

# ST ACTION

THE WORLD'S ONLY DEDICATED  
ST GAMES MAGAZINE

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a piece of  
the *Action!*



**REVIEWED INSIDE:**

*Mean Streets, B.S.S. Jane Seymour,  
Murder, Lotus Esprit Turbo Challenge,  
Strider 2 and Toyota Rally*

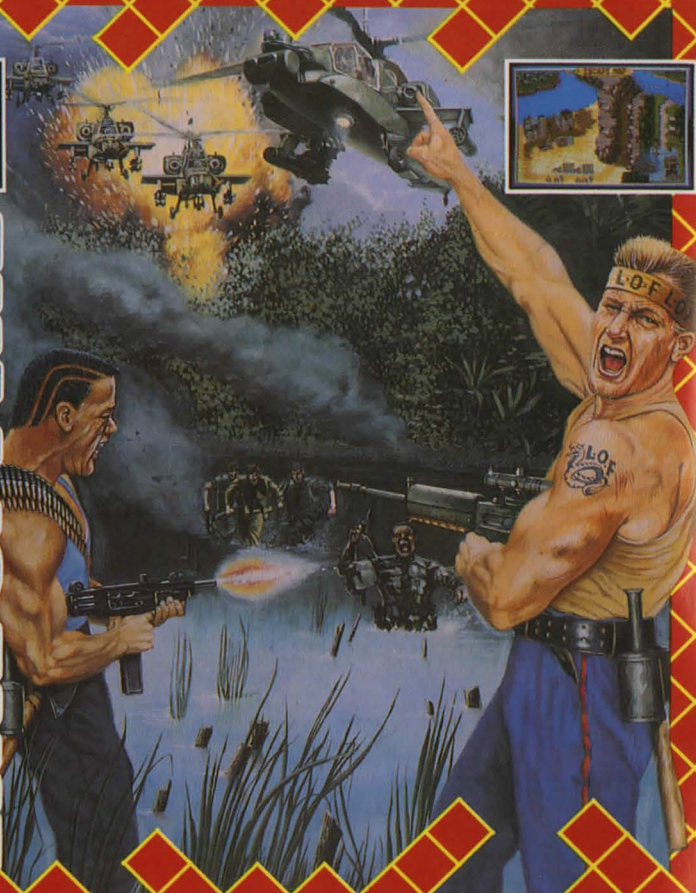
**ST ACTION IN MINIATURE**  
32-page sample

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See page 28



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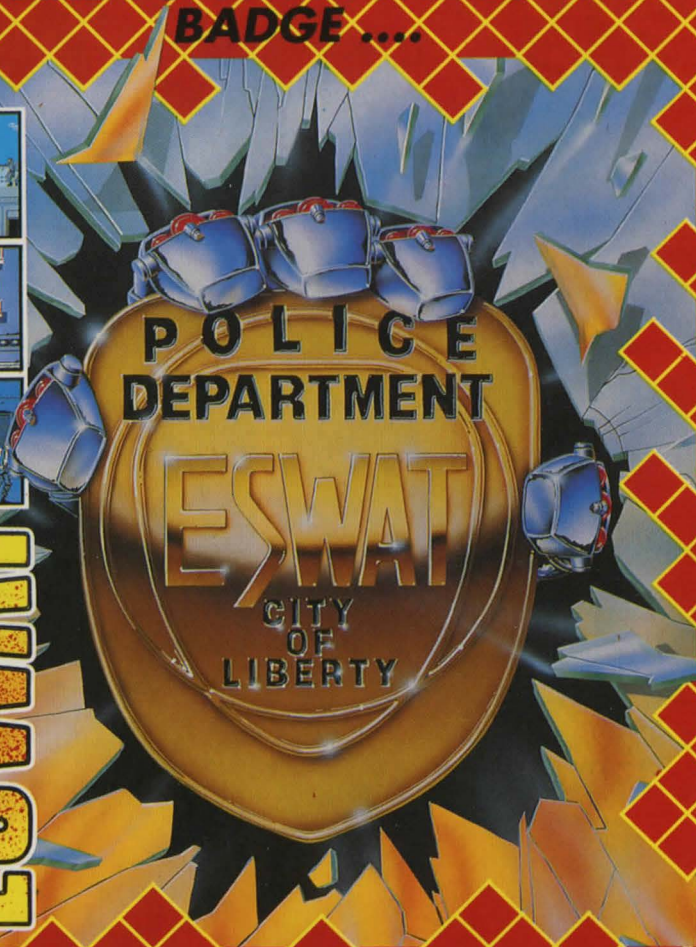
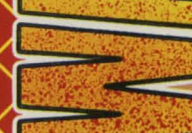
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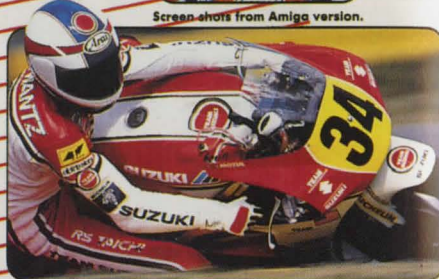
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# TEAM SUZUKI



Screen shots from Amiga version.



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# ST ACTION

THE WORLD'S ONLY DEDICATED ST GAMES MAGAZINE

ST Action is the single biggest source of high-quality news, reviews, interviews and playing tips for Atari ST games players. Not only is STA's coverage the most complete, it is also the most sophisticated featuring as it does, the unique Punter-Power™ reviewing system.

## REVIEWS

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## CREDITS

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ST Action is proud to boast the only scoring system that can really be trusted. Every game reviewed in the magazine has been tried and tested by a panel of enthusiastic ST owners. This allows us to present scores made by you for you. Read this fascinating article to discover just how it works.

### GIVING THE GAME AWAY

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Some games prove a little more tricky than others. Naturally, we'll provide you with the built-in cheat-modes left by the programmers. However, our games-hungry reviewers also tear games to pieces, finding out invaluable tips in the process.

### SUBSCRIPTIONS

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Now's your chance to subscribe to ST Action. Every month we'll deliver you a copy of the most informative ST games magazine money can buy. Not only will you receive 12 issues of ST Action, but you'll get a free full priced game.

## ABOUT ST ACTION

ST Action is the world's only dedicated ST games magazine. For three years ST Action has covered all that's good and bad about the games scene. With hundreds of screenshots and over 100 full colour pages, it is the definitive guide to the scene. This miniature magazine is designed to give you a taste of what to expect from the full monthly edition.

### The amazing playable Coverdisk

Each month ST Action features a cover mounted disk which is packed with fully playable game demos. The disk allows you to play up-to four of the latest games releases for just £1. So now you can try before you buy! Each coverdisk demo is backed up by an interview with the programming team behind the game giving valuable insights into how the game was created and what extra features will be incorporated into the full games when they are released.

### Reviews that you can rely on

Using our unbeatable independent games reviews you can decide which

game to spend your hard earned cash on. Every game is put through the strictest tests known to mankind including our unique Punter-Power™ scoring system (see page 12). Not only are games scored with precision and accuracy, but the reviews themselves are the most comprehensive you'll find in a games magazine.

Our experienced team of reviewers have many unique reviewing tools which are used to describe games in incredible detail:

- 'Digital-Landscapes™' are pixel-perfect joined screenshots which illustrate how games scroll and move - giving a real feeling of time and space!
- Annotated screenshots show how on-screen objects effect gameplay. Icons such as power-up tokens are pointed out and described.
- Many reviews feature 'cast of characters' panels which show what all the games main characters look like and informative text describes how they affect gameplay.





## TEAM TALK

Every month we take you behind the scenes and tell you what the programming teams behind the games are up to. You'll be able to glean the latest news as to what's going on and whose doing it. This month we take a look at:

# MF

Shaun Southern and the team at Magnetic Fields are currently working on two projects. The first, *Super Cars II*, will follow in the footsteps of its best-selling forefather and include a simultaneous two-player mode. The game will also have a wide range of options, allowing drivers to soup-up their vehicles. Magnetic Fields are also working on an adventurous martial arts game. Information is top secret but the boys reckon it will be one to watch out for!



The Assembly Line have recently finished *Vaxine* for U.S. Gold. The team are now working on 3D routines to be used in a top secret Audiosonic game. However, their main project is once again with U.S. Gold. The boys are now trying their hand at their first ever coin-op conversion, *Exterminator*. So far they have managed to pull the graphics out of the arcade game; with some 32000 colours, it wasn't easy.



## THE SECRET OF MONKEY ISLAND - LUCASFILM GAMES

"Pieces of Eight, pieces of Eight." American software supremos, Lucasfilm Games, have announced their next graphical adventure game. Set in the golden age of piracy in the Caribbean, *The Secret of Monkey Island* contains a twisty plot that leads our hero, fresh from the Old World, on a hilarious, complex, swash-buckling search for the fabled secret of Monkey Island.

The late 1600s were the best times for pirates and secure in their Caribbean strongholds, they amassed huge fortunes, plundering shipments of New World gold. Tales of vast pirate wealth attracted many adventurers,



among them our hero, a young inexperienced cabin boy, who lands in the port of Melee with high hopes, no money and an insatiable curiosity. If he's clever enough, he will win the confidence of Melee's pirates and soon find himself blown by the winds of fate towards the terrifying and legendary Monkey Island - an adventure that would chill the bones of even the most bloodthirsty buccaner. *The Secret Of Monkey Island* is a graphic adventure in the style of the award-winning Indiana Jones and the Last Crusade. It will be released in the first quarter of 1991 with the price yet to be announced.



## TEAM SUZUKI - GREMLIN

Gremlin Graphics have wasted no time in announcing their next licensing tie-in, *Team Suzuki*. The game includes an amazing action replay mode with which riders will be able to study their riding capabilities. To ensure accuracy, the Team Suzuki riders filmed videos from cameras mounted on the front of the bikes. Gremlin believe they have successfully recreated the breathtaking experience for computer gamers everywhere. There is no definite news as to when the game will be released, but take our word for it, it's really, really fast!



## NIGHTSHIFT - LUCASFILM GAMES

Do you fancy earning a little extra cash on the side? Join the Night Shift and you could end up running your own company. You've managed to get permission to use a local factory. Clocking in at 6.00pm, you must work the graveyard shift producing novelties, all of which have a strong Lucasfilm connection. If your Indy dolls sell out you can progress onto more lucrative markets such as *Manic Mansion Meteors*. The basic idea of the game is to amass as much money as possible. Night Shift will clock on real soon.

## CRUISE FOR A CORPSE - DELPHINE

Following in the footsteps of the highly acclaimed *Future Wars* and *Operation Stealth* comes the new game from Delphine. Released on the U.S. Gold label, *Cruise for a Corpse* sees you taking on the role of Inspector Raoul Dussentier, who, while enjoying a pleasant holiday aboard a luxurious yacht at the invitation of Nikos Karaboudjan, a Greek shipping magnate, finds his host murdered. You must question the others just like Agatha Christie, in a bid to unmask the killer.

We are promised characters that have been doubled in size from the other games in the series, so this should be one to watch out for. *Delphine's Cruise for a Corpse* will be released through U.S. Gold in the new year.



## HIDEOUS MUTANT LIFE FORMS LURK AROUND EVERY CORNER

## FEDERATION QUEST 1 B.S.S. JANE SEYMOUR

A fleet of huge biological survey ships has been immersed in deadly radiation, with many alien life-forms roaming its rooms. Your mission is to penetrate the ships, locate and repair the damaged systems, capture the aliens and finally, steer the fleet back home. This mammoth strategy role playing game encompasses more than 4,000 rooms spread across 20 ships.

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"Highly entertaining and deeply involving."  
Steve James, CU Screen Star.

"If you have a spare 3 weeks and a coffee machine next to you, buy *Federation Quest 1 B.S.S. Jane Seymour*."  
Paul Glanczy, C&VG, 91%

"Well executed, well playable and well worth a look."  
Paul Lukin, Zero, 89%



Screen shots from various formats.

All mail order enquiries to: Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 753423



I was smothered with work. Just when I was about to call it a night, there came a soft knock on my door, and in walked this lovely broad who made me forget the pile of paperwork in front of me.

To cut a long story short, the broad, whose name was Sylvia incidentally, wanted to add to my workload by offering me one more case - a case she was going to handsomely pay for. A sucker for the green stuff and blue eyes, I accepted.

The low-down is that her father, Carl Linsky, died. He jumped off the Golden Gate one night. The police concluded it was suicide - Sylvia concluded they're a bunch of dumb asses. She thought it was murder and wanted me, Tex Murphy P.I., to investigate. She gave me some details that very faintly offered the idea of murder, but what did I care - the money would allow me to expand my offices, and the view from the other side of my desk had put me in

## PUNTER-POWER™



GAME: MEAN STREETS

PRICE: £24.99

RATING=89%

Mean Streets represents innovation and excellence. Particularly noticeable are the digitised sounds of opening drawers, shutting doors, gunshots, among many others. The game's menu system for exploring locations is easy to use, and the controls of your craft couldn't be simpler. The plot of the crime contains a number of challenging and interesting complexities, requiring a pleasing amount of thought and deductions.

GAMEPLAY:

SOUND:

GRAPHICS:

a good mood.

The next morning, my secretary Vanessa had found a little information from the local tabloid about Professor Linsky. The leads I had to go on were few: I knew where the professor worked, who the investigating officer into the suicide was, the name and whereabouts of the coroner, and the

name of the professor's girlfriend. Beside that, I was struggling, but who said a private investigator's work was easy.

I boarded my speeder and headed for the police station. I figured I'd try and get hold of the suicide file - it seemed as good a place as any to start. On the way, I buzzed my info-

rant Lee Chin to see if she knew anything about Carl Linsky. She sent me back a few bucks for the information, but that's business in San Francisco. Vanessa's good, but she doesn't get the same details as somebody out there on the streets.

The police station turned up some interesting facts which sent me to the other side of the city. I knew the area - it was rough. When the hoodlums jumped me, it was experience that had made me come prepared. I pulled out my revolver from underneath my raincoat, and felled the lot of them.

By now, I was low on bullets and hoped I'd find some from inside the run-down buildings. Then I remembered I had an interrogation to carry out and went and hunted out my suspect. By the end of the day, I'm sure I'll have a lot of suspects and lots of places to search - legally and illegally. I've got a busy and hopefully enlightening day ahead.

## PEOPLE TO VISIT AND PLACES TO SEE



**PETER DULL - INSURANCE AGENT**  
Some people had expressed their discontent about Carl's life insurance - suicide doesn't pay. I went to visit his insurance agent, Peter Dull, to see what the old man was worth...I decided that one million bucks is certainly worth kicking up a fuss about.



**SANDRA LARSEN - GIRLFRIEND**  
Now Sandra has a little more style about her. She's the one who Carl was seeing behind Delores' back. Somehow, I don't think Sandra has anything to do with the killing - she's not the aggressive type, but maybe Carl said something to her before he died.



**STEVE CLEMENTS - DETECTIVE**  
I paid my buddy Steve a visit. He was the investigating officer into the whole affair and besides, we've had some good tussles in the past - should I even the day up. He scored me for taking the case saying it clearly was suicide. He never did have a good word for me.



**J. SAINT GIDEON - RETIRED**  
This man was big in his day. Not big in the sense of Delores but big in terms of owning one of the largest corporations in the city. He was also involved with British Intelligence. He's got contacts to see a hit job through and Carl did work for his corporation.



**SYLVIA LINSKY - CLIENT**  
Now if there's a cute chick in town, it's got to be Sylvia Linsky. She's got curves any woman would die for, and class that would be well placed in Beverly Hills, not the suburbs of San Francisco. When she approached me with the case, I happily accepted.



**FRANK SCHIMMING - EXECUTIVE**  
Am I being misled? Schimming is the boss behind the corporation now. I gave him a thorough interrogation where he coolly answered every question. He's hiding something but I can't figure out what. He's got the power to put my lights out - I'll have to be careful.



**DELORES LIGHTBODY - FLANERIE**  
If Carl was pushed off the Golden Gate, she's got the weight behind her to have done it. She's also got the motive. I read in a letter at Carl's place that he was giving her for somebody else - I don't blame him. A jealous woman is a dangerous woman.



**JOHN KLAUS - NEURO SCIENTIST**  
After chasing leads about the city, I've arrived at a theory that will have to be confirmed. A Professor John Klaus lives out in Reno and I thought he was worth a visit - I'm glad I did. My gun will now never leave my side - the size of this conspiracy is beyond belief.



Carl Linsky has a very attractive house, not to mention his daughter. His alarm bell will have to be turned off unless I leave before the police get here. I decide to give the tape player a listen and hear Carl's voice ringing out above the noise of the alarm.



Carl has been leasing a warehouse for ten months. I decide to pay it a visit to see what he's been up to at such mysterious docklands surroundings. He has a nice set up. I access his computer and find some of his notes. They provide some very interesting information.



I receive a message informing me that Cal Davis, Carl's colleague, has been killed by accidental poisoning. It sounds suspicious already. At Carl's place, he has some strange objects that thicken the plot. The book enforces my theories towards this complex case.

## TRUTH-HUNTING TEX IS ON THE CASE!



I travel about the city in my speeder. It's got its own navigation and autopilot system although I can take manual control. I prefer to type in the NAV Code and then sit back and enjoy the ride.



San Francisco supplies some breathtaking sights. The Golden Gate Bridge is probably the best known of them all. I travel quite extensively about my city but nothing beats the Gate.



This is one of the places I prefer not to be but Bash Dagot is believed to be around here, somewhere. The hoods who jumped me will get a belly load of bullets from me, but I'll have to keep a watchful eye on my ammo.



This place sure is depressing. You can smell the filth and scum that reign in these parts. A P.I.'s job is not a glamorous one. I see Bash. As a witness to the suicide, it's time I asked him a few questions.



Bash looks like a typical native to these areas: rough and ragged. He's not the most talkative person I've met, but for a bribe, he'll pour out all he knows. I even have to pay for an account of the suicide.

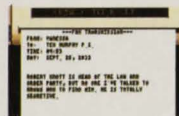


I persist in my questioning but refuse to give him any more money so he refuses to talk. I decide to threaten him, and rough him up a little. He suddenly regains speech and I soon leave to investigate my new leads.

## THE ONLY TWO YOU CAN TRUST IN THE SEEDY CITY OF SAN FRANCISCO



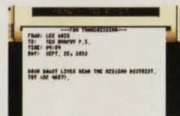
Vanessa is one hell of a secretary. She digs out all the information she can find about the necessary people along with their address codes. I don't know where I'd be without her.



I told you she was good. I ask, she finds. Even Vanessa is not totally perfect, though. She can't find an address for this Knott guy but at least I know more now than I did five minutes ago.

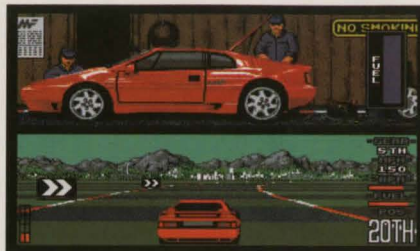


Lee Chin is my informant. She's good but costs a lot more than sweet Vanessa. Fortunately, I have ten grand at my disposal thanks to Sylvia and I'll need every cent by the end of this case.

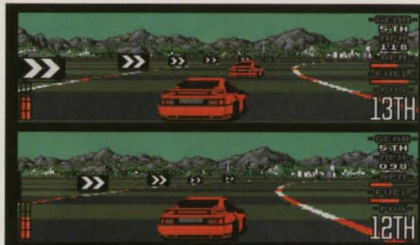


Lee Chin tends to be slightly more sparing with information than Vanessa but she finds me the vital address. She'll remain loyal to me so long as I continue to supply the money.

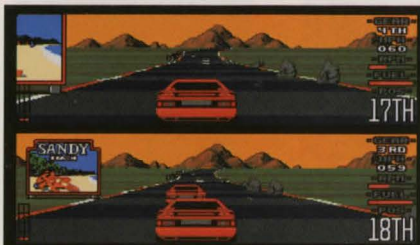




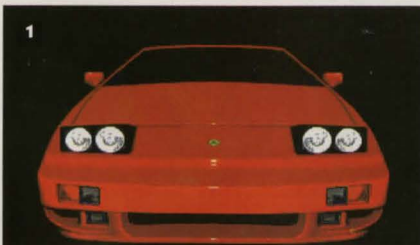
Your Lotus is leading but you are running short of fuel. As you pull into the pits, you begin to lose positions and your human rival roars past. But be reassured that you should regain some of your positions as your rivals have yet to refuel.



You are trailing your human rival, but he is still within sighting distance. As you close in and begin to overtake, be careful that your opponent doesn't try to stop you by unsportingly weaving across the track.



Thankfully, you were warned about the rocks that are scattered along the track at the beginning of the race. However, you don't know their exact locations so you must drive that little more carefully.



The Lotus Esprit in full view and just ready for you to jump in the driving seat and take the wheel in Gremlin's Challenge game.

# Lotus Esprit Turbo Challenge



G R E M L I N

Probably one of the most enjoyable type of game to be played by the vast numbers of the gaming public, is a fast and exciting racing game (and I don't mean horses!). We have all had the opportunity of sitting on a powerful motorbike or being in control of a speeding car. Gremlin have been working on some racing games that they hope will stand apart from all others due to better graphics, better sound, and much better playability.

Recently, they released the motorbike and sidecar game *Combo Racer* which got a good reception from the computer media. In the meantime, Gremlin were busy signing a deal with Lotus to have the rights to produce software on the very sporty British car. The first release with this tie-in is *Turbo Challenge* which has been approved by Lotus themselves.

Most racing games involve you trying to scream around a track within a given time limit or to simply beat the opposition. The game designers that worked on *Turbo Challenge* haven't attempted anything different which may produce a few moans and groans from some of you. You

shouldn't be too hasty in criticising though, as there are some important differences that need to be commented upon.

The first noticeable feature is that there is a two player option incorporated into the game by means of splitting the screen. In one player mode, the playing area is the same size as it would be in two player mode, but this doesn't really pose a problem.

The car you control will have either manual or automatic gears (of which there are five in all).

Using automatic gears means your Lotus is easier to control but may not be the most speed or fuel efficient method depending on how good you are at manual control. When using automatic, fire is for accelerate and braking is achieved by pulling back on the joystick. In manual control, pushing up gives you your speed and by adding fire will reverse the effect, ie: braking and changing down a gear.

At the beginning of a race, you can choose whether to tear around an easy circuit or take up the challenge of a more gruelling race on a

## PUNTER-POWER™



GAME: LOTUS ESPRIT  
PRICE: £24.99

RATING=90%

*Turbo Challenge* has got to be the fastest racing game of its kind. It contains no jerks or spite detection problems whatsoever. The racey tunes and sound effects help to keep the adrenalin pumping and add that extra touch of atmosphere that draws you further into the game. One-player mode is great but the two-player mode has to be the ultimate experience. Gremlin have produced a high quality game that will be well received by everyone.

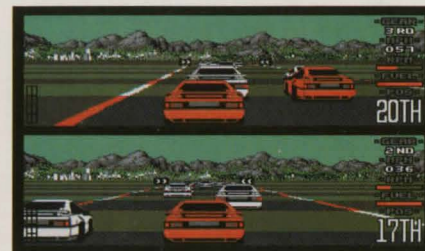
GAMEPLAY: ☐  
SOUND: ☐  
GRAPHICS: ☐

number of tricky tracks. Fortunately, you are given a brief description of the condition and state of the road ahead such as gentle curves, roadworks, rocks, and the many other problems you will have to contend with.

The surrounding screen area contains information about the lap you are on and where your two player opposition is in relation to your position, your overall race position, rev counter, fuel gauge, and speed. If your fuel becomes severely depleted, a warning tone will ring out, but you always have the option to pull into the pits that can be found at the

side of the track. As you stop, your mechanics will immediately start refuelling your car and you can leave when you feel you have enough fuel to be able to complete the remaining laps. The timing of your pitstop can have a significant effect on the outcome of the race so you must perfect your tactics to optimise your chances of winning.

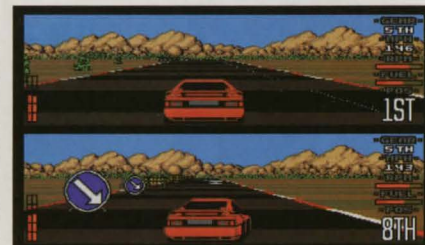
There is one other aspect that needs to be mentioned, and it is perhaps the most important. What I am referring to is the speed of the game. *Turbo Challenge* is perhaps the fastest game of its kind and speed is certainly the name of the game.



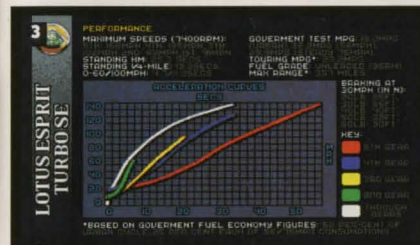
The starting grid sees twenty noisy cars, all eager to begin the race, and all striving for first position. The competition is fierce but if you can handle the power of your Lotus competently, you should be the first to cross the winning line.



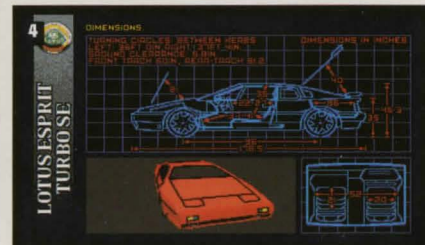
As the cars begin to spread themselves around the track, you manage to pull away from your human opponent, allowing yourself to relax for a while. Be careful not to become too complacent or he'll come screaming past you.



The local council workmen have no respect for boy racers and have set up a number of roadworks to hinder your progress around the track. Be sure to avoid them if you want to win.



Gremlin and Lotus have teamed together to bring you an interesting and informative analysis of a Lotus Turbo Esprit.



Shown above is the streamlined profile and even more amazing detail concerning the champion of all cars the Lotus.



# POWER TO THE PUNTERS!

Since gaming time began the world knew only one way to test games. Using highly tuned skills, specialist equipment (often a blindfold and dart board), huge egos and a smattering of bias, the high priests of gaming magazines (known as reviewers) would disappear into small rooms to test the latest releases, only coming out to pronounce their verdict after they had satisfied themselves that they and only they knew how good each new game was. But now like a knight in shining armour, comes a new era in game scoring – Punter-Power™ the reviewing system that puts the control back into the hands of those who matter – the games buying public!

The thing to bear in mind with magazine review scoring is that it's your money at stake. Reviewers are a very fortunate bunch indeed. They don't have to wait for the arrival of releases at the local computer shop to play the latest games and, more importantly, they don't have to pay for the privilege. So for many years consumers have had to rely on the opinions of a privileged few reviewers who have placed themselves above all others.

Systems have been devised to make this process

less prone to error, bias or downright abuse. Indeed ST Action itself has always relied on a system whereby two or three reviewers play and score each game to offer a more balanced view. However, it is all too clear where the weaknesses in existing reviewing systems lie; only very few individuals are involved in the reviewing process, and most importantly these individuals are not in tune with the people whose money is at stake.

Now, however, ST Action brings you the ultimate rating system, a system like no other before! No longer do you have to place your trust into the hands of a reviewer. We've acknowledged the fact that you, the consumer (known in the trade as punters), are the most important judges of whether software is good, bad or downright dreadful. All ST Action's scores are now decided by the people for the people (with a little help from our team).

## Punter-panelist open evenings

ST Action holds regular open evenings, during which ST owners are invited to play the very latest games for their machine. Each evening, five games are on display and punters (gameplayers) are invited to test their skills against them. Naturally, with so many state-of-the-art games being tested, it is often difficult to convince gamers to stop playing and try their hand at something else – these sessions last for hours.

Of course, some games are more involved than others and separate nights are organised for adventures and complex strategy games. During the gamesplaying sessions, ST Action reviewers are on hand to offer help and advice to anyone experiencing difficulties with a game; thus making sure everyone saw every possible aspect of the games under scrutiny.

Having played a game and seen all it has to offer, all panelists are asked to fill in a detailed questionnaire detailing their thoughts about the game. When writing up reviews our team use the information contained in these questionnaires as their primary source of information. So into each review goes countless hours of playtesting from not only our team but also a veritable army of punter panelists. The best of both worlds – a team of talented and experienced reviewers and an army of enthusiastic consumers who know what it's like to spend £20+ on a piece of computer entertainment software.

## The Punter-Power™ Pie Chart

The problem of how to best display the findings wasn't an easy one to overcome. However, after much deliberation the ST Action Punter-Power™ score panel was finally created. By simply taking a quick glance at the panel, you'll be able to deter-

mine just how good a game is. Of course there's an overall rating, but we've also managed to include a summarising comment; gameplay, sound and graphics indicators; and details of the game's official title and price. Finally, you'll also notice the Punter-Power™ Pie Chart. By studying the pie-chart, you'll be able to determine just how well a game was received by our panel of punters. If the majority of people thought the game was 'Great' or 'Good', then you can rest assured that the game in question is definitely worth a look. However if the 'Poor' and 'Dire' sections make up the mainstay of the chart then you're advised to steer well clear.

## And a pretty new face as well...

In addition to our revolutionary new scoring system we've also improved the presentation of the reviews. Using the most up-to-date technology, we can now offer you even more in the way of state-of-the-art layouts. We've invested huge amounts of time and money to bring you the best quality screenshots you're ever likely to see. Using this new technology you can now see even more aspects of the games in the form of both perfectly joined 'digital landscapes' and superb action sequences showing how the detailed mechanics of games work. Labelled shots are also used to point

out important sprites, icons or other graphic details. Combine these with the informative captions and body text and you've got the best guide to buying entertainment software possible.

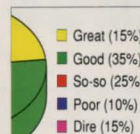
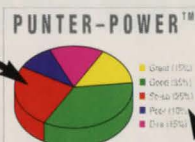
## Calling all potential panelists

If you live in the Manchester area and would like to be a Punter-Panelist for an evening then why not drop us a line. We're currently creating a database of willing volunteers who would like to take part in our Punter-Power™ evenings and everyone is welcome. So, if you'd like further details write to:

Nick Clarkson, ST Action-Power™, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

## THE SCORE PANEL EXPLAINED

The Punter-Power™ Pie Chart itself. The pie is divided into five colour-coded sections. By looking at how large each pie section is you can tell what proportion of our panelists had what opinion of the game.



Not much explanation needed here. Name of the game under scrutiny and the all important price tag in pounds and pence including VAT.

GAME: SAMPLE GAME  
PRICE: £19.99

Throughout our testing, the thing that became obvious about Sample Game is that it has real depth of gameplay. No sooner have you completed one brain teaser than the next is upon you. Some of the problems you may find are just a little bit irrational but for the most part they are gripping and challenging. The gameplay is enhanced by some excellent 3D graphics with stunning backdrops to add a touch of realism. The game is only marred by a lack of solid sound effects. Overall a very interesting game.

The key on the left of the pie chart details what level of appeal each sector colour represents. These appeal levels correspond to what each Punter-Panelist thought of the game in question from 'Great' right down to 'Dire'. The key also gives the exact percentage of panelists voting for each level of appeal. In this example, 15% of panelists thought the game was 'Great', 35% thought it was 'Good' and so on.

Gameplay is above sound and graphics for a reason – we know it's more important! Gameplay is the factor behind whether your £20+ investment will stand the test of time. Ratings from 1 (Nought's and Crosses ZX81 style) to 10 (More fun than a night with Kim Basinger!). The example here shows a score of 7 which is good.

GAMEPLAY:   
SOUND:   
GRAPHICS:

The comment text summarises in plain English what the reviewers and panelists thought of the game. This text has been designed to highlight the reasons why games were marked up or down.

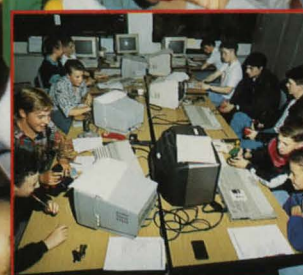
RATING=75%

Pretty simple really – it's the good old bar chart. How good are the sound and graphics from 0 (none at all) to 10 (appealing up to 10 (state-of-the-art)). The example shows 3 for sound and 8 for graphics.

If you're after a snappy answer to 'is this game worth buying?', then check out the overall rating. Pie chart data is only one of the factors used in the overall rating. Scores of 75%+ are excellent games that will not disappoint. From 50-75% are games that are good solid products but maybe lack that state-of-the-art graphic sparkle or 'just-one-more-go' gameplay. Below 50% it's all downhill and we really would advise you to try before you buy. Remember the overall score is only one indicator – read the review as a whole to get the complete picture.



Images from one of our month's Punter-Panel evenings. All the panelists found the evenings highly enjoyable and are actively taking part in the latest games review.







With your laser blasting away, it is only a question of time before you defeat the large end of level guardian. However, you are restricted to ground movement only and cannot, therefore, jump or dodge any incoming firepower!



Sometimes it is easier to run away from the enemy. By leaping onto walls, and then clambering up them, you can successfully avoid any attack you were under. Be careful, though, for you may find yourself climbing into even more trouble!

## PUNTER-POWER™



GAME: STRIDER II  
PRICE: £19.95

Strider II captures much of the atmosphere from the original with a little individuality of its own. The combination of platform and shoot'em-up works reasonably well although there are times when it's possible to just run and keep fire depressed. It should be mentioned that the speed of the game is quite impressive and is an important feature of creating that extra touch of excitement towards the gameplay, as does the music and the many other sound effects.

GAMEPLAY:   
SOUND:   
GRAPHICS:

RATING=77%

# Strider II

U S G O L D

Strider appeared on the home computers last year, and was confronted with the task of entering Russia to steal the enemy's secrets and return them to the western world. Battling the enemy in Red Square and braving the wintry weather of Siberia were no match for our hero, so his mission was a complete success.

Strider returns to the ST, only to find himself flung into the middle of an inter-galactic battle. When a powerful alien race decides to destroy the Earth, it seems as though Mankind is doomed. Just when the military were collapsing with exhaustion and resources were severely depleted, a number of top scientists discovered a way to fight back, offer-

ing a faint glimmer of hope to a dying race.

The scientists had invented a virus that was extremely effective against the Earth's foes. It appeared that the Human Race might survive after all. Not only would we survive, but once again, we would become the superior beings. However, an awesome blow was dealt...

...The aliens somehow managed to capture our leader. She has to be rescued and it is Strider who has been assigned the frightening task. As Strider, the fate of the world is in your humble hands.

Strider II is similar to the original, with the platform shoot'em-up element still being the strongest idea

behind the gameplay. However, a number of improvements have been made, so our undercover agent, who shall for safety's sake remain unnamed (although some call him Alan Bunker, star of ST Action, local hero, man of many means, admired by Editor Nick Clarkson and all round good guy Jon Ross), infiltrated Tier-tex's lair and wormed all the information he could out of the programmers.

Q. Why did you decide to program a sequel to Strider?

A. The conversion of Strider I from the coin-op was highly regarded due to its great playability and closeness to the original. It seemed time to improve on a successful

product, and make an even better Strider.

Q. As there was no conversion involved with Strider II, where did the plot behind the game come from, and what was your objective?

A. The plot was devised by our in-house games design team. We wanted to incorporate as much of the feel of the earlier game as possible and enhance it with extra features.

Q. Will the coin-op company Capcom be coming to you to derive their coin-op from the computer version or will they be doing something completely different? Who will pay who for the rights to the Strider II game?

A. Can you give me some technical data about the game that may prove of interest to our more technically minded readers?

A. Presumably they will base the coin-op closely on our game but this is all up in the air at the moment.

Q. What exactly are the improvements that have been incorporated into Strider II in comparison with the original Strider?

A. Levels and maps are bigger than the original Strider and the whole game runs faster. The scrolling and action are also smoother. Strider II can do all the same moves as the original but the character you control now has guns and can transform into a highly armed robot.

Q. Can you give me some technical data about the game that may prove of interest to our more technically minded readers?

A. There is 85K of coding, 30K of maps, and 400K of sprites and pictures. The character Strider consists of 43 frames, and the overall game has five levels with a full 16 colour background. There are 25 different sprites and 306 frames in total.

Q. How long has it taken you to program Strider II and how many people have been involved in the whole project?

A. Strider II has taken over a year and involved four programmers, five graphic artists, and a musician.

Q. Is the final version the same as you originally planned, or have changes been made? If changes have been made, what were the reasons behind them?

A. Our final program is exactly the same as our original plans and no sacrifices have been made.

Q. Finally, what projects will you be working on now Strider II is finished? Are you doing any more work for U.S. Gold?

A. We are working on a top secret original project as we speak but we're not telling you any more - you'll all just have to wait and see, won't you?

Don't you just hate the air of mystery that programming teams insist on surrounding themselves in? Maybe one day, they'll answer that question a little more informatively! Anyway, thanks to everyone at Tier-tex and U.S. Gold.

## STRIDING TALL AGAINST YOUR ENEMIES



The mechanical walking armoured robots aren't much opposition so long as they're destroyed quickly and decisively.



The many men that race about the playing area will withdraw guns from their clothing and take the occasional shot at you.



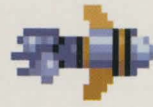
Birds appear harmless at first, but they will soon launch into the attack, attempting to finish you off once and for all.



The hero of the game! As Strider hangs from the wall, you marvel at his athleticism and agility, positive of success!



Armoured silos rise from beneath the ground. Perhaps the easiest way forward is to simply jump over them!



At the sides of the screen, you'll often see homing missiles hovering dangerously. They'll soon scream into action!



Very rare but very deadly are these armoured robots. They can absorb a number of hits before finally disintegrating.



Strider can transform into a robot which you will find more powerful when you come up against the end of level guardians.





Gremlin seem to be throwing everything they've got into racing games lately. In this very same issue, you can take a look at their superb Lotus game. Our interests at the moment, however, are on Toyota Rally. It's not got the same aura, has it? I mean, Lotus and then Toyota! You don't tend to see Toyota in the same class. Nevertheless, it's here and should be looked into.

If you've ever seen or played Tengen's tremendous 'Hard Drivin', then you can associate Toyota in a similar sort of vein. The graphics are of the solid 3-D vector filled type, with the view being from behind the wheel. From here, you can see the usual array of panel instruments that add that genuine feel to the game, and you can watch your hands struggling desperately with the steering wheel as you try to keep your car under control.

The gameplay is very similar to 'Hard Drivin' with the slightest movement of your joystick or mouse causing a dramatic movement on the screen. This is where you will need to be extremely precise and accurate, especially when screeching around a corner at a very dangerous speed! Thankfully, you can alter the sensitivity of your controls by means of a menu that appears at the beginning of the game.

The game itself consists of achieving a winning time after racing a number of rallies. England, Mexico, and Norway are your rallying destinations, where each country offers

## PUNTER-POWER™



GAME: TOYOTA RALLY  
PRICE: £24.95

**RATING=86%**

different scenery and weather conditions. The skies above could pound you with rain, or smother you in snow. Not only does this affect your traction but also your visibility. The sometimes extremely severe conditions can be combated to a certain extent by turning on your windshield wipers. This is a very pleasing touch from Gremlin.

Before a race actually begins, you can view the track that you will have to follow. This is so you can program the voice of your co-driver. At various positions along the map, you can instruct what information you want your co-driver to call out. For instance, if you are approaching a sharp left turning, you program your co-driver to shout, "Hard left." When you are actually racing, this will prove useful as you will be able to hear the relevant warning in advance.

*Toyota Rally is an excellent game that is very playable. The graphics are well designed and fast although there is a little jerkiness. Sound includes the revving of your engine and the usual crunch when you hit something that you shouldn't! The option of competing against up to four human drivers as well as the computer ones is a bonus, so you should get more than your money's worth. Toyota Rally should appeal to all racing fans of all ages.*

GAMEPLAY:

SOUND:

GRAPHICS:

The timing of these warnings are vital, as one late call or even incorrect call could send you careering off the road into trees, barns, houses, and other objects that line the sides of the road. The problem here is not your damaged ego or dented car, but the time penalty that will be imposed upon you. A time penalty is also incurred if you put your foot down on the accelerator a little too early when on the starting line.

Acceleration is achieved simply by pushing up on the joystick, and braking by pulling down. To execute a gear change, you have to press fire and push up or down depending which gear you wish to shift into. In other words, the controls are the same as the majority of racing games.

Just like driving a real car, you

can stall your engine by letting your revs drop too low. This will cost you valuable time that you can't afford to waste if you want to achieve first position. By beating your opponents, this will give you a 'cushion' of seconds or even minutes that may prove vital in the later, much tougher stages.

Your stage times are accumulated together. By the end of all the stages, your time must be faster than all of your opponents if you want to progress onto the later races where the competition is even harder to overcome.

Thankfully, there will be a save game option available on the final product which will have to be used unless you intend to spend several hours of uninterrupted fun on your computer!

Gremlin are now beginning to attain a magnificent reputation in the racing games field. I think it is safe to say that they have put the excitement and thrills back into an aspect of the games market that had seen it all before with perhaps Chase H.Q. being the only real exception. This is not because Gremlin are producing completely innovative racing ideas but because of the sheer quality of their products.

Hopefully, such quality will be consistently maintained and the racing fans among us will never run short of fantastic games to play. In particular, look out for Team Suzuki which plays even faster. Don't let us down, Gremlin!

# Toyota Rally

G R E M L I N

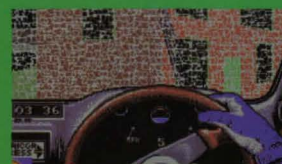


The Mexican countryside whips up some nasty storms. The wipers have no effect so you'll have to be extremely careful.



Norway is a different situation altogether. Here, the hazards include icy roads and thick snow that blurs your vision.

## THE RIGOURS OF RALLYING!



As you reach the half way mark, you suddenly lose traction and go crashing into a house, shattering your windshield.



Fighting to keep your Celica on the road, you realise you'll have to depress the accelerator if you want to keep control.



Normally, a straight wouldn't pose any problem but the rain affects your visibility and will cause your car to slide dangerously.



Struggling to regain control on the tight corner, it looks as though you're paying a house visit.



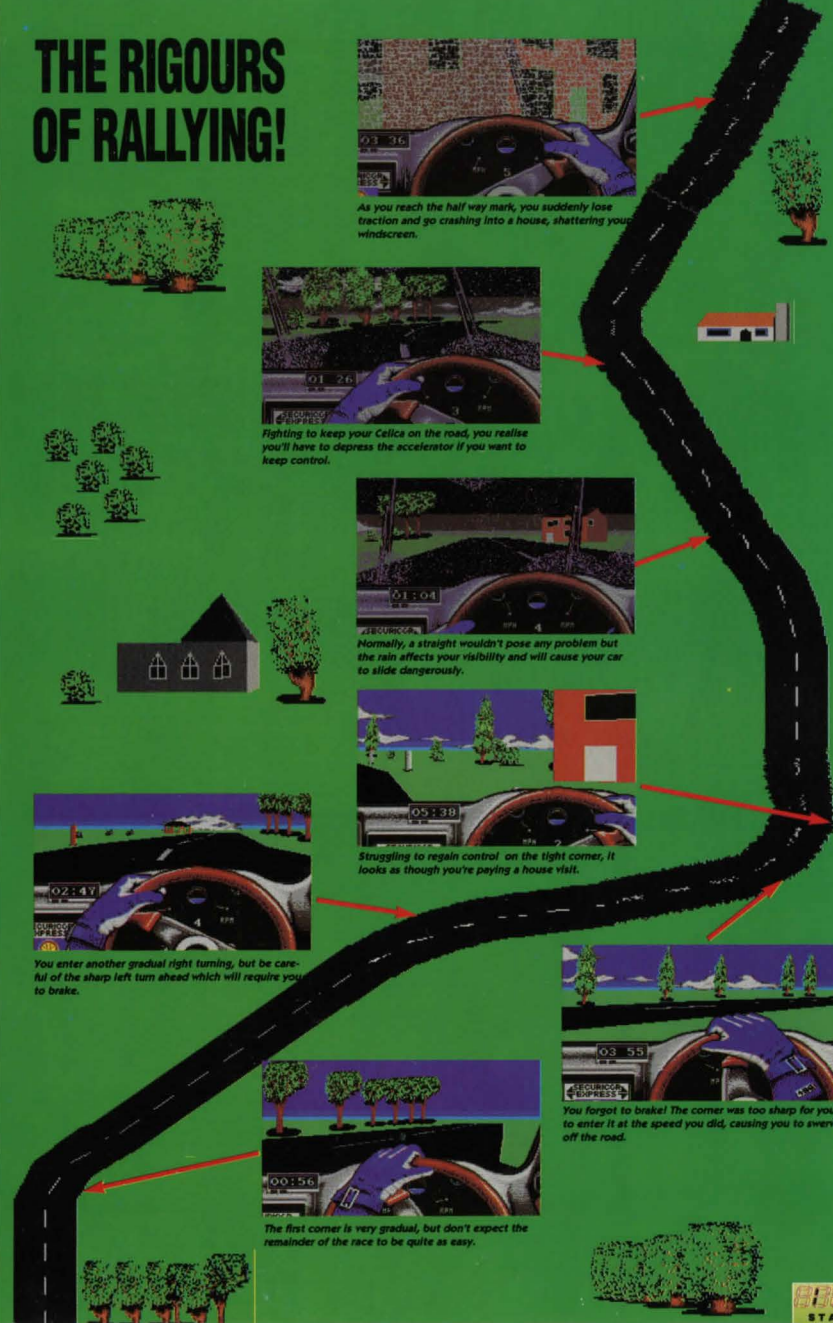
You enter another gradual right turning, but be careful of the sharp left turn ahead which will require you to brake.



The first corner is very gradual, but don't expect the remainder of the race to be quite as easy.



You forgot to brake! The corner was too sharp for you to enter it at the speed you did, causing you to swerve off the road.







GAME: MURDER  
PRICE: £19.95

With its period graphics, the presentation in *Murder* is second to none. The 1930s atmosphere has been successfully recreated and there are plenty of characters and clues to investigate. The gameplay is via an icon driven system and is very easy to understand. Although an acquired taste, *Murder* is definitely worth buying and your money will be well spent.

GAMEPLAY:   
SOUND:   
GRAPHICS:

RATING=80%

# Murder 1

U . S . G . O . L . D

AT RATED



have collected earlier on in the game. Another important source of clues is of course the other people present at the house. You are able to query each and every person you come across with a number of preset questions. It is possible to inquire about any one person, object or room, or any combination of the three.

You can also map the areas you have already explored, thus letting you keep track of clues you may have jotted down in your note book. The icon that you may select is the option to pick up an exhibit. The next icon allows you to pick up an item which you think is the murder weapon, and in time, use the object as evidence against the guilty partner.

When you feel confident that you have found the killer, it's up to you to prosecute. Press the icon and then reveal who you think committed the crime. As long as you have the murder weapon and your selection is correct, the paper will tell of your heroic deeds. Make the wrong arrest and you will be thrown onto the trash heap, where all the other failed Columbos are. Embarrassing.

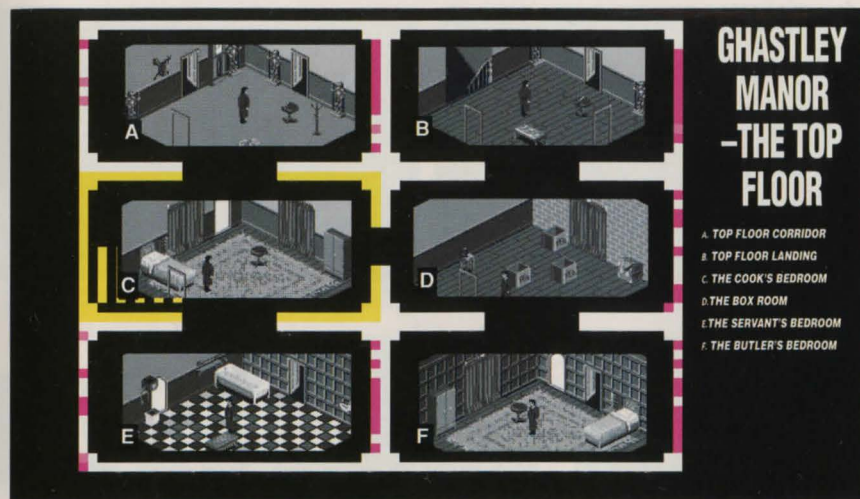
icons in the traditional point and click way. Clicking the right button alternates between using the magnifying glass and then the movement cursor. Simply place the Magnifier over the area you wish to examine closely and press the button. If anything of interest is there, a picture and brief description will be given. The game

area is set out in a 3D isometric way, leaving four ways of entry/exit for every screen that has a door in certain walls.

If you happen to stumble across an object that is marked in some way, such as it carries finger-prints, it is possible to take note of the print and compare it to any others you may

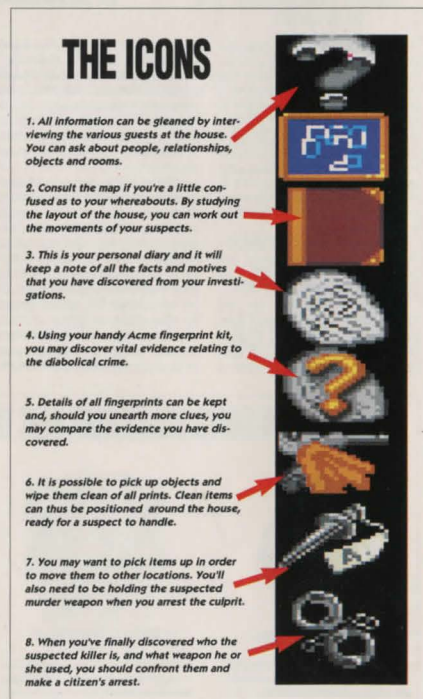
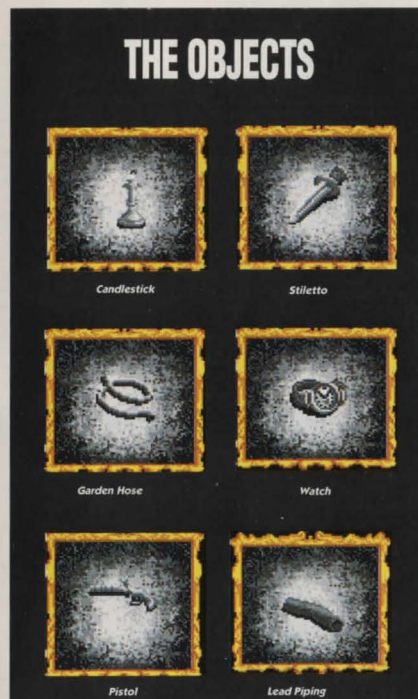


On loading up the game you will be presented with the options screen that is represented in newspaper-style. Move the pencil pointer to the option you wish to toggle.

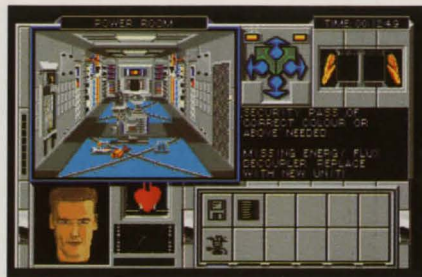


## GHASTLEY MANOR - THE TOP FLOOR

- A. TOP FLOOR CORRIDOR
- B. TOP FLOOR LANDING
- C. THE COOK'S BEDROOM
- D. THE BOX ROOM
- E. THE SERVANT'S BEDROOM
- F. THE BUTLER'S BEDROOM







As your star space marine makes his way along the winding corridors, prepare to be attacked at any moment.



The computer status screen will give you a good idea of what's what. System failures will be highlighted on here.



On accessing the computer you can get any information you require on past crew members and alien life forms.



You are confronted by an enemy life-form. There's no way round, you'll have to go through him.

# BSS Jane Seymour

G R E M L I N

"In space, no one can hear you scream!" The Jane Seymour – a biological research vessel that set sail into the deep mists of space over a decade ago on a secret mission to take samples of any alien life form that it came across. With a full set of crew, the mighty ship started its trek into light-space not knowing what was in store. It was to be a journey of mystery and intrigue that might cost the crew members of the BSS Jane Seymour their lives.

Little did they know that when they engaged the warp engines, one of them would fall, setting them light-years off course.

As well as being lost, the Jane Seymour had sustained heavy damage and was leaking large amounts of lethal radiation around the ship. Most of the crew had been killed or

been driven mad by the harmful overdose, and those that didn't would only perish from the coldness of space, or be eaten by the escaped extra-terrestrials. Before they were destroyed, they had to send out a distress signal, which wouldn't reach Earth H.Q. until it was too late.

Back at the Federation Headquarters the beacon arrived and a decision to investigate this strange happening was made quickly. A member of the highest rank of space marines was to set off after the Seymour before penetrating the hull, analysing the damage and getting all the systems on-line, before piloting the ship back home.

There was one small problem though – the aliens weren't going to let anybody on deck without a fight,

so weaponry must be found on-board to use against any hostile life-forms.

The use of passwords allow the player to restart his game from the last level he was able to reach, or alternatively you can restore a save game, therefore starting from the last point instead of just the last level.

The main gameplay area is divided up into the 3D room area, your status panel and the direction pointer, to move your hero (who incidentally, can be defined as either male or female) you simply click on the arrows on the direction pointer.

The room display shows everything that it is front of you, including objects that are scattered around

and oncoming aliens (Arggh!). The face in the bottom left-hand corner of the screen reveals your health, and as it gradually depletes, your face turns into a skull. To the side of your health is the gieger counter. This informs you of the current level of radiation that you have taken in. Let it rise too far and your health will lower even more.

The inventory screen keeps track of all items that are acquired, all of which are held in either the belt, your backpack or worn on your person. All chips and the like are stored to use on the robots, whose memory banks can also be accessed from here. As well as loading up your carrying equipment, you can carry one object in either hand. This gives easy access to vital

objects such as weaponry or energy restorers.

You may encounter robots that seem to wander aimlessly about the numerous decks, but these aid you rather than prove to be a hindrance. These can be programmed by inserting chips into the memory banks and then informing the droid of its new task. You can ask the bot to travel to a certain room (each one is numbered) where it will hold position or perform a number of repairs providing it is equipped with the correct tools.

There are twenty ships in total that need to be restored to their previous condition, each one of them being divided into three levels: the main deck; the lower basement and the dorsal area.

Useful information can be gained



Your inventory shows you (not surprisingly) what you are carrying, and also where it is being held.

from hacking into the ships computer system. This is done by using the icons that appear when in the presence of one of these beaties, and once you have entered the 'net' all will be revealed. A map of all of the places you have visited can be called up, meaning that you will no longer need your pad of graph paper and biro to map out your path!

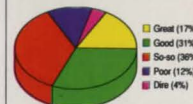
The ship's status screen indicates the conditions of the onboard systems (i.e. power to the life support etc.) and a brief description of all known aliens and crew members can be brought up on screen at the simple press of button.

Recharging the items such as door cards and flashlights also plays another vital part in the progress in BSS Jane Seymour. There are

numerous rooms that have a recharging capability scattered all around the ship's decks, once you have located the required room it is a particularly good idea to take careful note of the room number for your future reference. Not only that, you may also find that you could send off one of your robots to recharge your equipment for you. Of course, having said that, you can't have everything done for you and if you wish to progress further into this space age adventure, you must pick up your blaster and give the alien filth a lesson or two in who's the boss!

So, prepare to meet some of the most fearsome and deadly creatures this side of Hades Nebula. Strap on your back pack and head for the wreckage of the BSS Jane Seymour. We're counting on you.

## PUNTER-POWER™



GAME: BSS JANE SEYMOUR  
PRICE: £24.95

Gremlin have produced some really good games of late and Jane Seymour is no exception. Based in a similar style to the classic Dungeon Master, that is the 3D adventure, it's bound to appeal to the majority of gamers out there. The game contains lots of locations to visit and plenty of monsters to contend with. The task will certainly be a long-term one and will probably take some time to complete. A nice game indeed.

GAMEPLAY:   
SOUND:   
GRAPHICS:

RATING=86%

## A LONG TIME AGO IN A GALAXY FAR, FAR AWAY... MEET THE INHABITANTS OF JANE SEYMOUR – BOY DOES SHE NEED A DOCTOR?



Richard Bevis is the Jane Seymour's technician, unfortunately laziness is the major problem in his life.



Jennifer Ryan is an alien scientist. She is known for being tense and having trouble relaxing.



Chi Lau is the ship's medical officer. She is also rather good at martial arts. Handy to have on your side.



The Telereck is one of the most dangerous aliens that you will encounter. It has a staple diet of plutonium.



The Endri-Simonon is an alien that has the capability to learn languages extremely quickly.



The Balrik hails from Rigel 14 and is noted for being claustrophobic. It also reproduces very quickly.



Looking mean and moody this could only be you. Ace space-marine that you are you should have no problems.



David Get is a crewmember from the Seymour. He is noted for talking his work very seriously.



## GIVING THE GAME AWAY PLAYERS' GUIDE - MEAN STREETS

Earlier he reviewed U.S. Gold's excellent, *Mean Street*. Here we send super-sleuth, Alan Bunker for a walk on the wild side. Follow him as he attempts to uncover just who is behind the brutal murder of your friend, Carl Linsky.



Since you last heard from me, I've dug up a whole lot of new dirt. I've uncovered a whole lot of new facts and information.

I've been working on this case solidly - it's not that Sylvia's pushy or anything but I know something big is going on that I must solve or I may soon cease to exist. After being shot at, thrown out of buildings, and put in a police cell for the night, I feel I'm getting close but I now think it's time to share what I know. The case is too much to handle on my own, but what I am about to tell you must be kept confidential because we can trust no one.

Carl Linsky lives at NAV Code 4660, and taught at San Francisco University (NC 4663). I visited Carl's home and discovered a mutilated palm tree which may relate to fellow scientist David Pope's (NC 6211) line of work for the Zeno Morph Corporation. There was a note at Carl's home from another P.I. by the name of Sonny Fletcher. This Fletcher fellow works at the other side of town to me at NC 5170. In the letter, he wrote down the Nexus passwords which I've decided to mean the following: BISHOP, QUEEN, STONEWALL, DRAGON, PONG, KING, ROCK.

PAWN, CHECKMATE, GAMBIT, STALEMATE, CASTLE, KNIGHT, BLACK, WHITE.

The blue passcard requires the password BISHOP and is for use in a warehouse that I'll inform you about later.

Carl's fiancée, Delores Lightbody, can be found at NC 4920. Give her a going over (I mean in the verbal sense), and in particular, ask her about scientist John Klaus who believes his life is in danger from the MTC Corporation, a subsidiary of the Gideon Enterprise (NC 4650) who I found have links with the fascist group Law and Order - they're the fanatics who want to control the Government whose leader is Robert Knott of an unknown location. Members of the group include Bazil Mallory (NC 2713), Melba Wiedebush (NC 4122), and Stanford Demille (NC 3199). Klaus gave me a green passcard with the password PAWN to be used in conjunction with the card.

J. Saint Gideon (NC 3891) is the ex-president of Gideon Enterprises and Frank Schimming (NC 4650) is now the main man behind the business. I don't trust him, he's really shady. Both people should be interrogated concerning 'Overlord', the

operation dealing with microchip technology being implanted in human brains. Hell, this is kind of getting to me! It's something you see in films and not what you expect to happen in reality.

Also see vice-President of MTC Tom Griffith at NC 4590 (who has information concerning the grey passcard and its password KING) and company accountant Arnold Dweeb at NC 4610.

My investigations led me to a warehouse that Carl had leased for the past ten months at NC 4676. Here, I began to understand properly what this whole scam was about - I had to stop operation Overlord and destroy the Nexus computer before Law and Order destroy humanity. If you decide to pay the warehouse a visit, explore every corner in case I missed something. I left the ladders in the corner where the entrance is after I used them to search the crates at the top of the pile. Have a look at the computer - you'll need to use the green passcard.

There's a man by the name of Davis - Cal Davis. He was a buddy of Carl's and was also a scientist. Davis was found unexpectedly dead at his home (NC 3720) by Aaron Sternwood. Sternwood can be found at NC 0439. If you need more information about it all, contact Detective Smiley Monroe at the precinct at NC 3614. I'm still investigating the whole affair - I suggest you do the same. Be warned though: that once you enter the home of Cal Davis, his alarm system is activated and you cannot leave his house until it is switched off as the alarm automatically locks his steel reinforced front door.

My investigations turned up a bad character that I'd rather forget. His name's Big Jim Slade (NC 5612). He's a hitman hired for Law and

Order. His new assignment is to assassinate Lola Lovetoy (NC 4603). I'll let you go and rescue her while I chase up another lead. I found a key at her place for a bus locker at NC 5194. I have reason to believe a black passcard is there that has the password ROCK - it's just one of the six passcards I need to shut down the Nexus computer that is used to control humans. Between you and me, I reckon the computer is on Alcatraz sorry NC 4550.

The people that may be involved with Nexus and operation Overlord are Ron Morgan (NC 1998) - pay his beach house a visit at NC 6470, Jorge Valdez (NC 4931), Brenda Perry (NC 4577), Greg Call (NC 4783), Tom Griffith (NC 4590), Bosworth, Clark (NC 5032), Della Lang (NC 2111), and Sam Jones who has a yellow passcard with the password QUEEN (NC 0021).

One of the few allies we have is Wanda Peck of the Chronicle (NC 4621). Ask her about Larry Hammond and Ron Meat - they may be able to help with some valuable information about Nexus, Overlord, and MTC.

By the way, I managed to find the location of Law and Order's offices. They're a pretty rough bunch so watch your back. They can be found at NC 5057.

Somebody's at the door to my office. It can't be Vanessa as she went home over an hour ago. For the first time in my life, I'm scared. I know someone's been following me but I'm damned if I know who. This case is out of my league but I can't turn a blind eye to it for I know too much for my own safety. I'll have to see it through to the end - it's the only thing I can do. There's another knock. I'm going to answer the door. If I fail to return, wrap this case up for me will you?

## TAKE A LOOK AT THESE MUGSHOTS I BORROWED FROM S.F.P.D.



Basil Mallory is Security Chief for Gideon. He's so hard, he refused to remove his cigarette when convicted of robbery some time ago.



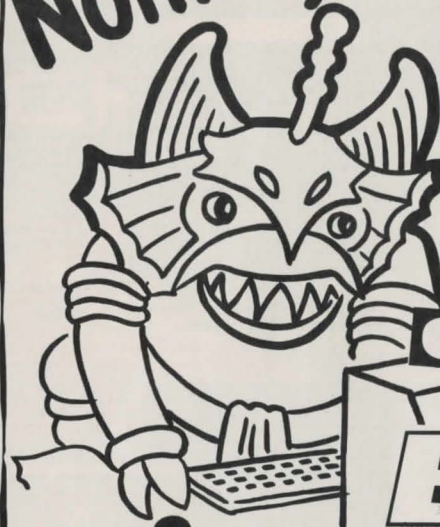
Lola Lovetoy has been run in a few times for soliciting. I hope I find her before Big Jim Slade does otherwise my lead will be useless.

## REPORTER WANDA PECK



Wanda is from the local Chronicle. She can be trusted completely. Use her knowledge to the full.

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## GIVING THE GAME AWAY PLAYERS' GUIDE – BSS JANE SEYMOUR



The BSS Jane Seymour is an awesome sight at first. It seems even bigger once inside.

Okay here we go...

### Mapping

Although they might not seem it at first, all the ships have exactly the same architectural design. This means that the rooms, corridors, lifts and ladders are all exactly the same location on every ship. Unfortunately, the room functions differ on every ship and the start location is different each time.

If you want to map out each ship, therefore, the easiest thing to do is come up with a map of each of the three decks on each ship, make loads of copies of it, and fill it in separately on each level as you progress.

### Object locations

All objects are found in the same locations every time you play. So, for example, the Energy Flux Decoupler is always in the same place on level one, as is all the pass cards, guns and so on.

One of the best things you can find on any level is the goggles. As soon as you find these, wear them. These will allow you to see in any room regardless of whether the power is faulty or damaged.

The best weapon to get is the Proton Blaster. This will destroy absolutely anything with just one

If you're having problems getting started in this little number, this playing guide courtesy of Sean Kelly and Paul McNally should help you on your way into The Final Frontier.

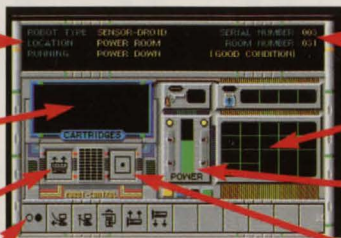
### PERFORMING MINOR MIRACLES WITH JANE SEYMOUR'S ROBOTIC CREW

The status of the robots and location is highlighted at the top.

The robot enhancer cartridges are shown here.

Clicking the mouse here will insert a cartridge.

These icons allow your robot to perform various tasks.



This is the screen where you will control the robots that will aid you in your mission.

The serial number of each robot can be found here.

Here you can see what the robot is currently carrying.

The amount of power the robot has left is in this gauge.

Clicking on this will exit back to your character.

well aimed shot. Make sure it is well aimed though, because if you miss and hit a wall or floor, you're likely to find a massive gaping hole that will prevent you from passing.

### Maintaining the ship's systems

Although difficult in theory, this is very straightforward once you have got the hang of it. The thing to do is to try and get a couple of droids with carrying capacity commissioned straight away. Then, head for a manufacturing room, and make as many bottles of the largest capacity as the robots and yourself can carry. Next, get them all filled with coolant, and head for the various repair rooms.

When you are carrying out a repair, do it one bottle at a time, that is, place the bottle, empty the fluid



and carry out the repair. Do this about five bottles per system, as unless you are in megadeep trouble, this should pull you up to about ninety percent efficiency. Then, as you wander around the level, take

every opportunity to replace faulty bottles and refill good ones. This should keep you well ahead.

### Robots

Totally fab these. The most important ones to have on your side are the Rat Droid for carrying loads of stuff around, the Combat Droid for obvious reasons, and finally the Communications Droid. This one gives you access to loads of information, most importantly maps, which will help you complete the game much faster.

You must remember that these need to be recharged on occasion though there's nothing worse than one of your most important robots giving up the ghost half way through a massively important manoeuvre.

## SEE MORE MONSTROUS MAYHEM WITH ST ACTION!



The Nirmex exhales sulphurous bubbles when it breathes. It is also noted for its sense of humour.



The Kembedrigar has a visual problem and has to use a radar. Its diet is over-ripe apples.



This bear like creature can adapt well to almost any environment. It is also noted to be quite fierce.

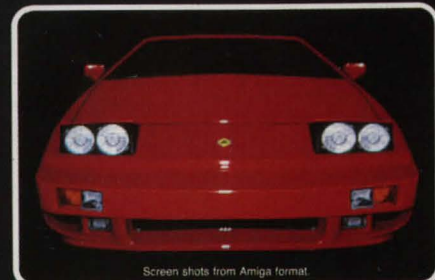
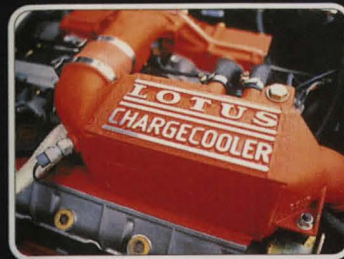


This monster has a staple diet of ice crystals. It extracts oxygen from rocks in order to breathe.



# LOTUS ESPRIT

# TURBO CHALLENGE



Screen shots from Amiga format.



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## GIVING THE GAME AWAY PLAYERS' GUIDE - VENUS

Armed with a futuristic fly swatter, our human exterminator, Jason Dutton braves the hitherto unknown worlds of Venus - the Fly Trap.



Planet Earth has been thrown into disarray. With intensive farming and excessive use of lethal pesticides the insects have been all but destroyed. A group of scientists attempt to change the ecological balance by creating a race of cybernetic insects to replace Mother Nature's offering. A mistake in their DNA make up caused them all to go insane, resulting in large swarms of mutilated killers free to roam the planet. That my friends, is the basic idea of Venus.

When you shoot some of the renegade insects they leave behind little silver balls that, when shot, release various bonus icons for you to pick up. (See panel).

### CODES AND STARTING POINTS

Mantids The Frozen Wastes  
Cicadas The Dead City  
Psyllids Wood World  
Pierids The Kaverns  
Satyrid Death Valley  
Lycanid The Creeping Swamp  
Noctuid Tech World

### HANDY HINTS

When you are given the option to type in the level codes these alternatives should come in very handy.

**JUPITER** - will give your fly an infinite amount of time to complete its task.

**PLUTO** - will grant your fly an infinite supply of ammo for the more powerful weapons that you can pick up along the way.

## INSTANT INSECTICIDE



**Mystery:** Collecting the mystery icon gives you different things - some bad, some good.



**Clock:** If you pick up the clock, it increases your time for that level by 10 seconds.



**Small Ammo:** Picking up the small ammo cartridge will add an extra 10 rounds to your ammunition.



**Large Ammo:** The large ammo cartridge increases your ammo by 50 rounds.



**Shield:** Collecting the shield provides Venus with temporary invulnerability.



**Fly Power:** Gives you the ability to jump and stay in the air for a short time.



**Vitality:** Some insects drop little hearts. Collect these to add a unit to your health.



**Full Vitality:** Fills your energy right to the top, very helpful for progression on the later levels.



**Skull and Crossbones:** Appears quite often, when picked up you automatically lose a life.



**1-UP:** Reverses the effect of the skull and crossbones. Adds 1 life to your supply.



**Normal:** Uses no ammunition, causes 1 unit of damage and has limited range.



**Big Shot:** Uses 1 unit of ammo, causes 2 units of damage and has unlimited range.



**3-Way:** Uses 3 units of ammunition, causes 3 units of damage and can't go through objects.



**Mortar:** The bombs fly in an arc, are stopped by solid objects and use 1 unit of ammo.



**Beam-up:** Hold down the fire button to build up power. Causes between 1-5 units of damage.



**4-Way:** Each bullet causes 4 units of damage. Capable of passing through solid objects.



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## MURDER

Murder is the game in this detective romp where you play the part of a would-be Colombo out to catch a murderer. There are over a million different murders to solve and each one takes place in Glastly Manor, a massive place full of different rooms.

The manor must be investigated and people interviewed for you to build up a dossier and eventually deduct who it was that committed the murder and what weapon was used.



## JANE SEYMOUR

The deep space cruiser, B.S.S. Jane Seymour, has been inexplicably overrun by mysterious biological lifeforms. As a crack marine troop, you have been assigned to locate the ship and save its precious cargo from its hold. During your adventure you'll come face to face with some of the most hideous creatures ever known to man.

"A nice game indeed..."

Paul McNally, ST Action.



## MEAN STREETS

You're a cop and a pretty damn good one at that. You have been called in by a beautiful blonde who claims that her father was murdered. The police think he committed suicide but she knows different.

You must travel around San Francisco questioning leads that may help you to solve the case and balance your bank books. Thugs will be out to get you as well as other parties and you will have to fight it out with them.



## LOTUS ESPRIT

Experience the thrill of the chase as you hurtle around the track in your Lotus Turbo Esprit. Compete against a friend as you attempt to win the covert challenge title. Featuring super-fast graphics and four tremendous accompanying soundtracks, Lotus combines excellent presentation with outrageous game-play.

"The ultimate gaming experience..."

Alan Bunker, ST Action Dec 1990



## STRIDER II

Blasting his way back onto the ST after what has been too long, Strider finds himself in conflict with an entire force of hostile aliens. This time, though, he's more ready than he'll ever be. Equipped with a laser sword and gun, with the option of transforming into an armoured robot, Strider's task may seem easy but the challenge before him is immense, and it is in your hands to guide him to his goal. Have you got what it takes to save the world?



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"Toyota Rally should appeal to all racing fans of all ages" - ST Action December 1990.

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of the six games shown on the right - absolutely free!

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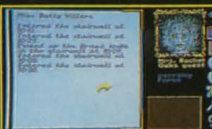


# GOLD IN THE CITY

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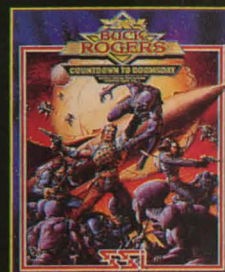
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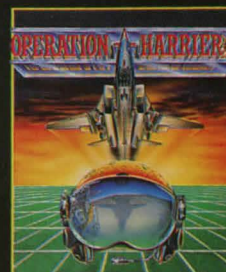


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