAPPY VALENTINE'S DAY

When service matters..

(MOST)



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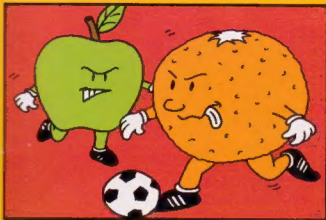
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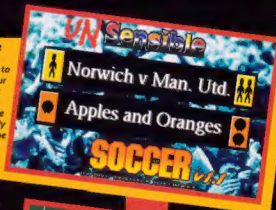
Cover Disks have never been so good! A Stunning exclusive playable demo from the hit soccer game - Sensible soccer v1.1. As a lucky owner of ST Action you're well within your rights to play this excellent demo.

## UN-SENSIBLE SOCCER V1.1

Grab the disk off the cover, simply put it in the drive (remembering to remove the plastic wrapper first!). Click on the Soccer.PRG folder and away you go. Of course you'd be wrong if you thought we'd just be giving you a demo of Sensible Soccer V1.1, we're not that tight! ST Action have got together with top programming team Sensible Soccer to produce the amazingly original Un-Sensible Soccer. These guys are completely k-razy! As well as playing the top of the Premier division grudge match (either on your own or with a mate) between Norwich and Manchester United, you can also participate in the famed clash of the titans - The Apples vs The Oranges! Bizarre? It wouldn't be from Sensible if it wasn't!



● The front end menu screen. Try to contain your excitement though, because the game is only a stab of the fire button away!



● This is a sneak shot for Sensible Soccer v1.1. All the rules of football exist, so be sure you don't commit any fouls!



● Fruity, football fun! Go bananas with this wonderful variation to the popular foody theme. Can you take the pressure?



If you do happen to have any problems with your cover disk, pop it in a jiffy bag and send to this address:

**Faulty Disk (ST Action),**  
Stanley Precision Data Systems,  
Unit F,  
Cavendish Courtyard,  
Sallow Road,  
Weldon North Industrial Estate,  
Corby,  
Northants NN17

COVER DISK



# UN-SENSIBLE

*It's completely nutty and should provide fruitful amusement for a good few hours. Don't leave it too long though or it might go off.*

## DEMO INFO

**COMPANY:** Sensible Software

**RELEASE DATE:** Out now!


**GAME TYPE:** Soccer

**PRICE:** £25.99, or £4.99 Upgrade


**T**hose crazy guys at Sensible Software are back with what is perhaps the most generous coverdisk demo in the history of the ST. They've not only given you the chance to play that first class soccer game - Sensible Soccer - which received a massive 92% last month. Once you've mastered the user friendly control method of Sensible, why not try your hand at the Un-Sensible version. Those wacky dudes have programmed a second game that pitches Apples against Oranges, in a pitched (groan) battle to score goals.

Gone is the leather football that we British love so much, and instead it's been replaced with a walnut??? And with all due respect, as you can imagine it's not as ball shaped as you'd like.

I hope you don't want me to go through all the intricate rules of this great game, but I'll give you this little tip. The objective is to kick the ball/nut (sounds a bit like walnut even though it's a weak link!) into the back of the net, simple huh? Once a team get a goal on the board, it's back to the menu you go. Simply start again. A massive thanks to that charitable man Jon (Robin) Hare and the open-minded Sensible Software posse, and why not do them and your computer a favour and rush out and buy the full version.



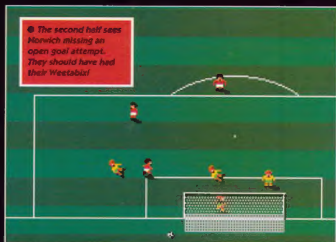
● See this demo disk? It's totally bananas. It may not be Mary Whitehouse, but it's certainly an experience



● Phoar, that's a nice pear. I'm finding myself more and more attracted to fresh fruit the more I play? (Brad)



● The Norwich striker heads straight up the middle of the field. The goalkeepers could be in serious trouble.



● The second half sees Norwich missing an open goal attempt. They should have had their Westabair.

# SOCCER V1.1

## UN-SENSIBLE K-RAZY KOMPETITION!

If you could program an Un-Sensible soccer game, what features would you have? Would it be clowns with big shoes, playing a team of drunken Scotchmen? Would it have British Rail toilet rolls being thrown on the pitch? If you've got any ideas, why not jot them down on paper or better still draw a picture with your thoughts. Who knows you may even see them implemented one day! We've got three copies of this superb game to give away to the best ideas, so what are you waiting for? Dig out those felt tips and crayons.

## A DOZEN APPLES PLEASE!

Once it's all loaded up on your machine you'll be presented with the menu screen. Plugging a joystick into your machine will allow you to move the cursor about to select either a one or two player game (move right for a two-player one, but then you'd have to be stupid not to work that one out!), and also whether you choose to play Norwich vs Manchester United or Apples vs Oranges. Tapping the fire button will allow you to pass the ball to a teammate while keeping it pressed will release a shot (when you let go!). The only other thing you need to know really is that you can swerve the ball by hitting the joystick in a diagonal as you release the button! It takes a little practice, but once that's over with you'll be sorted!

An added feature in the Un-Sensible Soccer version is that sometimes you'll see a bright yellow banana on the pitch! Strange already, but they can cause hazardous problems if you move one of your players over it as he will slip over and lose possession!



● Change Apples, the un-Sensible manager allows the apple who's in possession of the ball to (ugh... eat)



## WHAT THEY SAID ABOUT OUR DISK!

*"Surely the price is wrong, the full game is far too cheap at £25.99!"*  
**Brad Burton - ST Action**

*"I was so impressed I bought my own copy!"*  
**Victor Remington**

*"Unbalanced, that's me!"*  
**Jon Hare - Sensible Software**

*"Give it me!"*  
**Anna Bancroft/Mrs Robinson - The Graduate**

● The Manchester United winger does his dying swan act after a nasty tackle gives him a nasty graze on his hands

# STORIES

## Sick as a big blue HEDGEHOG

**W**ho could have failed to notice headlines like "Nintendo killed my son" over the past few weeks? As its way the tabloid press have recently latched onto an iffy story and sensationalised it. This time that story is to do with computers and consoles causing epilepsy!

In the words of psychologist Dr Cliff McKnight of the HUSAT Research Institute at Loughborough University, "What is distressing is the way the media have distorted fact and latched onto these people's suffering to boost sales."

So what is happening to our children, and are

they at serious risk from video games? "One in every 200 people in this country suffer from epilepsy. Of those, only a small percentage suffer from seizures triggered by flickering light. Estimates vary but the figure is about 1 in 3000."

This is known as photosensitive epilepsy and is the condition that has been reported with such vigour of late. The most important thing to remember is that neither the TV or the game being played can give you epilepsy. It is true that the flickering of a screen can cause problems if you suffer from this, but the games themselves, for the majority of people, are harmless.



Here are a couple of oddie but goodies back on the scene again courtesy of Gremlin Graphics. Their GBH label continues to go from strength to strength in the budget marketplace



## Going very Cheap

If cash is still a little short after buying your sweet-heart that extra spesh Valentine's gift then Gremlin can help ease your games buying problems. Coming up for budget release very shortly are Shoe People, Heroquest, Harlequin, Videokid and the classic Lotus 2.

As well as these titles Plan 9 from Outer Space is only a few weeks away at time of writing so you'll be able to indulge yourself a little more. With the speed games are coming out on budget these days it's even more difficult to decide whether it's worth the wait!

All the new GBH titles will be priced at £9.99

## More Bad Influence!

If you're a fan of ITV's massively successful *Bad Influence!* programme, and you simply can't get enough of the *Europress/TV* magazine then you'll be pleased to know that turning your telly on at 7.30am on a Thursday will give you an extra dose courtesy of GMTV, the new ITV breakfast show that replaced TVAM.

Hosted by Violet Berlin, each slot will feature reviews, hardware, tips and cheats. Don't forget the second issue of *Bad Influence!* magazine is now in the shops, so pop down there right away and get your copy.



## Cheap viewing

If you're in the market for a sexy new monitor then Silica Systems have come along with the ideal pressie for you. Well, only if you're looking for a greyscale one, but well, you can't have everything can you?

Costing a paltry £69 including VAT, the monitor goes under the

catchy little title - the ViewTek VT12. It only works in low and medium res, but there is a free high-res emulator supplied. Stereo speakers are built in and the colour is designed to co-ordinate with your computer.

Silica Systems can be contacted on 081-309-1111

● If you're in the market for a new greyscale monitor look no further!

## ST GALLUP CHART

1	NE	Streetfighter II	US Gold	£27.99
2	(2)	Sensible Soccer	Renegade	£25.99
3	NE	WWF Euro Rampage	Ocean	£25.99
4	(1)	James Pond	GBH	£7.99
5	NE	Premier Manager	Gremlin Graphics	£25.99
6	NE	Streetfighter	KIXX	£9.99
7	(5)	Trivial Pursuit	Hit Squad	£7.99
8	(9)	Lotus III	Gremlin Graphics	£25.99
9	NE	First Division Manager	Code Masters	£7.99
10	(10)	Spellbound Dizzy	Code Masters	£7.99

Yep, we called it right again. Street Fighter II got a really massive review last month, and this month it's in Number One!







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

# REVIEWS

THIS MONTH

**T**here really isn't any choice when it comes to finding out what's a good game and what isn't. Every latest title we get our hands on undergoes the rigorous Action Test and our STAI rating should be your benchmark to whether a game's worth buying or not.

On top of the regular reviews you'll find our pages packed with previews

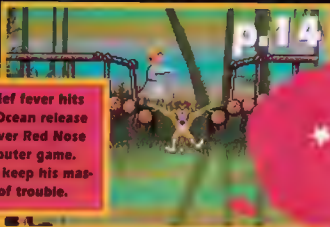
detailing the best in forthcoming products that we believe will be well worth looking out for in the near future. You really can't beat *ST Action* for its quality coverage of the *ST* games market. The pack aren't even closing in.

Let's face facts, if you don't find everything you're looking for (on the *ST* games front) in this magazine, then you are a sad blundering geek.

## Sleepwalker



Comic Relief fever hits the *ST* as Ocean release the first ever Red Nose Day computer game. Help Ralph keep his master out of trouble.



p.14

## Ragnarok p.18



An excellent variation on a popular theme. Do battle with the gods to stay alive!

A military masterpiece that puts you in control of a fleet of World War II vehicles.

Campaign p.22

## Dynablaster p.34



Dynablaster is probably the most original game this year and deservedly so!

**PLUS:** Guy Spy...p.17, Motorhead...p.25, Dragon's Lair III...p.26, Transarctica...p.28, B.A.T. II...p.30 and Dalek Attack...p.32

★  
**STE  
ONLY!**

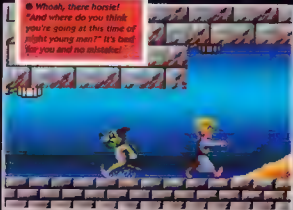
● You play Ralph - the canine with a conscience! The chap with the dress is Lee - your beloved master and somewhatistic stardick

SL


● Keeping Lee out of trouble is a dog's life. Doh, wait a minute, what am I talking about? I am a dog! (Well, I think you're lovely - Coral, Jason's girlfriend!)



● The zoo level is full of animals that can be used to help. Helping on the giraffe's neck will send you skywards



Whook, there horse!  
"And where do you think  
you're going at this time of  
night young man?" It's bad  
for you and no mistake!



His wonder he's sure!  
"You! Would you hang  
around while a manic with  
a body dress chase you  
with some disturbance!"

# SLEEPWALKER

**The first Red Nose computer game has arrived for the STE. Join Lewny Henry and the gang for some somnambulant silliness!**

The official launch of the Comic Relief Red Nose Day 4 was Friday February 5th. This was the great day when the Comic Relief organisation put its weight behind an extensive media campaign that included full TV coverage, public involvement and various corporate deals. Ocean software have joined in by producing the first ever Red Nose computer game - Sleepwalker.

Ocean are hoping to pass the word about the necessity for involvement by people of all ages. They are contributing a healthy £4.32 of all copies sold to the cause as well as organising various in-store marketing promotions and competitions. With an incredible publicity campaign underway, it gives everyone the chance to do something worthy with their loose change.

To get back to the actual

game, the tie-in to Comic Relief is continually illustrated throughout each of the six levels. Graphic characterisations of various celebs appear as obstructions or objects of assistance.


These include the Two Ron's as nightclub bouncers, Dame Edna as a traffic warden and many others. The sound effects include the sampled voice of Mr Lewny Henry who continually embellishes your ear drums with lots of smart comic quotes and words of encouragement.

As I've mentioned, the game is set over six levels of

around his bedroom and you must avoid his heavy feet. Unfortunately, this time you were caught with your trousers down and Lee has been catapulted out of the window into the night.

As you are traditionally known as man's best friend, it is up to you to rescue him before he wakes up and sees himself a terrible injury. Each level is packed full of obstructions that will hinder your progress.

You must forge ahead of Lee and clear his path by removing sharp and dangerous objects before he



comes that try to include various licensing touches usually end up substituting gameplay and originality in a bid to make them recognisable. Fortunately, Sleepwalker manages to combine excellent characterisations with beautiful animation and intricate backgrounds for a game that will appeal to all ages. Go on, buy it! It's for a worthy cause!

frenzied action. Each level is a different section of Kipsville - the lovely, sleepy little town where you and your master live. You are Ralph, a happy-go-lucky canine without a care in the world.

Your only worry is the odd occasion when your master Lee decides to sleepwalk

reaches them and finally direct him to the end of the level.

Your loyalty to your master has endowed you with special canine powers that allow you to jump, run and be subjected to extreme physical abuse. You can even be amusingly run over, squashed or burnt

to a crisp, but you will not be able to die.

Each game is started with three attempts and losing all three will end your game. A small bar represents how deep a sleep young Lee is under at the present time.

Sustaining injuries will cause him to wake up a little and when he is fully awake, an attempt will be lost.

Various special bonuses can be collected to aid your mission that include: Red Nose (awards you an extra life), Whoopee Cushion (limited invulnerability), False Beard (gives you a hint), Novelty Ear Muffs (gives Lee extra energy by putting him into a deeper sleep), Dunce Hat (fills out the entire map) and finally, a Custard Pie (builds a temporary bridge over any nearby water).

Not every object will appear on all the levels but some of them will be duplicated whenever they're necessary.

#### One Key to Find Lee!

A detailed map screen can be called up by pressing a key on the keyboard. This tells you the location of yourself and Lee and also gives you the chance to pause the game and check your surroundings.

Sections will only appear as you gradually progress through each stage (unless you have collected the Dunce Hat).

As well as the various helpful items, you can also find special red noses scattered about the levels. When collected, in no particular order, these noses will spell out COMIC in a panel at the top of the screen. This allows you to access the bonus stage at the end of a level.

#### Wishful Thinking!

The bonus screens take place in a level similar in design to the main game area. Lee doesn't appear here and it's a kind of wishful thinking stage for Ratpo.

Here he must collect 20 red balloons for an extra life and also pick up different objects and letters to spell out hazards that he would like to see Lee fall foul to.

It works sort of like this: collect a picture of a ram and it will appear in a box below. Now pick up a + sign and then look for a pair of trousers.

They will appear next to the other objects you have just collected. Now add another + sign and finally collect a picture of a rhino.

You will get Ram-Pant-Rhino to spot Rampant Rhino and so on. This kind of commitment to detail and fun just adds to an already fabulous product. Jason

One of the many guest appearances is made by Dilse Edie who patrols the streets as a lollipop lady. "Okey potzums, over we go!"

## ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

OCEAN  
061 832 6633

SOUND: 88%

GRAPHICS: 90%

OVERALL:

92%

INFO

## COMIC RELIEF





**M**any classic board games such as Chess, Backgammon and Draughts have undergone a variety of changes as they made their way across the world. The origins of these popular pastimes differ depending on your source of information but the most common are ancient China, Persia and India.

The only thing that remains constant is the journey of discovery and return to the Middle Ages was made by knights returning from the Crusades.

### KNOW YOUR ENEMY

This makes for an interesting side story as the soldiers would return home to a fine welcome and proudly show off their new finds. Unfortunately the instructors would



● This healthy looking young man is writing about the legend of Ragnarok. He is about to tell you about an epic journey from the high heavens



● He writes with an unsteady hand as his life energy ebbs away from him but still manages to detail the chronicles of Odin - the king of the gods

# RAGNAROK

**Battle with the gods and try to change your destiny. An excellent strategy game that could well rival the classics of our time.**

be written in Arabic and be of no use whatsoever.

This would result in a complete lack of interest by the local folk who would return to their usual game of King's Table, leaving the village intelligentsia to work out how to play these foreign games.

Ragnarok is based on King's Table and can be traced back to the Viking people of Northern Europe and Scandinavia. The word itself refers to a point in mythology where the gods and their armies would meet and participate in an incredible battle. The outcome of this battle

is the end of the world of evil and the opening of new doors for a better world.

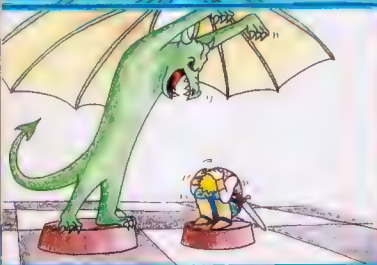
### THE GREAT MINDS WIN

You play the part of Odin, the king of the gods. You have a few special powers at your disposal. Not only can you control the game of King's Table, you also have a few special powers at your disposal.

Two sides who are about to battle.

The white team consists of eight 'Lethervia' pieces which are similar to pawns and are reincarnated warriors who will fight for the gods - Ragnarok. There are also four special pieces that can be chosen from the six available, each having their own individual powers that must be successfully utilised. If you are to win the game, finally there is Odin himself who is positioned in the centre

## COMIC RELIEF



**Ragnarok is a particularly impressive variation on a popular theme. It takes the addictiveness and thought-provoking gameplay from chess and adds atmospheric graphics and a variety of nice, polished touches. The inclusion of computer-controlled opponents with differing skill levels allows steady progression but still provides long term challenge.**

is a measure Ragnarok. With this new game, he has descended to earth to play against mortal man to try and find a way to cheat his destiny.

Each game is played on a board measuring eleven squares by eleven. Some of the squares have additional markings to help the player identify particular spots that may only be used by Odin. You may play as one of the

of the board with the rest of his team around him. The white team has 13 members in total.

### UNITED WE STAND

The black team has more players and comprises of 24 in total. There are 20 pawns (known as the Giants), and four special pieces that can be chosen from an impressive list. It is always the black team that makes the first move in



● Odinn swoops down from the heavens to find a place where he can try to change his destiny. He is looking for the ultimate opponent - man!

● He returns to his own towering body and settles in front of a busy village inn. Perhaps he can find a worthy player in this unclean den of iniquity.



Harpoon's Odin is a very nice-looking game, with a fine presentation and a well-thought-out interface. It's a shame that the game is so limited in what it can do. The graphics are good, but the sound is a bit flat. The overall experience is a bit disappointing, but it's still a nice little game to play.

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### Restricted movement

It's a shame that the game is so limited in what it can do. The graphics are good, but the sound is a bit flat. The overall experience is a bit disappointing, but it's still a nice little game to play.

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## ACTION

PRICE: £34.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY: MIRAGE  
 ☎ 0260 299900

SOUND: 82%

GRAPHICS: 87%

OVERALL:

# 88%

## INFO

## BATTLING BY NUMBERS

### YOUR OPPONENT

The white pieces are the player's army, and the black pieces are the computer's army. The game is played on a board with a grid of squares. The pieces are moved around the board, and the player's goal is to capture the computer's pieces.



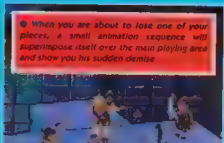
- 1 Options
- 2 Information
- 3 Load/Save
- 4 Begin Game
- 5 The playing area
- 6 Piece Information



● This is the board at the beginning of the game. The white pieces occupy the centre of the board and the black team have resistance around the edges



● Odin is about to be surrounded by three black pieces in the top left corner of the board. Unless he moves pretty quick, he's going to be in trouble



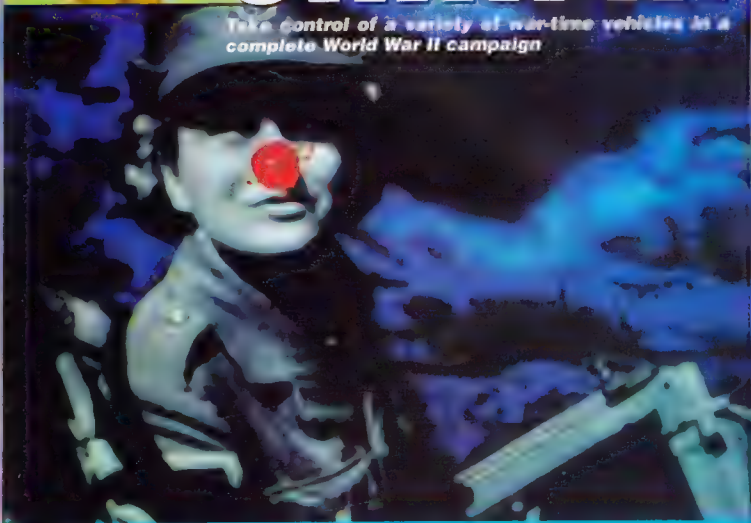
● When you are about to lose one of your pieces, a small animation sequence will superimpose itself over the main playing area and show you his sudden demise



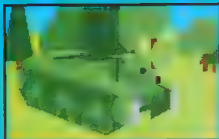


# CAMPAIGN

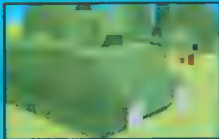
Take control of a variety of war-time vehicles in a complete World War II campaign



## TANKS FOR THE MEMORY



ARTILLERY M7 PRIEST HMC



BATTLEGROUP SHERMAN M4A3E8



BATTLEGROUP NASHORN

## HEADING INTO BATTLE



- |                    |                   |
|--------------------|-------------------|
| 1. Base            | 4. Map editor     |
| 2. Your boys       | 7. Zoom into area |
| 3. Scroll map      | 8. Save/Load maps |
| 4. Change force    | 9. Game speed     |
| 5. Map information | 10. Advance time  |

**C**ampaign is one of those games that's been in the so-called pipeline for what seems like deenkey's years. True, the ST effort is the last one of the sixteen hit versions to get to the shops but in a game of this size and complexity, Empire and programmer Jonathan Griffiths can be forgiven for keeping the public waiting just this once.

As the title suggests this game is all about war — the ugly side and the more thought-provoking planning stages. Tactics in Campaign will play a very large part, but only as large as the hands-on experience on the battle-field itself. It's being billed as the "most comprehensive military simulation of warfare in World War II" and for once the boast may not be totally over the top.

**Real book**

First things first let's get the packaging out of the way. You'll notice on your way home how heavy the box is. Now upon opening it up you may well be expecting to find

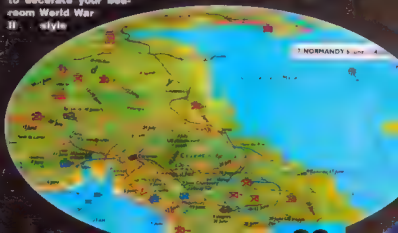
a large manual. Well you'd be right of course. There's an 8-page manual in there as well as an even bigger Equipment Fact finder book which has details of all the weaponry and equipment in the game. This is used for both general information and to get you past the copy protection each time you load up.

Beside the two books you'll also get a couple of propaganda postcards, two propaganda posters, various maps, battle plans and even an authentic reprint on the Times newspaper to boot! Not really of much use, but if you want to decorate your bedroom World War II style

then they're invaluable (and they're pretty interesting if you like that sort of thing!).

**Controlling Interest**

That's that out of the way with so it's time to look at what the actual game's about in a little more depth. Well, it's up to you whether you decide to control either the Allies or Axis forces. Once that moral dilemma has been put behind you it's time to choose just what level of participation you're prepared to take. This can range from a humble (but still important) tank driver, right up to Field Marshal where you'll have everything to





cege with including co-ordinating strategies for all your forces (and that includes tanks, planes, convoys and your production centres).

It is for basically this reason that Campaign will appeal to wargamers no matter how serious about their hobby they are. Even the casual "see what it's like" crew shouldn't be disappointed, whereas the "I want to do absolutely everything possible...more things than my brain can possibly cope with at one set time" mob will be equally pleased.

### Big areas

At its deepest level you can be in command of around 3000 individual vehicles at any one time. These vehicles range from basically anything that was flown, driven or allied during the war. Keeping track of what you've got and where they are is the key to a successful war campaign. Once you lose this you may as well forget the war as you'll soon be overcome.

A war game tends to only be as good as the areas you can play in. Campaign covers all these problems more than adequately too. Included within the game are 20 pre-defined maps, some of which are as large as 10 million square kilometres, so you needn't worry about running out of terrain. As an added plus point, there is also a map editor that allows you to modify maps and even create your own if you're feeling artistic enough. This obviously adds to the longevity of the

*Empire's latest is one of the most polished war-games you'll see across this year. Everything from the packaging to the software is well presented. The only snag is that it won't appeal to everyone. War game fans will have been waiting for this, while the on-spec buyer could well end up being disappointed if they aren't into this sort of thing.*

game no end as you can also edit the force of both sides, thus assembling battles to your own requirements.

## COMIC RELIEF



### Battlegroup Panther

Imagine the scene as one of these rumbles through the town's streets trying to kill your mate!



Once you actually get into the game itself, controlling the proceedings is a simple matter of using either the mouse or joystick depending

on where you want to, getting supply lines set up and doing all the clever work that goes into war.

When you're actually in the seat however the joystick becomes your controller and you can move your tank, armoured vehicle or whatever, wherever you wish with the idea being to knock out the enemy force.

Campaign is a deep, complex game that will take time to get into but if you're a hardened strategy nut then this could mean you start neglecting your family! Paul

what you're doing at the time. The strategy part of the game simply involves clicking on your various forces and send-

## ACTION

PRICE: £29.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY: EMPIRE

0268 541126

SOUND: 64%

GRAPHICS: 77%

OVERALL:

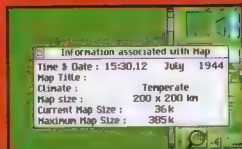
86%

INFO



The dreaded German Panzer division moves ever closer to your forces in your major stronghold.

Clicking on the correct box will bring up some useful information on the map you're currently fighting on



# MOTORHEAD

Death, Satanism, heavy metal and bad breath  
abound in this game of the band...

Right, I've seen some bizarre licences in the past but you have to admit that bands tend to steer well clear of computers. Okay we've got *Altern 8* (hello boys!) coming up soon, but other than that the only other one that leaps to mind is *Frankie Goes to Hollywood* years ago on the 8-bits.

Being a fan of heavy metal music in general I was a little relieved when the band started playing and I wasn't put off by the thrashing sounds and raucous chords. In fact the loveable soundchip melodies were

sweet and relaxing in comparison to what I was expecting.

For those of you who don't know much about Motorhead (and I'll be the first to boast that it's incredible

each one of the guys has been with some evil bod or other and it's up to Lemmy (that's you that is) to save them).

Each one of the guys has been

**I was really expecting something crap here I'll be honest! It's actually fun though (at least for a short while). I'm certainly not a fan of this kind of theme but it's all very humorous (ho ho ho). All of a sudden the controls are dodgy, the sound irritating and throwing up over people ceases to be funny. It's okay for a game every now and then.**

myself) they're an extremely greasy smelly heavy metal band fronted by a hairy chap called Lemmy Now (almost tragically) the members of

whisked off to a different world with names like Rap City and Rave World (come on!) Each level is split into three sections. You've got the main one which is a sort of beat 'em up (or even beat 'em up!) the second happens when you rescue a band member. Both characters climb onto a motorcycle and roar off down the road picking up various bonus goodies for extra energy.

## Age of Spades

At the end of these two sections you get a special bonus game which can range from Beer Frenzy (which involves drinking beer) to Grab a Groupie (I could explain but I'd only get cut out).

All the different worlds have stereotyped characters - walking through them for example Rap City has got gangs of yobos with their caps turned backwards rampaging through it (looks a bit like Manchester's Arndale Centre to me) These all have to be killed off by

either battering them with your guitar or by picking up a special object like a bottle of Jack Daniels or a jar of cockles and burping all over them! Nice one. So that's the level we're at is it?

You can also use a little magic (back of course) to help you through the truckie sections. By collecting symbols as you rampage around, you build up your magic and then tapping the space bar will unleash a demon of sorts onto your enemies. It's all a bit morally dodgy in places but it's all intended in good fun (we think).

Paul

## ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

VIRGIN

081 960 2255

SOUND: 42%

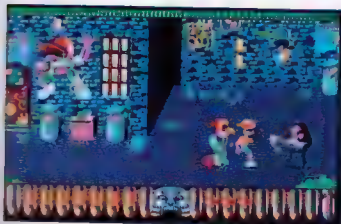
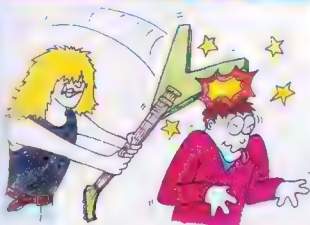
GRAPHICS: 68%

OVERALL:

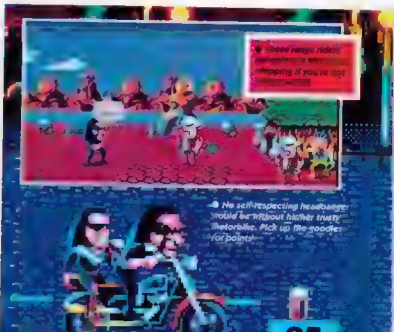
68%

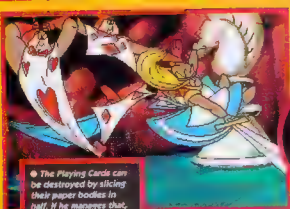
INFO

## COMIC RELIEF



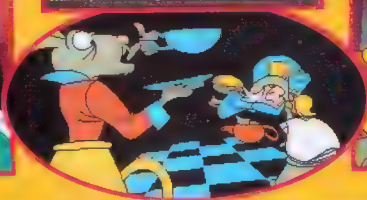
That guitar's a healthy weapon. It's a real shame that Lemmy's the ugliest sprite ever seen on a computer game!





● The Playing Cards can be destroyed by slicing their paper bodies in half. If he manages that, he must then jump onto the black chess piece

● Only, look, it's the Mad Hatter and the March Hare. They don't seem too pleased at having their tea party interrupted!



# DRAGON'S LAIR


The latest Dragon's Lair game hits the ST. But will it stay hit or is it going to be a poor miss?

## ACTION

PRICE: £30.99

CONTROL METHOD: 

NO. OF DISKS: 

NO. OF PLAYERS: 

PRODUCED BY: EMPIRE  
0268 541126

SOUND: 74%

GRAPHICS: 92%

OVERALL:

63%

INFO

How many times have we heard this story before? Boy meets girl, boy likes girl, girl gets kidnapped by wizard, boy rescues girl, boy destroys wizard, wizard's sister not amused, wizard's terrible revenge an unsuspecting cousin Dink... so

Although graphically excellent, DL III suffers from the same disease caught by the previous games in the series - a complete lack of gameplay! There isn't enough to warrant a full price tag when all you have to do is wave the joystick in a couple of directions and occasionally press the fire button to finish it. I've just got a feeling that something is missing

maybe we haven't heard it before, but we've definitely seen it all before. Has it undergone any drastic improvements? Not really.

### Brotherly love.

The real storyline is something like this...It is over a year since Dirk the Daring destroyed the evil Mordred. After tracking him down to a deep cavern where the Princess Daphne lay asleep in a magical dream, Dirk somehow managed to get the Ring of Death onto Mordred's finger.

After a few seconds, he expanded like a balloon and Dirk was able to destroy him

forever with one swing of his sword. A kiss from his delicate lips was enough to wake his beloved and they went off to enjoy each other and live happily ever after. Aahhh!

Unfortunately, they had failed to include his evil sister Mordred into the equation

the final ingredient into the cauldron and the huge hallow of flames signified the completion of her most vile concoction.

She gently lifted up her treasured possession - a magic wand with a large glass bubble on top. After several waves and chants, she plunged it deep into the liquid.

### I AM NOT A NUMBER!

Abruptly, the wind calmed and Mordred raised her head and laughed the most evil of laughs. "And... with this enchanted wand I imprison you, human kind, all to be transported to the Vertex."

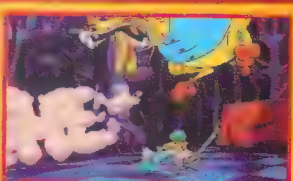
With a loud roar of thunder, evil wits, caudrons



● After missing Dirk, Mordred has caused the time machine to duplicate itself and forced it to stay a level above



© Eric has made it to the little yellow door but the Zebrevochy has appeared and seems to be growing at an alarming rate.



© Eric has lost his sword and he must now avoid the poisonous gas before he gets cornered in the wonderful world of Wonderland.

# R

...and wind disappeared, and only the sound of her singular laughter could be heard echoing through her castle.

As you have probably already guessed, you play the role of Eric the Daring as he must once again rescue his beloved from the clutches of an evil third party. You do not actually control Eric, but store his responses to the situations around him.

After watching several pieces of incredible animation, you must decide which direction you want Eric to go and make the corresponding move on the joystick.

If there doesn't seem to be a safe move, perhaps a press of the fire button is in order.

Timing is very important as you must be accurate if you're to succeed. You not only have to work out the correct moves, but you must also find out when to begin them. You have three lives and the game will be over if you lose them all or complete each scene on the disk.

### ENDING YOUR MOVE

Eric can be controlled via joystick usage, after he's been dropped or thrown into a hole or on your keyboard. The directions are UP, DOWN, LEFT and RIGHT. Pressing the FIRE button will end your move.



## COMIC RELIEF

or use the "E" on the keypad. You can also use the cursor keys and the space bar for the sword.

As there are over 25 different scenes, you are given the chance to save your game whenever you wish. Press the "S" key during the game and you will be asked to insert your save game disk. Your position will be saved if you successfully complete the screen.

Loading a previously saved game is done by pressing the "L" key anytime during a game. You will then be asked for your save game disk and the game will load where you left off. *Jason*



# TRANSARCTICA

**They never listened...Global disaster! The ozone layer has gone. Nobody wanted to believe this could ever happen. It's too late now...**

The ice age has arrived. The computer networks have crashed. The electric matrix has gone down. Cities all over the world are covered in mountains of ice. I fear not for my own life, but for the future of the human race. If only we'd have listened.

## Ignored warnings

Centuries have past since the collapse of civilisation, now in the snow covered world huge trains travel between small towns trading goods. In this post technological world the early days of steam and 21st century technology cross.

In this age the weak are left to starve and die whilst the strong live in gangs and thrive on

defenceless families. Painful memories you have trouble forgetting come flooding back to you.

As a child, you watched in horror as your parents were beaten to death. From that day on you vowed to bring light back to earth and destroy the cold.

As you grew you gathered friends and followers who had been driven into hiding through fear of death. As more people went underground, you prepared a speech, which basically said "how long are we going to stay in hiding?" and how long are we going to remain running?"

After reading the speech the majority agreed to fight back. You begin work on the Transarctica - an old locomotive, which is in grim need of repair.

## Black money

In this land where violence and coal are the only currencies you have to look for a way of achieving your purpose whilst protecting yourself, your train and the people who live onboard.

The Viking Union are a huge corporation and the only company



more ice - no more money. When the word of your mission reaches them it's a case of no more Mr Nice guy. As the chase commences your aim is to try and restore the sun which as you can imagine requires an ingenious plan. Their plan is to

change your speed, send out spies as well as choose a safe route along the track.

The combat is pretty hot too. Your train sits opposite the enemy and by moving along the various carriages with your mouse pointer it's possible to perform certain actions.

## CARRIAGE COMBAT

Troop carriages are able to send out a team of soldiers armed to the teeth with TNT. The objective is to get on top of the enemy train and lay the explosive packages.

If you've captured any train moths they like the soldiers can be sent to destroy the cabins. Make sure you're going to win the battle otherwise if you have to make a quick escape you'll have to leave your soldiers behind. **Brad**

**An interesting game with an interesting message. Transarctica receives my award for being most original, and fortunately, the train doesn't stop there. It's obvious from the minute you read the manual that the data on those two disks is going to be a bit special. Get your Transarctica tickets now, because if you miss it you'll be sorry.**

making money in these desperate times. They'll do anything to make sure the sun isn't returned.

The V-corp owns the majority of trains and coal mines. The last thing they need is the sun returning, no

do everything in their power to put you out of business for life which is exactly what you'll lose!

The majority of the game is controlled using a few icons which are dotted around the screen - you can

## ACTION

PRICE: £29.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY:  
DAZE MARKETING  
071 490 2944

SOUND: 80%

GRAPHICS: 89%

OVERALL:

90%

INFO



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# CREATION GAME

● Choosing your agent is one of the more important decisions you'll make



**F**rench company Ubi Soft have been a little quiet of late haven't they (say "Yes Paul"?). Now this month sees the release of both this sequel and the highly acclaimed Dynablast. 18 months must have passed since the first B.A.T. game came out.

Receiving mixed reviews for varying reasons, the sequel obviously sets out to correct the problems of the original, and it's about that

time we found out whether they've managed to pull it off this time.

## Furry mammals

To be perfectly honest I was never overly impressed by B.A.T. The idea was sound enough and it was quite pretty to look at, but there was just something missing for me. So with (almost) baited breath I plugged the security dongle into the back of the ST and prepared to load the

first of five incredibly data-packed disks!

Upon being asked to insert Disk 3 into Drive B, it only took me two reloads and about twenty minutes to realise that I should be inserting Disk 2 into Drive A! But once I'd overcome that little teething problem everything was fine and I could get into the game proper.

It is at this point you may start to realise that there is an awful lot more to B.A.T. 2 than there was to B.A.T. The

move throughout the different locations. It's easy to follow though and the system works well considering it's unusual.

## Johnny Morris

The game is entirely mouse controlled and the pointer itself is intelligent. For example, if you move it over a character who is walking by, it will change into the Sasek icon. Clicking your left button will then bring up a menu from which you may ask questions to the person

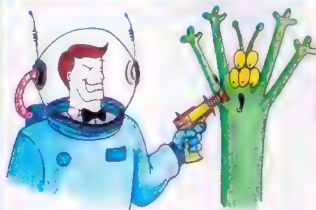
*I wasn't sure about this one when I started and I'm a long way from being positive now I've finished. B.A.T. II seems to have everything a good game should have, and yet I'd never describe it as a really good game. There's still something missing. Some people, especially fans of the first, may accuse me of being harsh but then again it is S3E.*

way the game is presented on the whole is slightly bizarre. When you change location, the whole screen does not change, rather a portion of it alters and covers the last picture. This gives a sort of comic book effect as you

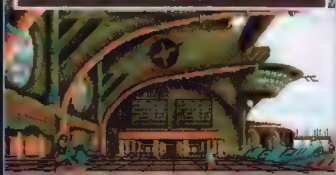
you've chosen to speak to. Easy really, but be warned, not everybody you encounter will be able to speak your current language.

The same system applies when you want to move about anywhere. As soon as

## COMIC RELIEF



● By wandering around the planet you will discover many exciting tracking locations. Not all ALL exciting though!





© This is B.A.T., your gloriously interactive wrist computer that will come in useful for almost everything you want.



© It's fight time people and you aren't doing too well at all. You'll have to buck your ideas up soon.

# B.A.T. II

**It's nothing to do with small, furry mammals that have an un-nerving ability to turn into vampires...**

you move the pointer over a visible exit it will transform into an arrow. Click now and all you'll see through the opened door.

### BIRD AS A...

The plot sees you as a B.A.T. agent sent to a city called Roma 2 to take over a case where the previous agent has had a murder attempt on her life. Well that's it! (Sneaky digway.)

All you're told really is that you must make your way to a certain seedy hotel in order to meet up with your colleague and then get fitted in on all the details.

From there you're more or less on your own although you can always refer to the smart manual and scenario guide for help should you need a little urging on.

It is recommended on the package that you have an MV16 cartridge plugged in. Now it's probably a fairly safe bet that many people out there aren't aware that the MV16 is a hard to get hold of music.

cart that plugs into your ST and it's made by Ubi Soft.

Don't worry though, all it does is enhance the sound. Unfortunately, we haven't been able to get hold of one so we can't tell you how good it actually is.

### Batcaue

Graphically the game looks okay although a lot of the screens look quite samey.

There are several good bits like the 3D stuff and the Via Express sections that stand out from the rest of the action.

Paul

## ACTION

PRICE: £34.99

CONTROL METHOD: 

NO. OF DISKS: 

NO. OF PLAYERS: 

PRODUCED BY: UBI SOFT  
☎ 081 343 9055

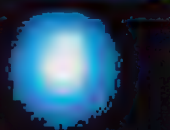
SOUND: 64%

GRAPHICS: 78%

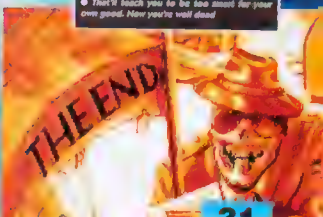
OVERALL:

# 78%

## INFO



© That'll teach you to be too smart for your own good. Now you're well dead



# ACTION

PRICE: £16.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY:

EMERALG  
0077 707777

SOUND: 65%

GRAPHICS: 72%

OVERALL:

# 79%

## INFO



# DALEK ATTACK

**They can't go over shag pile carpets and they can't climb up stairs. But can they take over the world?**

**W**he can take the Daleks seriously? I mean, they can't climb stairs and they rule the universe on the strength of threats alone. Well, loads of these second rate metal warriors have landed on earth and have set up four special ozone layer destroying machines in the four major cities in the world.

Once this protective layer is dissipated, a full scale invasion will take place, ending human life as we know it.

### Take it lying down

Well you certainly aren't going to sit on your bum whilst the termination of the human race continues around you. Grab your joystick and take control of one of the three Time Lords either Sylvester McCoy, Tom (Beak Tower) Baker or that old bleke who used to be Worzel Gummidge.

Once you have chosen your favourite Doctor/celeb it's to the Tardis you go, travelling the grains of time in order to arrive at the first of 5 destinations dotted around Earth. London is the first destination, and when you arrive you'll be greeted by laser gun holding duds and Daleks.

think each of the levels is a tad small, yet after playing for a little longer it's just possible to stumble across all manner of big and small secret passages.

Only by exploring the current level will you be able to progress onto the later beefier and more input consuming

**I** can't really stand Doctor Who, or any of his adversaries - call me old fashioned but I think it's a pile of toss. Yet, there's something I can't quite put my finger on which makes this game so much fun to play. The presentation is average and the sound's not too clever. Yet the playability shines through. A full price quality game at a budget price.

Nothing your sonic screwdriver can deal with, though.

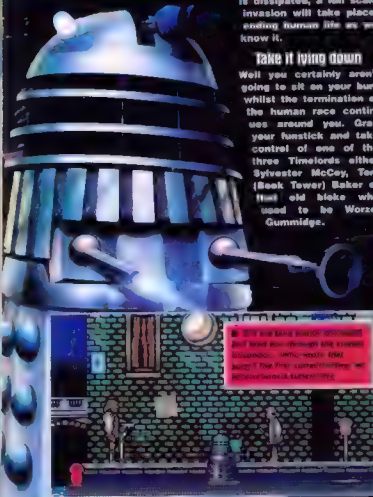
It's just a case of run and jump around the locations looking for items that will help you on your quest, extra men, powerful weapons and the like.

At a glance, you may

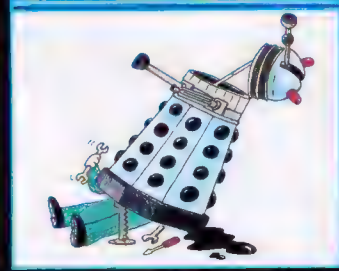
action screens.

On a few of the later levels, your trusty canine/robotic side kick K9 comes to your aid, but it too suffers from a lack of ability when it comes to climbing stairs (who invents these mechanical monstrosities?).

Brad



## COMIC RELIEF



**I** can't really stand Doctor Who, or any of his adversaries - call me old fashioned but I think it's a pile of toss. Yet, there's something I can't quite put my finger on which makes this game so much fun to play. The presentation is average and the sound's not too clever. Yet the playability shines through. A full price quality game at a budget price.





# WHERE DOES HE GET THOSE WONDERFUL TOYS?



**Jason:** They are all wonderful characters, and I think you will appreciate the "Zap" character, who is the most interesting and powerful of them all.



**Michelle:** As the main character, you will be the most powerful and interesting of them all. You will be able to use all the toys and weapons that you can find.



**Adam:** Jason, you are the most powerful and interesting of them all. You will be able to use all the toys and weapons that you can find.



**Adam:** Michelle, you are the most powerful and interesting of them all. You will be able to use all the toys and weapons that you can find.



**Michelle:** Jason, you are the most powerful and interesting of them all. You will be able to use all the toys and weapons that you can find.



**Adam:** Jason, you are the most powerful and interesting of them all. You will be able to use all the toys and weapons that you can find.

...including a special...  
...\$1.99 for you to buy.

## Multi-player orgy

Although this part of the game is merely a diversion, the multi-player game is where the real fun is. The game is a 2D platformer, and it's very easy to play. The main attraction is the multi-player mode, which allows you to play with up to four friends. A single player can also play with up to four friends.

You can also play with up to four friends, and you can play with up to four friends. The game is very easy to play, and it's very fun. The game is very easy to play, and it's very fun.

There are only two...  
...the game is very easy to play, and it's very fun. The game is very easy to play, and it's very fun.

## Skull-related antics

Jason will appear in the multi-player game. Choosing a skull is a bit of a gamble, as the skull is completely random. You can also play with up to four friends. The game is very easy to play, and it's very fun.

The game is very easy to play, and it's very fun. The game is very easy to play, and it's very fun. The game is very easy to play, and it's very fun.

## COMIC RELIEF



## ACTION

PRICE: £30.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

UBI SOFT  
☎ 081 343 9055

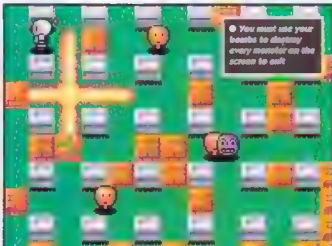
SOUND: 90%

GRAPHICS: 87%

OVERALL:

92%

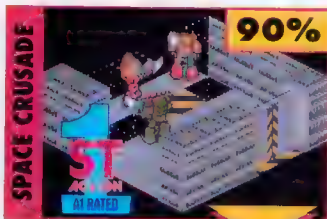
INFO



You must use your hands to destroy every monster on the screen to win!

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You take control of a crack troop of marines as they negotiate various missions on board an alien spaceship. Tons of superb weapons, multiple choice orders and lots of anting missions. Startling graphical effects and atmospheric sound make this a must.

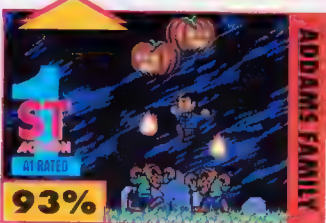
"Far superior to Heroquest in design. Space Crusade is most definitely worth getting - an excellent arcade-style RPG."

Reviewed in STA June '92

This is easily one of the best platform games to ever appear on the home computer. Guide Gomez Addams over lots of intriguing levels, past devious nasties and uncover absolutely loads of secret rooms.

"Graphically cute, expertly animated and very colourful. A definite contender for game of the year. This is the STs equivalent to Sonic and Mario."

Reviewed in STA June '92



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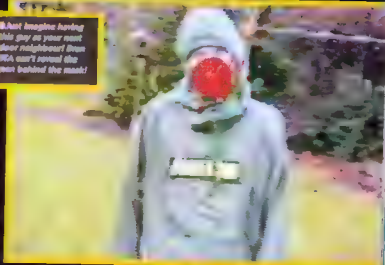
# A D-8 WITH THE STARS



**T**he names Chris Paat and Mark Archer may not mean much to you, but these two guys are responsible for a flood of chart-tops hits. After-8 have been around for a good few years and have had great success with such classic rave tunes as *Activ-8* and *Crush-8-E*. The boys owe a lot of it to the ST because all of their hits have been created using the fabulous MIDI facilities. Now the guys are still using the ST but not just for music. It seems as though they've got a game in the pipeline, based upon the music videos of their previous stormers. Yes you too can wear a radiation suit and a gas mask.

Always eager to search out the hot new stories ST Action went down Brad Burton and Paul McNally to Onepeat Stafford to hopefully bump into the guys (well we didn't like saying that we arranged to meet them in a sordid railway station cafe at mid-day!). Not fully knowing what to expect or whom to be taken, the pair of them donned their bobble hats, bought a box of Pro-plus to help pep them up throughout a hard day's raving and boarded the 11:18am from Manchester (McCaddilly [home of the bomb scare!]). Armed with a video camera, a dictaphone and a knowledge that they were going to be picked up in a cab, off they went...

*Just imagine having this guy as your next door neighbour! Don't you want to meet the man behind the mask?*



# SORRY!



**O**n arrival it was off to Chris' house (via the pub and a bit of Pool) to get down to some serious interviewing.

At this point it must be said that we encountered two of the daftest dogs ever. If they could read it'd be worthwhile saying hello to 'em. After chasing them around the front room with a remote control car, we all settled down into serious mood with a biscuit tin full of questions for them both to pull out at random. The highlights of the said interview are printed in all their glory below.

**Q1 Do you always hang out in seedy railway station cafes?**

**A1** Yes, I do. I like the atmosphere. It's a bit like being in a tunnel.

**Q1 Any bad experiences?**

**A1** Yes, I was once hit by a train. It was a bit of a shock.

**Q1 What hobbies did you have as a nipper?**

**A1** Well, I used to play pool. It was a bit of a hobby. I also used to play cards. I was a bit of a gambler.

**Q1 Why are you going back to Nexus 21?**

**A1** Well, I'm going back to Nexus 21 for a bit. I'm going to be a bit of a nipper. I'm going to be a bit of a nipper. I'm going to be a bit of a nipper.

**Q1 What's your worst possible nightmare?**

**A1** Well, I'm going to be a bit of a nipper. I'm going to be a bit of a nipper. I'm going to be a bit of a nipper.

**Q1 As a kid did you have any major ambitions?**

**A1** Well, I'm going to be a bit of a nipper. I'm going to be a bit of a nipper. I'm going to be a bit of a nipper.

**Q1 Any memories from your school days?**

**A1** Well, I'm going to be a bit of a nipper. I'm going to be a bit of a nipper. I'm going to be a bit of a nipper.

**Q1 Any advice for a kid who's getting bullied?**

**A1** Well, I'm going to be a bit of a nipper. I'm going to be a bit of a nipper. I'm going to be a bit of a nipper.



Just one of the A-B guys, but who is it... Chris or Mark(e)? Answers on a postcard to the usual address.







# PLAYER'S GUIDE

# INDIA AND THE

If you have been using the guide from last month, you should have no problems following this final part of the solution. Just follow the instructions and you're home free!

## BRUNWALD CASTLE

Walk into the castle and listen to the butler. He will start a fight so you must knock him out. Enter the corridor directly north and locate the drunken soldier. Speak kindly to him and offer to get him another drink. He will now give you a mug. Go back to the entrance where you beat up the butler and head east until you enter a room with a burning fire and a large hole in it. Use the stool with the spirit (the key on the hearth) to fill the mug. Now use the mug on the open fire and pick up the roast beer when the steam has stopped.

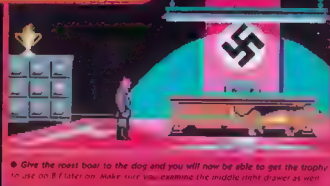
Head back to the entrance of the castle and find the room with the clothes in it. Pick up the servant's uniform and examine the lock. Search the nearby rooms and you should find a room with a large fireplace in it. Push the statue on the left to reveal a hidden passage that you will have to use later on. Also, make sure you push the suit of armour on

the left and watch the position of the axe when it falls - you will need to use this later on when you are tied together with your father. Now leave the room.

Tell the second guard that you have authorization to sell leather jackets and offer him one for 15 marks. Now go up the stairs and you should come to a room with a chest in it. Open the chest and look inside to find another 50 marks.

Give the painting you found in Henry's house to guest number three and go east until you find another room with a chest in it. Open it to find a uniform. Examine the uniform to find a small key. Put on your underwear and go back to where you found the servant's outfit. Use the small key on the padlock and take the grey guard's uniform and wear it.

Continue walking around until you come to a room with a big desk and a large dog in it. Throw the roast beer you



Give the roast beer to the dog and you will now be able to get the trophy to use on 8 later on. Make sure you examine the middle right drawer as well.

picked up from the kitchen to the dog and pick up the gold trophy from the top of the filing cabinet. Open the middle drawer on the right and you will find a piece of white paper. Pick it up and leave the room.

Change back into the underwear again and go back down into the kitchen. Fill the trophy with beer from the keg, change back into the guard's uniform and go upstairs until you find 111. (He is the guard who stands in the middle of a corridor and doesn't move. He is also very tough.) Give him the trophy which he will empty and then squash on his head. This makes him very weak so one punch will knock him out.

Examine the doors until you find the room with a large painting and a candlestick on a table. Examine the candlestick and pick up the silver key. Find the room with a green wire hanging by the door and pull it. This will set off the alarm and result in your capture. Vogel will now appear and start to talk to

you. It doesn't matter what you say as long as you give him the Grail Diary.

You will now find yourself tied to a chair with your father in the room with the large fireplace and the statue. Saving the game is a good move at this time. Push the chair until you are under the suit of armour. Push the armour and the axe should cut the rope. If you die, just re-load and try again. When you are free, push the statue on the left and enter the secret passage. You should now appear outside. Walk to the right and you will see a motor cycle. Climb in and use it.

On the way to Berlin, you will be stopped at a checkpoint. To get past, say that it is out of the question and the only papers you can find are the marks. Give them to the guard and he should let you go through. When you reach Berlin, Elsa will give you the dairy back. When you come across Hitler, give him the pass which he will sign for you. Now head for the airport.

You will end up in this room when you have been captured. You must use the suit of armour to free yourself by cutting the rope with the axe.



# INDIANA JONES LAST CRUSADE

• Swap Charlie's to be controlling Henry and have a chat with the chap in the blue coat. Ask him about his grandchildren and pick his pocket.



## THE AIRPORT



rambling on. Leave the airport and climb in the cockpit of the bi-plane.

You have to do the next bit quickly as you will be forced to board the zeppelin.

Examine the manual you have and follow the step by step instructions. If you have done it correctly, you will soon be up in the air.

Unfortunately, you will crash land in a short while. When you recover, go over to the right and use the car on the left.

When you are stopped at the checkpoints, show them the pass you got signed off Miller. You will have to do this about six times before your journey is complete.

You will eventually arrive in Iskanderun.



When you get to the airport, make Henry have a chat with the old guy

who is reading the paper. Ask him about his grandchildren and Henry will pick his pockets while he is

• This is the view from outside the airport. Don't bother going to the zeppelin, just make your way to the plane on the right and get it ranked up.

## THE TEMPLE

First thing you should do now is save the game as things start to get a little tricky from here on.

Enter the temple and get ready for the first of the three

tests. Look in the diary and find the picture with the large "X" in it. Position the cursor in the same place on the screen (it should be just next to a group of rocks as

you enter the room). Next is the test of God.

Check the top of the screen and see how they have spelt the name of God. It should be JEHOVA or JEHOVU but check just in case I'm mistaken.

You must now cross the chasm by walking on the letters that make up his name. So make sure you only step on the letters J, E, H, O, V and A or U. Make your way across for the next test.

You will now appear on a ledge with a huge gap in front of you and a opening on the other side. Position the cursor towards the middle of the opening on the other side, next to a small point that

sticks out. If it is correct, Indy will walk across the gap and through to the final challenge - choosing the correct Grail.

Use the information you collected throughout the game and in the Diary to make the right choice. If you can't be bothered to find out, it's the brass chalice inscribed in Greek.

Once you've picked up the Grail, take it over to the holy water and fill it. You will now test it to see if it is the right one - you'll know if it isn't, believe me!

When your father is dead, look at the broken seal. Use your whip to collect the Grail and then give it to the knight.

• Position the cursor as shown in the screenshot. You will now walk across the gap without any problems. It's easy when you know how.



**Congratulations - You have completed Indiana Jones and the Last Crusade!**

# PLAYER'S GUIDE

# WEEN

Following on from our epic solutions last month, we are proud to present this complete player's guide to Ween. Just follow the instructions for some easy gaming treats...

Throughout the game, the copper ball can change itself into:

- 1) a cauldron with the aid of the ring
- 2) a sword with the aid of the necklace
- 3) a pipe with the aid of the tiara

## START

Click on the crystal ball and take the copper ball. Take the tongs and open the cupboard. Take the lard and re-click on the cupboard. Take the knife and exit on the left.

## EXTERIOR OF THE HOUSE

Take the straw and use the pliers on the hand rail. Take the wood and use the knife or tongs on the reed. Take the reed and use the knife on it. You'll then have a flute. Take the reed and exit.

## START

Exit on the right.



• This dwarf-looking fellow is Uli. He will offer to carry your belongings along with his wild brother

## LAB

Take the tablette and use the key on the skull. Take the ring and use the sleeping draught on the seed. Take the drug, click on the picture and hang it on the hook. Click on the niche and use the drug over it. Click on the niche again and take the mould. Now exit.

## START

Call Urm (use flute on me) and give him the strawberries. Collect the jam and put the straw and wood in the fireplace. Call up Urm and give him the jam. Now use him on the fireplace. Use gold on cauldron and cauldron on fireplace. Use cauldron with melted gold on mould. Exit towards the lab (to the right).

## LAB

Use golden key on padlock. Take half-statuettes and exit by the trap.

## PRECIPICE

Take the tibia and use the torch in the fireplace. Use lard on cauldron and cauldron on fireplace. Take the cauldron and the planks. Exit left. Use cauldron on bowl and take the rope. Use the ring on the cauldron and the copper ball on the skull (eye socket). Take the stone and use the tibia on the orifice. Use the bowl on the tibia and move the lever. Take the copper ball and exit. Use the ropes on the planks and use all of it on the precipice. Exit.

## STELE

Use the torch in the carrier and click on the skull - take the stone. Take the tibia to the foot of the left hand statue and use it on the spear. Use the spear with the tibia on the curtains and blackberries. Call Urm, give him the blackberries and use him on the hole above the door. Use the key in the lock and exit. Click on the sword and the hook - take the sword.

Click the sword on the statue and then click on the trap. Use the copper ball on the ring and use the cauldron on the acid three times.

Click on the mechanism, the sun, moon and crown. Click on the sword and moon and crown. Take the elixir and effigy from the hiding place and exit. Click on Borgol and use the cauldron on the niche holding the stele. Use the sun stone on the niche. Use the moon stone on the niche

(over the sun stone) and then use the effigy on the niche. Now exit.

## BRIDGE - 2 solutions

(1) Click on the bridge and use the feather on the chest. Take the venom and the pollen. Prepare the potion: venom + pollen + elixir in the cauldron. Use cauldron on monster.

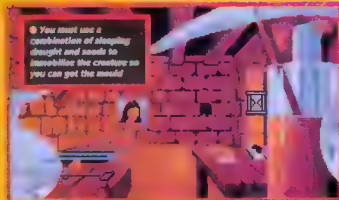
(2) Click on the bridge and use the feather on the chest. Take the venom and the pollen. Prepare growth potion: venom + pollen in cauldron. Use cauldron on leaves to right of chest. Take the strawberries and call Urm. Give him the strawberries and use the gold on the half-statuettes. Use half-statuettes on water.

## UNDER WATER

Click twice on the staircase and then click on the insect. Use the insect on the large piece of seaweed to the left. Use the glass on the dead fish. Take the steel bar and use it in the crack near the staircase. Use the bar on the small hole. Click on the stair-

• With part of the Stele clear to safety. First insert the moonstone, followed by the sun stone, and finally, put the effigy in the correct hole to open

I'm ULI.

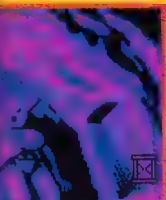


● You must use a combination of sleeping draught and seeds to immobilize the creature so you can get the sword

case and the large piece of seaweed to the left. Click on the fishbone and take the harpoon point. Use it on the steel bar. Click on the large piece of seaweed on the left. Use the harpoon on the flah and then on the spikes by the staircase. Now exit.

### BRIDGE

Use the sword on the rock and then use the cauldron on the hole. Click on the straw-



berries and then on the remaining hole. Use Drivor on pile of gold and then exit.

### TEMPLE ENTRANCE

Use venom on snake and the torch on the brambles. Use the tlara on copper ball and the pipe on the wasp trap. Use wasp trap on wasps and then exit.

### CAULDRON

Click on parchment at bottom (five times). Use the wasp trap on the wasps and pick up the cherries (to the right near the tree). Call Urm and give him the cherries. Use Urm's powers on wasp trap and exit.

### MAZE

1st door: Click on Borgel and the mechanism of the left

door. Click on the keystones: Bow, goat, cauldron and roast. Click on skull and exit.

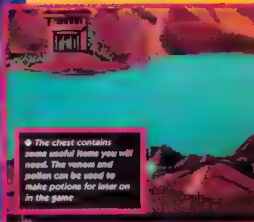
2nd door: Click on mechanism and take the phial.

### GUARDIAN

Click on the guardian and use the gargoyle on the clms. Take the ecu and the hammer. Use the pile of wood in the fireplace and use the phial in the enclave. Click on the fountain and use the lichen in the fireplace. Click the teeth in this order: 12-46-3. Take the leaves and use the hammer on the arm. Use amphors on the fireplace and the rag in the water. Use wet rag on your head and on the eye. Use the venom on the right eye and the pollen on the left. Use the flower on the fireplace and the pipe on the snake. Use the coil on the gargoyles and click on the stone wall behind the guardian. Use leaves on the fireplace and the wet rag on the coil. Use the magnifying glass on the bundle of sticks and the potion on the guardian. Click the coil and use the pipe on the tlara. Use the copper ball on the statue and take the copper ball. Now exit.

### SANCTUARY

Take the necklace and the glove. Click on the chest and use the glove on the spiders. Use the glove on the heart



● The chest contains some useful items you will need. The venom and pollen can be used to make potions for later on in the game

and use the heart on the right hand statue emplacement. Use the chalice on the scales and click on the statue head. Click on the wall hanging and take the mirrors. Take the key in the oriental vase to the right of the altar and click on the passage. Use the mirrors on the cracks and use the key on the lock. Now exit.

### CORRIDOR

1 - left door  
2 - right door

1) STATUE - WELLS - CRAB  
Use the pipe (or sword) on the orifice and use the lightning on the hole in the pulley of the well. Take the net between sleeping statue and column. Take the hooping from the barrel. Exit right. Click on the grating and use the net in the river. Use the fish on the trap and take the crab. Use the grating on the hooping (making a sleeve) and use the sieve on the river. Exit. Use the crab on the chest and the copper ball on the necklase. Use the sword on the chest and the key on the lock of the pedestal of the sleeping statue. Use the nugget on the pedestal. Now use the lightning and the sun on the pedestal.

### 2) GARDEN

Use bag from left hand corner on the snake. Click on the link and use the bag with the snake on the mongoose. Use the sword on the larch tree and take the root from the bottom left-hand corner. Use the root on the resin and use the resin on the monsters. Use the pipe on the water and the pearls on the basin. Use digitals on the basin. Use femur, from root of the tree on the right, on the basin. Use the mixture on the queen and transform your pipe into a sword. Use the sword on the rope and exit.



• After you gain the second greeted by a small scream from this beautiful lady, so

appears. Take the gold and give it too Orivor (he gives you a rope). Use the rope on the curved branch and use the bow on the walnut. Use the pipe on the feathers and the feathers on the arrows. Use the bow on the walnut and the sword on the walnut.

## JUNGLE 2 + 3

Use the cane on the eye and click on the old man. Call Urm and give him the strawberries (you got some gold). Give the gold to the old man and use the cane on the eye. Collect the bilberries on the left and give them to Urm. Use Urm on the old man and take the feather and use it on the chest. Prepare growth potion: pollen + venom in cauldron. Use potion on mushrooms and collect the truffles. Prepare another growth potion and use it on the grass at the back to the right of the ruby. Collect the camomile and prepare the evil drink: truffle + venom in cauldron. Use it on the ruby. Cauldron on water, camomile in cauldron and cauldron on fireplace (was ruby). Use the cauldron on the worm (infusion on worm) and use the worm on the mushroom. Exit. Use the sword on the bush and use the pollen on the quartz (you should get a flower). Click on the flower and take the pistil. Prepare the energy-giving drink: truffle + potion in the cauldron. Use it

## STAIRCASE BEACH

Use the basin on the resin and use the resin on the flower. Use the horn on the wood. Now use Hana, which is on the rocky peaks, on the horn and wood. Use the pick on the dark stain under the rock at the bottom left-hand corner. Use the pot on the spring and use the water on the mushrooms (a stone area appears). Use the stone on the bird and click on the eye of the skull, and the worm. Use the worm on the mushrooms and exit the staircase.

## BEACH BOAT

Click on the monster and take the strawberries. Take the flute and call Urm - give him the strawberries. Use

the gold on the monster and take the Haversack. Use the oar on the rowlock and the net on the sea. Use the sword on the fish and the eggs on the spider. Take the sail and use the sword on the bamboo. Use the bamboo on the boat and the sail on the mast. Use the hammer on the ring bows (and put them in the boat). Click on the coconut tree and use the coconut on the sledgehammer. Now use the sledgehammer on the ring bows.

## BOAT

Use the hammer on the padlock. Click on the locker and take the tar. Use the pipe on the bottle. Take the cork and use it on the tar. If necessary, bell out with the cauldron. Use tarred cork on hole and use the hammer on the cork.

## VOLCANO BEACH

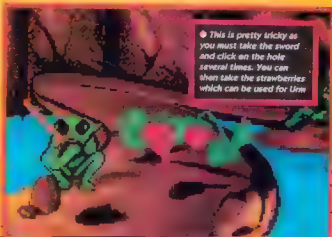
Use the key on the lock and enter the cabin. Take the shovel and exit. Use the shovel on the sand until you have eight holes. Use the sword on the oyster and a pearl appears. Take pearl, eye, fish bones, diamond, jewels, sandal and enter the cabin. Call Urm and give him the strawberries. Give the old man the gold, ecu, eye, fish bones, diamond, sandal, jewels, pearl and the ingot. Now use the sword on the planks of wood at the back. Now exit.

## JUNGLE 1

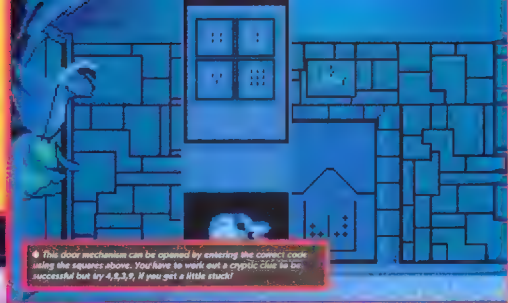
Take the sword and cut branches on right and the "curved" branch on the left. Click on the bushes, with the help of the sword. (The zone is small), which are on the left of the plant. Click on one of the holes - the Orivor



• This bridge has two possible solutions as choose which way you think is easiest. When you have made up your mind, cannot the previous page.



• This is pretty tricky as you must take the sword and click on the hole several times. You can then take the strawberries which can be used for Urm



● This door mechanism can be opened by entering the correct code using the squares above. You have to work out a cryptic clue to be successful but try 4,9,3,9, if you get a little stuck!



● This door will appear with an ornamental handle, you collect one of the vital grains of sand, from the frog, you need all three to complete the maze.

on Borgol. Click ant on leaf at the top right-hand of the screen. Use the pistol on the ant (you change screens). Take three grains of sand and the axe. Prepare the energy-giving drink and use it on the statue (bird). Lower the lever and exit.

Click on the mechanism and use the axe on the orifice - lower the lever. Take the key and exit. Use the key on the lock and prepare a transforming drink: truffle - pollen - venom in cauldron. Use it on the grill. Use the venom on the snake and prepare the evil drink and use it on the ruby. Go and fetch the water from the next screen. Fill the cauldron with water and use it on the flames. Now exit.

## VOLCANO ENTRANCE

Take the bowl and click the ornament on the statue. Use the sword on the ornamnet and collect the jewels. Use the sword on the hole four times (hole left by ornament) and prepare an evil drink. Use on ruby and take the jewel. Click on niche of pillar on the far right and click again four times (this excites the animal and it gives out

glue). Now use the bowl on the glue.

- 1 - Prepare energy-giving drink and use on jewel.
- 2 - Use sword on crack at bottom left (the firefly goes towards the crack)
- 3 - Take the firefly and use the glue on it.
- 4 - Use firefly/glue on the dark niche\*

● Firstly on the one on the right. Take and use the twig on the opening of the statue's pipe. Take the jewel and repeat steps 1-4.

● Next, use it on the niche of the pillar to the left of the first one. Use the copper ball on the hole and re-take it. Take the jewel and repeat steps 1-4.

● Next, use it on the niche of the pillar at the back on the left. Take the cracked jewel and put glue on it and use it on the broken jewel and repeat steps 1-4.

Use on the middle niche on the left. Collect the fallen jewel near the drawbridge and repeat steps 1-4. Next use it on the foreground on the left.

Next, go to the pillar at the

back on the left and turn the handle once.

Middle pillar, left - turn twice.

First pillar, left, foreground - turn three times.

Pillar, far right, foreground - turn four times.

Pillar, back, right - turn five times.

Take the bow and fire arrows on the illuminated letters: K-R-A-A-L

## PRISON

Take the heart from the bones and the nail on the wall by clicking several times. Click on the lock and put the nail in the sixth hole of one of the locks (going clockwise). Click on the needle and collect the pin from under the bar that lifts. Put the pin in the sixth hole of the right hand lock (right - nine o'clock). Put the nail in the

third hole of the left hand lock (left - 3 o'clock). Now click on the two needles.

## THE END

Click the levers on the machine. Click each lever four times (bring them down and put them back up again) from left to right. Click on the engravings and press the letters D,J,E,L. Click above the niche and put the heart in the opening (if you've got it). Now take the knife. Collect the bamboo at the bottom right of the machine and use the knife on it. Use it again to get the flute. Call Urm and collect the stone - put it in the hole of the engraving. Click A,Z,E,U,L,I,S,S,E. Take the statue from the right hand niche and use on the niche above the engraving. Use the three grains of sand on R,E,V,U,S,S.



● This is another one of the puzzling door mechanisms you will have to locate. The solution is 4,9,3,9, and you have to try it.

**Congratulations - You have completed Ween!**

# PLAYER'S GUIDE

# ORK

We reviewed this a while back and it received a very impressive 84%. Although it is extremely playable, it is also very difficult and can prove quite frustrating at times. This complete solution comes from those very nice people at *Psychosis*.

## LEVEL 1

Pick up the arena hit five or six and drop off the edge. Walk to the left and collect the key from the ledge. Walk past the pillars and take the health potion. Jump up to the top using the pillars. Keep going up to the left, collecting the ammo clip on the way. Walk to the left and jump over the gap. Climb up five steps and collect the heal wall to the left. Jump up to the platform on the right and hit the scanner, open the right and use the key to open the door.

Take the gold and go to the left. Drop to the platform below and keep walking and jumping to the right until you reach a platform as there lies a health potion. Walk to the right and pick up the health potion.

• You begin the game next to a tomb. Enter and shoot five or six then continue to activate the clinic. You can now press A for more ammo, if you enter health, and if you activate your find.



• Use your gun to get rid of the flying creatures that continually slow your progress. Try not to waste ammo unless you are using the cheat.

## CHEAT MODE

Using the steps, jump left and up to the top. Jump right to the "open door" area. Drop the gold and the exit will open. Walk to the right to complete the level.

## LEVEL 2

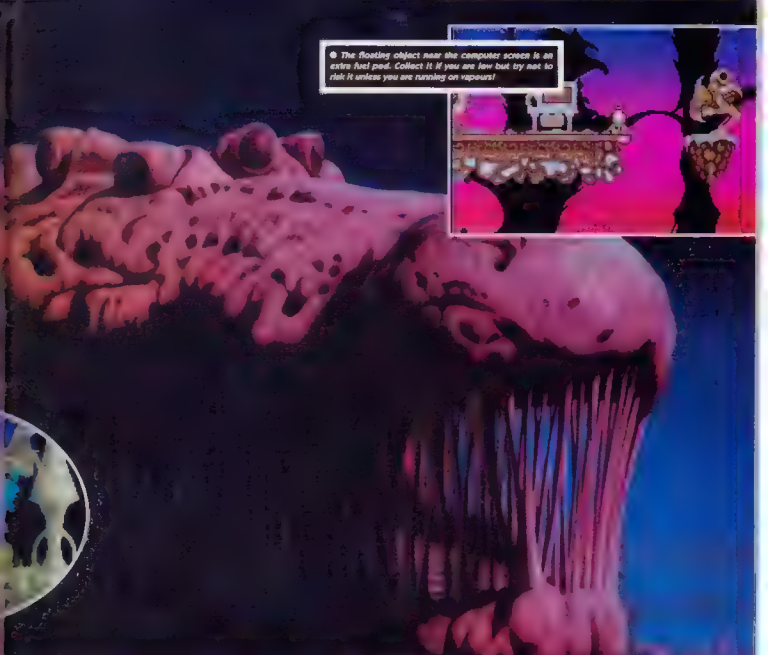
Drop down to the right and pick up the spherical laser key. Place the key in the receptacle on the far left. This opens the mechanical laser barrier below. Drop down and move right until

you find a scanner and pick it up. Walk back to the left and drop down to the bottom level. Kill the dragon and collect the hit and the health potion. Jump on to the launch pad and fly up to retrieve your laser key. Fly up through the gap to the vertical laser barrier. Open the barrier, fly in and collect the quartz crystal. Return to the laser key again and land on the pad where you first came in. Drop down, walk right and drop to the small platform. Pick up the key on the right and use the key to the launch pad down to the level below. Drop to the small platform, use the laser barrier near the scanner. Ascend the launch pad and collect ammunition.

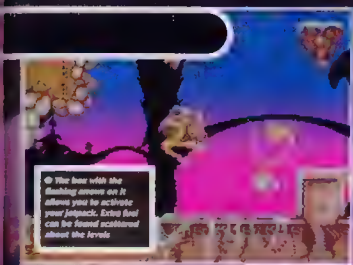
• After using the key to collect the gold, make your way to the ball gate. Drop the gold in front of the sign and the troll will pull the lever to open the door.



• If you use your jumping ability whenever possible, it allows you to reach high places, and also helps to keep you out of trouble for a while.



• The floating object near the computer screen is an extra fuel pod. Collect it if you are low but try not to risk it unless you are running on vapours!



• The box with the flashing screen on it allows you to activate your jetpack. Extra fuel can be found scattered about the levels.

On the terminal, press the specific correct key combination - this results in powering the force field at the top of the level passive. Collect your lower key and fly up past the force field. Collect the

key and the screen then reverts to normal and you can see the flame under the key (behind the second force field). When the weight falls, drop through the air. Jump left and place the key in the

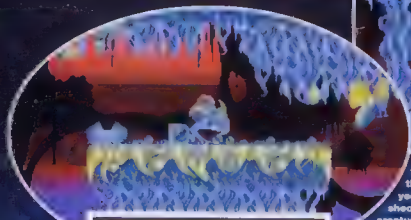
receptacle. Go to the right and down until you find a jug. Fly back, past the area where you used the beam. Place the jug on the arrow in the floor, near the force field. Fly up above the arrow and when the beam starts to rotate,

The falling screen should break like you to reveal a screen. Take the machine and place it on the floor - collecting fuel on the way - honestly, how little fuel you can find here. It flies up and knocks the key off the ledge. You may know what you can do to get the fuel (but don't try the other way) says that of the computer terminal. It's 2314 if you can't be bothered! Now

make your way past the dog on at the top right and enter the doorway to the left of the screen. Use your jetpack to enter the cutie.



• If you have found an object but don't quite know what it is and what it does, you can use the computer terminal to identify it.



● The weird looking thing to the left is a receptacle for a laser key. Filling it will usually shut down a laser for a while. There's also a scanner nearby.

Drop down to the left, avoiding the acid pool below. Dashing the crabs, keep jumping and shooting the tube through which the crabs are dropping. Jump on to the lift by the bird cage and then jump to the platform on the right. Ascend the steps while avoiding the crabs. Stand on the top step and shoot the tube through which the crabs are dropping. Wait for a gap in the flames, then take off from the launcher near the end. Fly down and to the left, avoid the flames by making it to the bottom of the cave. Kill the crabs. Collect the laser key and then return to the launch pad and land between the flames.

Jump up to the platform on the right. Now jump off to the lift using the launch key holder. Drop on to the acid below on the right and for the crabs. Bring the laser key back to the launch pad.

before placing the laser key in the receptacle. Return down the acid pool, past the scanner, and drop off the platform. Jump over the acid pool to the right and then to the platform below.

Dodge the launcher, meet the creature to the right. Cross the pond and wait for an opportunity to collect the key. Travel back, reinsert your laser key, and

the lift to reach the platform on your left. Move left, shooting the flying creatures as you go. Collect the Rest from the end of the platform and move right, dropping to the platform below by the laser key holder. Place the laser key in the receptacle. Sink your ear to the hot acid and drive the key next to it. The bird, pleased to be free, will happily fly off to collect a second laser key for you. Keep out of the way and pick it up when the bird has gone.

Jump on to the lift and travel to the platform above. Jump across the gap to the right and put the laser key in

down and collect the fuel cell. Travel up on the lift to the platform on your right. Place a laser key in the receptacle and take off from the launch pad. Fly up through the gap above. To the left of the vertical passage infested with dragon heads.

Keep flying up and left until you locate a landing pad to the left of some steps. Land and jump to the right, collect the enorme clip then drop to the right. Walk left, avoiding the turn swags and collect the skull. Go back down to where you left the laser key. Walk right and drop down to the platform below, turn left and shoot the large insects in front of you.

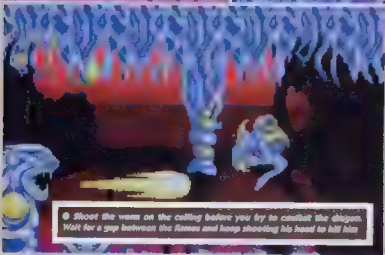
Drop to the left and destroy the insect's abdomen. Collect the weight from behind the insect and use the steps to the right to ascend to the right-hand platform. Kill the wasp then ascend using the first lift. Kill the creature in the pool then jump across and place the skull in the holder. This action prevents the dragon heads in the left-hand passage from breathing fire. Drop back to the platform below, then ascend on the second lift to the right.

Jump to the platform at the top left, the creature in the pool and collect the key. Go back to the launch pad below the vertical passage (with the sleeping dragon on it). Fly up to the top and collect the fuel cell again at the bottom. Then test your laser key. Walk to the right end of the platform and jump to the end. Keep jumping until you find the second set of steps and walk up to the floor below.

Use the pressure plate to cross the gate to reach the weight on it. Use the new walk beneath the gate to the right. Carefully cross the bridge above the



● Aisle your way to the lift and jump off to the right. Pick up the entire ammunition and fill the wasps who are waiting for you on the other side.




● Shoot the wasp on the ceiling before you try to collect the dragon. Wait for a gap between the flames and jump shooting his head to kill him.

the holder. Retrieve the first laser key, then travel back and pick up the second. Kill the two wasps to the right, then jump to the level below. Walk to the lift on the right and use it to get on the platform which has a laser key receptacle on it. Insert the key.

Collect the bonuses to the left then kill the two wasps to the right. Place the laser key in the receptacle at the far right, then retrieve the first one. Retrieve the second key and then jump



● Keep jumping over the bullets and kill the monster in the pool. Avoid the acid and continue to the left to meet the guardian of the first key.



● Well, here he is! Wait for a gap in the flames and run forward to collect the key. Now head back across the acid pool to continue.



● Avoid the flames by keeping as close to the wall as possible. When you get to the bottom, collect the lower key and return to the launch pad.



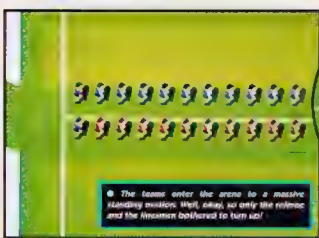
Once you've collected the key, you will find the dragon in the order set by the L and R bots. This will bring the drawbridge down. Walk to the right across the drawbridge, shooting creatures as you go to complete level three.

...your "pool." Drop the L bot and try "Bots" for collecting the order in which you drop them. Fly to the receptacle near the black switch you used to raise and retrieve your laser key.

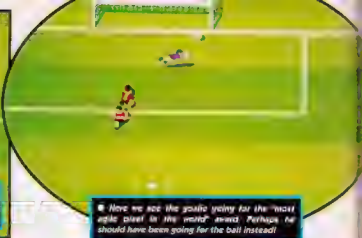
Fly to the lower key receptacle beneath where the order was found. Place the laser key in the receptacle near W to the pad to the left of the jumping creature and flip them. Once the dragon again will attack up the stairs to the platform over right. Given the life pits to the right, shooting creatures as you go. From this point, head back to the launch pad to begin the

● You must kill the dragon to collect one of the vital objects you need to complete the level. Try shooting from a distance.

**Levels 4 and 5 follow next month! Don't miss it!**



● The teams enter the arena to a massive handball motion that draws to only the referee and the linesman bothered to turn on!



● Here we see the goalie going for the "most agile player in the world" award. Perhaps he should have been going for the ball instead!

# DINO DIN

**Our football-mad Ed nipped down to Cambridgeshire to talk to Kick Off creator Dino Dini about his latest footballing miracle.**

**A**nice detached house, in the middle of nowhere, not exactly the first setting you'd imagine for the man who created the best computer football game ever. Dino Dini is a happy married man who often wants to produce some exciting software for all you games freaks.

He completed the original Kick Off a long time ago and it was crowned the best sports game ever. But this still wasn't enough. Dino went on to kick the opposition by releasing Kick Off 2 and it was a huge hit. It retained the incredible playability and nice

simple graphics from the original, but someone managed to improve the speed and overall flexibility of the players. And after that, the ability to swerve the ball and various other neat touches, and you were left with the most playable football game ever seen.

It's been a long time since then and it's not really all that long. But for some reason, Dino has switched from Anco to the most fashionable sta-

ble of London-based Virgin Games. With it going into equal status with the legendary Kick Off, it stays with Anco.

Goal looks simple to design for the Kick Off games, although Dino and edge are somewhat stress that will include vast improvements over these older titles. Whether this is a good idea or not remains to be seen. As the saying goes: Why fix some-

thing that isn't broken?

The most notable improvements include a choice of horizontal or vertical scrolling pitch, normal and zoom modes and over 100k of realistic sound effects. There has also been a kind of inertia applied that means you will start off running slowly and then continue to build up speed as you move on down the pitch. In the freestyle version, a player will need about a third of the pitch before he reaches top speed.

## Team sheet

Each team member now has a complete list of statistics that give you a clearer idea of their abilities and flaws. They include pace, stamina, aggression, realism, accuracy, shooting, tackling and goal-keeping. A good combination of these will give you a strong and allow you to progress further your game.

As well as the obvious two



● The zoom mode automatically comes in to use when you are awarded a corner kick. This allows you to position your men more accurately.

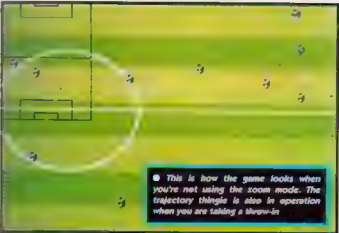




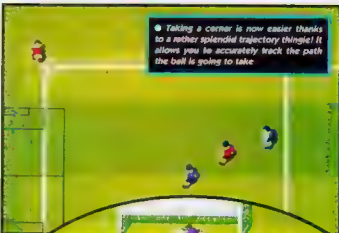
● The game can be played in zoom mode which magnifies the current area of play. This method is also used for corner kicks.

**PROJECT:** Dino Dini's Goal  
**PUBLISHER:** Virgin  
**AUTHOR:** Dino Dini  
**GRAPHICS:** Design Systems  
**SOUND:** In-house  
**INITIATED:** June 1991  
**RELEASE:** TBA (second quarter 1993)

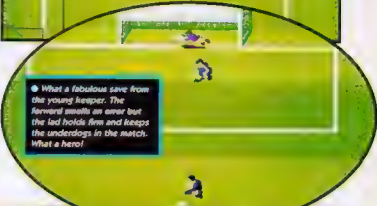
# IT'S GOAL!



● This is how the game looks when you're not using the zoom mode. The trajectory thingie is also in operation when you are taking a throw-in.



● Taking a corner is now easier thanks to a rather splendid trajectory thingie! It allows you to accurately track the path the ball is going to take.



● What a fabulous save from the young keeper. The forward smolls an error but the lad holds firm and keeps the underdogs in the match. What a hero!


And there are also various cup competitions. In winter the cups are played on a basis where the winners of each match qualify for the next round. The final match is the winner of this match will be crowned champion. The leagues played in a Division where to play each team at least each team will have varying

skills and it is up to you to find their weaknesses.

To try and contain the close-knit atmosphere of a televised competition, there is now more freedom with the replay option. You can now replay a particular event in either slow motion, normal, backwards or advance, framing the action by one step at a time. Ex-strictly criticise your own players and your team-mates.



● This is more like it! A goal-mouth scramble with the ball hanging on the edge of the area. You can replay this part of the game if you like by simply pressing a key.



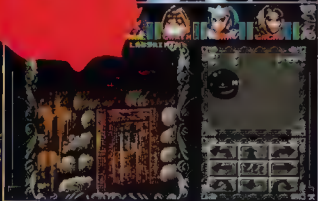
● The scanner in the top left-hand corner indicates the positions your team are currently occupying. It can be moved around the screen or taken off completely if you feel confident.

## EXTRA TIME!

Add to this improved realism, variable speed goalkeepers, club and international teams, a variety of pitches including Wembley, wet, muddy and; an easy to use directional facility for corners and throw-ins, extra kit designs, increased aggression from supporters chanting and you will have one of the best games to ever be seen on the good ol' ST.

# AMBERM AMBERSTAR 2

Could anything surpass the incredible Amberstar? That's what the developers thought, and the idea for a sequel was born.



The only thing that's changed is the graphics. The only thing that's changed is the graphics.

The only thing that's changed is the graphics. The only thing that's changed is the graphics.

# OOON



**A**moeba was needed on an unimpressive addition to the list of titles with amazing results. The game for media sounded like a great idea. Its technical aspects were top-notch. The graphics were superb. The sound was great. The characters were fun. The story was interesting. The game was well-balanced. The programming was solid. The game was a success. It was available and whoever wanted it could get it in the way of public opinion.

## Don't say no!

There are many more titles out there than the original. The same quality and intriguing qualities of the entire STA staff playing the game have been kept to

ensure a high quality. Hundreds of man-hours and success nights have been exhausted that will produce the ultimate role-playing experience. One of the most exciting features that has been introduced is the new program that allows the player to save the game. This is a feature that has been missing from the game for a long time. It is a feature that has been missing from the game for a long time. It is a feature that has been missing from the game for a long time.

Now you have the ability to save freely around beautifully featured dungeons, by using Michael Bittner's Real-time texture-mapping engine system, which gives you more control over the environment and an instant increase in graphics.

Although there has been considerable improvement, not every thing has undergone elaborate change in Ambermoon.

## I-con see clearly now!

The Character Status screen and Inventory menu have been improved to allow a much more friendly system.

The many icons have been replaced and you can now just select an item.

**PROJECT:** Ambermoon - Amberstar 2

**PUBLISHER:** Thalion

**AUTHOR:** Jurie Horneman

**ADD. PROGRAMMING:** Michael Bittner

**GRAPHICS:** Monika Krawinkel, Thorsten

**Mutschall and Erik Simon (+production)**

**SOUND:** Matthias Steinwachs

**INITIATED:** April 1992

**RELEASE:** June/July 1993



## FEATURES

- Realistic graphical proportions in the world maps

- An improved combat screen with better tactics and real-time zooming

- A gripping story with unexpected twists

- Many sub-quests and personal missions (and we mean many!)

- Temples, caves, villages, cities and houses etc. in bird's eye perspective and a unique three-dimensional dungeon system

- An automatic map-drawing function that highlights the places you have visited (on disk)

- The ability to travel to important locations without any tedious walking when you have visited them once. A complex dialogue system for easy communication with Ambermoon's many characters

- Seven different classes of magic with over 100 spells

- Hard disk installable and you even get a big colour map included in the package!

## VORSPRUNG DURCH TECHNIK

- 1 Your Party
- 2 Mapping Area
- 3 Message Box
- 4 Control Icons





● The map area has also been improved. It now comes with gorgeous texture, realistic size and a fully fitted kitchen (eh! - Ed.)

and position it where you wish thus eradicating any frustration caused by dodgy collision detection or tired eyes.

### Double trouble!

The actual world of Ambermoon and its two moons (the world where Amberstar was set) has been increased to more than twice the size of the original. It now uses an 800 by 800 grid which means there is even more space for adventure.

The graphics have also been subjected to minor change as they have now been scaled to appear more authentic.

Some of the 'features' to the game, such as the palaces, inns and castles, have also been changed. Not necessarily better or worse, but you can't get in the way of change, can you?



● This is one of the beautiful cities you can explore. The game is now played over a huge world, with two separate moons as well!

One of the few problems with Amberstar was the inability to drop something if you dropped it. You could never!

**"Could easily be the game of the year when it is released"**

This has now been made possible so if you have some heavy but useful items, you can find a chest, store them in it and return for them when you later find where you need them.

This is very handy and is one of the nice little tweaks that the programmers have deemed necessary.

### Over the moon

After speaking to the programmers you instantly realise two things: 1) their understanding of the English language betters some of the best tabloid journalists in the business and 2) they are completely over the moon with their latest game.

A reason for their success could be credited to the fabulous talent and creative construction of the game's designers.

After a huge sack of mail arrived in their offices requesting a sequel to Amberstar they sat down and opened each letter, reading with interest the advice and ideas from their adoring public and passed it on.

### Absolutely incredible!

If the original is anything to go by, Ambermoon should be absolutely superb! If all the changes are implemented they can only serve to make the game play even better than the original.

Combine this with atmospheric graphics, fabulous sound and enthralling gameplay and you could have a easy contender for the Game of the Year award. Well done chaps! We leave you now with anticipation!

**A FORCE TO BE RECKONED WITH**

Gold collected

Your Party

Food collected

Objects available

Treasure chest

Options icons



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# READY, STE

## THE INCREDIBLE H

Once again, ST Action are giving you the chance to win an absolutely spectacular prize. To coincide with their two latest releases - Dragon's Lair III and Guy Spy - Empire and Readysoft are offering the complete Readysoft ST collection as first prize.

The American based company have been responsible for many great games over the years so quality and

## THE QUESTIONS

All you have to do to win the fabulous prize is answer the two simple questions below and complete the tie-breaker in no more than 80 words.

Q1) What is the name of the hero who is called on to rescue the beautiful Daphne in the Dragon's Lair series?

Q2) Name the twisted sister of Mordrek who has cast an evil spell on Daphne's house in Dragon's Lair III?



# LADY, GUY!

## PRIZES ON OFFER!

excellence can be assured.

The lucky winner will walk away with a complete eight-game ST collection that includes: Dragon's Lair, Escape From Singe's Castle, Space Ace, Dragon's Lair II, Space Ace 2, Wrath of the Demon, Dragon's Lair II and Guy Spy. A fabulous Dragon's Lair II mug and Guy Spy twelve-shooter pistol will also be included in this once-in-a-lifetime package. 10 runners-up will each receive an Empire goodie-bag that includes: a copy of Dragon's Lair III, a Dragon's Lair III mug, Guy Spy and a super-sharp Guy Spy twelve-shooter pistol.



## I WANT TO WIN THE COMPLETE READYSOFT ST COLLECTION PLEASE!

Q1: .....

Name: .....

Q2: .....

Address: .....

**TIE-BREAKER** (in no more than 20 words): I would

like to be a pixelated hero because: .....

.....

.....

.....

.....

.....Age.....

Send your completed entry forms to: The Readysoft Collection Compo, ST Action, Europa House, Adlington Park, Macclesfield SK10 4NP. All entries must reach us by March 15th and the Editor's decision is final, so there!

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

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

# WRIT

## NO PRESENTS

I would like to complain about the software houses because they say the drop in Atari sales is due to the lack of business but this does not seem to be true because the software houses aren't getting the games to the shops in time. This is proved by the fact that Amiga games are released before the ST and that the ST games are released at completely the wrong time. For example I wanted Street Fighter II for Christmas along with thousands of others but the ST version was released after the holiday. This is more than slightly stupid as most people are penniless after Christmas. This helps to explain the drop in sales and the reason more people are changing to that vulgar little Amiga 600 and the amazing little Amiga 1200.

If you have any other explanations for the lack of sales mind your language and PLEASE could you put the software houses back into the shops this letter expresses a considerable amount of peoples views.

**Alan Bradshaw, South Croydon.**

I wish we could put the software houses back in the shops certain interesting and games come up with their regarding software releases. We certainly expected a lot of games to make it to Christmas such as DJT and to have even the software publishers are cut-

ting off their own nose to spite their face. Okay we appreciate that there are inevitable programming delays and that the ST version is generally the last to come out but we are still talking about professional organisations who can't meet the most important deadline of the year. If any software companies want to have their say, would be more than interesting to hear from you!

## GIVE US STRENGTH

Having seen the response to my last letter received a short while ago, I thought I'd better write again and clarify my views on computer sexism. First the women that have written the aforementioned letters are all ex-bankers. Well, seriously though I really can't understand why they're getting on their high horses. If after they've done the house work and fed their nails, they fancy a game of Solitaire that's fine by me, they deserve it.

On the other hand, they want to try some serious game playing that being said, just don't blame guys to me when you don't know what you are supposed to do with your mouse. Sheik, I'm washing dishes, gets this, what I say I wish the time paying to us broke the ST out of its little quagmire. This guy really knows how to make friends. I missed it.

**Dave (women are good for 3 things) Payton, Sunderland.**

# STAR LETTER

## SWEET DREAMS

I've not had a computer for long, but I've made the most of the capabilities of several machines, mainly the STE. Wisely, I chose, as it turned out, it surpassed my expectations, on both the games and utilities side. Now it has been succeeded by a machine that is not of this world, the Falcon is a machine of the future, with capabilities and possibilities that are out of this world. I shall be getting one as soon as humanly possible. Then I shall sit back and watch the Spectre of America zoom away and die. Finally the arguments will be all over.

With Microsoft now up to the 68000, what speed will it be? It is said that Pentium already works at that speed and maybe Atari will have the 68060 and get it in the 940. Who knows, but what speed then?

- To Atari, I want to say "For God's sake, don't let it go down now, if you give us more, you have promised, can promise you at least 2 converted American dollars) owners and that's only in Northamptonshire, where I can see it being thousands."

To programmers, I say, "Don't desert us now. This is the most special game machine that has ever been produced and everyone wants one. It can make you well for any software that is produced. You will definitely get a big haul from this machine."

To STA "When does Falcon Action come out? You will definitely need to produce, I'm becoming a bit impatient of products made for this machine. I'm for the Atari owners in general, the others I'm not

so keen, with the advent of the Falcon the sales of the AT386 will drop to a real low and software companies will see the futility of it. I would just desert them along with Loriciel!

Ah! Ah! Ah! That was the strangest team! But then again maybe it will become true. Let's hope it's a possibility and not just a dream. I'm from Northampton.

By the way, you know that the Falcon will be in the shops, the new one in the shops, today and can get you now it's a bit special. You just can't knock what you have done for home computers in time. The Falcon will continue to sell, quite possibly by a bucket load (but then, how much is a bucket?) because it is a good machine. Microsoft are the new best option will find a different niche in an already overcrowded market.

As for British Action, well that's certainly a long way off just yet. You never know though what's around the next corner. This need software houses, professionalise the buying habits out there. And so well as truly built in the world to support them, can you imagine?



# REOPEN!

... incident, that one Dave...  
... to the taking back...  
... video addresses in...  
... Dave Payton should not...  
... staff here at ST Action, so...  
... go straight to the main issue!

## CRASH COURSE

... please help! I bought Street Fighter II...  
... stras money but when I tried it it crashed...  
... the fighting screen! I took it back to the...  
... they replaced it but this copy didn't work...  
... know it isn't the memory that's the problem. I...  
... upgraded my ST to one meg! Please please...  
... (again) tell me what's wrong. It was my favourite...  
... the arcade. Love it! Oh by the way keep up...  
... work on the mag!

**Ben Passey (12), Spital.**

... it's a shame when your software doesn't work...  
... e stumped us on this one Ben. Thanks for...  
... w of us to why your copy of Street Fighter II won't...  
... your machine. The best thing you could do is...  
... S Gold themselves (you'll find the number on the...  
... there) and ask them. They most probably...  
... through to their tech department who might be...  
... to help you a bit more!!

## WHY NOT?

... I just like to say that ST Action is a great magazine...  
... possible could you answer my question? Will Alien...  
... Indiana Jones Fate of Atlantis (the adventure...  
... and Alien Breed '92 will be released on the ST?

**Raymond Young, Whitby.**

... Raymond: Alien 3 should see a release in some...  
... or other but as for the other three titles I'm sorry to...  
... say that there are no plans to release any of them for...  
... ST. Lucasfilm (Indiana Jones) have stopped wanting...  
... the ST. Alien Breed is programmed by a company...  
... Team 17 who only work on Amigas and Geminis...  
... no plans to put Zool out (yet anyway). Sorry!

## SHORT-TERM MEMORY

... December the 11th a friend and I went into our local...  
... games store to buy yours truly a nice new game...  
... my much loved 520. Atari ST...  
... am dead mad on WWF and when I saw European...  
... cage in stock and that it was available on my 520...  
... purchased it before you could say "So what?"...  
... when my grand birthday arrived I leapt with my game...  
... to my ST room. I slotted the disk in and switched on...  
... computer...  
... The small sign came up on the computer and I read...  
... following "Sorry WWF European Rampage is only...  
... available with at least 1 megabyte of memory". Then...  
... I looked my mind out of focus. I looked back at the box...  
... and I said "It was playable on a 520. What sickness me...  
... When I went to get my money back I noticed that the...  
... the box said 1 meg. Now the reasons for this could...  
... be the people at Ocean made a printing error (like



... they did with Hulk on the Amiga. The best interest...  
... material compared to the Amiga.

... I will admit that the Amiga is a better...  
... machine but that is no excuse for the...  
... mistakes like this and others. I am...  
... I don't appreciate it as a fan.

... Finally are there any plans to take this WWI into a...  
... video game? I'd love to see it on the Amiga. Issue 46

**Adam Will, Weston-Super-Mare.**

... it hasn't been a good time for releasing software...  
... house...  
... As for the...  
... game was one of the best. I would have mentioned...  
... in our series. It's a shame when things like this...  
... happen as it's always a pity when you don't get it after...

... As for WWI, these magazines that we've heard of or...  
... convert TV's series to computer format.

## SOCIAL OUTCAST

... Here we go again. Another jumped up little boy with...  
... social problems. He's usually shouting out "Keep that...  
... 11" away from my computer, she'll always be better than...  
... me!" To be honest, I wish you wouldn't even let them...  
... have the space to talk for freedom of speech but when...  
... at you speak it's a load of loss. Sure it's a waste of energy...  
... getting you to type it all in again.

... When these people finally grow up, chances are...  
... they're having grown out of their compilers (and...  
... Lego) and getting the bed. So to David Payton I wish...  
... him all the very best and hope that his problems end...  
... soon. And I'm sure many other females would agree with...  
... me. honest!

**Rachel Bryan, Ross-on-Wye.**

... If Dave Payton isn't feeling guilty by now, he never will...  
... Thanks for your contribution to the Light Ranch and also...  
... to those other guys who bothered to write in.

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



**That thirty quid still burning a hole in your pocket is it? Well look no further. The ST Action Buyer's Guide will tell you everything you need to know before making that decision...**

### ADAM'S FAMILY

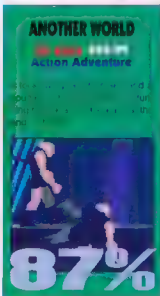
**Ocean £13.99**  
Platform

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

### AMBERSTAR

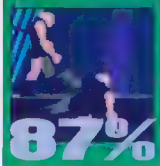
**Thalita £13.99**  
RPG

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



**ANOTHER WORLD**  
The Sims  
Action Adventure

It's a little bit like the old 'The Sims' game, but with a more complex and varied story line. A real gem.



**87%**

### ARKANOID II

**Nit Squad £7.99**  
Puzzle and Skill

Cheaper than a V-neck in a Burton's sale, you can't beat a hit of ball and ball repeat quickly for the STA (snique twister).

### ARMOUR GEDDON

**Psychosis £29.99**  
Arcade Strategy

A good link up game from publisher Psychosis. More re-nowned are their lovely on-or-hired rodents than anything else.

### BARBARIAN 2

**Psychosis £29.99**  
Action Adventure

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

### BARD'S TALE

**Electronic Arts £7.99**  
RPG

The grand daddy of role-playing games and a classic in its own right. It's well worth adding to your shelves, if you can dig it out.

### BATTLE OF BRITAIN

**Lucasfilm £26.99**  
Flight Sim

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

### BLOOD MONEY

**Sizzlers £7.99**  
Shoot 'em up

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

### BUBBLE BOBBLE

**Nit Squad £7.99**  
Platform

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

### CAESAR

**Impressions £29.99**  
Strategy

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



**CHAMPIONSHIP MANAGER**  
Premier League  
Sports and Strategy

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



**93%**

### CHAOS STRIKES BACK

**FTL £13.99**  
Arcade Adventure

You'll soon be able to get your hands on a bundled package of FTL and TM, so wait around and save your pennies.

### CODENAME ICEMAN

**Sierra £29.99**  
Adventure

A racing, slow, but approved graphic adventure from Sierra. Takes a while to load each screen and jobs a few swaps without a bird drive.



**CRAZY CARS 3**  
Racing

The best of the best. Fast, furious, and worth it all. Great graphics and a real gem from the top publisher in the game.



**92%**

### D/GENERATION

**Mindscape £19.99**  
Action Adventure

Slip into your genes in what has to be one of the best games for your Back to the good old days when replay counted for everything.

### DISC

**Action 14 £7.99**  
Arcade

Sort of Iron equine style disc throwing game where the idea is to pin your opponent. Fun, funny, knowing for psychotics.

### DUNGEON MASTER

**FTL £26.99**  
Arcade Adventure

Is about to go under review bundled with Chaos Strikes Back. Many of you will have it, you may even have bought your ST...

**Buyer's Guide**

**ELT****Ocean £25.99**  
**Action Adventure**

...the chie Don't think you  
...the chie Don't think you  
...the chie Don't think you

**ELITE****Firebird £25.99**  
**Arcade Strategy**

...the chie Don't think you  
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**ELVIRA II****Accolade £29.99**  
**Adventure**

...the chie Don't think you  
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**EPIC****Ocean £25.99**  
**Arcade Strategy**

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**F-19 STEALTH FIGHTER****Microprose £29.99**  
**Flight Sim**

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**FALCON****Spectrum Holobyte £9.99**  
**Flight Sim**

...the chie Don't think you  
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**FIRE AND ICE****Renegade £25.99**  
**Platform**

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**FIRST SAMURAI****Beat'em-up**

...the chie Don't think you  
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**FLIGHT OF THE INTRUDER****Mirrorsoft £29.99**  
**Flight Sim**

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**FORMULA 1 GRAND PRIX****Microprose £34.99**  
**Racing**

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**GOBLIINS****Coktel Vision £25.99**  
**Puzzle and Skill**

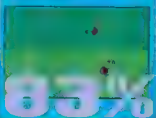
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**GODS****Renegade £25.99**  
**Action Adventure**

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**GRAHAM TAYLOR****Sports and Leisure**

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**HEAD OVER HEELS****Hit Squad £7.99**  
**Puzzle and Skill**

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**HEIMDALL****Core Design £30.99**  
**Arcade Adventure**

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**IK+****Hit Squad £7.99**  
**Beat'em-up**

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**INDY JONES CRUSADE****Lucasfilm £29.99**  
**Adventure**

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**JAMES POND****Platform**

...the chie Don't think you  
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**JIMMY WHITE'S SNOOKER****Virgin £29.99**  
**Sports and Leisure**

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**KICK OFF 2****Anco £24.99**  
**Sports and Leisure**

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**KLAX****Domark £7.99**  
**Puzzle and Skill**

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**KNIGHTMARE****Mindscape £25.99**  
**Arcade Adventure**

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**LEGEND****Mindscape £29.99**  
**RPG**

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**LEMMINGS****Puzzle and Skill**

...the chie Don't think you  
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**LOTUS****BMV £7.99**  
**Racing**

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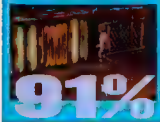
**LOTUS III****Gremlin £25.99**  
**Racing**

...the chie Don't think you  
...the chie Don't think you  
...the chie Don't think you

## LURE OF THE TEMPTRESS

Virgin  
Adventure

A night-top treat this Revolution throw down the gauntlet to the snakes. Beat this for a graphic adventure game.



91%

## M1 TANK PLATOON

Microprose £29.99  
Land and Sea Sim

The game that sounds like a war on the motorway! Microprose's classy tank simulator still rates high. Difficult to find these days though.

## THE MANAGER

US Gold £45.99  
Sports and Leisure

Good german management game with just about everything included as well as animated match highlights. Up to 4 players!

## MEGA LO MANIA

Microsoft £25.99  
Strategy

'The production run's completed! Aaaaargggghhhhh. I fear that bloody sample one more time there if be tears!

## MEGATRAVELLER

Empire £29.99  
RPG

Character generation was the strong point in this game. Precise and accurate to the real game. Could be tedious to non fans.

## MICROPROSE GOLF

Microprose  
Sports and Leisure

Microprose's Golf is a classic. It's a simple, elegant, and addictive game that has stood the test of time.



90%

## MIDWINTER 2

Rainbird £29.99  
Arcade Strategy

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

## NINJA WARRIORS

Selen Curve £7.99  
Beat'em-up

What is it that makes ninjas so games by the bucketload? There really is nothing like a good oriental beat'em-up is there?

## NITRO

Sizzlers £7.99  
Racing

Easily the best Super Sprint clone out there and up to three players can play at any one time. Unlimited levels means unlimited gameplay.

## PACIFIC ISLANDS

Empire £25.99  
Land and Sea Sim

Tanks for the memories. A 20mm barrel of fun! You really should shell out the cash for this superb combat simulation.

## PANG

Nit Squad £7.99  
Arcade

Freaky Japanese coin-op style game that's as addictive as hell. Especially when it's played in the two-player mode.



80%

## PANZA KICK BOXING

Kixx £9.99  
Beat'em-up

Get the chance to wear red trousers and eat up your friend in this kick-boxing battle. A tremendous beat'em up that has yet to be beaten.

## PARASOL STARS

Ocean £25.99  
Platform

So what is this Rainbow Islands 2 or Bubble Bobble 3? I don't care really. We've seen it all before and it still works.

## POOL

Virgin £29.99  
Sports

Don your swimming costume and take a dip outside in Archer Maclean's Pool simulation. Oh hang on... wrong pool!



94%

## POWERMONGER

Electronic Arts £29.99  
Strategy

Complicated god-game from the boys who brought us the Populous games. Loads of icons to get to grips with though.

## PUSHOVER

Ocean £25.99  
Puzzle and Skill

Wins a few awards for weakest team ever. Thankfully, the puzzle aspect remains firm and Pushover's set for a repeat!



87%

## RAINBOW ISLANDS

Nit Squad £7.99  
Platform

Hmm, there's loadsa freaky co-ops in this ageing but classic platform caper that's sure to captivate any who dare to play it.

## RICK DANGEROUS

Kixx £7.99  
Platform

Join nazi basher Rick in this 'game of the fascist'. Bound from platform to platform with guns blazing to save the day.

## ROBOCOP

Microprose  
Platform

Microprose's RoboCop is a classic. It's a simple, elegant, and addictive game that has stood the test of time.



90%

## ROBOCOP 3

Ocean £25.99  
Action Adventure

Digital Image Design got a bit flaky with this third RoboCop game. Based on the film not yet released in this country.

## SABRE TEAM

Kernalix £25.99  
Arcade Strategy

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

## SENSIBLE SOCCER V1.1

Renegade £25.99  
Sports and Leisure

The game for tooty fans who don't like Kick Off! Precision passing possible too! A tremendous sport game that's now been updated!

## SHADOWWOLDS

Kernalix £25.99  
RPG

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

## SHADOW WARRIORS

Nit Squad £7.99  
Beat'em-up

It's nina time again! Lots of weaponry and oriental baddies launching attack after attack in this middle-aged beat'em-up.



84%

## SHUTTLE

Virgin **£30.99**  
Flight Sim

Scary game when all said and done. It's got a manual thicker than the Bible. Technically stunning flight simulator.

## SILENT SERVICE

Microprose **£25.99**  
Land and Sea Sim

Blip, Blip. Oh no, you don't. Not again! More submarine mayhem from Microprose. Launch those torps and kill the enemy!

## SILENT SERVICE II

Microprose **£24.99**  
Land and Sea Sim

Blip, Blip, Blip... Bipity! Blip... Fire One, whoosh... whoosh... Boom!!! Blip, Blip! Whoever said life under the ocean waves was silent?

## SPACE CRUSADE

Gremlin **£25.99**  
RPG

Based on the Games Workshop tabletop game of the same name, it's a "fantastic" great atmosphere. Graphics with lacy gameplay.



83%

## SPACE QUEST SERIES

Sierra **£29.99**  
Adventure

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

## SPECIAL FORCES

Microprose **£29.99**  
Arcade Strategy

Get your platoon of marines, mercilessly slaughtered in impossible missions in foreign countries. Sort of strategy for beginners.

## SPEEDBALL 2

Imageworks **£9.99**  
Sports and Leisure

Futuristic bloodshed from the Bitmap Brothers. Brutality has never been like this before. Where's Jimmy Hill and that large geordie?

## STEG

Codemasters **£7.99**  
Puzzle

Slithering around may not be your idea of fun, but in Codemasters' slug game you get the chance to lead baby slugs too! Yum!

## STORM MASTER

Silmarils **£29.99**  
Strategy

French game presentation at its very best! Top graphics and sound in this novel approach to the god-game genre.

## STRIKER

Rage **£25.99**  
Sports and Leisure

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

## STUNT CAR RACER

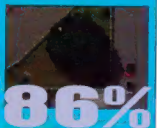
Microstyle **£9.99**  
Racing

What's the first thing you'd do when you spend all your cash on a new car? Drive it 100 feet off a ramp that's what.

## SUPERCARS II

Gremlin **£24.99**  
Racing

Get in the "low" brake into corners... Sod that! Pedal down to the floor and launch those missiles at the opposition.



86%

## SWIV

Sales Curve **£24.99**  
Shoot'em-up

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

## THUNDERHAWK

Core Design **£29.99**  
Flight Sim

Core's stunning helicopter simulation based on a mythical gun-ship. "Smooth vector graphics" make this well worth the cash.

## TURRICAN

Rainbow Arts **£7.99**  
Shoot'em-up

A healthy dose of shooting never did anybody any harm. Except the people you're shooting at. A good all-round blast.



80%

## ULTIMA VI

Mindscape **£29.99**  
RPG

Yet another game for the role playing fraternity to get to grips with. Huge in size but again a hard drive will really come in handy.

## UTOPIA

Gremlin **£29.99**  
Strategy

There's a data disk out for this now which helps to increase the challenge by adding to the original 10 worlds supplied.

## VROOM

Lankhor **£24.99**  
Racing

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

## XENON II - MEGABLAST

Imageworks **£9.99**  
Shoot'em-up

Ch Ch Che Check this out! Bitmap shoot 'em-up with Bomb the Bass soundtrack. Hardcore U kill the score.



89%

# BUYERS GUIDE



# NIGEL MANSELL'S WORLD CHAMPIONSHIP

The most exciting racing driver in the world has teamed up with the greatest racing game producers to bring you the definitive Grand Prix experience.

- Race the full 1992 season in the superb Canon Williams Renault F1 car.
- Real time coaching from Nigel Mansell himself.
- Experiment with the cars set up to achieve maximum performance for each of the 16 race circuits.
- Fast and furious race action with actual Renault F1 engine sound FX and superb detailed graphics.

*THE REALISM OF THE RACETRACK....  
THE POWER AND THE GLORY!*

RENAULT F1



Screenshots from Amiga version

**FIA**  
FORMULA  
WORLD  
CHAMPIONSHIP

Gremlin Graphics Software Ltd.,  
Carver House, 2-4 Carver Street,  
Sheffield S1 4FS, Tel: 0742 753422.



## BECOME A GRAND PRIX LEGEND IN A RACE FOR THE TITLE OF WORLD CHAMPION

# THEY LIVE AGAIN



**Dracula, The Frankenstein Monster, The Mummy, The Wolf Man, The Bride of Frankenstein and The Creature from the Black Lagoon. Classic monsters from a movie age gone by. But more than that... creatures from our oldest dreams and our darkest nightmares. They have met and battled before, but now they are back. Back to form an unholy alliance to make our worst fears turn into a terrifying reality.**

**ATARI ST . CBM AMIGA**

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