

The underwater section is full of nasty creatures for you to avoid. Your helmet allows you to swim without fear of drowning. Quite handy, really.

Most of the enemy can be destroyed with your current weapon. Collecting the coffee cup will increase your weapon speed.



Magic Pockets

BITMAP BROTHERS

Some of you will recognise the main character from the latest Bitmap game to be the star from ITV's Motor Mouth. Programmed by Sean Griffiths, a newcomer to the Bitmap stable, Pockets also includes graphics by Mark Coleman – the main man behind Speedball, Xenon II and the Bitmaps' last release, Gods.

Pockets takes place over five multi-directional scrolling levels, each filled with loads of monsters, goodies and bonus objects for you to obliterate or collect. Pockets will

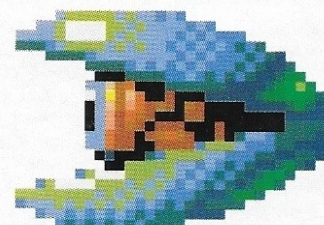
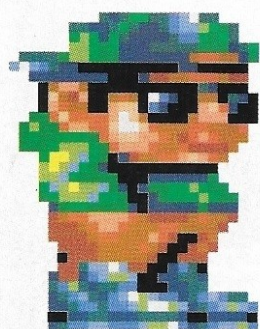
run on all STs including the STE. Control is via the joystick and the normal pause and resume keys.

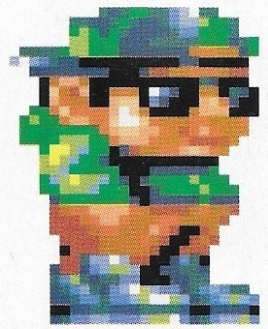
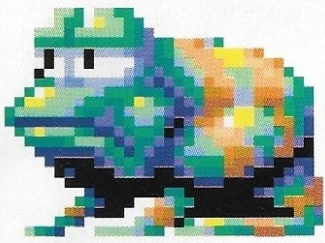
You are the amazingly crucial Bitmap Kid and what can only be described as the best dresser in the land. You stroll the streets in your reversed cap (a la Beastie Boys), strut your stuff in your Troop trainers (tongues flapping) and rule the roost wearing dazzling Ray Ban shades. You are cool, hip, trendy... and a bit sad round the edges to be honest.

The thing that really makes you special is what you contain in your

rather remarkable trousers (no perverted innuendo please, this is a family mag). Having trousers with bottomless pockets could be handy in many uncompromising situations, such as hiding your friends from rather unfriendly adversaries or storing your back issues of ST Action without the need of a binder.

Unfortunately, having deposited some of your favourite toys into your pockets of never-ending depth, you discover that they have become unretrievable and are lurking within the darkest corners of the fabric.





The Bitmap Kid is having a spot of bother with some rather unfriendly slimy chaps. Somewhat dazed, he retaliates.

Tears well up in your eyes as you think of life without your beloved possessions. Can you rescue them or will they remain lost till the end of time? Only you can decide.

After your initial bout of tears, you wipe your eyes and dig deep into one of your pockets in a last-ditch attempt to find your treasured possessions. What luck! You retract your arm to reveal a black hole which you spread across your bedroom floor. You take a long, lasting look at your room before you plunge into the murky darkness that soon envelops you making you part of your pocket.

Weapons are probably the most complicated part of the game. On each level, you will be able to control one of the elements - earth, fire, water etc. Pressing fire will release either a whirlwind, a snowball, a fireball or even an ice cube. A direct hit will cause your enemy to

1
ST
ACTION
A1 RATED

disappear, but some are stronger than others. Holding and releasing fire will let loose with an enlarged version of your element that is capable of trapping your target. Jumping on the incarcerated creature will release a bonus object.

All things have a meaning! Collecting lost toys will not only bring a smile to your character's lovely face but it will also give the angelic cherub an advantage when he comes up against the end-of-level guardians. The boxing glove must be used to fight the giant gorilla, the space hopper can be used to squash your opponents and the pedal bike makes a good battering ram. The Bitmap Brothers have managed to get a fairly decent tune to accompany the game. All in-game music is from Betty Boo's chart-topping hit, Dooin' The Do. There are also quite a few samples from the track played throughout the game.

Jason



The jungle section is full of monkeys, bees and snakes. You must learn to make use of the branches if you are to survive.

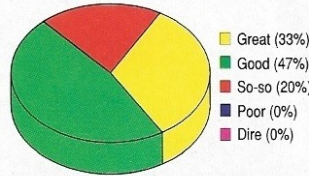


'Kid' is in deep trouble. He is being attacked by several baddies. He makes a jump, grabs his knees and takes to the air.



Crabs and oysters are in abundance in the latest level of his watery escapade. Watch the oysters carefully. If you are lucky, they might drop a pearl.

PUNTER-POWER™



GAME: MAGIC POCKETS
PRICE: £25.99

Magic Pockets is similar in some aspects to Gods as the bonus icons need a lot of thought if you are to succeed. The graphics are up to the same high standards you would expect from someone with a previous track record similar to that of Mark Coleman. The sound is really 'boppy' and makes you feel as though the world has lost all its troubles, so you can just sit down and enjoy the game. My main gripe would be the lastability of the product. The first few levels are easy and this makes the game slightly boring after a while. Another good release from the Bitmaps who continue where they left off.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=85%

