

FREE POSTER!

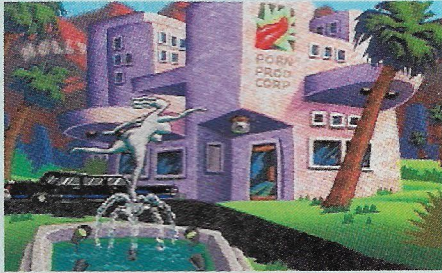
# GAMES-X

TOP Every Thursday

5th-11th Sept '97 Issue 20

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

Sierra Sneaky Peek p.44



## EXCLUSIVE:

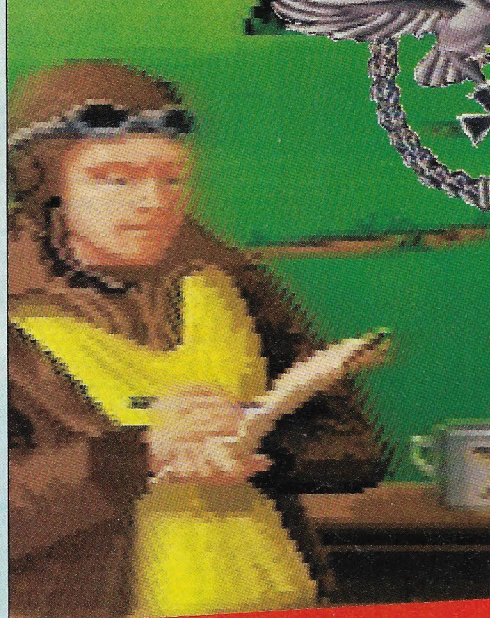
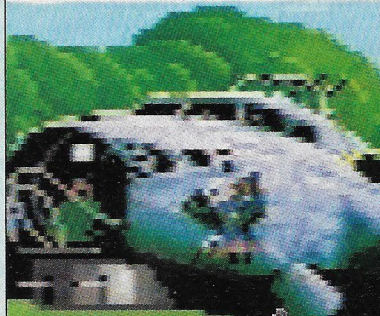
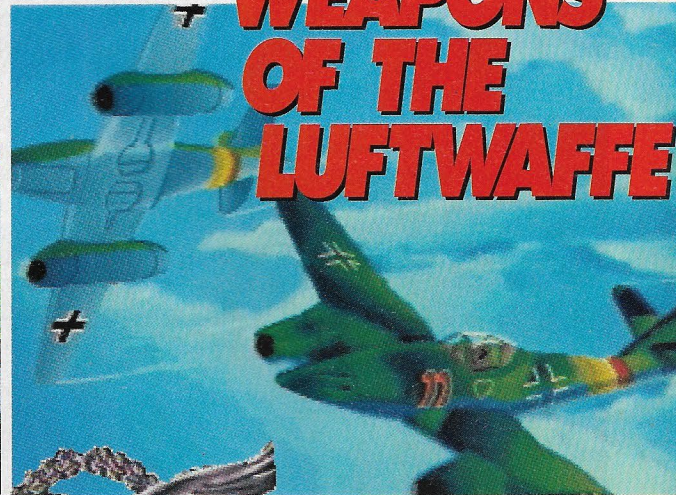
- ★ SWOTL
- ★ CRUISE FOR A CORPSE
- ★ GATES OF DAWN



Mega lo Mania p.19

- ★ ZONE WARRIOR
- ★ KNIGHTS OF THE SKY
- ★ MEGA lo MANIA

## EXCLUSIVE SECRET WEAPONS OF THE LUFTWAFFE



# FREE! A MULTI-MEGA PULLOUT GUIDE ON TOKI AND ELF



THOSE EXCLUSIVE WEEKLY CHARTS - ONLY IN GAMES-X!

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# TORNADO

**D**igital Integration is producing a successor to the popular and highly-acclaimed fighter simulation, F16 Combat Pilot. DI has developed a great reputation for realistic air sim, and *Tornado* is set to take the technology and prowess a step further.

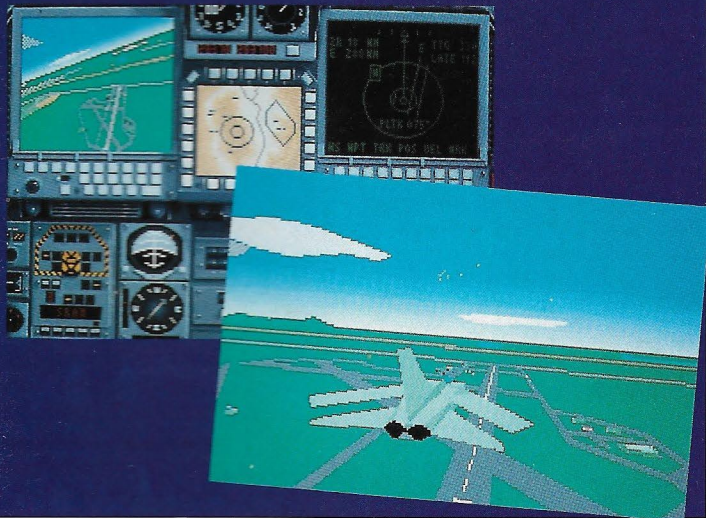
Like F16, *Tornado* will feature the latest in-cockpit technology and HUD and the weaponry used by today's air forces. The recent *Gulf War* put emphasis on latest technology and weapon systems.

A DI spokesman told GX: "Existing *Tornado* simulations are by no means convincing nor comprehensive. We're creating multi-mission wargame scenarios, which are based on feedback from our user base and, more significantly, information from actual *Tornado* pilots."

DI has adopted a design philosophy to produce a new generation of simulations beginning with the *Tornado*, featuring relief terrain, which means realistic and high definition ground objects. These and airborne detail are actually based on models and planes on a one-to-one scaling so that everything is relative in size.

In addition, there's enhanced visual range and multiple cloud levels with graduated-horizon from dawn, day and dusk to night flying. DI is not satisfied with just changing the cockpit environment, it is concentrating on a greater variety of battle scenarios to really test sim fans, and thanks to new technology, missions are more open-ended to maintain long term interest.

*Tornado* is early news as the game is unlikely to be released until spring 1992. More info as we get it.



## WINNERS

Some compo results for you!

First off is the **Jimmy White Snooker Compo** from issue 13. The winner of a cue, tuition and tickets to a major event is R Roxburgh of Aberdeen. Runners-up and winners of more tickets are Craig Thornton from Lincoln, Kevin Waugh of Carlisle, and Henry Mills who hails from St Albans. The following will all be sent signed photos of the man himself: Paul Robinson, London; Martin Stewart, Epping; Charles Hill, St Albans; Gareth Smith, Perth; Jonathan Fletcher, Burton-on-Trent; Wayne Austin, Sheffield; I Hunter, Manchester; Harold Bergson, Glasgow; Jamie Smith, Southsea; Jonathan Small, Belfast.

Next in line are the winners of the **Ocean Win a Dish Compo** in issue 14. The winner of a satellite dish system is Chris Bartlett from Nantwich. I'm not printing the runners-up because there were so many of you!

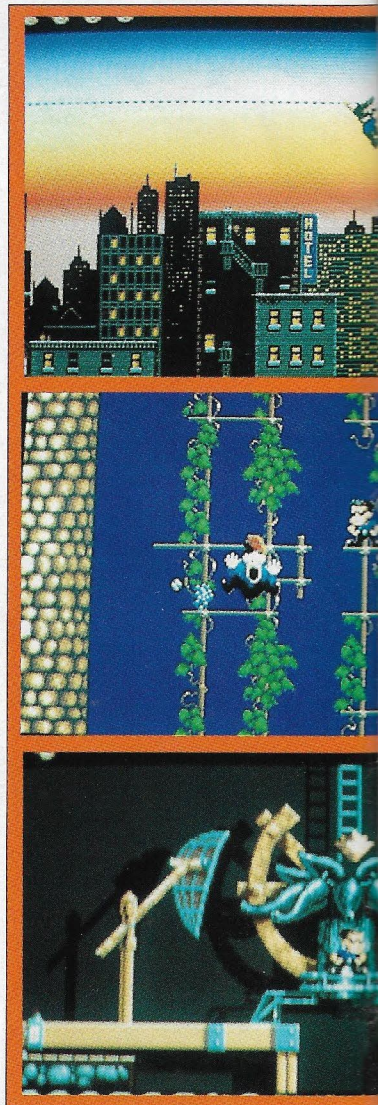
Finally we come to the **Microprose Flight Sim Compo** from issue 15. The winner of a day at the 'Prose and time on a real simulator is Neil Saxon of Swindon. Runners-up, who get their choice of a piece of software are: R Sillifant, Devon; Mark Campbell, Glasgow; James Sibthorpe, Reading; Paul Darlow, Herts; Richard Smith, Merseyside; Will Bicheno, Bucks; M Fitzpatrick, Kent; Steven Martin, London; Steve Billing, Plymouth, and J Leakar, Worthing.

Well done all of you. If you didn't win this time keep trying, we do one every week!

## DREAM FACTORY

Digital Integration, a firm best known for its realistic flight simulations is about to launch two brand new software labels.

**Dream Factory** is the new non simulation full price label, while **Action 16 Premiere** will be new up market budget label.



The first title to be unleashed from the Dream Factory label will be the puzzle game **Supaplex** (see elsewhere in the news), due to be released on the ST and Amiga. Following this will come **The Drift**, an RPG for the ST and Amiga priced at £29.99.

The new budget label will kick off with Ubisoft's **Ironlord** and **ATF II** sometime next month priced at £9.99.

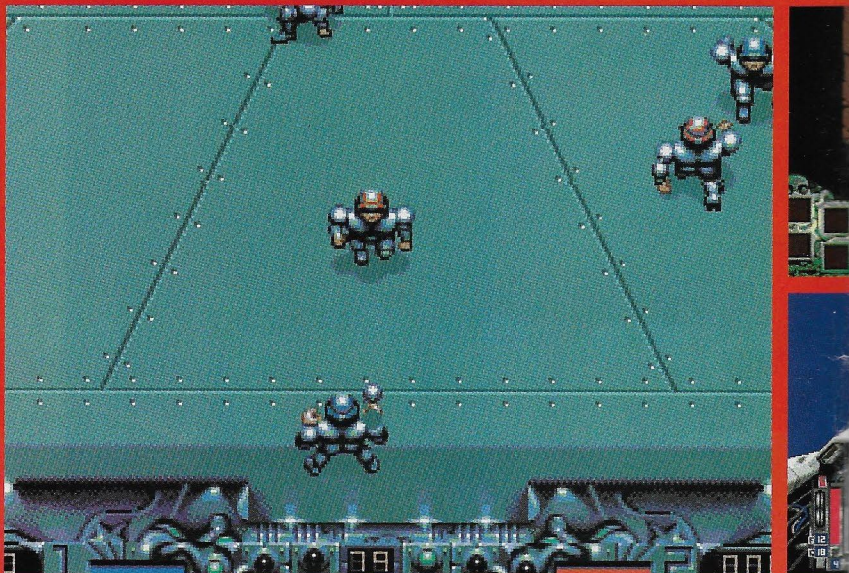
## WHAT A LINE UP!

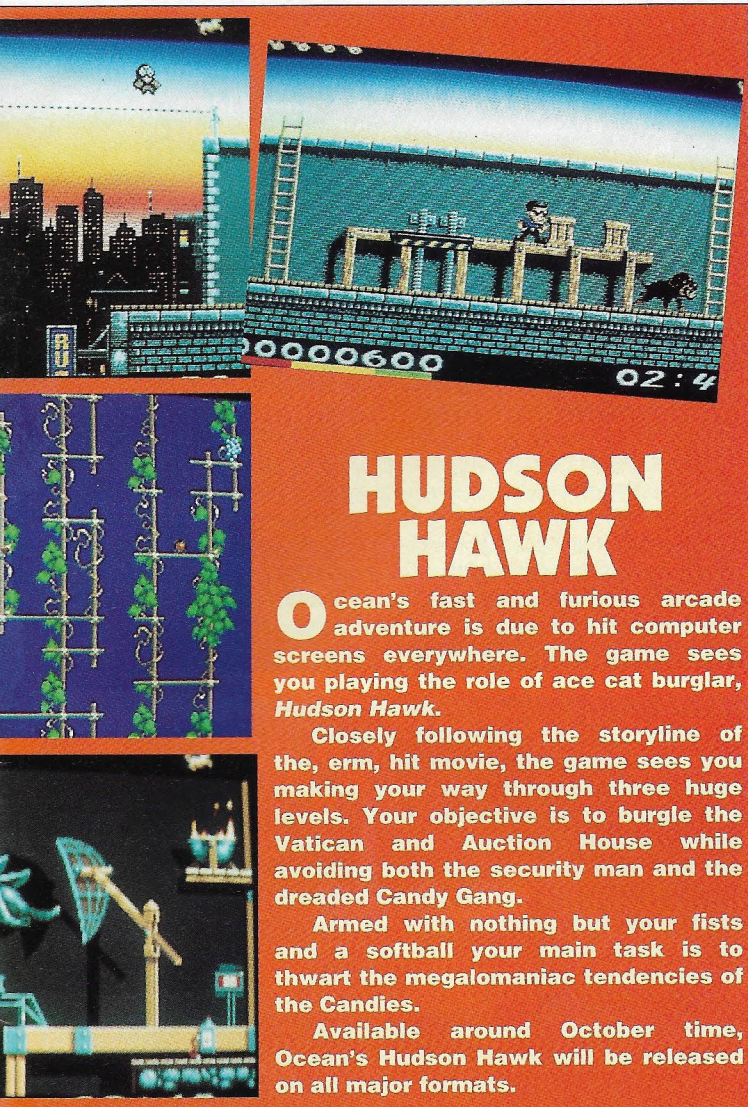
**I**n the absence of a new release from UBI Soft in September, it has put together four very tempting compilations. One called *Top League* features two Bitmap hits *Xenon II* and the excellent *Speedball II*, along with *Rick Dangerous II* and the first rate TV *Sports Football*.

Meanwhile, *Air-Sea Supremacy*, as its title suggests, provides battle both in the air and on the waves, comprising *Gunship*, *Carrier Command*, *Silent Service* and *F15 Strike Eagle*, or *Wings* in the ST version. Looks a goody!

Another package *Quest and Glory*, comprises four supreme adventure/strategy games including *Mid-Winter*, *Cadaver*, *Bloodwych* and *BAT*. Finally, *Air Combat Aces* joins the forces of *Falcon*, *Fighter Pilot* and *Gunship* again. Quite a line up!

Each package will cost £29.99 on the Amiga and ST and £34.99 on the PC.





# HUDSON HAWK

Ocean's fast and furious arcade adventure is due to hit computer screens everywhere. The game sees you playing the role of ace cat burglar, *Hudson Hawk*.

Closely following the storyline of the, erm, hit movie, the game sees you making your way through three huge levels. Your objective is to burgle the Vatican and Auction House while avoiding both the security man and the dreaded Candy Gang.

Armed with nothing but your fists and a softball your main task is to thwart the megalomaniac tendencies of the Candies.

Available around October time, Ocean's Hudson Hawk will be released on all major formats.

## MATCH OF THE DAY

Zeppelin Games has gone and signed up the rights to BBC's **Match of the Day** footy programme!

The game is set to include both management and strategy aspects and the player's fortunes will be determined by television and newspaper reports!



There will be several well known sport presenters featured in the game, including Mr Jimmy Hill himself!

The new game will be released in October on all formats priced at £10.99 on the 8-bit and £25.99 on 16-bit.

## AMSTRAD GAMES PACK

UK giant Amstrad looks likely to release a new PC with a bundled games pack sometime in the coming month. The machine is likely to be a 286 based unit and will include VGA graphics, a colour monitor and a suitable sound card!

At least three games will be bundled with the new unit. Two of them are confirmed to be US Gold's superb golf simulator **Links**, along with Domark's **Prince of Persia**. MicroProse's **F15 II** is currently a possibility for the third title in the pack.

Along with the games the unit looks set to include a friendly user interface making the system easy to use. This would put the new pack in competition with IBM's very own PS1 system which is held in great esteem due to its cheap price and friendly front end.

A likely price for the new Amstrad PC looks set to be somewhere in the region of £799 to £899.

# INSIDE INFO

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### Fly free! 27

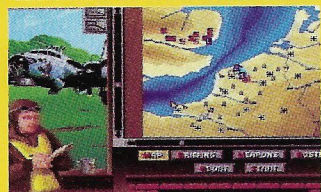
GX brings you another of those compos extraordinaire! This time you get the chance to win a trial flying lesson plus a day at your local airport receiving instruction on the basics of avionics.



### Robbin' the rich 24

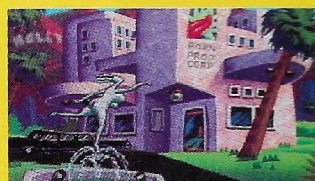
We nip down to Zummerzset, where the zider apples grow for a yarn with Steven Grand of Robin Hood fame. That's if we can get him back down to earth - talk about magnificent men and all that!

## Game of the week



### SWOTL 16

Secret Weapons of the Luftwaffe is revealed to an anxiously awaiting public at last! Was it as good as all the hype?



## Regulars

### Gallup Charts 8 & 32

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**Arcades 15**

**Tip-X 29-31**

A smacking great guide on the hideously difficult *Armalyte*, plus tips on *Lemmings*, *Golden Axe*, *SWIV*, *Robocop* and more.

**Specky column 34**

**Mrs X's Clinic 35**

I wish to goodness that she'd take a holiday and let old misery back into the fray!

**Console Connexions 36**

Four fabulous pages of fantastic console action with Alex 'DM' Simmons!

**Street Talk 40**

Ricardo takes a trip down to the smoke of Canvey Island.

**Sneaky Peek 44**

Nick has a nose down at Sierra where they are working on a new batch of games to slobber over!

**X-it 46**

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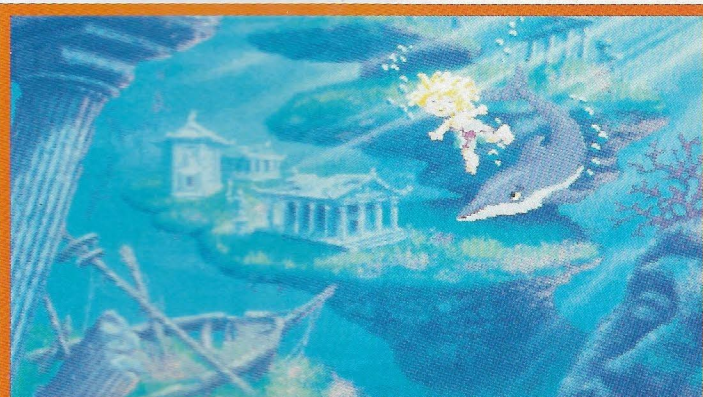
## CENTERBASE

**C**enterbase is a futuristic strategy game. You have the power over an area of a gigantic city of the future. You are responsible for the health and wealth of the citizens. Computers, robots and cyberpunks are all under your control. However, there are others who will stop at nothing to put an end to your rule.

Assuming the role of Big Brother you must provide all the things the citizens need to survive. In addition to watching your own people grow, you must also keep an eye on your opponents. Spy on them and then sabotage their efforts - anything is possible.

Centerbase is a trading and strategy game that will keep players busy for hours. Up to four people will be able to compete simultaneously, each attempting to build the ultimate city while trying to sabotage their opponents.

The game will be available from Rainbow Arts on the PC, Amiga and ST and is due for release at the end of October.

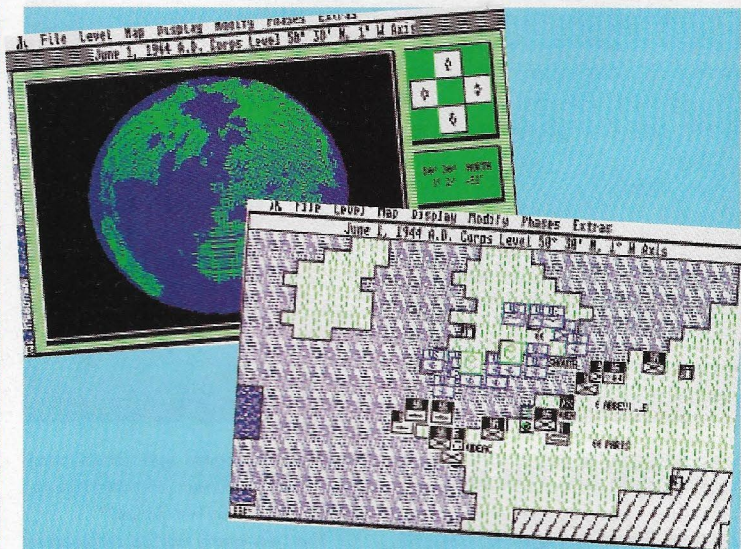
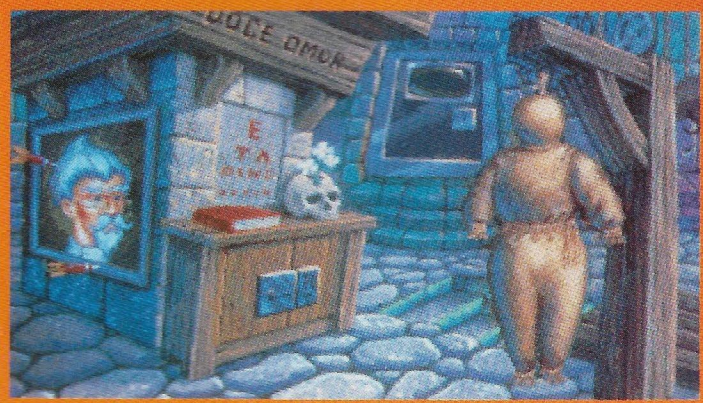


## SIERRA GO GREEN

**A**merican adventure wizards are working on their next batch of titles, the first of which sees you becoming more ecologically aware. *Eco Quest I* sees you reaching harmony with the world.

Meanwhile, Sierra is also due to release the follow-up to Roberta Williams' *Mixed-up Mother Goose*. *Mixed-up Fairytales* is aimed at younger game players and will follow in the same footsteps as its predecessor. Players will have to find various artefacts for their owners to complete a well known fairytale.

Finally, keep an eye out for the *Castle of Dr Brain*. A spoof of the old B-Movie horror films, it promises to keep the same style of wicked Sierra humour we've all come to know and love. No firm details on release dates but expect all of the games to appear on the PC first.



## UMS II PLANET EDITOR

**N**ow you can create your own world with *UMS II Planet Editor*, from Rainbird. UMS, or Universal Military Simulator, is to be released with two scenario disks, with which you can establish landscape and terrain details, such as land, sea, mountains and volcanoes.

Rainbird reckons that the planet area in the Editor is equivalent to the size of the real world's surface, which is an astonishing claim. You can set the environment and climate and, in addition to rural and barren landscapes, you can design cities.

The military aspect of UMS enables you to create and deploy armies which are equipped with anything from medieval bows and arrows to futuristic super-weapons. There is even a political aspect, which calls on you to make decisions on such matters nation alliances or the determination of future conflicts.

Although there are many aspects to UMS II, Rainbird has made the Editor an easy-to-use icon/menu driven system, with the innovative 'building blocks' that made the original such a hit.

A release date and price is yet to be set, but UMS II Planet Editor will be available for IBM and compatibles (minimum 640K), 1 meg ST, Amiga and Apple Mac.

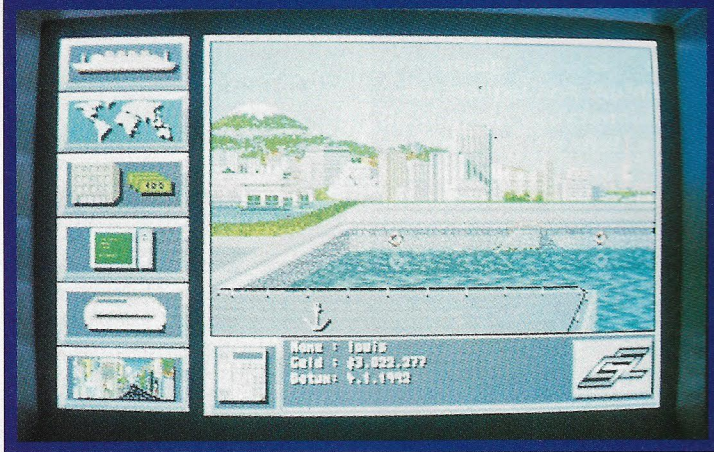


# TRANSATLANTIC

**R**ainbow Arts invites you to try your hand at running a successful ocean liner company. Buy your ships, decide on their routes, hire and fire captains and managers. In fact, the entire day-to-day running of the business is up to you.

A detailed business simulation, *Transatlantic* can be played by up to four people. Have you got what it takes to make a flourishing business? Can you set your rates and stay financially afloat? On the other hand, can you cope with sabotage, insurance frauds and other such dastardly deeds on the high seas?

*Transatlantic* is the follow-up of *Oil Imperium*, which hit the streets two years ago. Available on the Amiga, ST and PC the game should appear from Rainbow Arts sometime during September.



## MEGA DRIVE

Sega has once more dropped the price of its highly successful 16-bit machine, the **Mega Drive**. The new price takes it down a further £20 to £129.

Earlier this year in March the firm dropped the price dramatically from £189 to £149 making it by far the cheapest 16-bit unit.

The new pack will be available from September and will include the *Altered Beast* games cartridge as before. This new price drop will coincide with the firm's forthcoming big TV campaign which will begin in September.

In addition, UK sales figures for the machine are projected to exceed 175,000 units from January to December 1991.

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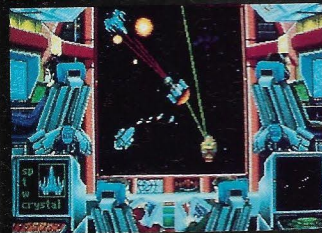
# PLANET'S EDGE

US Gold is soon to release *Planet's Edge*. Written by New World Computing, the same team responsible for the *Might and Magic* series, *Planet's*



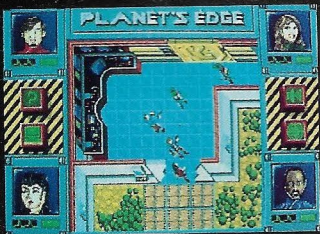
*Edge* is a game of adventure and exploration.

Moonstation Alpha is all that's left of mankind as the Earth mysteriously vanished in a blaze of light.



Searching the area once occupied by the Earth, the moonbase crew discover a ship carrying a device so powerful that it can rip a hole in the very dimension of space.

Taking over the ship, the crew must immediately begin a search of the universe for the various



items needed to repair the device.

Only when it is in full operation will the crew be able to relocate their beloved Earth.

Available initially on the PC, US Gold plan to release *Planet's Edge* sometime this autumn.



# SUPAPLEX

The worst that can happen to a game tester is to miss a major bug in a game, only to face the wrath of the publisher and thousands of disgruntled punters.

In this highly-original puzzle game to be released on Digital Integration's new non-simulation label Dream Factory, you play Murphy, a bug hunter who lives in a complex computer and fixes the bugs in programs.

So-called Infotrons are his lifeline since they contain information to fixing the bugs, but they're not easy to get hold of. Numerous puzzles have to be solved and you need enough Infotrons to complete a level.

*Supaplex* is a teasing and addictive arcade game in which you venture into the inner structure of a computer.

With 111 levels, each more complex and frustrating than the last, this is a big game by any standards.



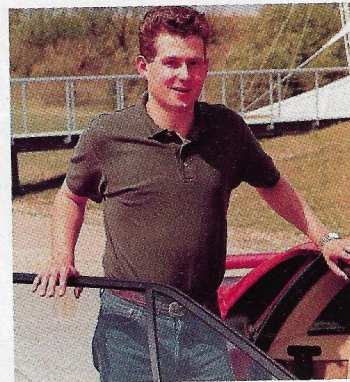
There are countless traps, enemies and obstacles to overcome. As you collect various elements on screen, set complex charges to destroy bugs and self-destruct sequences to remove others. *Supaplex* is to be released in late September.

## GREAT DAY OUT

Last year, to celebrate the release of Lotus Esprit Turbo Challenge, Gremlin shipped a group of journos to Lotus' factory near Norwich. This year Gremlin rolled out the red carpet once again.

A troop of journos, one of who seemed to carrying a little excess baggage, gathered at Lotus' Millbrook Proving Ground to be once again wowed by the cars' performance. In addition to seeing Lotus Turbo Challenge 2 everyone was treated to various thrilling rides, including one in a Lotus Esprit at a breath taking 150mph!

Watch out for *Games-X's* exclusive



review of Lotus Turbo Challenge 2 in two weeks time!

## WHIRLWIND VISIT

In conjunction with the launch of Jimmy White's Whirlwind Snooker, the snooker star in question will be appearing in three computer game stores in London on the 18th September. You'll be able to buy the game, meet Jimmy and have your box personally signed by him.

First he'll be at the Virgin shop at Marble Arch between 11am until midday. Then he'll move on to the Game Centre in Oxford Street between



12.30pm and 1.30pm, and finally to the Virgin Megastore in Tottenham Court Road at 2.30pm until 4pm.

Virgin boss Richard Branson is addicted to the game and has issued a challenge to Jimmy. Also, on the first episode of Motor Mouth in September, Jimmy will be on the table challenging the best computer snooker players.

## MASTER GEAR

An as yet unknown firm from the far east has developed a sensational cartridge

converter that will allow Game Gear owners to plug Master System cartridges into their machine.

Shipments to the States began two or three weeks ago so that with any luck UK distribuion cannot be far away!

The system works in a similar manner to the Mega Drive/Master System converter and it is priced in the States at \$69.99 (£34.99). More news when we have it!

## GAME PLAY

Gameplay are a new concept in software sales offering a huge range of titles to its membership at 30 per cent discount. The company will donate 10p to a charity for every new member that joins - a guaranteed minimum of £5,000 this year.

The Charity involved is the National Centre for Organic Research, whose patron is the Prince of Wales. Further details elsewhere in the mag.

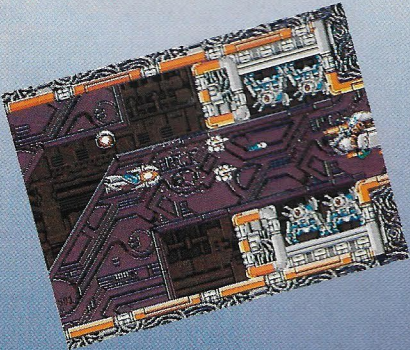
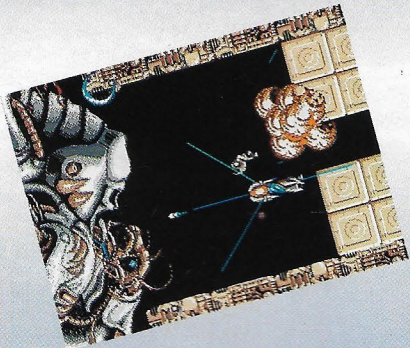
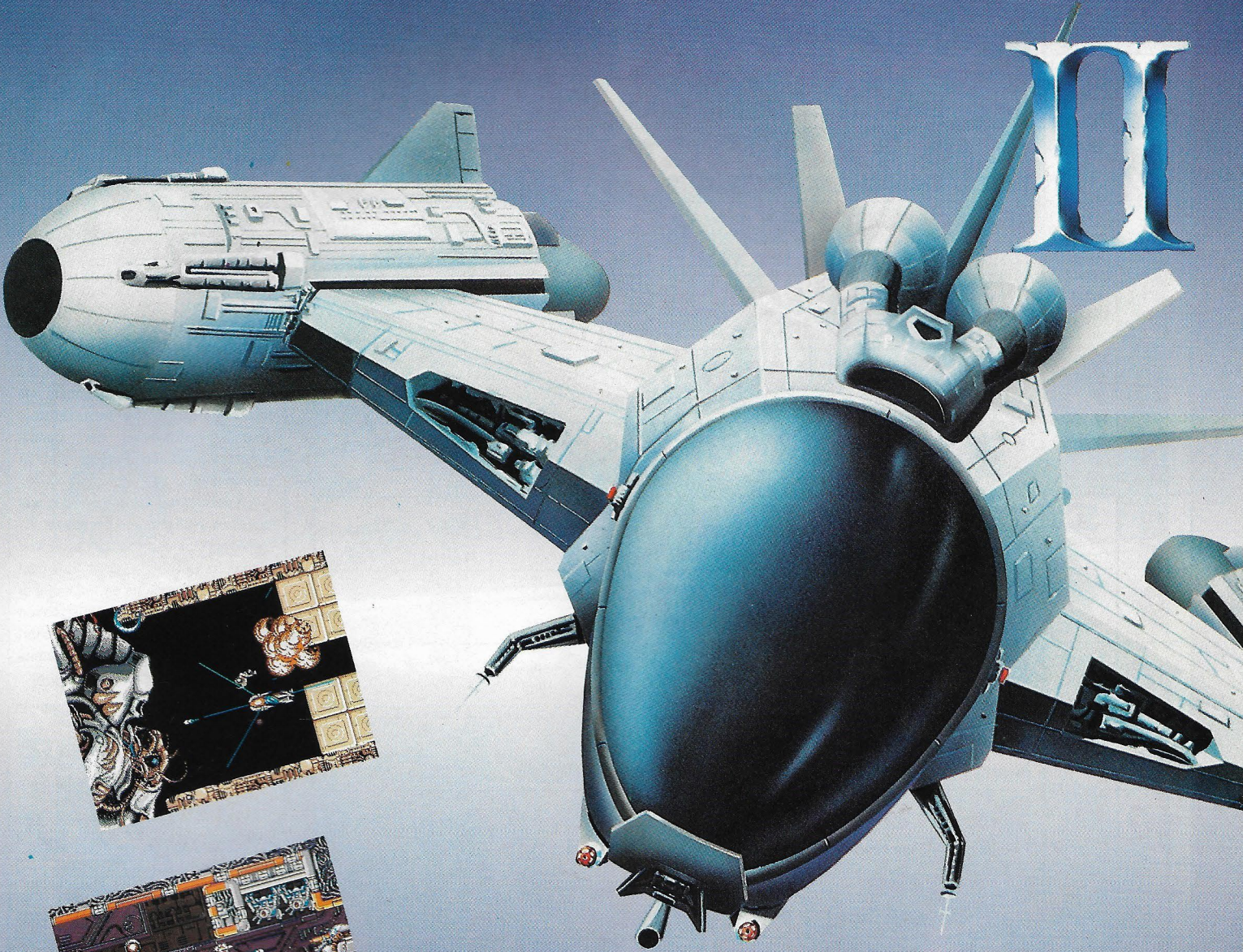
## WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
Batman, The Movie	Hit Squad	Ocean	Amiga, ST	£7.99	11/9/91
Conspiracy	Accolade	In house	PC	£29.99	11/9/91
Crazy Cars III	Titus	J-M Berthelot	Amiga	£29.99	9/9/91
			PC	£34.99	9/9/91
Dragon Ninja	Hit Squad	Ocean	Amiga, ST	£7.99	11/9/91
Elf	Ocean	In house	Amiga, ST	£24.99	10/9/91
Indiana Jones & the Last Crusade	Kixx	US Gold	Amiga, ST	£7.99	12/9/91
			PC	£7.99	12/9/91
			Amstrad, C64	£3.99	12/9/91
			Spectrum	£3.99	12/9/91
Last Battle	Elite	In house	C64 disk	£13.27	12/9/91
			C64 cass	£10.21	12/9/91
Magic Story Book	Soft Stuff	In house	Amiga, ST	£39.99	14/9/91
Mike Ditka Football	Accolade	In house	PC	£34.99	11/9/91
Rodland	Sales Curve	Storm	Amiga, ST	£25.99	12/9/91
Slightly Magic	CodeMasters	In house	C64	£3.99	10/9/91
Volfied	Empire	Taito	Amiga, ST	£25.99	12/9/91
			PC	£25.99	12/9/91
			Archimedes	£25.99	12/9/91
			C64 disk	£15.99	12/9/91
			C64 cass	£10.99	12/9/91
Wing Commander II	Mindscape	Chris Roberts	PC	£39.99	12/9/91

# R·O·T·Y·P·E

# III



## THE FIRST WAVE WAS EASY. THE SECOND WILL DROWN YOU.

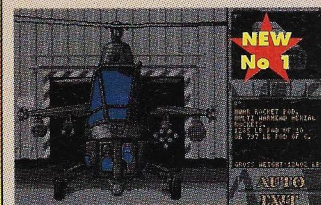
Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Bydo Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefield immediately....the nightmare has returned....

Available in September  
on ST & Amiga formats.

ACTIVISION

# G A L L U P C H A R T S

1	★	<b>THUNDERHAWK</b> House: <b>CORE DESIGN</b> Team: <b>MARK AVORY</b>
2	▼	<b>MANCHESTER UNITED EUROPE</b> House: <b>KRISALIS</b> Team: <b>P HARRAP</b>
3	▼	<b>RAINBOW COLLECTION</b> House: <b>OCEAN</b> Team: <b>VARIOUS</b>
4	▼	<b>HEROQUEST</b> House: <b>GREMLIN</b> Team: <b>221B</b>
5	◆	<b>DIZZY COLLECTION</b> House: <b>CODEMASTERS</b> Team: <b>OLIVER TWINS</b>
6	▲	<b>MONKEY ISLAND</b> House: <b>LUCASFILM</b> Team: <b>IN HOUSE</b>
7	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: <b>IMAGEWORKS</b> Team: <b>PROBE</b>
8	★	<b>EMLYN HUGHES INTL. SOCCER</b> House: <b>AUDIOGENIC</b> Team: <b>IN HOUSE</b>
9	▼	<b>F15 STRIKE EAGLE 2</b> House: <b>MICROPROSE</b> Team: <b>MPS LABS</b>
10	▼	<b>LEMMINGS</b> House: <b>PSYGNOSIS</b> Team: <b>DMA DESIGN</b>
11	▼	<b>PGA TOUR GOLF</b> House: <b>ELECTRONIC ARTS</b> Team: <b>LEE ACTOR</b>
12	◆	<b>F16 COMBAT PILOT</b> House: <b>DIGITAL INTEGRATION</b> Team: <b>DI</b>
13	▲	<b>BIG BOX</b> House: <b>BEAU JOLLY</b> Team: <b>VARIOUS</b>
14	★	<b>ARMOUR-GEDDON</b> House: <b>PSYGNOSIS</b> Team: <b>P HUNTER AND E SCIO</b>
15	▼	<b>VIZ</b> House: <b>VIRGIN</b> Team: <b>PROBE</b>
16	★	<b>GOLDEN AXE</b> House: <b>VIRGIN</b> Team: <b>PROBE</b>
17	★	<b>BACK TO THE FUTURE 3</b> House: <b>IMAGEWORKS</b> Team: <b>PROBE</b>
18	★	<b>FLIGHT OF THE INTRUDER</b> House: <b>MIRRORSOFT</b> Team: <b>SPECTRUM HOLOBYTE</b>
19	★	<b>LOTUS ESPRIT TURBO CHALLENGE</b> House: <b>GREMLIN</b> Team: <b>MAGNETIC FIELDS</b>
20	▼	<b>MULTI PLAYER SOCCER MANAGER</b> House: <b>D&amp;H GAMES</b> Team: <b>IN HOUSE</b>



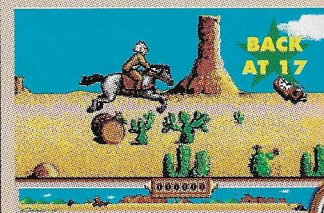
## CHART FAX

After a stunning victory over Oldham last night, **Manchester United**, now head of the first division, finally gives way for a new game at the top. Core's **Thunderhawk** storms right to the front in its first week of release.

The only other new entry on the chart is also a flight simulator, the excellent **Flight of the Intruder** from Spectrum Holobyte, the people behind the classic **Falcon** and its mission disks.

It seems that flying around in war torn skies is all the rage this week!

Gremlin's soon to be sequelled classic, **Lotus Esprit Turbo Challenge**, reappears at the number 19 position. For some strange reason this is only its 22nd week on the chart since release last November. Games like this deserve a lot more than that!

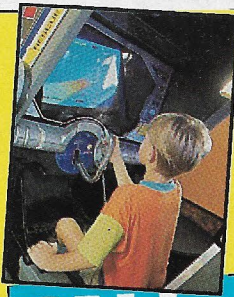


Loads of re-entries again this week, but this will no doubt soon change with all the cracking new releases heading your way, including **Magic Pockets**, **Lotus 2**, and **The Simpsons**. Watch this space!

- ★ **New Entry**
- ▲ **Climber**
- ◆ **Non mover**
- ▼ **Faller**
- ★ **Re-entry**

**Turn to page 32 for our specially compiled machine specific charts**





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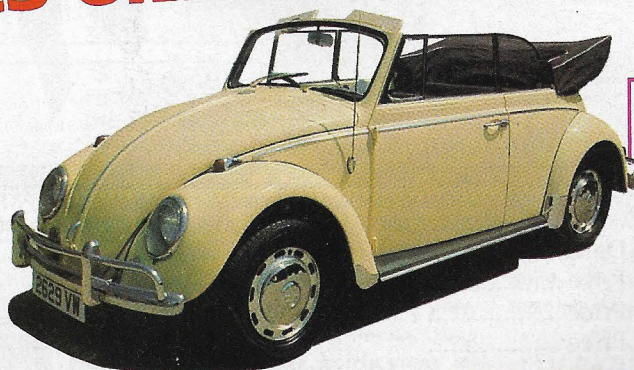
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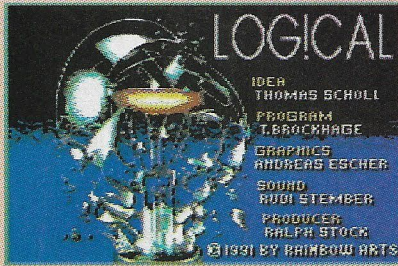
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 c£11.99 d£16.99  
**OUT NOW**

**R**eviewed way back in *Games-X* issue five on the Amiga, this interesting puzzle received the Game of the Week award for its addictive gameplay and the slightly weird but original concept.



Gameplay involves trying to place four balls of the same colour into four slots on a revolving cog.

These are all set out in a way that will stretch your mind and wits to the limits, while you strive for success.

The speed is very close to that on the Amiga version. The graphics are very nice and the title screen certainly left me stunned.

The game becomes more addictive

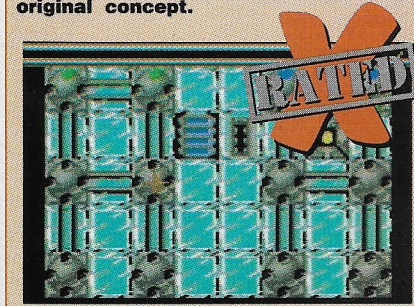
as the levels become that little more complicated and difficult.

Luckily, there are some level codes which you can enter so that you don't have to play all the way through every game.

Rainbow Arts has pulled a cracking game out of the hat here. Every puzzle fan will lap it up.



**X-RATING: XXXXX**



*Ooh! My cardrums are aching from a lovely weekend at the Reading Festival. Now I have to return to the greatness of my weekly C64 page, produced especially for you by me. You'd better be grateful, or else!*

**P**itfighter, that ever so popular Atari coin-op, is currently being converted by the boys at Domark for release on its Tengen label. The game isn't really the type I'd play in the arcade, but on computer the story may be a little bit different.

Domark is aiming for a November release date in time to catch the Christmas rush. Look out for it then. At least you know one thing: there is no way the graphics will be of arcade quality!

Super Space Invaders, the sequel to THE original arcade game, has been given a revamp by Taito. It now boasts new graphics, new sound and slightly new gameplay. It is being converted by The Kremlin for Domark and should be ready by the middle of October.

It looks very much like the original Space Invaders, so if you fancy a wallow in nostalgia, then this game will be just the ticket.

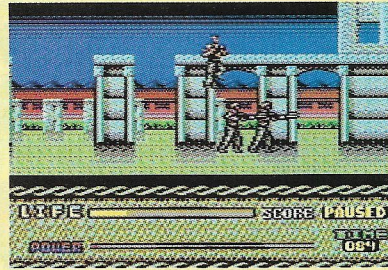
**LAST BATTLE**

**ELITE**  
 c£10.71 d£13.27  
**OUT SEPTEMBER**

**C**onverted from a Sega coin-op that I have never even heard of, this is a scrolling beat'em-up, pitting you against endless hoards of unfriendly enemies.

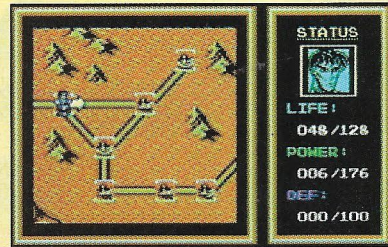
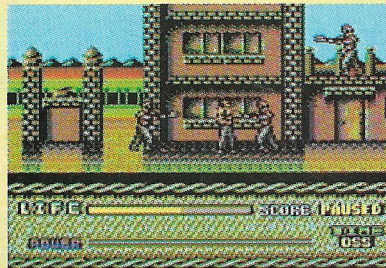
Blessed with a main character called Aarzak, you know that you're in for some martial arts mayhem in the form of a one-man army game.

The main sprite is quite smoothly animated and moves at a competent pace along the level. Trying to kill one of the enemies without losing a bit of energy is sadly very difficult to



do, making the game a little infuriating for you to play.

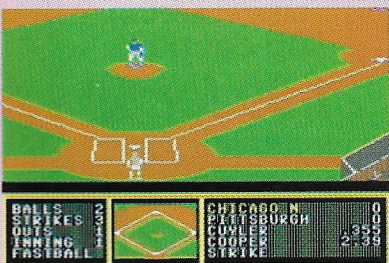
Despite all this, Last Battle remains an above average challenge and addictive to play. If you're after a game of this style, then this is well worth a look.



**X-RATING: XXXX**

**TONY LA RUSSA'S**  
**ULTIMATE BASEBALL**

**SSI**  
 c£11.99 d£16.99  
**OUT SEPTEMBER**

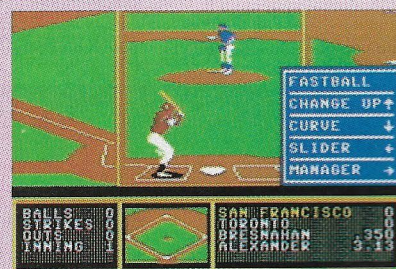


**Y**et another sports game, endorsed by some unknown player. This summer will be remembered as one during which baseball games arrived by the boatful into computer shops around the country. Tony La Russa's happens to be one of the best.

Graphically, the game is fairly good and looks remarkably similar to several simulations of this sport.

The gameplay is a little too complicated to master in the first day of purchase for the average person.

However, the game is fun to play, especially in two-player mode, thus matching every other sports game on this humble planet. Although Tony La



Russa's is nothing new, it is still a good attempt at bringing the sport onto your computer screen.

**X-RATING: XXXX**

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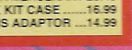
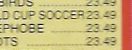
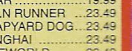
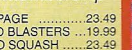
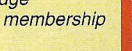
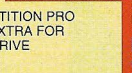
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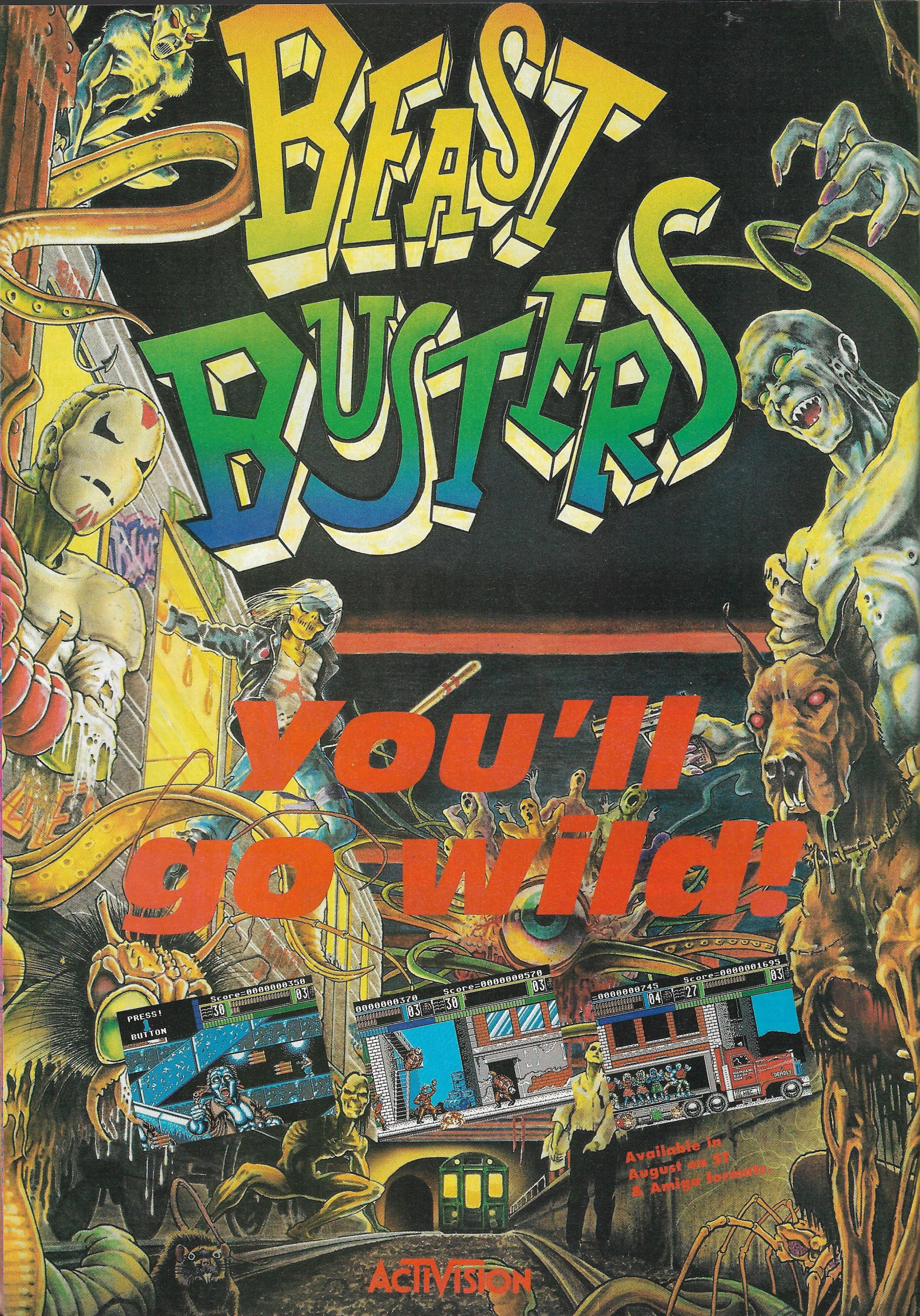
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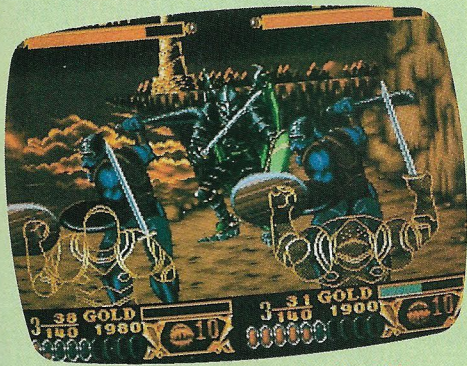
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ACTIVISION

# ARCADE EXTRAVAGANZA



Set in medieval times, *Crossed Swords* slices up the competition on SNK's Neo-Geo system

**Pizza eaters, daring drivers, a brand new Sonic, 16-bit coin-op – read on for all the latest news...**

Following on from the pieces on the multi-game video systems, here's the latest news of new software releases for each, as well as major news from Nintendo. First things first, SNK has unveiled two new choice games for the Neo-Geo system, one set in the future, one in the past.

**Super Baseball 2020** builds on the already proven success of an original Neo-Geo hit, *Professional Baseball Stars*, a surprisingly successful option over here in the UK. *Super Baseball 2020* extends this theme to 30 years



Jump on top of your enemies when riding a skateboard in Nintendo's Yo! NOID

hence, and adds something of a sci-fi rollerball style flavour. Players are especially armoured and can hit or throw the ball with enough power to kill. Even spectators are protected by heavy transparent shields to safeguard against foul balls hit in their direction.

The game is all powerful, with the ultimate aim of resolving future national and international conflicts. One to watch for when it crosses the Atlantic later this year.

Secondly, for the Neo-Geo comes **Crossed Swords**, a medieval scenario where players live and die by their skill with the blade. A one or two player interactive game, both sword and shield must be used to the best of your ability as defensive skills are just as important as offensive ones. The aim is to overtake the palace and save the pretty princess.

New for Nintendo's Playchoice system is **Yo! Noid**.

The central character is the Noid, already a star in the USA as the pizza chomping prankster from a series of TV commercials.

Yo! Noid takes you skipping, skating and skyscraper scaling through the streets of New York city.

In this game there are tricksters and hooligans wherever you turn. Bonk them with your yoyo or use one of your incredible inventions.

Collect scrolls to obtain magic

spells, and then if you are

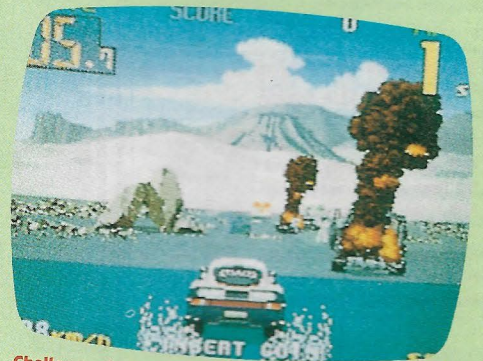
smart and use them wisely, the adventure will be so much easier.

It's up to you and the Noid is hoping that you won't let him down. Players of all ages will enjoy this fun filled romp through 14 player levels.

There is big news coming out of Nintendo's coin-op division at the moment. Due to be unveiled next month is Nintendo's long awaited 16-bit system for video games. This will coincide with the USA launch of the new 16-bit Super NES system for the consumer market.

The 8-bit Playchoice system will continue to be marketed with a continuing supply of new software titles such as our friend Noid.

The new 16-bit system for coin-op will be another multi-game piece, only this time



Challenge the gruelling Paris to Dakar route in Jaleco's *Big Run*, a 4WD rally simulation

time offering the player a choice from three software titles. The as yet un-named new system will initially come in one or two player format, but Nintendo is considering a diversification away from this standard upright format.

All will be revealed at September's coin-op fair in the gaming capital of the USA, Las Vegas.

By the way, while we are on the subject of new system games, check out the latest title for the Sega Megatech system – *Sonic Hedgehog*. An intriguing sounding name!

Every summer when the arcade season is in full swing, there are one or two games making something of a comeback. One such game is Jaleco's *Big Run*, one of the most successful driving games of 1990.

The game is themed on the famous Paris-Dakar desert rally. Drivers are put through five stages (if they are good enough), beginning with a qualifying round against the clock.

The following stages take the rally through various tough terrains and the drive ends with a victory run into Dakar. Thrills and spills abound and *Big Run* has the option of multi-unit link-up so you can take on your friends in a realistic test of driving endurance.



# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXXX**



The higher the rating the better the game.

**FEARGUS**, or Gussie as he's affectionately called by Pam - the rest know him as Fungus, for reasons that are best kept quiet - plays in the back row at rugby. He strikes terror into the hearts of the opposition as well as the *GX* writers.



**CHRIS**, or the old geezer in the corner as he is more accurately known, reckons that he is the most cheerful chap in the office. Ha! Most of the time he walks round with a face like a smacked bottom. *Coco the clown he ain't!*



**ALEX 'Sandra' Simmons** - apparently it's an old school name - has been very quiet today. It seems he spent his weekend adding yet more CDs to his extensive collection. Needless to say it wasn't real music, just some Depeche Mode!



This is the accolade given to those games of exceptional quality and which the *Games-X* reviewers feel deserve extra recognition

**RELEASE INFO**  
C64                      c£11.99 Now  
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What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

# SECRET WEAPONS

A Flying Fortress pilot's view in the middle of a bombing convoy being attacked from all angles. These cumbersome bombers have three positions to keep an eye on, the pilot, gunner and bombardier



**S**ecret weapons of the Luftwaffe is a world war II air combat simulator, with guts. Flying either as the United States Eighth Air Force or as the German Luftwaffe, you can re-enact certain real historical missions, ranging from bombing runs to dog fights and bomber patrols.

As an American pilot, your general aim is to take control of the skies and pulverise German industrial might with the monster sized Flying Fortresses.

However, flying as a German proves to be much more interesting since you're offered control of the 'secret weapons' which, incidentally, give the game its title.

These include the Flying Wing Gotha GO229 which has never seen active service, and the jet powered ME Komets as well as the traditional piston engined efforts.

As a budding pilot or commander,

several options are available to you. You can either go to flying school to learn how to handle one of the varied aircraft, practice firing and bombing, or even opt to meet chance enemies.

The historical missions are accurate reconstructions of the real thing. Your aircraft selection offers an appropriate menu of tasty entrées, each one a little trickier than the last and guaranteed to make your mouth water.

The variety is immense and you also have the option to customise the

## SHOOT THAT FOCKE RIGHT OUT OF THE SKY!

Rate of climb indicators, showing whether you are moving up or down in the world

Playing chicken at 300 miles an hour with this German Focke, well I'm not shifting

A target. I refuse to explain what one is

The current speed of the craft varies quite a bit through the different planes and affects the climb performance and attacking ability

Compass heading indicators. One shows the movement in a normal way, and the other in degrees

The plane is strafed from enemy fire, just keep an eye on various systems, especially the fuel tanks

The amount of throttle controls the speed and also the stalling limit

Altimeter shows well, err, just how high you are

The artificial horizon shows just where you are in relation to the earth when you're up in the big blue and can get no bearings






# OF THE LUFTWAFFE



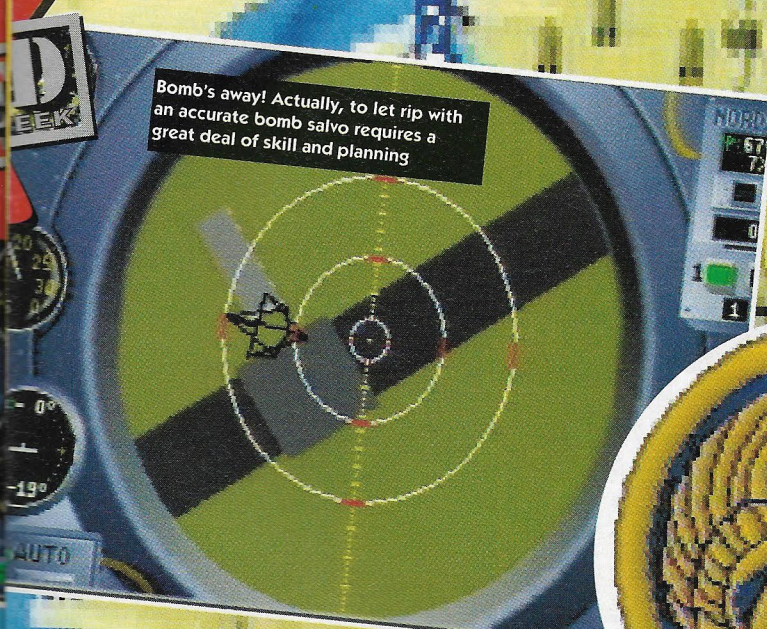
Here we see a selection of world war two fighter planes and a B17 bomber on the American side. Your choice of plane affects everything, from the missions available to the ease of control



From the cockpit of the secret weapon Gotha, you're attacking and being attacked by an American bomber squadron. She's been strafed a little from enemy flak, but the fuel tank is still intact

**Nick**  **Tucked away in a factory somewhere in Germany lies a secret aircraft, jet powered and deadly. Until your arrival, it has never flown in active service. So, give it a christening. Leap in, and pit your wits against the might of the US Air Force...**

**Bomb's away!** Actually, to let rip with an accurate bomb salvo requires a great deal of skill and planning



missions to suit your own purposes, if you wish to do so.

All pilots must complete a certain number of flights. This is where you get to show off by parading a set number of your men on a tour of duty.

## TOP DOG

You can keep a check on their progress, their triumphs and defeats, medals and promotions. This, if anything, adheres you to the game much more than a standard leap into the cockpit and fly away sim.

However, if you're a real megalomaniac, you can oversee the general war picture and change the

possible outcome by drawing on the campaign battles option.

This is more like it! A game of extreme strategy in a flight sim. Control the Germans' war effort, fail to prevent bombing, and you'll soon discover that you haven't sufficient air power to resist the onslaught.

By protecting the Germans you may just win. The Yanks have it easy, they just have to keep on bombing factories and refineries.

Getting to grips with the wide variety of planes isn't too complex. However, don't expect to handle them with a rod of iron.

Each plane reacts significantly different to the next and you must learn to recognise both the quick turners and the rapid risers.

The landscape can be adjusted to suit the game speed. A detailed ground may slow the game down too much, but it's essential for bombing runs and general sightseeing.

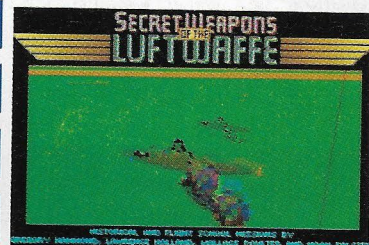
When dog-fighting, a slick scrolling screen significantly improves your chances. The speed adds more realism.

You won't find the lack of outside cockpit views a disadvantage because the harassment you receive will keep you too busy to notice.

You have the choice of filming your exploits to be watched and scrutinized later, but who wants to dwell on the past anyway when another mission is waiting, beckoning you into the future?



When the going gets tough, the sensible bail out - there's nothing worse than your favourite pilot evaporating as the fuel tank blows



## FACT FILE

**Software House:** US Gold/Lucasfilm  
**Programmers:** Lawrence Holland, Peter Lincroft  
**Artwork:** Martin Cameron, James McLeod  
**Music:** Michael Land

**S**ecret weapons of the Luftwaffe is a splendid game and comes complete with absolutely tons of extras. It has all the elements of a good flight simulator, together with a military planning and strategy game to boot.

The selection of planes is excellent. The cockpits and viewpoints have their own individual style while flying is as varied as you like.

Graphically, Secret Weapons is good, although the scrolling varies significantly depending on the amount of ground detail. It is fast and smooth on the lowest level, but is quite stilted when the ground cover is full.

The sound isn't all that spectacular, but does, nonetheless, play a necessary part in the game.

The drop in engine tone signifies a potential stall before the on-screen message informs you that this is indeed the case. It also has the usual pings and pongs and the ratarat of gun fire.

Battles are enjoyable. The dog fights are fast and scrappy, while a full squadron of bombers coming head-on can be quite a sight, and a daunting one at that, especially if you miss hitting them by a hair's breadth.

The strategy sections are complex at first and you do need to be proficient in the air to challenge anyone. However, once you consider yourself an ace and are up among the best, it's well worth having a go.

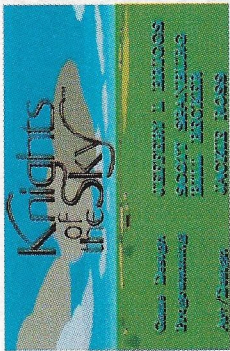
The manual must rank as one of the best I have come across. It looks like a well researched text book with a cartoon cover, but it's full of flight information and interesting trivia.

Overall, the game is good to play, is superbly presented and should provide many hours, days, or even months of unputdownable flying entertainment. A worthy addition to any flight sim and strategy fan's collection.

**X-RATING: XXXXX**

**Gameplay: 17/20**  
**Lastability: 17/20**  
**Presentation: 19/20**

**RELEASE INFO**  
**IBM PC £40.99 Now**



## FACT FILE

**Software House:** Microprose  
**Programmers:** Scott Spunberg, Bill Becker  
**Graphic Artist:** Jackie Ross  
**Sound:** Jim McConkey, Scott Patterson

**O**verall, it emerges as a fine flight simulator with a good deal of atmosphere. The move away from simply having to fly around, do the bit, and return to base, is an added bonus. Using first world war aircraft, Knights of the Sky can seem slow and basic, with awkward climbing ability and sluggish turns. However, this does appeal, especially with the real time atmosphere of war reports.

Graphically, it is good from the outside cockpit viewpoints, although these are a touch too slow and jerky. Nevertheless, the planes do catch your imagination, especially in dogfights.

As a game, it is well worth a look if you fancy a flight simulator with a difference. However, it may seem too basic for your average die-hard flying fanatic.



**X-RATING: XXXX**

**Gameplay: 12/20**  
**Lastability: 15/20**  
**Presentation: 14/20**

**RELEASE INFO**  
**IBM PC £40.89 Now**  
**Amiga £34.99 Nov**  
**Atari ST £34.99 Jan**

# KNIGHTS OF THE SKY

**Fly up, up and away, over windswept Flanders and into gruesome Hun country. Oh the joy, the romance, the bugs in your teeth. 'Bandits at six o'clock Ginger!' you shout, swerving to avoid the Red Baron...**



**Y**es, at last, a flight simulator set in the first world war, where dogfights, primitive bombs and a carefully waxed moustache govern the very roots of your existence.

Radar screens, surface-to-air missiles, autpilots - who needs them? All that matters is the sheer guts to become an ace, feared by the Hun and adored back home.

### DIFF THE BOCHE

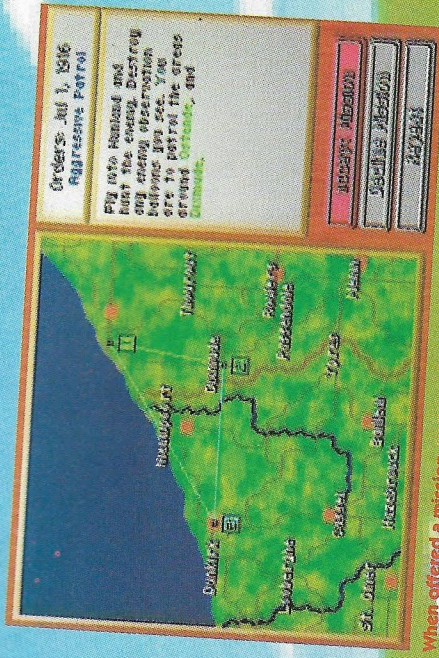
Knights of the Sky allows you to choose your own plane from a healthy selection of 20 rickety old bangers, the British Sopwiths, French Nieuports and even the German Fokker and Albatros, to name but a few.

Each is significantly different to fly, therefore curbing any possible onslaught of boredom.

The option selection is quite wide too. You can either leap straight into world war one, go for flight training, or even engage in dogfight encounters.

A head to head option allows two people to play via a modem link with another computer.

The first option is the game



**When offered a mission, you are shown a map of the surrounding area, a flight path, and a description of your targets. You can't bother out, but you won't get very far that way.**



**A typical view from the front of the cockpit. There isn't much to do, so it's a good job there are a further 13 viewpoints**

proper and is by far the most interesting. Starting off as a rookie pilot, your aim is to survive the war and try to become the ace of aces.

By accepting missions from

war one isn't limited to flying. You get newspaper reports of allied losses and victories, and news of spectacular German aces.

As an officer and a gentleman, you attend dinner parties for a good bit of gossip, while as a man of the world, you also chat with the mechanic in your local pub.

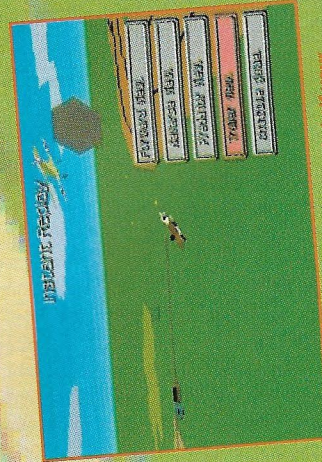
### GETTING TO GRIPS

The flying control is really easy, letting you loop the loop with the greatest of ease. Dogfighting is the most interesting aspect of this simulation, and can be quite tricky.

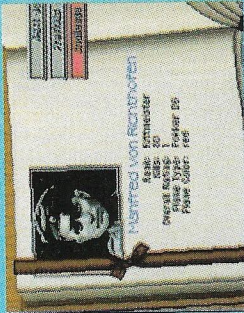
You need to practice several special moves, slotting in here or there, and slowing down to get the Hun in the rear, to be regarded as a serious and deadly danger.



**Peering nervously over your shoulders, you see that the enemy has blasted a chunk out of your tail. Well, who needs parachutes?**



**Just when you thought you had only half your allotted time left in the twenty minutes, you surprise everyone and shoot down the Red Baron. Here, you slout over it in the replay mode.**



**Here we see the big daddy of the enemy aces, Von Richtthofen, the Red Baron. Although the best, he can be beaten**

As well as four cockpit viewpoints, you can also observe your aerodynamic exploits from 10 outside views. This increases the game's quality no end.

Your bullet ducking, diving and dipping looks rather spectacular and neat action replays, with a selection of five views, are also quite remarkable.

An invaluable map screen shows your general bearing and position over the Flanders, and an acceleration mode allows you to nip to your destination with the minimum of fuss.

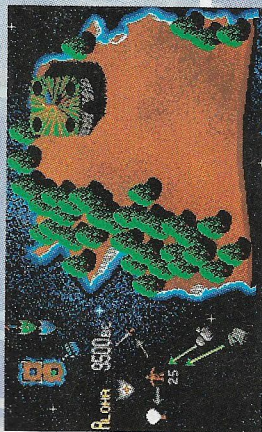
Knights of the Sky is a fairly easy game to learn, but hard to master successfully. It looks set to offer many enjoyable hours of airborne entertainment.

High above the cosmos, surrounding the universe, is a gigantic transparent orb — the mother of all creation. Outside this huge sphere galactic creatures, hell-bent on control over all that lies within, fight each other as they attempt to guide the destinies of the pitiful creatures which roam inside.

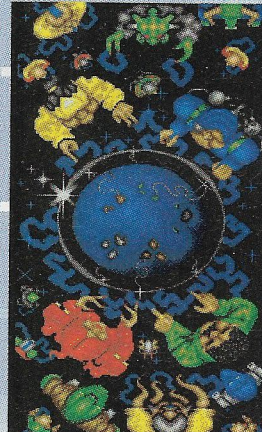
Beginning in prehistoric times and extending way into the future, the demigods forge the paths and make the decisions that affect all human life.

### EVER WANTED TO BE GOD?

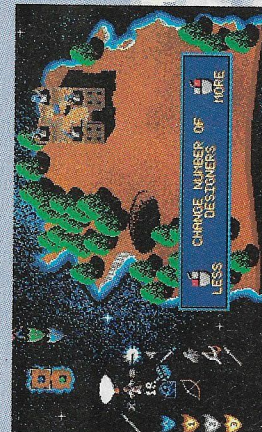
You are one of these mighty galactic entities who has chosen to try and gain supremacy over all other galactic life-forms. If you can



You've got a hut, some sticks, a few stones and human ingenuity to work with. A spot of divine intervention wouldn't go amiss



The demigods swarm around the universal globe as they fight for control of their chosen domain. Can you become the ultimate megalomaniac?



Advance through the tec levels and use your designers to develop new weapons and make use of more advanced materials

# MEGA LO MANIA



**The most inventive civilization game since Populous? This new release from Sensible looks set to be a winner. Never have so many of the Games-X staff played the same game at the same time. Read on to find out why...**



guide your race of people to superiority over all of their worlds, you will become the one true God.

Having chosen those that you wish to guide, you must then help these poor ape descendants in their quest for knowledge and power.

Guide them as they learn to build weapons. Encourage them to develop from throwing rocks and sticks to more advanced hardware.

Advise them to mine for minerals and give them the freedom they need to flourish.

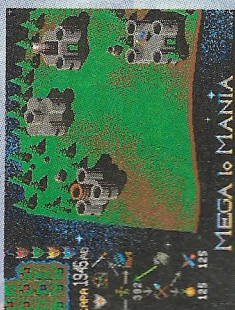
In time your guidance will allow them to advance through stages of technology, or tec levels, defined by simple milestones which prove that they are developing.

As you assign scientists and teams of manufacturers to various

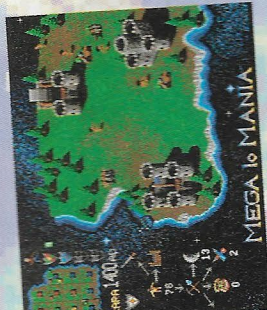
projects you will eventually reach the twentieth century where things start getting complicated!

By now you will have fought many wars, taken many lands and developed weapons that only humankind could dream up — nuclear warheads, SDI, jet fighters and other weird and wicked objects.

The main objective of the game is to guide your race through 28 levels set on small areas of land, as you progress through all the major eras of history.



The year is 1945 and technology continues to advance



Way back in 1400 AD you try desperately to gain the materials and carry out the research which will advance your race

**MEGA MENACING MANIACS**

- A simple map of the world you're trying to conquer
- Control your ideas, construction, and use of materials using these icons
- These icons show what materials you can mine on this site
- Clicking on the little man can either speed up or slow time
- Being a bit flash you've got a nice big building over your mine
- Your home tower from where your operations are directed

### SUSPENSE

Prehistoric, Old Testament, Roman, Norman, Medieval, WWI and WWII are all represented, right through to the space age. Mankind must be then placed in suspended animation so that it is prepared to fight the 'Mother Of All Battles'.

It is a game based on an epic scale which is quite incredible to play. Your view of the proceedings is very similar to that of other games of this type.

You follow the action via a 3D isometric diorama and you can watch your little people as they scuttle around the landscape.

The game is controlled entirely by means of a simple icon system which makes the assignment of tasks very easy to perform.

It really is quite an incredible game, which will appeal not only to strategy fans but to fans of just about everything!

## FACT FILE

**Software House:** Mirrorsoft  
**Development Team:** Sensible Software  
**Programmers:** Chris Yates, Chris Chapman  
**Graphic Artist:** Jon Hare

The presentation of Mega Lo Mania is really quite wonderful. The graphics are exceedingly well drawn and the little sprites and easy to use icons are all very highly detailed.

Sonically the game is also of the very highest standard. Over 300K of sampled speech has been incorporated. Your chief designers and commanders will all report to you when certain objectives have been achieved and your enemies will also throw in the odd comment every now and then!

Along with this there is also some very impressive deep and doom laden orchestral music very much in the style of Heist's Mars from the Planet suite.

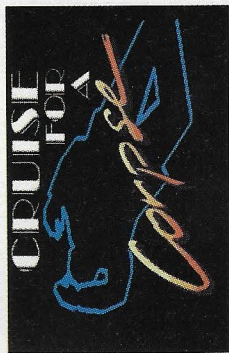
It really is a very playable game in which you can advance either offensively or defensively and it's something which will keep you busy for literally ages.

Overall, a superb game which comes very highly recommended.

**X-RATING: XXXXX**

**Gameplay: 19/20**  
**Lastability: 18/20**  
**Presentation: 18/20**

**RELEASE INFO**  
**Amiga** £95.99 Sept  
**Atari ST** £95.99 Sept



## FACT FILE

**Software House:** US GOLD  
**Development team:** Delphine Software  
**Programmers:** P Chatel, B Aron  
**Graphics:** D Mer, C Robert, T Perreau  
**Music:** J Baudlot

**W**hen an adventure game is done really well it is often difficult to fault. *Cruise for a Corpse* matches superb gameplay and complex plot with some quite incredible animated graphics and superb sampled sound.

Control over the game is very simple and the easy to use icon controls will have you nipping around the yacht searching out dastardly criminals in no time at all.

*Cruise for a Corpse* should set new standards in the way that a game of this type is presented. It really is quite incredible.

The game runs off five disks, and if you don't have two drives the disk swapping and loading times can become quite tedious, an unavoidable problem though due to the game's sheer size.

Overall a superb game which should appeal to both experienced adventurers and rookies alike.

**X-RATING: XXXXX**

**Gameplay: 18/20**  
**Lastability: 18/20**  
**Presentation: 18/20**

**RELEASE INFO**  
**Amiga** £25.99 Sept  
**ST** £25.99 Sept  
**PC** £25.99 Sept



**Following the success of Future Wars and Operation Stealth, US Gold is now releasing the latest Cinematique title from Delphine - Cruise for a Corpse. Pop off for a nice Mediterranean holiday and roam about a luxurious boat snooping and sniffing in every available nook and cranny...**

**S**et in the dapper 1920's, *Cruise for a Corpse* takes place aboard a luxurious and decadent three masted yacht belonging to Greek shipping magnate Niklos Karaboudjan.

You take on the role of Inspector Raoul Dussentier, who has been invited by Niklos to enjoy a dream cruise in the Mediterranean.

Having accepted the offer, Raoul looks forward to hobnobbing



The postman arrives outside your house with an invitation to a gorgeous Mediterranean holiday

with the rich and famous while soaking up the sun, the booze and the women.

Raoul boards the yacht, meets the guests and begins the hard task of relaxing and having a good time.

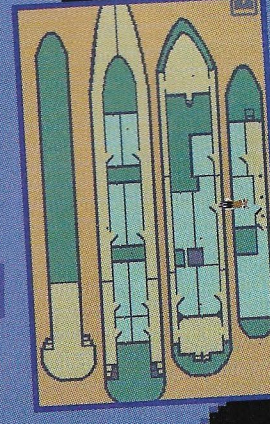
What a life, eh? It helps to have friends in high places.

### SINISTER EVENTS

Unfortunately, it is not long before our mate in the baggy pants is called upon in his professional capacity to investigate the murder of his host.

Having had a little sulk and a grumble about never getting a decent holiday and the like, he pops off to examine the body.

To his dismay, and, needless to say, his surprise, the body has totally disappeared!  
 It's now up to you to cast some light over this sinister chain of



The ship is divided into three levels which all must be explored in order to solve the mystery

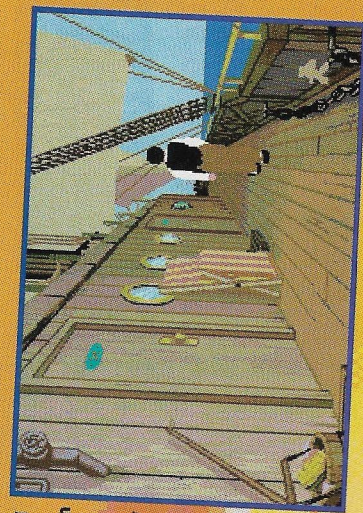


In your room aboard the ship you can search for useful bits and bobs



In the smoking lounge you find a potential suspect to interrogate. Is this the murderer or not, eh? We shall see...

Looking along the deck you see our hero in the distance. As he walks away from you, you are treated to a truly stunning foreshortening effect as the sprite shrinks in size with perfect smoothness



around the yacht. In many respects the style of control is reminiscent of Monkey Island.

There are no keyboard commands required whatsoever, so

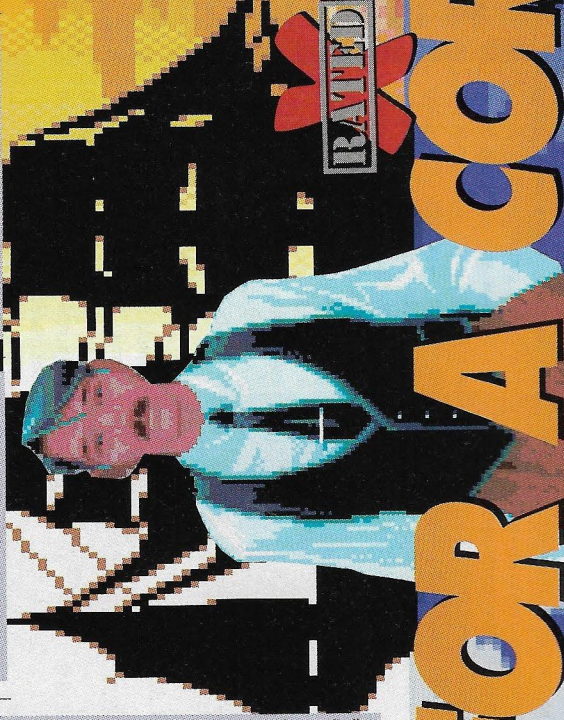
what you have is something as easy to manipulate as the graphic adventures from Sierra.

Your journey through the different rooms of the yacht will bring you into contact with numerous different characters who can be interrogated in true Agatha Christie style.

### WHO DUNNIT?

Finding certain clues from both passengers and thorough exploration will help you progress further into the game and will lead you (eventually) towards the final conclusion of the mystery.

All the tasks are very easy to perform and because of this, the



# CRUISE FOR A CORPSE

game should appeal to both experienced and inexperienced adventurers alike.

The one major factor, apart from the complexity of the adventure itself, which will appeal to most people is the startling presentation.

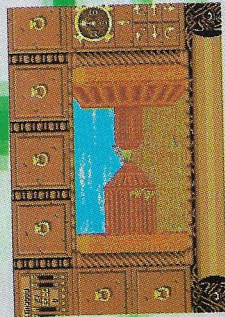
The graphics are of an excellent standard and utilize some quite incredible animation effects. The whole game just oozes quality!

# FATE: GATES OF DAWN



*When you go to sleep at night, have a really bad nightmare and then wake up to find yourself inside that dream, you know there is something wrong.*

*Rainbow Art's latest is a game in very similar mode to The Bard's Tales, but is it as good?*



Players can quite easily get lost once inside the city due to the similarity of all the walls. Whenever you see a door, try going through it and you'll enter a shop or inn

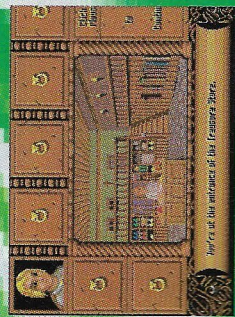
The owner of a small but respectable record shop on fifth street, Winwood made a slight error when he lay down to sleep on his favourite sofa.

He entered a dream world and was captured by the nightmarish things it contained.

The world was one of ancient times, with wizards and barbarians. Winwood suspected the year to be around 600 AD, with castles and a whole host of stone buildings.

Nothing strange here you might think but the really weird thing happened next. When he awoke he got one awful shock. For he he found himself still on the sofa, in a room from the middle ages wearing a dirty nightshirt.

After dressing in some primitive clothes he left and went into the



In the city there are many different shops where you can buy and sell things. Don't worry if you can't afford to buy your desired accessory, the game allows you to haggle. Don't be too tight fisted though or you'll get chucked out of the shop

## CLOSE ENCOUNTERS

A thief jumps you in the street and asks for you money. Not in the mood for idle chit-chat the only thing to do is to attack him. Luckily he's not a particularly meaty bloke and is easy to hack

These scantily clad women aren't soft and sweet, for they are great fighters and have a bad attitude. Use your charm and they may join you but just don't push your luck!



bar. Here he discovered the year was in fact 1932! Strange, you may think, but true! The difference was that 'technology' hadn't advanced and cars were unheard of.

## SLEEPY TIME

After he left, everyone inside the inn was slaughtered by some horsemen and it seemed that they were looking for Winwood, because he was a 'traveller between worlds'. Winwood naturally panicked and decided to find a way out of this world as fast as he could.

This is where you take over the

When clicked on the character window will give you a large list of options

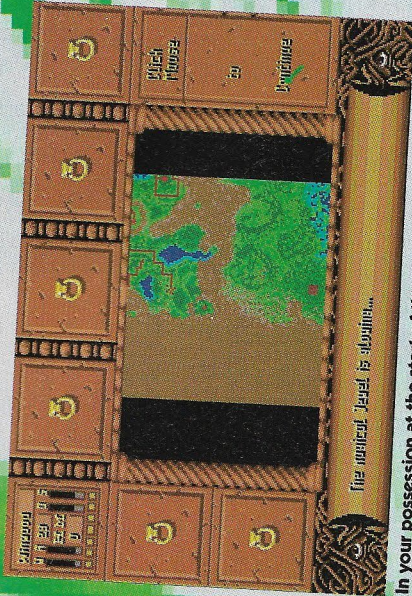
Main screen. This will display the view through Winwood's eyes



Empty character windows are here for any team members you gather

The message window. This is where, er, messages appear for you to read

Using each of these icons you can control Winwood's movement



The white pixel is Winwood.

In your possession at the start of the game is a magic jewel and when you use this a very handy map of the surrounding area pops up. A single white pixel shows your position

control of our hero. The game is viewed from his eyes as you look out into the forest.

You can either start to move around and discover the mysteries of the land or go back inside the inn and search for useful items.

From now on you can do as you please, roaming around the countryside trying to assemble a party in order to find a way of returning to the world you know and love, the real 1932!

There are many commands available to the player ranging from searching the area through to a 'kiss team member' option!

## NASTY PEOPLE

When walking around you bump into many different inhabitants, all of whom have different intentions.

They may want to join your team or they may want to attack and rob you. You'll never know what they want until you run into them and by then it may be too late.

The map is immense, making simply exploring the game a thrill, so you have been warned!

One thing is for certain however, completing the task won't be easy and will take many hours of playing to restore Winwood back to his own time. Overall a lasting addition to any RPG collection.

# FATE

## GATES OF DAWN

# FACT FILE

House: Rainbow Arts  
Team: online

The graphics in Fate are very nice to look at, even if they do begin to get boring after you've seen the same tree for seemingly the X millionth time!

However the game more than makes up for this. I found fulfillment in wandering around and killing any person who didn't feel in the mood for a chat, but that's cause I'm sadistic!

The adventure part of the game is difficult enough to keep hardened D&D types struggling for ages, although it is not too hard for those who prefer arcade style games.

The sound effects added real atmosphere to the game and if it wasn't for the border round the main screen you could really feel as though you were in the forest.

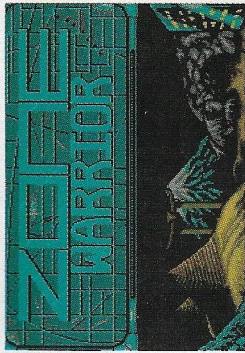
Many digitalised sounds fill the game and really make it very enjoyable to play.

The game is very good and is not far off the quality of The Bard's Tale.

**X-RATING: XXXXX**

**Gameplay: 15/20**  
**Lastability: 15/20**  
**Presentation: 17/20**

**RELEASE INFO**  
**Amiga £24.99 Sept**  
**Atari ST £24.99 Sept**  
**PC £24.99 Sept**



## FACT FILE

**Software House:** Electronic Arts  
**Development team:** Imagitec Design Ltd  
**Programmer:** Julian Aldon-Sabor  
**Music:** Barry Leitch

**Z**one Warrior is one compelling game. The graphics may not be up to much, but it's all fast action.

You get the full enjoyment of a large, decent platform game together with the full action of a shoot'em-up.

However, the level mazes tend to irritate after a while, because there is far too much to-ing and fro-ing, so don't expect them to be completed quickly.

Zone Warrior has plenty of 'additional extras' plugged on with novel ideas adding a pleasant touch. Unfortunately, they don't impinge on the game proper.

In summary, Zone Warrior had the potential to be a really great game but I feel it has held itself back. Whereas it is very playable initially, the maze-like levels and constant reruns almost reduce the gameplay to boredom.

It's a shame. The action's all there, but it doesn't grab you by the throat and say, "play me".

**X-RATING: XXX**

**Gameplay: 10/20**

**Lastability: 9/20**

**Presentation: 12/20**

**RELEASE INFO**

**Amiga £25.99 Now**

**Atari ST £25.99 Now**

**N**aturally, it's your job to stop the Geeks. You're the Zone Warrior, a lone storm trooper with dazzling weapons to halt the corruption of time.

The game is presented in a platform format. An old chestnut that has been added to with a few gems to tart it up a fraction.

Being a storm trooper, it is one hell of a blast'em-away, don't come near me game, but also it requires some mental dexterity in solving mazes and occasional puzzles.

### SAVE THE WHEEL

The first stage takes you back over 18,000 years, to the moment when the wheel was invented.

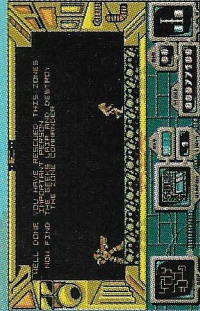
It's your job to halt the abduction of Ug, and allow history to continue uninterrupted.

Simply rescuing Ug, however, would be far too easy. You've also got to rescue a set of hostages who happen to be tied up in a tricky predicament, collect a series of keys for certain locked doors and of course stay alive.

As a storm trooper, you can take more than your fair share of knocks, but there are some areas in which it is just about impossible not to get injured in some way.

The nasties are mean in this game. They vary from the indestructible moving creatures to the relentless attacks of the level monsters. These don't just lumber towards you, they lunge.

Of course, you aren't without help in the face of these horrors.



Success, or is it? You've rescued Ug, the chief hostage, but now you've got to find the main Geek. Yes, you've got to go through the maze again on a search mission.

The indestructible venus mantraps rise and fall like clockwork, so you can avoid the worst nibbles

When you collect maps, your position in the twisty turny maze is depicted on-screen

The weapon in use indicator. At the moment you are lumbered with the bog standard laser

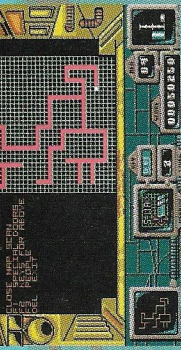
Number of lives remaining and the key status, showing how lucky you are

Your health indicator, the higher the better

The man himself, leaping around with cannon in hand

This shows how many hostages remain to be rescued

Your speed can be improved by collecting special pills and then no one can catch you

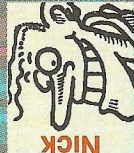


Collecting maps throughout the game gives you an on-screen chart and a more detailed map showing your position, the hostages and the special doors



Firing and laying low in a tunnel, blasting away at the blocks halting your way with your 'don't mess with me' five-way fire

# ZONE WARRIOR



*The year is 2967, and the nasty Geek Empire has finally discovered a way to subdue the United Peoples and Other Lifeforms of Earth! How? Well, they've stolen a machine to go back in time to distort the outcome of Earth's historical technological breakthroughs.*

You can pick up additional strength and speed capsules, and you can transform your wimpy laser into one mean christmas tree of death.

Add three or five blasters, a napalm flame thrower, or even a locking missile launcher and they won't be laughing.

### AMAZIANICAL ACTION

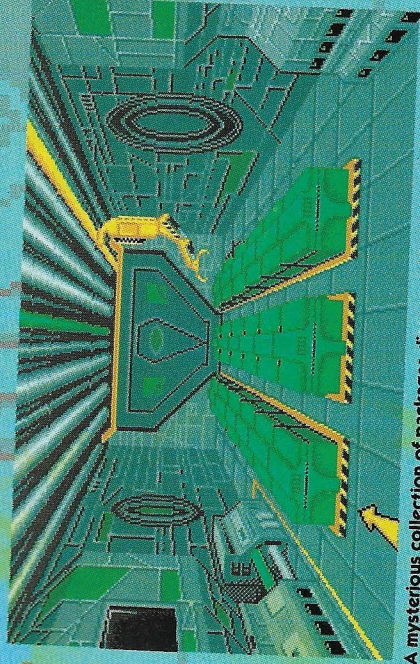
Actually, the game is pretty hard to get to grips with. You are, after all, in a maze of pathways, and your direction takes you in any of the four compass directions.

To get around this particular

tricky notion of four way movement, gates are helpfully introduced for the right angle turns, thus ensuring smooth running.

Essential items are scattered throughout the game and mustn't be overlooked, though you aren't likely to miss a key almost the size of the zone warrior himself.

A game based on the notion of time travel isn't such a novel idea, but it does allow for some diversification in the various levels. Zone Warrior has this, but whether you'll stick it for that long is another question.



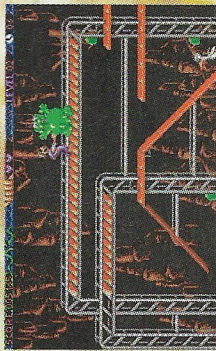
A mysterious collection of packages discovered behind one of the locked secret doors. What are they? And what will happen if you open the wrong one? The affect on the Zone Warrior is best left unmentioned.

# GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

## Monster Business Atari ST

**First Reviewed:** Issue 19  
**Software House:** Eclipse  
**Programmer:** Fabian Hammer  
**Graphic Artist:** Michael Grabe  
**Sound:** Synth Dream

**T**ake the strange, interesting and fun notion of being able to pump your enemies full of helium gas. Then place this on a platform game style and you have a winning formula, right?



Well, sort of. Monster Business, although nothing special, is most certainly a fun game to play for the first half an hour.

However, frustration soon sets in and you find yourself throwing the joystick across the room.



Despite this, the ST version is the same as the Amiga in every way except sound quality. Younger players will lap up the gameplay for all its worth.

**X-RATING:** XXXX

**Gameplay:** 13/20  
**Lastability:** 13/20  
**Presentation:** 14/20

## Alien Storm Atari ST

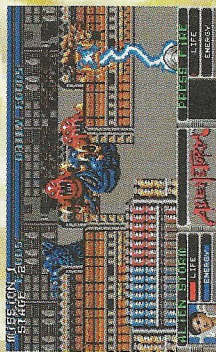
**First Reviewed:** Issue 19  
**Software House:** US Gold  
**Development Team:** Iortex

**I**f you whisk Golden Axe years into the future you come up with Alien Storm, the latest Sega game to appear on our home micros.



The monotonous gameplay is very close to the arcade original, which I didn't particularly like in the first place.

On the other hand, shooting aliens can be a fairly satisfying experience for the first few times.



Three completely different game styles are normally enough to render the game sufficiently addictive from the start, but here they either seem to go on forever or don't last long enough.

This game will probably only suit fans of the arcade original.

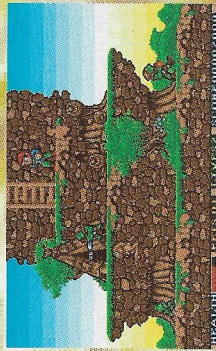
**X-RATING:** XXX

**Gameplay:** 12/20  
**Lastability:** 12/20  
**Presentation:** 13/20

## Elf Atari ST

**First Reviewed:** Issue eight  
**Software House:** Ocean  
**Development Team:** Nirvana Systems  
**Programmer:** Damien See  
**Graphic Artist:** Paul Ogesby  
**Music:** Matthew Cannon

**C**ornelius the elf is a wee chappie, knee-high to a grasshopper who has the task of releasing his girlfriend Elisa from the clutches of the evil Dark Lord.



You might have guessed, Elf is a cutesy-cutesy platform game romp with plenty to spice it up in the form of shoot'em-up action with magical rings and the occasional puzzle.



The game may be totally unoriginal in style, but well worth playing anyway. The graphics are colourful, crisp and cartoon orientated, and the music is upbeat and as happy as one would expect. Well worth a look.

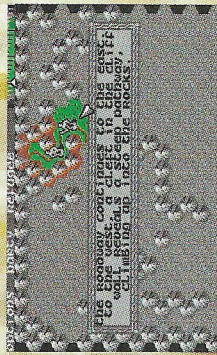
**X-RATING:** XXXX

**Gameplay:** 18/20  
**Lastability:** 13/20  
**Presentation:** 17/20

## Shadow Sorcerer Amiga

**First Reviewed:** Issue 18  
**Software House:** US Gold  
**Development Team:** Clipper Software  
**Programmer:** Graham Lilley  
**Graphic Artists:** Kevin Bulmer, ARC Developments

**S**hadow Sorcerer is one of the most impressive games I have seen of its type, although there is not as much to do or as big a playing area as some classic role-playing games.



It is graphically excellent, a feature most RPGs do not boast, and to top it all, it is immensely playable.

The battle screen of Shadow Sorcerer is similar to Populous. Call up a colour map by pressing the right hand mouse button. This is an RPG based



around the combat side of things, and for that reason it may well appeal to strategy fans with a taste for action.

**X-RATING:** XXXX

**Gameplay:** 15/20  
**Lastability:** 15/20  
**Presentation:** 17/20

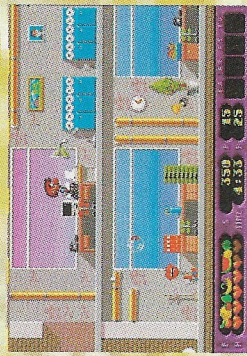
## Rolling Ronny Atari ST

**First Reviewed:** Issue 16  
**Software House:** Virgin  
**Development Team:** Starbyte  
**Programmer:** Rene Straub, Orlando

**A** really playable scrolling platform game which has you taking the role of Ronny, the roller-skating, free-wheeling delivery boy.



Guide the hero through tons of enormous levels while you jump and dash about collecting parcels and earning loadsa lovely money with which to buy special equipment.



Great colourful graphics with splendid cartoon-like sprites, coupled with beautifully simple gameplay and plenty of whacky humour make this a real winner for games players of all tastes. Just wait for the PC version now!

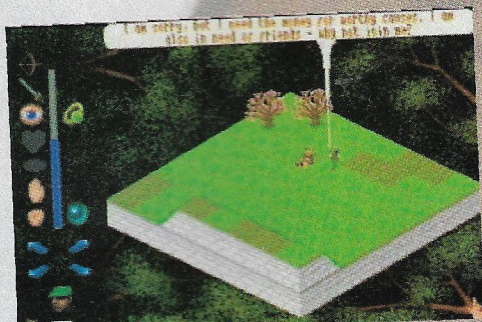
**X-RATING:** XXXXXX

**Gameplay:** 18/20  
**Lastability:** 18/20  
**Presentation:** 19/20

# Robbin' the



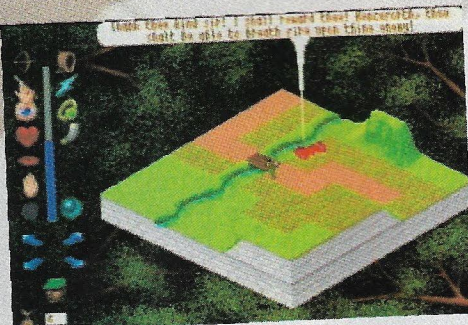
Although Maid Marion gives Robin a ring, he has a lot more work to do before he gains her hand



Although Christianity is in direct conflict with Robin's pagan beliefs, the rebellious Tuck is an important ally



If you cause trouble you run the risk of arrest and hanging, which ends the game rather abruptly



Beware the dragon - it can be as great an enemy as it is an ally. You must discover the best way to deal with the beast

**The accent may have been more Chicago than Sherwood, but Prince of Thieves, Kevin Costner, proved that it is possible to look macho in a little green tunic and tights. Jason Spiller reports on the myth and the legend behind Millennium's Robin Hood.**

**A**dventure and strategy games generally take longer to produce than arcade games, with projects taking an average of two years. However, the designer of Robin Hood, Steven Grand, first kicked around ideas for the game 10 years ago.

By day, he coded business utilities such as office organiser programs and his spare time was devoted to the engine which now runs Robin Hood.

What has kept the man's interest is an inspired vision of what computer entertainment could be.

Steven: "Long before Little Computer People came out, I knew that a computer's processing power had the ability to maintain a whole civilization in real time, with each individual moving around, living a life and performing tasks. Needless to say, with the likes of Populous and Powermonger, it seems that quite a few people had the same idea."



# rich



sequence where Robin of Locksley is evicted from his castle by the Normans, led by the Sheriff of Nottingham. Robin sits outside the castle and your mission is to rebel against the Normans, win the loyalty of the peasants and eventually defeat the usurpers.

## GADZOOKS YE VARLET!

Steven and his wife Anne researched the myth and the legend and tried to separate reality from fantasy: "We soon realised that an historically-accurate representation of the Norman take-over would be impossible. So we mixed some reality, fantasy and parody – most of it is pretty tongue in cheek, especially the parley which appears with all the thee, thou and gadzooks."

One of the most difficult decisions of the project was setting the balance between ethereal and physical. Steven: "We were going to have the god Heme as a major influence. But we decided that it would be more useful to the player to have a mortal wizard or alchemist living in the town, from whom you could glean information and who could concoct potions."

## INNUMERABLE ICONS

Another taxing problem for Steven was which icons to feature: "Over the past year or so, I think we've had about fifteen changes to the icon panel.

It seemed that while some of the icons gave too much super-natural power others either had very tenuous relevance or were useless."

Steven and the Millennium team finally decided on two combat icons, a sword and bow and arrow which, once used, take a while to replenish.

Then there's an open and closed hand which represents taking money and riches, for example, from a merchant who has set up a stall in the town, and giving the money to the peasants.

Then there's a lips icon which enables you to talk to any of the other characters. Considering that ethereal powers were going to dominate, now there is only one spiritual icon, a flash of lightning, given by the wizard which can stun an enemy."

Grand's engine delivers the goods, keeping a whole town running, with buildings being constructed, crops growing and seasons changing,

and the program enables you to enter in the story as much as you want – you can send an arrow thudding into the nearest Norman's chest and really stir up a hornets nest, or just sit back and watch.

Steven: "Of course there are the famous stories such as the fight with Little John and the love interest with Maid Marion, but the majority of the adventure is free of convention."

## WILD WEST?

Curiously, Robin Hood started out as a cowboy and Indian game called Outlands. Steven explains: "We were going to base the adventure around the west, describing the injustice of the white man taking the land from the Indians.

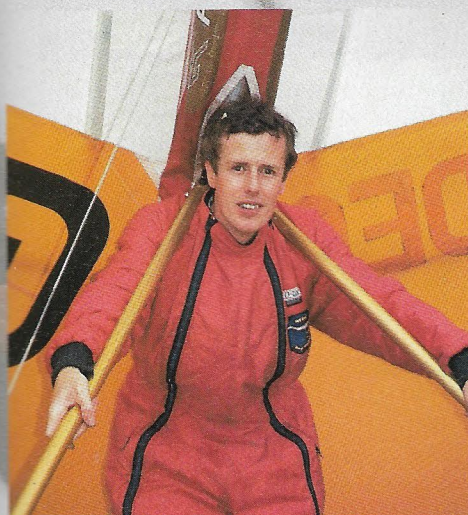
I was particularly interested in the spiritual connections, and the struggles of the first settlers." With Robin Hood complete and the engine fine-tuned, Steven is now considering a new project based on the wild west.

Game design is moving closer to that elusive goal, interactive movies. But Grand's engine and design has gone some way toward that achievement.

Robin Hood is a movie which invites you to jump in at any time and change the course of the story. Whether this proves to be a successful formula, only time will tell but certainly, considering the limitations of 16-bit computers, the current achievement is notable.



Success reaps it's rewards; the sheriff evicted, the Normans defeated, Robin gets his castle back and wins the heart of Marion



Robin Hood designer Steven Grand checks the 'Jesus clip' on his microlight. Thus called because if it breaks you're going to meet him

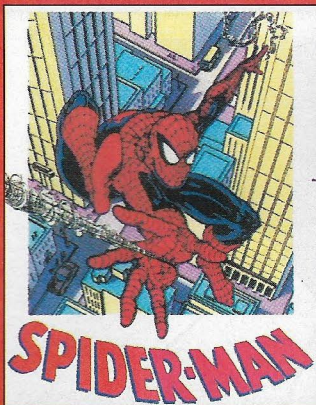
Steven is quick to point out that his engine, the structure of the program, in fact the whole ideal and objective of Robin Hood is completely different to any of the civilization-type games around.

He explains: "I like to think of Robin Hood as being a major progression of LCP which means that you can move throughout Sherwood and watch the peasants tend their crops or collect firewood and the monks building their monastery.

On the other hand, you can interact and change the course of events, which is what makes the game so open-ended.

Controlling a mortal individual is far more personal and down-to-earth than having divine power over a civilization." Of course, there are objectives, but there are many different ways of achieving them.

At the beginning of the game there is a



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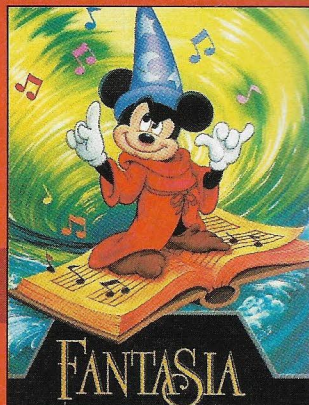


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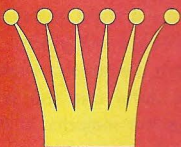
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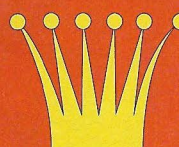
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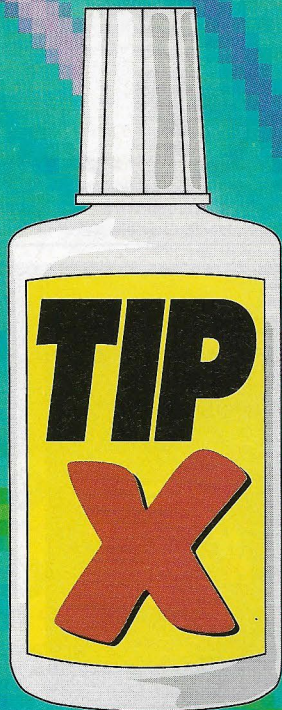

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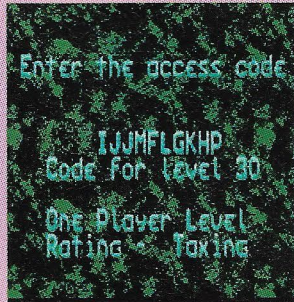
**Loads** a new tips coming in across a variety of formats. **Come September** there will be a whole new batch of games for you to work your way through. I therefore expect to see lots of new cheats pouring in!

Send anything you've got to **Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP**

## LEMINGS - PSYGNOSIS

Last week I finally gave in and lashed down some really useful Lemmings codes. You were all doubtlessly jubilant about this major event, so to help you even further I thought I might as well whap in some codes for the Taxing level. Kindness is indeed my middle name.

- |                 |                 |
|-----------------|-----------------|
| 01 - MDCIJNMOEP | 16 - JMDLGINMGS |
| 02 - FMCIJNMOFS | 17 - MDLGAJNNGL |
| 03 - MCANNMFPPF | 18 - DLGIJNMOGU |
| 04 - CINNMGOQFL | 19 - LGANNMPPGR |
| 05 - GAJJLDLBGK | 20 - GINNMDLQGK |
| 06 - IJJLDLGCCT | 21 - GAJJLFLBHN |
| 07 - NJLDLGADGQ | 22 - IJJLFLGCHW |
| 08 - HLENGIOEGL | 23 - NKLGNCGDHJ |
| 09 - LENGAJNFGV | 24 - JLFLGINEHM |
| 10 - DLGIJNLGGL | 25 - LFLGAJNFHV |
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| 12 - GINNLDLIGR | 27 - LGANNLFHHL |
| 13 - GAJJMDLDJT | 28 - GINNLFLIHU |
| 14 - IJJMDLGKGM | 29 - GAJJMFLJHW |
| 15 - NJMDLGALGJ | 30 - IJJMFLGKHP |



## GOLDEN AXE - VIRGIN

My brave warrior, to cheat devilishly while pursuing thy quest, holdeth down the RUNeth STOPeth key and then press down thy colon key to skipeth levels.

## REPTON - SUPERIOR

Andrew McGowan from Sheffield has kindly replied to our recent plea for cheats on the BBC micro. The following codes should get you all the way up to the penultimate level.

- |                       |                      |
|-----------------------|----------------------|
| Level 1 - SCREEN ONE  | Level 6 - PYTHON     |
| Level 2 - CHAMELEON   | Level 7 - SALAMANDER |
| Level 3 - TERRAPIN    | Level 8 - IGUANA     |
| Level 4 - SIDEWINDER  | Level 9 - CUTTLEFISH |
| Level 5 - GECKO       | Level 10 - OCTOPUS   |
| Level 11 - GIANT CLAM |                      |

## JACKIE CHAN - HUDSON SOFT

On the title screen press UP, DOWN, LEFT, RIGHT and BUTTON II. A bell will ring and if you hold down SELECT and RUN you will then be able to move to the next stage select screen. This may not work at first, so try it a couple of times.

## ROBOCOP - OCEAN

Haven't put a C64 cheat in for a while, so here's a quicky for ol' Robo himself. While playing the game, hold down F, G, H and J to become completely and utterly invincible.

## MOONWALKER - SEGA MEGA DRIVE

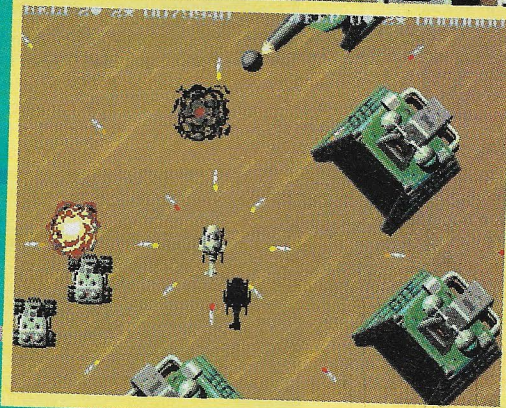
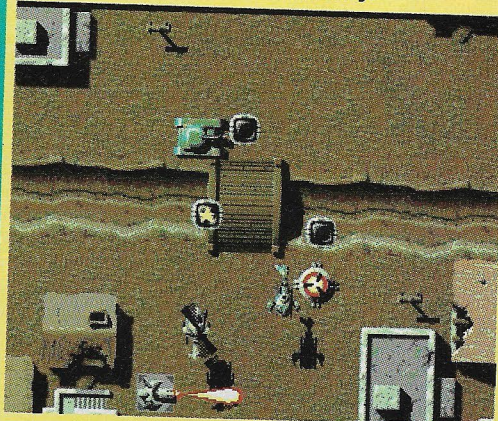
Dave Parr from West Yorkshire tells me that there's a level skip cheat for Mr M Jackson esq.

To start on any round, press UP, LEFT, BUTTON A and START on control pad 2, while pressing start on pad 1. Pick one or two players and then ROUND 1 will appear in the top left. Press left or right on pad 1 to select your starting round. Easy!

## SWIV - SALES CURVE

One day while playing SWIV, whoops of delight were heard from our resident northern news editor Nick 'Scoop' Clarkson.

"If you keep shooting the icons lots of times" sayeth he "it'll turn into a star wot gives you eight-way shooty thingies!" Isn't that just wonderful? He is such a clever boy!

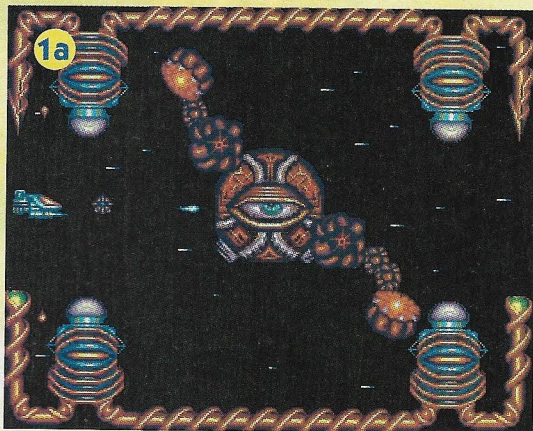


As shoot'em-ups go, Armalyte must rank as one of the hardest to complete. One mistake and you're floundering up the proverbial creek. So, here are some handy tips to get you through the first level and hopefully defeat the end-of-level guardians...

C64



## GUARDING THE LEVELS



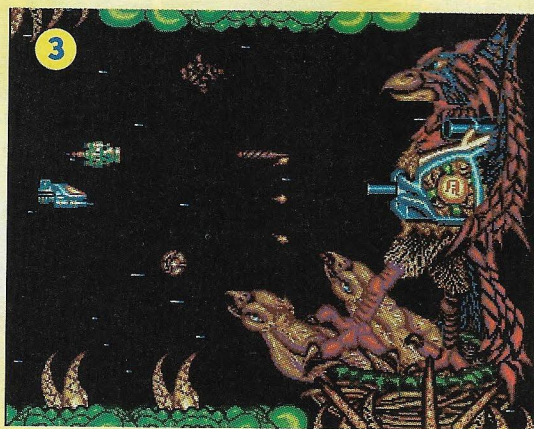
**1a**  
The out-of-place guardian (Eye of the Beholder). This isn't officially an end-of-level guardian because you find it midway through level one. However, it is tougher than most of the others. The trick is to cling to the far left of the screen, avoiding missiles by moving up and down. Build up the power of the shot, wait for the arms to sweep past, and then let rip into its open eye before continuing with your quest



**1b**  
Probably the hardest of the lot. Take position between the lower rocks, so you can't be hit. Observe the laser fire; one is straight and the other is curved. Wait for the fire from the direct one to pass over, rise up and blast like billy-oh at the round spheres in the centre. If you fire too soon or too late, your laser blast will be absorbed in the nasty's fire power. Keep shooting until all the orange balls have gone out



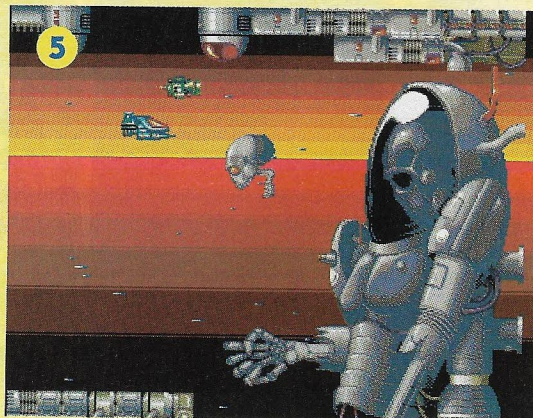
**2**  
The two heads are in constant motion. Persevere, moving away and then back again and, with a few solid heavy power blasts, you should render the guardian a sitting duck. You can pluck away at the egg shaped items on the big beastie



**3**  
The eagle guardian throws a lot of fire power at you, ruining your chances to take good aim. Pepper the bird's head with small shots. Spin to avoid the pigeon-like homing missiles, or blast them away before they can do any damage



**4**  
This monster isn't excessively difficult to destroy, but you have to constantly protect yourself. Shoot away the snakes first, but keep an eye open lower down for the mouth and eye. The mouth spits out attack lasers, and the eye scowls a terrible missile. Whenever this emerges, halt wherever you're attacking and shoot it. You'll lose your lives all too easily if you forget



**5**  
The final level guardian is a real let-down after all that effort. Graphically, it's the most stunning, and the easiest to beat. The skeleton in a spacesuit fires simple lasers and lets off explosive skulls. Just avoid these while blasting away for a short time at the helmet and, voila, you've saved planet earth so it's back home for tea and cake...

# BLASTING AWAY ON THE HIGHWAY TO HELL

**1** Take the top level quickly, collecting both the capsule, speed and power up, and don't bother going along the bottom route

**3** Don't bother shooting more than you can handle

**5** The interweaving attack can cause problems. The best policy is to blast away the first few, then hide near the bottom

**7** Fire upwards to gain a tasty power-up capsule. You can then dash right and be able to blast the upcoming fireballs. Stay far right and, tucked away in the lower alcove, await extra aliens



**2** Shoot a gap in the fireballs. You should have enough speed to fit in the space and go down. Then make a dash for it

**4** The basic spacecraft are easy enough to hit and destroy, so use them for target practice

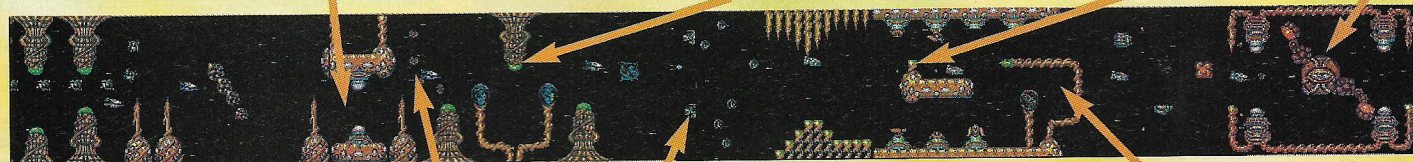
**6** Take the bottom route in this break up. Shoot the first capsule to collect an up and down fire power and avoid the second one at all costs. It's a homing missile and only a real nifty pilot can avoid it

**8** Push to the right and hover in front of the force field and you should be able to blast it in time

**10** Timing is of the essence. Keep an eye on the green drops sliding down the column. As soon as one has fallen, see if another is about to drip before making a dash for it

**12** Take out the radar shooter and then power blast at the top row, destroying as many as you can

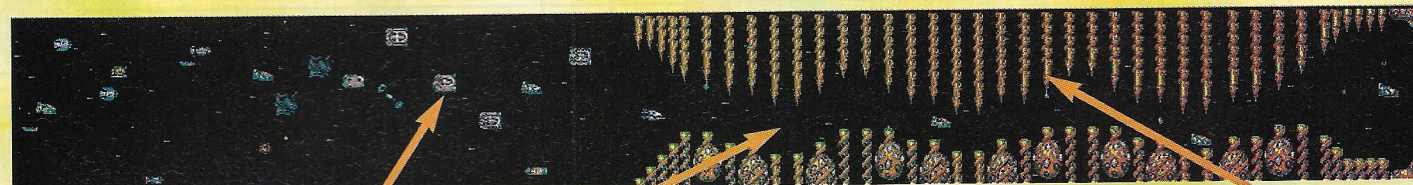
Eye of the Beholder (see left)



**9** Before rising past the point, fire up to destroy as many nasties as possible for as long as you dare. The gap should then be big enough to go through

**11** Take as many of these out as you can, but remember to avoid their fire power

**13** Always watch out for one-way situations. Keep as far right as possible in order to have the time and space to correct your error before it's too late



**14** Only fire when necessary, dodging the bullets in an up-and-down manner and try to maintain a central position

**15** The idea is not only to see which one is going to drip in front, but also the first or second after that. You need to stop and start quite often

**16** Don't be rushed into dashing through. One false move and you'll touch the poison or a spike

**18** Shoot the first few nasties to get down into a safe haven, and wait until they've passed by

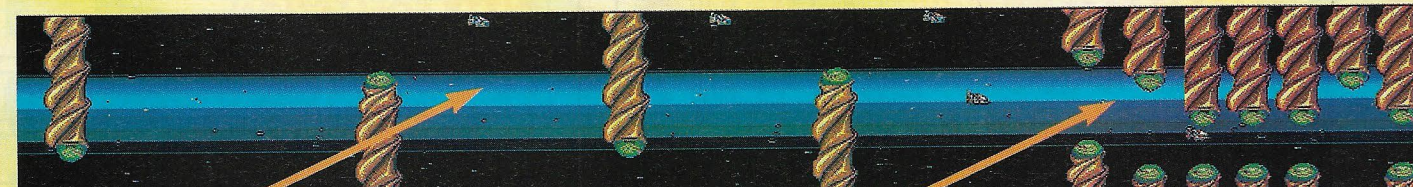
**20** This area is particularly tricky. Not only have you to deal with the force field and poison points, but it is an above average test of your nerves and joystick control



**17** You emerge from the tunnel into the thick of things. Try to take the top route again, and demolish the bases

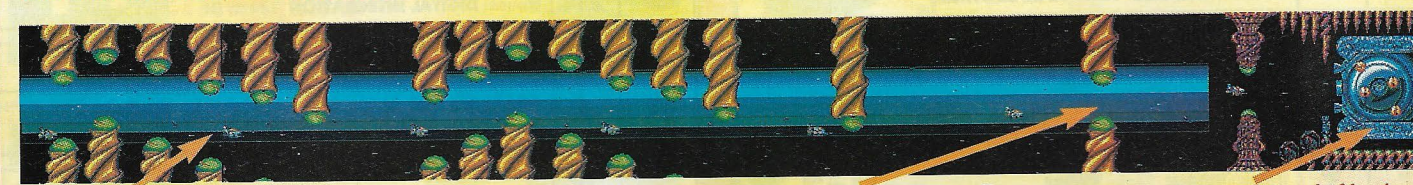
**19** The wall of fire needs to be treated with caution. On the other side are circular aliens. Keep your fire button on and you should blast through the gap

**21** Take a breather here 'cos you'll need it to prepare for the next hair-raising section



**22** You won't have much time to think since everything goes so fast. The sequence is easy enough though. Simply remember UP, DOWN, UP, DOWN, and UP again before entering the tunnels

**23** The cavern section is still fast enough to catch the unwary. It is easy enough to see where you're heading, but you've got to hold your breath, hold tight and not blink

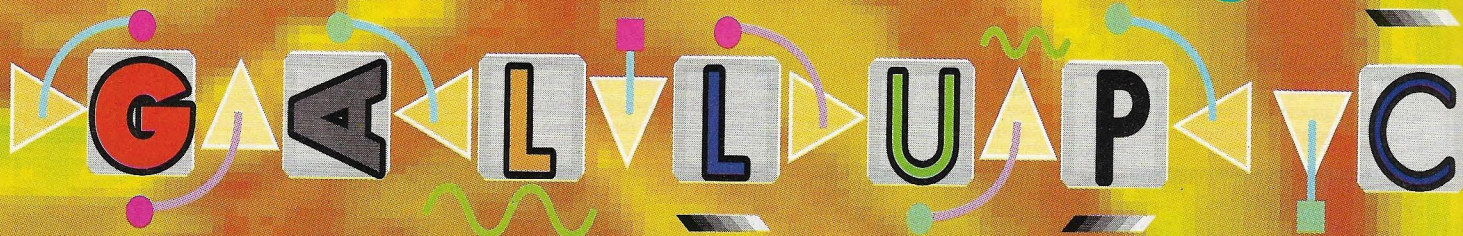


**24** Spacecraft control needs to be spot on. Excessive wobble on the joystick and the whole section has to be endured again

**25** You know when things are about to take a turn for the better. The lights dim, the ship slows and you've emerged scot-free from the most bizarre section of the game

**26** It is time to face up to your first end-of-level guardian, and what a toughie it is. However, you'll soon be entering a stranger world of crystal and ice

# Games-X brings you the full price and budget software

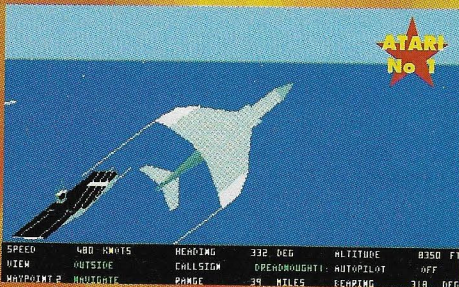


**A** real turn around this week as the budget chart becomes the boring one. CodeMasters is back on the road to success with another of its great selling. Quattro compilations smashing into the chart.

**Quattro Skills** is a summer compilation jam-packed with sports games. See last week's C64 column and this week's Speccy column for details.

**HeroQuest** moves back to the top slot on the Spectrum chart this week, having probably sold close to a million already.

Meanwhile, last week's top of the pile game, them darn **Turtles**, finally shows some sign of dying off. Yipee! (I think Bri doesn't like the Turtles! - Ed)



A week of flying seems to have hit us, with simulators occupying the top spot on the three 16-bit charts. **Thunderhawk** on the Amiga, **Flight of the**



**Intruder** on the ST and **SWOTL** on the PC. The idea of flying in the sky with loads of fresh air between my seat and the ground is rather an appealing one.

1	★	<b>THUNDERHAWK</b> House: CORE DESIGN Team: IN HOUSE
2	▲	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
3	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
4	▼	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
5	▼	<b>F15 STRIKE EAGLE 2</b> House: MICROPROSE Team: MPS LABS
6	★	<b>ARMOUR-GEDDON</b> House: PSYGNOSIS Team: P HUNTER AND E SCIO
7	▼	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
8	▼	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
9	★	<b>TOKI</b> House: OCEAN Team: OCEAN FRANCE
10	★	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN

1	▲	<b>FLIGHT OF THE INTRUDER</b> House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
2	◆	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
3	▲	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
4	★	<b>SIM CITY/POPULOUS</b> House: INFOGRADES Team: VARIOUS
5	◆	<b>MIDWINTER 2</b> House: RAINBIRD Team: MIKE SINGLETON
6	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
7	★	<b>VIRTUAL REALITY 1</b> House: ELITE Team: VARIOUS
8	◆	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
9	★	<b>NINJA SPIRIT</b> House: ACTIVISION Team: IMAGES
10	★	<b>F19 STEALTH FIGHTER</b> House: MICROPROSE Team: MPS LABS

1	▲	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
2	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
3	◆	<b>HEROQUEST</b> House: GREMLIN Team: 221B
4	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
5	★	<b>F16 COMBAT PILOT</b> House: DIGITAL INTEGRATION Team: DI
6	▼	<b>CREATURES</b> House: THALAMUS Team: APEX BROTHERS
7	★	<b>EMLYN HUGHES INTL. SOCCER</b> House: AUDIOGENIC Team: IN HOUSE
8	★	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
9	▼	<b>SUPREMACY</b> House: VIRGIN Team: PROBE
10	▼	<b>NORTH AND SOUTH</b> House: INFOGRADES Team: IN HOUSE

1	▲	<b>HEROQUEST</b> House: GREMLIN Team: 221B
2	▲	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
3	◆	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
4	◆	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
5	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
6	▲	<b>F16 COMBAT PILOT</b> House: DIGITAL INTEGRATION Team: DI
7	★	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
8	★	<b>MULTI PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE
9	▼	<b>GOLDEN AXE</b> House: VIRGIN Team: PROBE
10	★	<b>SWITCHBLADE</b> House: GREMLIN Team: IN HOUSE



# H A R T S

Two compilations with the word 'Collection' in the title are atop the C64 chart this week – Ocean's **Rainbow Collection**, containing **Rainbow Islands**, **Bubble Bobble** and **New Zealand Story**, and The Masters' **Dizzy Collection**, full of games involving that lovable egghead, er, Dizzy.

The Amstrad chart is full of re-entries this week. 50 per cent of the games have been there before at some point since their release. There will soon be a whole new range of titles for you Amstrad owners, so don't worry (be happy! – Ed).

A whole host of ST strategy freaks must be working overtime with the amount of games for them inside the top 10 this week. Six out of 11 have



strategic elements about them. As per usual, **Manchester United Europe** is up there near the top although there's a re-born **Ninja** lurking below.

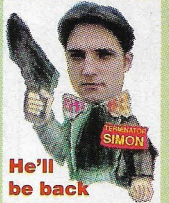
## TEAM TALK

John has made the big move to the sunny city of Macclesfield and to a larger home than before. All he needs now is for his mattress to arrive, then maybe he can sleep in a bed instead of on the floor!



Nick has become a walking Gremlin advert. He sports a T-shirt over his expanding beer belly. (Check out this week's news pic.) If he's not sucking that gut in, then I'm a baboon's botty!

A competition involving **Terminator 2** has evolved in the office. Alex, Brian and John are all trying to see who can watch it the most times. Bri and John have both seen it twice and Alex only once. Thing is, the film's totally awesome and mustn't be missed by anyone!



1	▲	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
2	▲	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
3	★	<b>EMLYN HUGHES INTL. SOCCER</b> House: AUDIOGENIC Team: IN HOUSE
4	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
5	★	<b>LOTUS ESPRIT CHALLENGE</b> House: GREMLIN Team: MAGNETIC FIELDS
6	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
7	★	<b>GOLDEN AXE</b> House: VIRGIN Team: PROBE
8	▼	<b>HEROQUEST</b> House: GREMLIN Team: 221B
9	★	<b>NORTH AND SOUTH</b> House: INFOGRAMES Team: IN HOUSE
10	★	<b>SHADOW DANCER</b> House: US GOLD Team: IMAGES

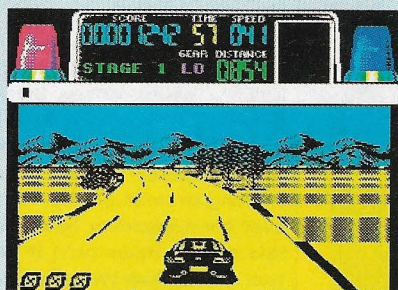
1	★	<b>SECRET WEAPONS OF LUFTWAFFE</b> House: LUCASFILM Team: IN HOUSE
2	◆	<b>DAILY DOUBLE</b> House: CDS Team: IN HOUSE
3	▲	<b>COLOSSUS CHESS X</b> House: CDS Team: IN HOUSE
4	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
5	★	<b>F29 RETALIATOR</b> House: OCEAN Team: DID
6	★	<b>JETFIGHTER 2</b> House: US GOLD Team: BOB DINNERMAN
7	★	<b>CHUCK YEAGER AFT 2.0</b> House: ELECTRONIC ARTS Team: IN HOUSE
8	▲	<b>GAUNTLET 3</b> House: US GOLD Team: SOFTWARE CREATIONS
9	▼	<b>LINKS</b> House: US GOLD Team: SSI
10	▼	<b>SPIRIT OF EXCALIBUR</b> House: VIRGIN Team: IN HOUSE

1	◆	<b>NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
2	▲	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
3	▼	<b>SHINOBI</b> House: MASTERTRONIC Team: BINARY DESIGN
4	◆	<b>CABAL</b> House: HIT SQUAD Team: SPECIAL FX
5	★	<b>DIZZY PANIC</b> House: CODEMASTERS Team: OLIVER TWINS
6	◆	<b>MAGIC LAND DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
7	▼	<b>DOUBLE DRAGON</b> House: MASTERTRONIC Team: BINARY DESIGN
8	★	<b>THE MATCH</b> House: D&H GAMES Team: IN HOUSE
9	▲	<b>MULTIMIXX 1 GOLF</b> House: KIXX Team: ACCESS
10	▲	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
11	▲	<b>FOOTBALLER OF THE YEAR 2</b> House: GBH Team: IN HOUSE
12	★	<b>QUATTRO SKILLS</b> House: CODEMASTERS Team: VARIOUS
13	▼	<b>QUATTRO CARTOON</b> House: CODEMASTERS Team: VARIOUS
14	★	<b>IMPOSSAMOLE</b> House: GBH Team: CORE DESIGN
15	▼	<b>FANTASY WORLD DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

## CHASE HQ HIT SQUAD £3.99 OUT OCTOBER



**E**xperience the thrills and spills as you leap into a highly armoured and turbo-charged Porsche and tear up the road in pursuit of criminals.

That is basically the plot to Taito's classic coin-op, now converted onto the Speccy and available at an affordable price.

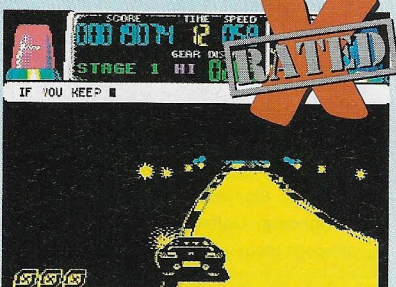
Appearing quite soon after the conversion of Out Run, no one really expected much from this, especially since the afore-mentioned failed to reproduce any feeling of speed.

Chase HQ, however, betters all the

other conversions onto home computers. Not difficult, considering that the ST and Amiga versions are so completely dire.

Graphically, the game is monochrome, but not much else could have been expected on the old 48k machines. This doesn't stop the road moving along at a belting rate though, which should surprise you all.

If you don't already own this corking little game, then it is well worth legging it down to your nearest computer emporium to collect a copy from the shelves.



**X-RATING: XXXXX**

*Isn't the Spectrum a cracking little machine, eh? (I'm not being sarcastic either). So why are they no longer being made? All you Speccy owners will agree with me that they should continue production for ever and ever...*

**T**he immensely funny film, (so I've been told), Hudson Hawk, starring Bruce Willis, is currently being converted by Ocean Software.

The game involves trying to steal various items from locations around Europe and will follow the plot as closely as possible. It should be ready soon but no price has yet been fixed.

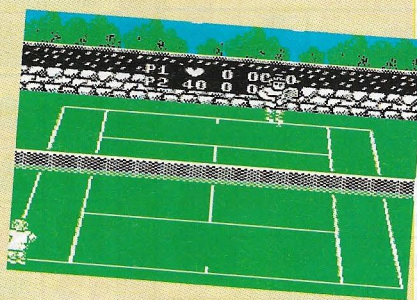
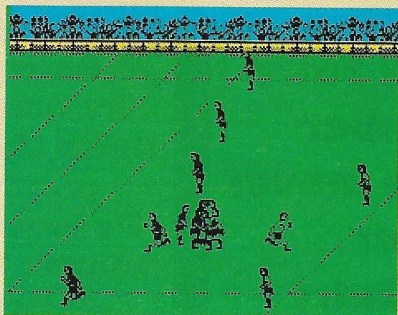
US Gold's Gauntlet 3 is finally ready for release on the Spectrum, despite being more suited to the style of an 8-bit machine. The game should be on the streets now, so look out for it.

## QUATTRO SKILLS CODEMASTERS £3.99 OUT NOW

**A**nother of the never ending list of sports packages is from the budget king itself, and can grace our screens for the humble price of four pounds, bar but a penny.

All the games were originally budget titles themselves and are at least of an average quality.

Pro Skateboard Simulator is perhaps the game of the package. It reminded me of a previous title, Pro Ski Sim, also of a high quality.



The graphics and gameplay are both very similar to this classic.

Rugby and Football are both fairly competent simulations of their corresponding sports. Rugby is just too difficult and Football is a bit too slow to play for any length of time.

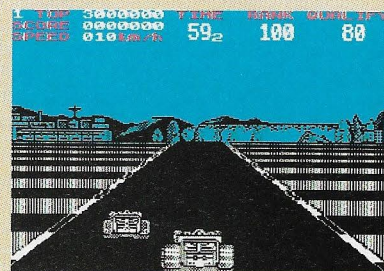
Tennis is a fun version of Pro Tennis Tour and although not as good, is certainly a great budget title and a good two-player game.

At a snip of a price, don't let this one go. I prefer it to Domark's Grandstand and it is a lot cheaper. Another bargain from CodeMasters!

**X-RATING: XXXX**

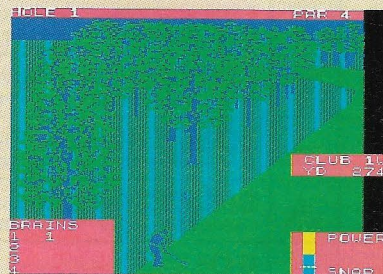
## GRANDSTAND DOMARK £14.99 OUT NOW

**T**ake four sporting games, lob them all into a compilation, and what do you get? A completely unoriginal but fun package.



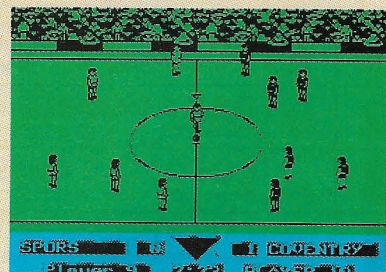
Continental Circus is converted from the very popular Taito coin-op and is certainly a very impressive driving game, despite the fact that the graphics aren't particularly stunning to look at.

Pro Tennis Tour is a cracking game besides being perhaps the best in the genre available for the Spectrum. Graphically, it is fairly nice and it is also fun to play.



World Class Leaderboard is the kind of game that will be good on any machine it's converted to, the Spectrum being no exception.

The ultimate Golfing simulator is definitely the accolade this game deserves insofar as nothing, seemingly, can beat it.



Finally, we have Gazza's Super Soccer, the real turkey of the package. Why anyone would play this game is beyond me.

It has dire graphics, bad sound, and plays like an ostrich with a limp. That's my humble opinion anyway!

Grandstand, a fairly average compilation, is consequently severely let down by this Geordie atrocity.

**X-RATING: XXXX**

## X'S ACTIVE UNDIES

I have terrible news. My name is Kit McKay (hello, Kitty) and I come from East Molesey. I recently managed to make my own GX T-shirt using Dr X's most radioactive materials and chemical wastes (that's funny, I thought he kept them in his underpants! - Aunty).

I was very proud of my old Games-X T-shirt, but one day the chemicals on the shirt reacted with the genes (501s, of course) in my body and for some reason I put an Atari ST game into my 1mb Amiga.

My Amiga was so overpowered that it spat out the disk, which zoomed across the room and embedded itself in my stomach, thus ripping the shirt in two.

Thankfully I've repaired the gaping hole in my gut, but my T-shirt is dead, deceased, gone to meet its maker... So please could you send me a new T-shirt?

Kit McKay, Surrey.

**Aunty X:** What's the matter, little kitty-witty, no shirt to cover your back. Luckily for you, I have a soft spot for sob-stories so if I have one spare, I may send it to you.

As for future letters pleading poverty and asking for T-shirts, well, blossom, I'm afraid we don't have your size, whoever you are.

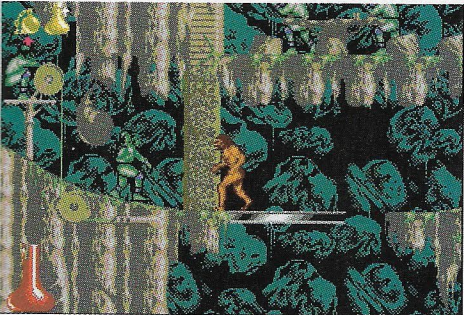
## WARRA BORE

It is I, Dermo, again. Firstly I'm sick of these peasants writing in for cheats. For example, I completed Shadow of the Beast 2 on my first go. All you need is skill, charisma and a brain (erm, shut up and keep your big head and loud mouth to yourself - Annoyed Aunty).

In Leisure Suit Larry 2, how do you get rid of Ken the Bore while on the plane? (Not so cocky now, are we? - Aunty.)

D. Smyth, Eire.

**Aunty X:** Self opinionated, aren't we? So you reckon you can complete Beast 2 but you cannot solve Leisure Suit Larry 2? Frankly, I don't believe you when you ramble on about having brains and charisma, but the solution to your query is simple.

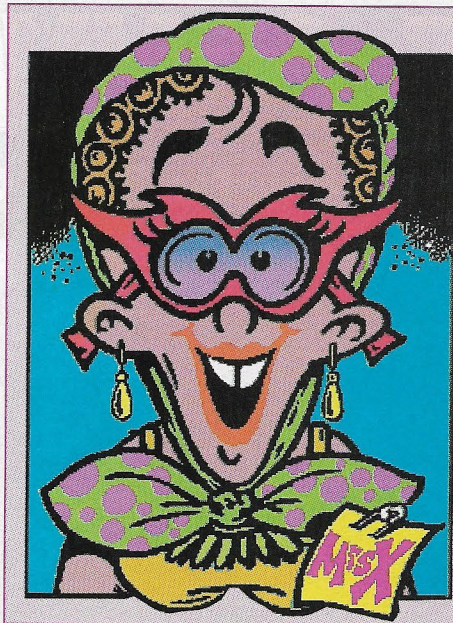


If, unlike Dummo, you have had a few problems with this game don't hesitate to write in and ask for a tip. Mind you, keep your questions specific if possible

To fend off Ken the Bore, you must first collect the pamphlet from the airport terminal (you know, the one from the kiosk where you have to show your ticket), then when Ken starts to bore you, give him the leaflet and hey presto!

## STRIKE HATCHLING

I would really appreciate your help if you could tell me a way of creating a first-class pilot in F-15 Strike Eagle II. I have managed to complete a vast majority of the missions, but I keep on losing my veteran pilot on a single, tough mission. No matter how hard I



# Mrs X

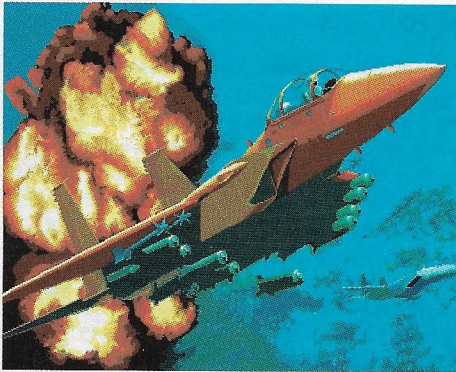
It's me again, and I'm afraid you will have to put up with me for the time being as my beloved has been delayed in some distant country - hasta la vista. I'd like to thank all of you that have sent in letters asking for help, and I'm especially grateful to Nick Jenkins from Colwall who sent in the picture of Terminator X - thanks, luvey. Keep your problems coming in to: The X Family, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

try, I cannot complete the objective with my excellent character. Please can you help me so that my man will actually be the best of the best.

John Hobson, Plymouth.

**Aunty X:** A little boy that comes from the West Country, that's what I like to see. Did you know that I spent my honeymoon down on the west coast?

Referring to your question, I don't know any game tips to help you with your problem, but I can suggest a



Scared of losing your veteran pilot to a swarm of bogeys on the horizon? Before you view the medals you have earned, reset the machine, thus keeping the clean records your pilot once had

simple solution. After a failed mission, try resetting the computer before the medal screen appears.

This way the computer will not save any duff missions that your pilot may have clocked up. You should now be able to play a tough mission over and over again until you get it right.

## 20 QUESTIONS

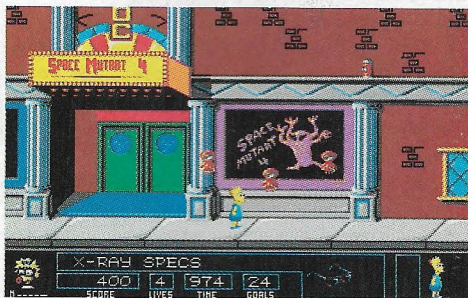
I have a few questions for you:

1. Is the coin-op version of WWF Superstars being converted to the ST?
2. What about the Simpsons and the Turtles?
3. When is 4D Boxing released on the ST?
4. How much will the Super NES cost?
5. Why are all these folk asking for SAM Coupe reviews? Until I read this mag, I hadn't even heard of it!

Andrew Harris, Evesham.

**Aunty X:** You have been a busy little bee, haven't you. Did you ask mummy to help you with the questions or

did you think of them all by yourself? As for WWF Superstars, you're in luck. Ocean have bought the rights to the game and are converting it as we speak. There is a version of the Simpsons available, but it isn't based on the popular arcade unit. The Turtle is being converted,



Bart Simpson will be available on the ST in a few months but as you can see from the screenshot it is not based on the arcade unit

and will be called Teenage Mutant Hero Turtles 2 from Mirrorsoft. As for the Super NES, I'm not exactly sure how much it will be in the UK as there aren't any plans for the official release for at least two years.

To finish off, people are asking for SAM Coupe reviews because they own one, silly.

## TERMINATOR X



It's nothing personal, he just hates cheats. Beneath the living, breathing tissue is a Ciderwine Systems D-100, public enemy No 1

# CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

**GAME: APB**  
**MACHINE: LYNX**  
**PRICE: £25.99**  
**MACHINE: ATARI**

**A**PB was an excellent game in the arcades and was also greatly received on the home computer. Now the coin-op conversion has made it onto the Lynx, and the trip across has certainly been a successful one.

For those of you in the dark, APB stands for All Points Bulletin. You are a streetwise cop that has landed himself a job driving a black-and-white along the city streets.

The powers that be insist that you are properly trained before you get out on the road, so initially you must practice in the PD car park.

The first task is a simple one using cones as the criminal vehicles. All you have to do is drive up to them and flash the siren to pull them over.

All this is against the clock, as well as against the odds. Not only will you have to complete the task in under the stated time limit, you will also need to make sure your actions are performed by the book.

This means that you are not allowed to arrest anyone unless they are breaking the law, and colliding with a car or other object will result in a demerit. Collect 10 of these and you're out of a job.

The direction pad controls the movement of your police car, with button B accelerating and button A turning on your siren and allowing you to pull someone over.

APB is a near perfect conversion of the arcade game, and is in my opinion



one of the better Lynx games. Both the graphics and the sound are highly-polished, with some great effects in both departments.

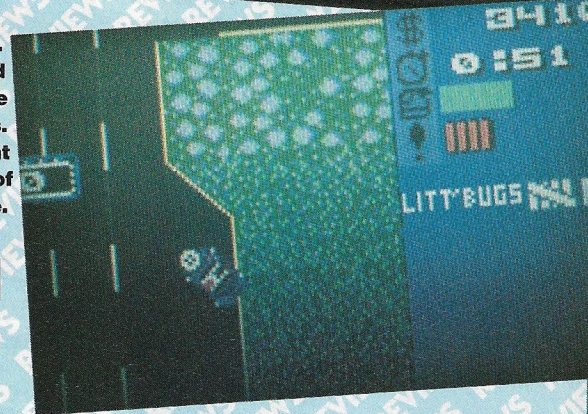
Combined with the excellent gameplay, APB is must for fans of the arcade and action freaks alike.

**X-RATING: XXXX**

**Gameplay: 15/20**

**Lastability: 13/20**

**Presentation: 14/20**



Due to the growing popularity of the consoles, we have devoted a full four pages to these incredible games machines. Now one full page will be given to the best game of the week, but you will still receive the usual informative reviews and interesting news on a host of console releases.

## POPULOUS

The latest of TecMagik's 8-bit Sega Master System products is a challenging conversion of one of the world's greatest games - Populous.

Bullfrog's outstanding work of imagination has won no less than 22 European awards for originality, strategy, innovation and programming, and has even collected the esteemed 'Game of the Decade' award.

TecMagik are responsible for the conversion to the Sega machine, so now Master System owners will have the chance to become the absolute ruler of the universe! Specially designed for optimum gameplay, Master System Populous allows you to conquer a massive 5,000 possible worlds, vanquishing the enemy gods in a challenging and varied battle.

This means that this specific version has 10 times the amount of levels to conquer than any other home computer version, and even features different graphic

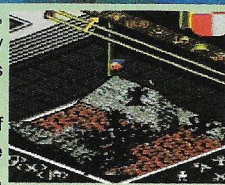


styles, such as futuristic, that were only originally included on the Populous data disks.

The finished version of Populous will include the rock and lava levels, grassy plains and snow and ice, but will also include landscapes such as bitmap, which uses various stages of the computer to represent the buildings, and a futuristic world with huge domes scattered around.

The game is shaping up very nicely at the moment and the control system is especially neat. For those of you who haven't played the original Bullfrog game, you have the option to raise and lower the ground, cause earthquakes and floods and generally cause havoc with your godly powers.

Button one on the pad is used as the execute button and will raise or lower the ground, and is used in combination with the UP or DOWN D-pad direction.



**GAME: WAGON LAND  
MACHINE: GAME GEAR  
PRICE: £24.00  
SUPPLIER: CONSOLE  
CONCEPTS**

**W**agon Land is a Japanese platform romp where you, as a mechanical dinosaur, must leap and bound your way across a plethora of intricate levels before using your head in a complex puzzle game.

With the dinosaur under your control, button one will make you fire, with the second key making your character jump.

You can turn the hero mid-flight by holding in the opposite direction to the one you're travelling in, and you can also fire at any point. However, your shots do not destroy the majority of the creatures, instead they stun, giving you time to leap past.

There are numerous power-ups to collect, the first of which are small green creatures not unlike yourself.

These, when taken, give you a better weapon to stun your opponents, and once four have been gathered you are invincible for a short time. Having reached the end of a stage, you will be confronted by a guardian.

Unlike most guardians, these don't thunder around the screen lobbing balls



of fire at you. Instead they test your wits in a picture puzzle.

This would be fairly easy, but the instructions are in Japanese and this makes the task somewhat harder.

Wagon Land is a playable platform romp that is cute, graphically quite good and not only tests your reactions but will also tease your brain.

You will probably find that there is a dire need for English instructions.

It is possible to complete the levels, but usually only by phenomenally good luck or trial and error. This one will test you more than most.

**X-RATING: XXX)**

**Gameplay: 11/20  
Lastability: 13/20  
Presentation: 12/20**

Furthermore you select the icons at the side of screen with the first button. Button two is the mode key and will toggle you through the different icons, and will also switch from the side of the screen to the play map.

Populous is due for release soon, and of course Games-X will bring you the exclusive review in a couple of weeks.

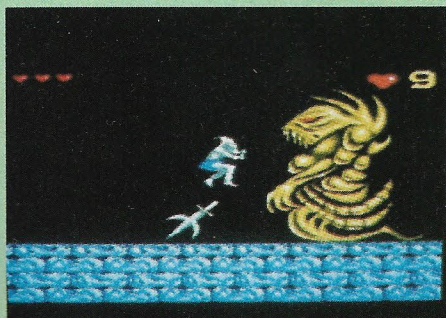
**BEAST ON THE MASTER**

Psygnosis' graphically excellent Shadow of the Beast is being converted to the Master System, courtesy of TecMagik. Its release name is Shadow of the Beast - Master Mix '92, and it is an arcade adventure with a huge task.

You play the part of a Beast Master who is snatched by the Mages of Maletoth and imprisoned in a distant land. Over many years your mind has been penetrated by the dark arts and you have gradually changed into a beast-slave deprived of freedom, sapped of all will to live.

It was on the brutal execution of your father that you regained the strength to become a free man again. When the sacrificial blade tore your father open, you snapped out of your mindless life and sought the death of the Mage that imprisoned you.

The Beast Master Mix includes some of the best



**GAME: GRIFFIN  
MACHINE: GAME GEAR  
PRICE: £24.00  
SUPPLIER: CONSOLE  
CONCEPTS**

**G**riffin is a scrolling shoot'em-up on the Game Gear, and places you inside the Griffin assault vehicle.

The game is set over four levels of blasting mayhem, each one taking place in a different part of the world.

The first is set in a European coniferous forest, the second a desert and the third level sees the Griffin make a radical change and take to the skies. The fourth and final stage is set inside the enemy battle station.

Button one fires the main weapon which, to begin with, is a



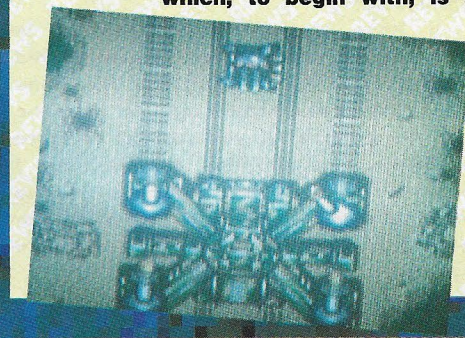
single-shot laser. The main gun fires a normal shot in the direction you're facing, the 'sub' shot lobs a shell over nearby walls and finally the 'special weapon' fires a high-powered explosive, which can only be aimed to the front.

Griffin is an excellent game, but it has one major downfall. It is far too easy to sail through the first four levels, and after that they remain the same but with more enemies - hardly a new stage.

An enjoyable game that is addictive until you complete the first four levels, then the appeal drops rapidly.

**X-RATING: XXX)**

**Gameplay: 16/20  
Lastability: 13/20  
Presentation: 15/20**



graphics seen on the Master System, and the finished version is said to include eight levels of smooth parallax!

The major downfall of the home computer version

was that although it included some of the best graphics seen, the gameplay suffered as a result. However, TecMagik have improved the control system, made the game slightly easier (another downfall of the original

was the difficulty) and at the same time managed to keep all of the puzzles, levels and other features included in the Amiga game.

### SONIC NOT TO BE BUNDLED

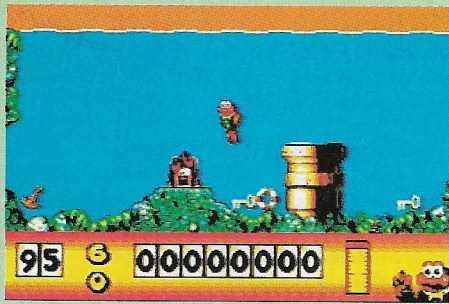
Rumours that Sonic the Hedgehog was going to be bundled look as is they are sadly wrong. Instead, for the new price of £129, you will get a Mega Drive, joy pad, power adaptor and you will receive a copy of Altered Beast.

Yup, Sega are still bundling the ageing beat'em-up instead of their cult hedgehog character.

## HINTS & TIPS

### JAMES POND - MEGA DRIVE

To open the exit on any levels before you have completed your task, you must press the C button and LEFT on the D-pad simultaneously when on the title screen. Then, when you want to open the exit press A, B and C together and rotate the D-pad. The exit will open, allowing you to skip the level.



Thanks to:

Console Concepts, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.

## GAME: ROAD SPIRITS MACHINE: PC ENGINE PRICE: £35.00 SUPPLIER: CONSOLE CONCEPTS

**S**lick, fast scrolling is the key point to Road Spirits, and the feel for speed recreated by this PC Engine game is phenomenal. Road Spirits is a racing bike simulation that allows you to race on world famous circuits with a bike team of your choice.

You can either play one or two players (linked on the PC Engine GT), and having selected the team and circuit for your next race, you then have to configure your bike.

You can choose between hard or soft brakes; slick, wet weather or intermediate tyres and three different V-9 engines, all of which squeeze into a standard frame.

Racing is fairly simple, with player one taking the top screen and the

second racer, either computer or human, taking the bottom half. Button one will ease down on the accelerator, and button two applies the brake.

Furthermore, pushing up on the D-pad will ignite the turbo and give that extra advantage.

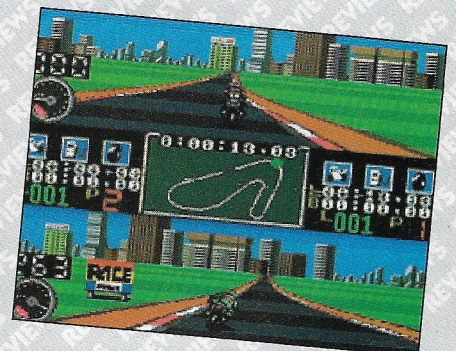
I was amazed to see how smooth Road Spirit was, but sadly I found the game a little too difficult to control.

No matter how hard you stamp on the brakes, you will all too often skid out to the side of the road and smash into an obstacle, whereas the computer opponent will sail safely around the racing line.

Graphically impressive and quite addictive, but sadly let down by a high difficulty level.

**X-RATING: XXX**

**Gameplay: 11/20  
Lastability: 10/20  
Presentation: 16/20**



## GAME: MEGATrax MACHINE: MEGA DRIVE PRICE: £31.00 SUPPLIER: CONSOLE CONCEPTS

**M**egatrax is a dirt-bike game with dirt being the operative word. Each track is covered in mud and apart from racing against your opponent, you'll be trying to avoid the constant spray of dirt from his bike!

The game features a vast selection of tracks to compete, each one sporting new obstacles like hairpin bends and humps in the course. Being a game for one or two players, it is possible to compete

head-to-head, against the computer or have two human racers plus another computer-controlled driver.

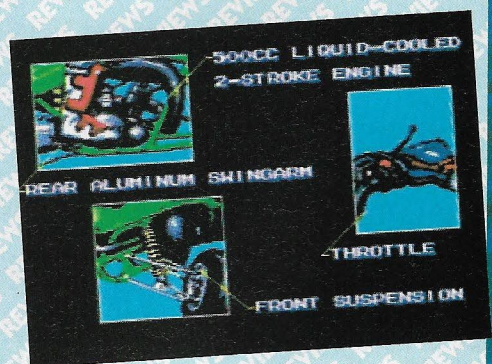
There are four different bikes to race on, each one costing a different amount of points. The least powerful bike is the Yellow Typhoon, which for a mere 60 points offers 7500 revs per minute.

The Red Devil which costs 65 points lets out 8000 rpm, Blue Thunder comes next with 9000 rpm for 70 points and finally the best bike, at 75 points, is the Green Monster and gives out a massive 9500 rpm.

I have to say that Megatrax is probably the worst game I've ever played on the Mega Drive. If you buy this game expecting to see something that uses the console's capacity, you couldn't be more mistaken. The graphics are dire, and I didn't find Megatrax addictive in the least, as it was severely let down by poor gameplay. Steer well clear or prepare to spend the worst £30 of your life.

**X-RATING: X**

**Gameplay: 3/20  
Lastability: 2/20  
Presentation: 7/20**



**GAME: NINJA GAIDEN**  
**MACHINE: LYNX**  
**PRICE: £25.99**  
**MACHINE: ATARI**

**N**inja Gaiden is one of the latest of the new generation Lynx games that have been successfully converted to the portable Atari machine.

Known as Shadow Warriors on the home computers and originally converted from the popular coin-op by software ginats, Ocean, Ninja Gaiden is a horizontally scrolling beat'em-up in which, as a martial artist skilled in ninjitsu, you must punch and kick your way through numerous levels of mayhem, crowded with the enemy.

The control system is OK, but I did have one gripe. All of the controls, such as kicking and jumping, can be done using buttons A or B and the D-pad, but to swing on the lamp posts or jump up and hold onto an overhead bar you have to tap Option one. This is a little inconvenient when you are in the middle of a battle.

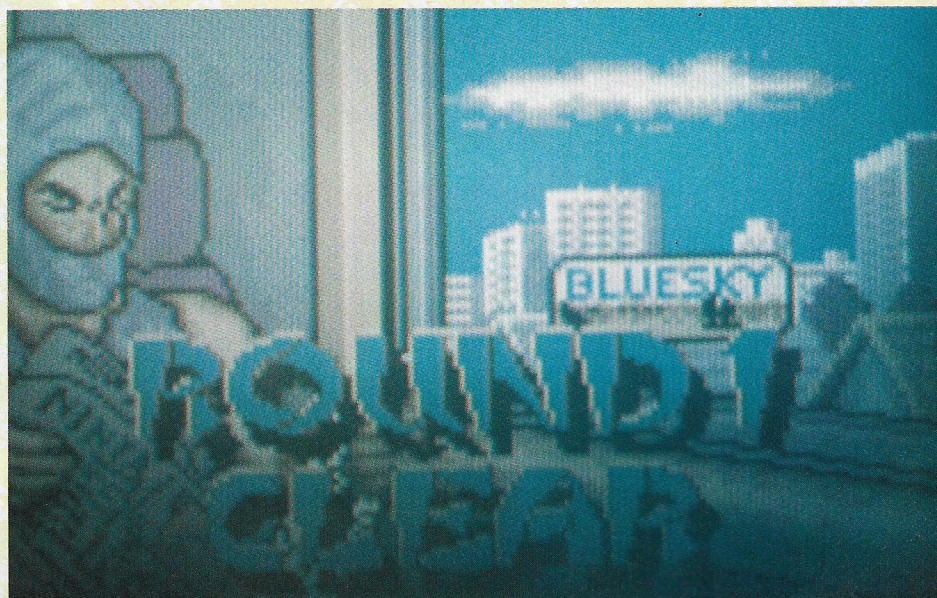
Having clambered onto the thin pipes that take the ninja to the next stage, you will have to kick and punch the oncoming horde to watch them fall to their death and explode as they hit the pavement far below.

Each thug takes one or two hits to down, plus a couple more to finish him off. Thankfully your kicks affect any unfortunate character standing in the way, which means you can punch out three or four opponents at a time!

Each level is fairly lengthy, the smallest being 10 screens packed full of henchmen with powerful punches.

At the end of a level is a guardian or sometimes two. These usually take a lot of hits to defeat, and to make matters worse they are accompanied by several nasty sidekicks.

This excellent portable beat'em-up is packed with power-ups that award you with bonuses when collected. They are



hidden inside crates and phone boxes, and to pick them up you must first kick an enemy senseless so he stumbles back and breaks the box open, then you can run forward and pick up the icon.

The icons are often pills which restore energy or time, but extra one-ups and ninja swords, by far the most deadly weapon, can also be collected.

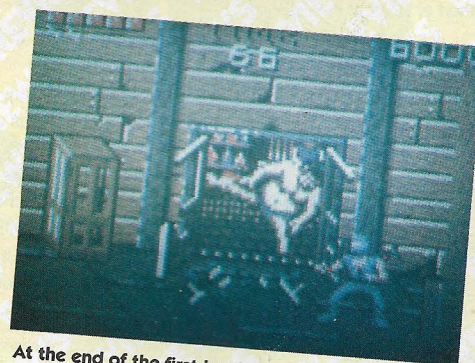
Ninja Gaiden is a colourful beat'em-up which plays well. Apart from the minor gripe about the Option one control system, there are no problems in the playability or visual stakes.

The sound is a tad annoying but thankfully this can be turned off. The game is fairly easy to begin with, but the action soon hots up when a variety of the tougher enemies appear from level three onwards.

On the whole, probably the best beat'em-up to appear on the Lynx.

**X-RATING: XXXX**

**Gameplay: 13/20**  
**Lastability: 14/20**  
**Presentation: 15/20**



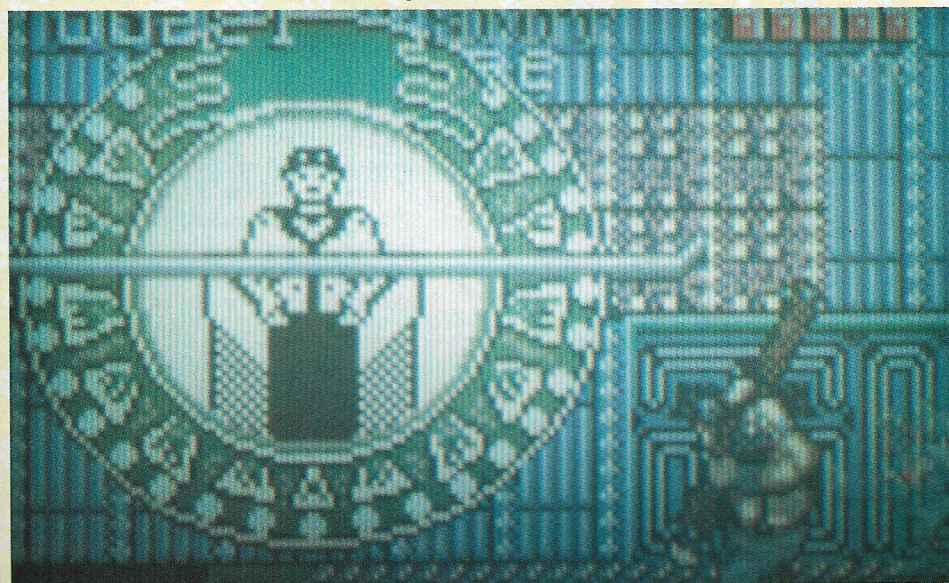
At the end of the first level you must face the wrath of the evil Sumo wrestler



Pressing Option one will allow you to leap onto bars and swing from lampposts

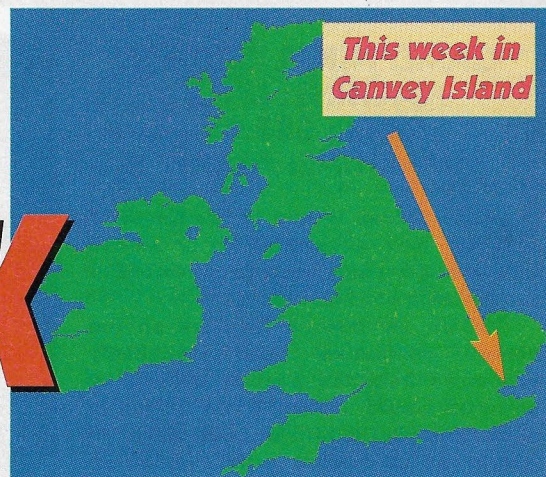


Ninja Gaiden is a playable beat'em-up which places you against an army of 'Jasons'



**This week, Street Talk takes a stroll to Canvey Island, calling upon, surprisingly enough, a shop called Canvey Software. Oh, and if you've got any shops you'd like us to visit then jot down the name and town and send it to the usual address.**

# STREET TALK



**This week in Canvey Island**

## SHOP TALK

**John & Janet – Owners**

Canvey Software has been open for about eight or nine years. We got flooded out two weeks ago – that's why we're short of stock at the moment.

It's got to be the Megadrive that sells the most – the Nintendo Entertainment System is close behind. We sell a lot of Game Boys, more than any other handheld. The Amiga is doing OK as well.

We don't want to see another Turtles game. OK the other one sold well, but I'm so sick and tired of Turtles in the shop. We would like to see WWF come out on all formats before Christmas. I'm sure it would go quickly, as wrestling is popular in Canvey.



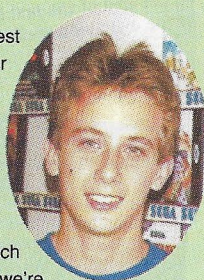
### The ones that sold the most

- 1 ..Sonic the Hedgehog
- 2 .....Castle of Illusion
- 3 .....F15 Strike Eagle II
- 4 .....Wonderboy
- 5 .....Midwinter II
- 6 .....WWF Wrestling
- 7 .....Gods
- 8 .....Lemmings
- 9.....New Zealand Story
- 10 .....Kick Off 2

**Nicky Wood (14)**

The Megadrive is the best machine available. Super Monaco GP is my favourite game. I prefer racing games to beat'em-ups or shoot'em-ups. Altered Beast is boring and rubbish, it takes such a long time to complete.

I've come from London, which is about 30 miles away, and we're staying here for a week – we're going back Sunday.



**Daniel Hill (10)**

Will I be famous if I do this? Well, I'm very happy with my Sega Master System. My favourite game is Wonderboy, it's brill. I can complete it and without a cheat mode. The worst game is Transbot, it's rubbish.

I support Liverpool, and my favourite player is John Barnes. Do you know if they are going to bring out Liverpool Europe at all?

**Andrew Logden (17)**

Of the five games I've got for my Amiga my favourite one has to be F-19 Stealth Fighter.

I've had a Spectrum for nearly 10 years, it was good for its time. My favourite game was Road Blasters. It was something different, and there wasn't any car/shooting games around for the specy.

I would like to upgrade to an A2000 soon. I like programming, especially with AMOS and the AMOS compiler. I've started to write a virus killer and I've also written an invoicing program.

AMOS 3D looks good as well – I must get it. I've got the 3D Construction Kit already but it takes a long time to build a game up although the results are quite good.



**Joseph Webster (12)**

Hi, I've got a Sega Master System and a Nintendo Entertainment System. The NES is far better. I like wrestling games – there's a lot more available on the NES. The best game on the Master System is Wonderboy II, it's the only game I'm good at.

I want to get Italia World Cup 90 for the Master System. I like football but I don't support a team. I like reading wrestling magazines and wrestling with my mates.



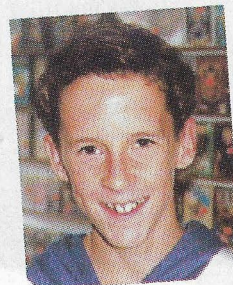
**Dean Heath (14)**

My Sega Master System was a Christmas present over a year ago. It's certainly got better games than my C64.

I'd like to get Italia 90 for my Sega Master System, but it's expensive. I really like football, in fact, the whole family like football.

I play for a local team every Sunday and I also like drawing especially cartoon dogs, bears and other animals.

Spy Vs Spy is the worst game I've played – it's boring. I want to be something to do with drama, hopefully an actor, although there isn't a drama school around here.



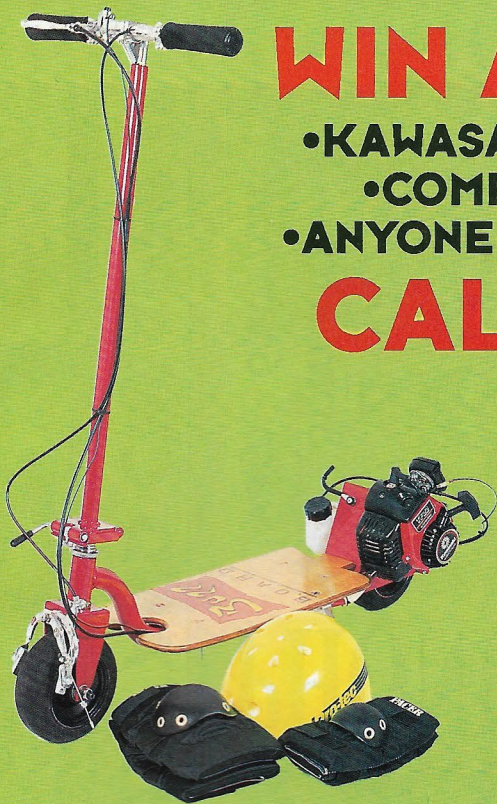
**Neil Ward (10)**

All the games on my Atari STE are great – especially Wonderboy. I'd like to get a Sega Game Gear. They look really good and the graphics are amazing. I haven't played on one before, but I've seen it on TV a lot.

I enjoy playing football and badminton. My favourite footy team is West Ham.





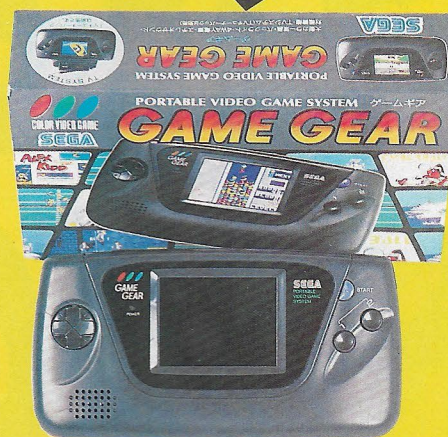


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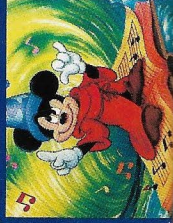
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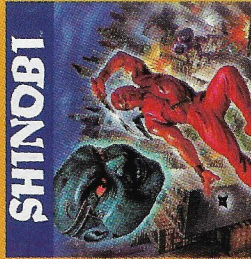
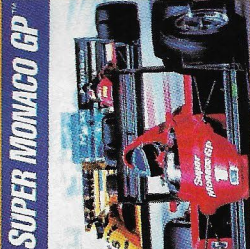
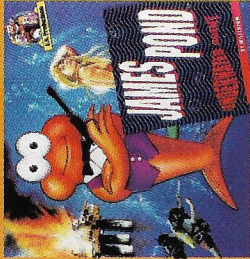
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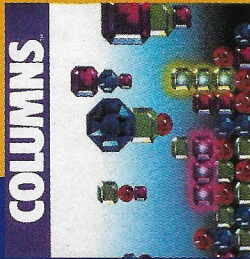
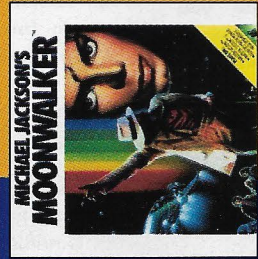
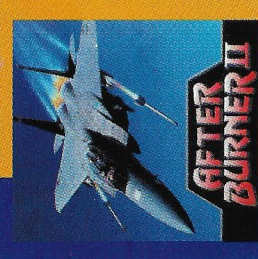
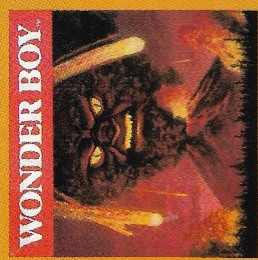
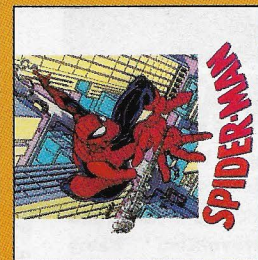
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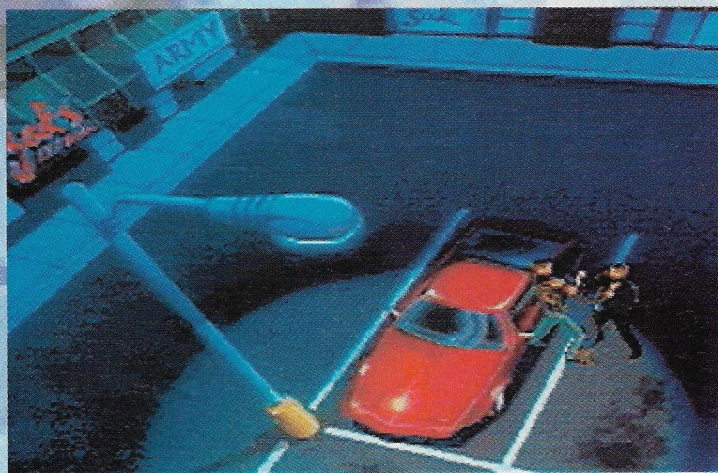
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# Sneaky

*American adventure supremo, Sierra On-Line, is set to take the games world by storm. New titles like Quest for the Longbow and Willie Beamish are set for release later in the year. Meanwhile, we take a look at some of the more imminent releases.*



Sonny Bonds has the toughest challenge of his career as he faces the Kindred



## POLICE QUEST III: THE KINDRED

**A**s Lytton City Police Officer, Sonny Bonds, you have already been involved in two adventures.

Police Quest I saw you apprehending the infamous death angel, Jessie Bains, the man behind Lytton's growing drug problem.

Police Quest II involved Jessie escaping from jail and taking

your girlfriend, Marie, as hostage.

Naturally, you emerged victorious, preventing Bains from further escapades. Now, back on the beat, you're once again protecting the citizens of Lytton. This time however, the threat looms larger than ever before.

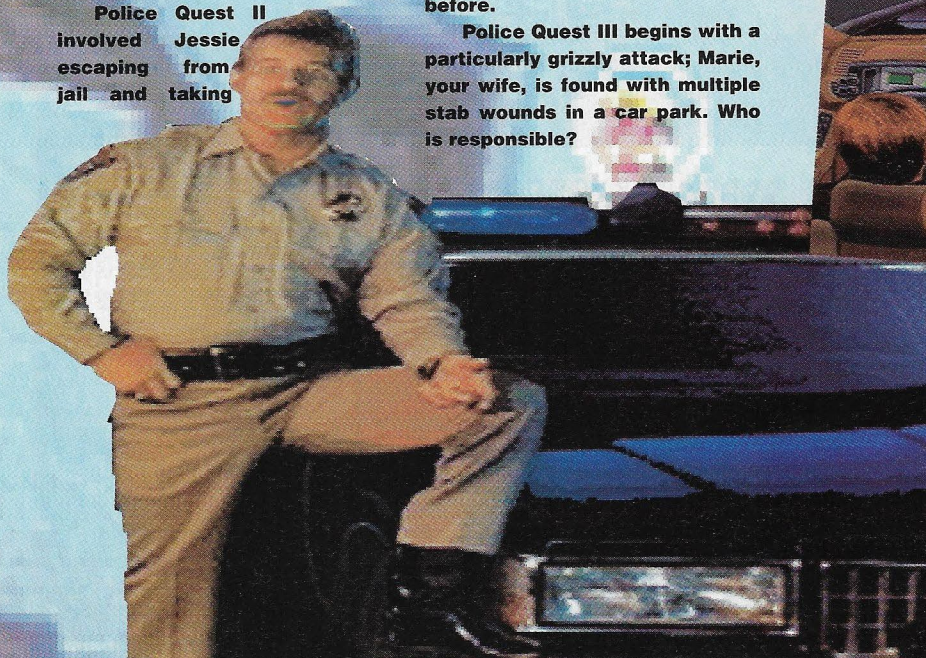
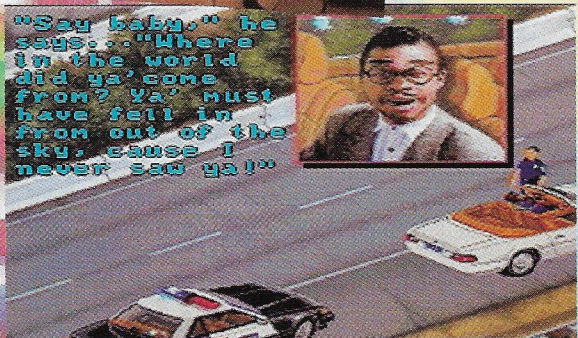
Police Quest III begins with a particularly grizzly attack; Marie, your wife, is found with multiple stab wounds in a car park. Who is responsible?

Using the latest technology, it's up to you to unearth the Kindred and expose them for what they are.

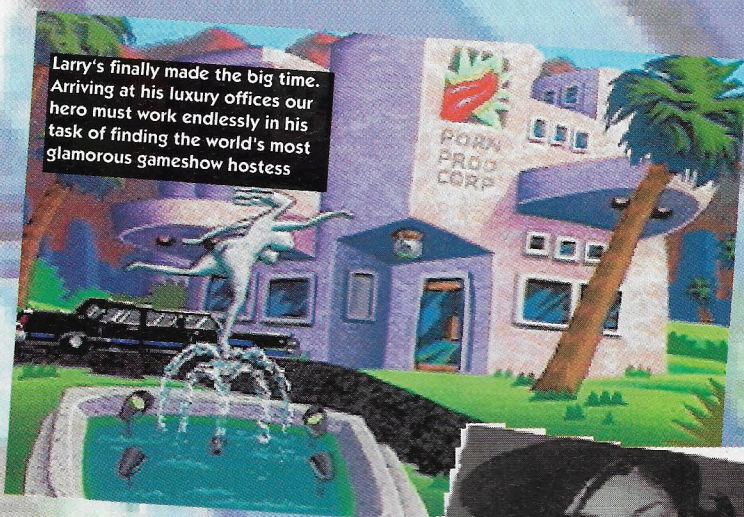
Police Quest, like its predecessors, has been designed by ex-traffic cop, Jim Walls. The game will appear on the PC this winter and the Amiga early next year. As with the more recent Sierra game, it features the new icon control system.



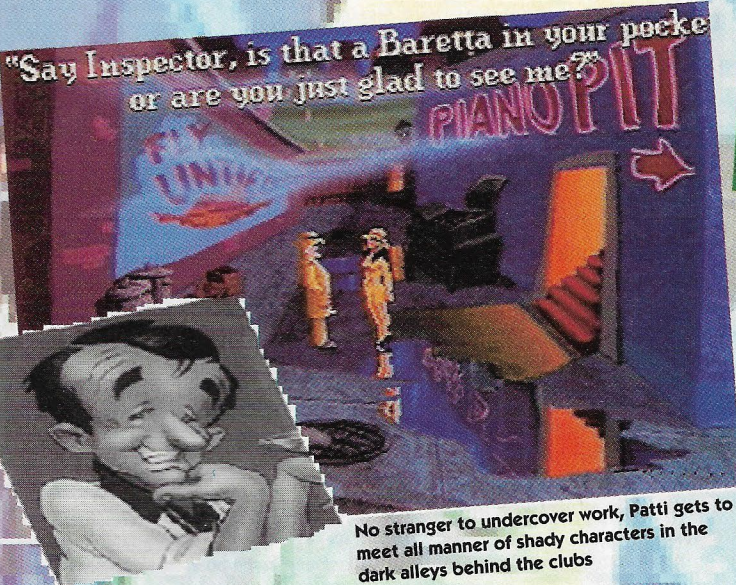
In addition to the everyday routine jobs, such as stopping speeding motorists, Sonny Bonds must unravel the sinister goings-on of the deadly Kindred



# Peeks



Larry's finally made the big time. Arriving at his luxury offices our hero must work endlessly in his task of finding the world's most glamorous gameshow hostess



"Say Inspector, is that a Baretta in your pocket or are you just glad to see me?"

No stranger to undercover work, Patti gets to meet all manner of shady characters in the dark alleys behind the clubs

## LEISURE SUIT LARRY V: PATTI DOES A LITTLE UNDERCOVER WORK

**Y**es girls, your worst nightmare is back. The king of sleaze has returned in his fourth brand-new, fun game. This time Larry, together with Passionate Patti, is onto a real winner. Larry has become a top film director and must discover the

world's sexiest woman in order to succeed with his latest production, 'America's Sexiest Home Videos'. Meanwhile, Patti is working for an obscure branch of the FBI. It seems that certain record companies are promoting their latest flops in an underhanded

way and she must unearth their dodgy dealings. Working undercover she meets many shady characters, exchanging such classic one-liners as, 'is that a gun in your pocket or are you just pleased to see me?' Will Larry and Patti succeed? If unaided, the answer is probably no, but PC owners will be able to give them a hand this autumn. Amiga owners will just have to wait a little while longer.



## SPACE QUEST I: THE SARIEN ENCOUNTER

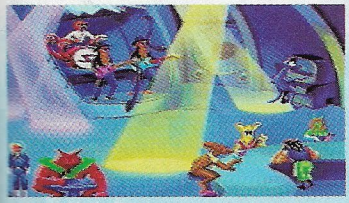
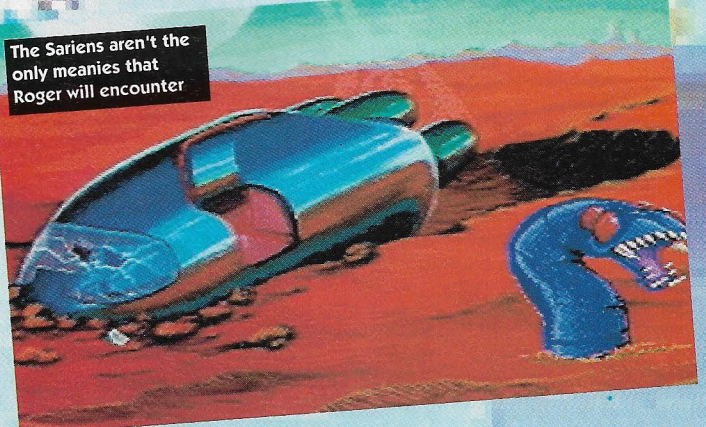



**T**he third revamped Sierra classic relives the antics of Roger Wilco's first adventure. Completely redrawn, the game begins with Roger's ship being hijacked by the Sariens. It appears that the cargo was, in fact, an energy unit so powerful that if placed in the wrong hands could destroy an entire planet. Having survived the initial encounter, Roger must put a stop to the Sarien's evil plans. Armed with nothing but a mop and bucket. it won't be easy. Still, Roger must save the day or you won't be able to play the next three

games! PC and Amiga owners will be able to get their hands on Space Quest I: The Sarien Encounter around October time.



The Sariens aren't the only meanings that Roger will encounter



 Well, that's the summer over and done with – not exactly wonderful, was it? However, the game and conker season approacheth. There are hundreds of games due out between now and Crimbo, so keep your eyes peeled on *Games-X* for the latest and best! Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

# X-IT

## PROVE IT!

In issue 14 you said that the first person to win a Game Boy in a packet of Quavers gets a T-shirt. Well, that's what I've done with my third packet.

So, please, please can I have a T-shirt?

PS my mum wouldn't let me have a photograph!

**Liam Bailey, Bedfordshire.**

*Just about anyone could write in and tell that. How about a bit of proof, like a photo copy of the certificate or the letter you got with your prize.*

*Maybe then you'll get one o' they famed T-shirts!*

## LOOKS LIKE...



Having a great time here at Walton on the Naze. (How can anyone have a great time in a place called that! – Unc)

They've got some brill games in the arcades here. (Ah, now it falls into place

– Unc.) There's Streetfighter 2, The Simpsons, Final Fight and the Turtles.

Hope you like the postcard – it reminds me of Dr X. (You beastly little boy, saying things like that about my darling fluffy-bunnykins – Aunty.)

**Paul Chapman, Welwyn Garden City.**

*Yours sounds like the kind of holiday I'd appreciate – none of your sappy sightseeing.*

*How did you get the Doc to stay still for long enough to get that shot, he's usually such an elusive chappie!*

## STRANGE



I bet you're green with envy at how good looking I am. (Absolutely amazing – Unc.) It's impossible for me to leave the house without being mobbed by autograph hunters. (Just think, I got it without asking. Some of us have got it and some of us ain't, kiddo! – Unc)

Luckily I have employed the

## 2 MS NOT 2 GS

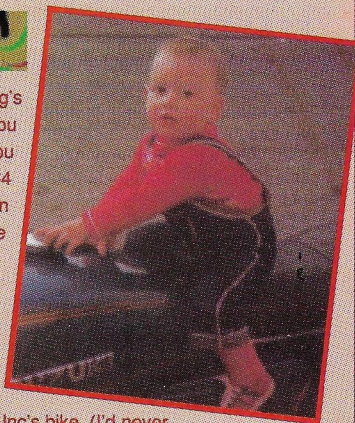
### STAR LETTER

I have an idea (careful, thinking's dangerous! – Unc) which if you get a positive response to you could try. Why don't you scrap the C64 page for a few weeks (howls of anguish in the wings – Unc) and print the programme for a game?

I would like you to do this as I like typing in programmes and seeing the result. (Strange boy – Unc.) (Leave him alone, you bully. If he wants to be different go ahead and let him! – Aunty)

The photo is of me as a baby on my Unc's bike. (I'd never have guessed! – Unc)

**Ian Arthur, Cumbernauld.**



*I'm about to break your heart, because our way of spelling program for a computer is with one M!*

*I don't think that C64 owners would approve too strongly of dropping out their page in favour of this one. Never mind, if we decide to make the mag bigger we may just use it – if we can get the programs, that is!*

services of two rather tough bodyguards to get rid of the crowds that follow me everywhere. (I've got a better idea, take the balaclava off and look at them, it's cheaper – Unc.)

Apart from my great looks, I am also a very skilled games player. I have mastered Super Monaco GP... (I won't allow him to bore you with the rest of his ego! – Unc)

Any chance of a T-shirt?

**Beni Malone, Ellesmere Port.**

*I get a lot of people writing in from Cloud Cuckoo Land – maybe it's the type of readers Dr X attracts. (How dare you, you mean old gofer! – Aunty)*

*If you're good looking, Beni, I'm Kevin Costner! No, I tell you what, I'll make a real concession – I'll admit to the world that our Brian is a Rock Hudson look-alike!*

## TO THE POINT



How good is the Game Gear really?

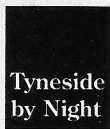
I love my Amiga, but not as much as I would a cool *Games-X* mega-shirt!

**Douglas Freeman, Monmouth.**

*It's good, but a machine is only as good as the games that you get for it – watch out for and read the reviews!*

*Pity about the T-shirt. Yes you got it, not this time, pal!*

## NIGHT TIME



At the moment I am sitting in a chair writing this postcard. (Oh the wit of it – Unc.)

Our holiday is really boring, but at least I have a Game Gear to play with. I bought Fantasy Zone yesterday. (Good, isn't it? – Unc) Yesterday we went to see a waterfall –

apparently it's the highest in England.

**Mark Evans, Birmingham.**

*Like the postie, reminds me of my time as a student in Newcastle – don't actually remember seeing the daylight once in three years!*

*You're an ungrateful little toe rag! Your poor parents spend a fortune taking you all the way to the north of England to experience the sights, sounds and smells of the Geordies, and you whinge! (Leave the poor little dear alone, grumpy! – Aunty)*

## CHEAT!



I have managed to score 1,084,075 in Rampage on the Lynx. (Prove it! – Unc) Here's a little cheat for this brilliant game. If you get hold of the man in the grey suit and keep hold of him, your score will rise 3000 points.

**Neil McLoughlin, Manchester.**

*The Doc's dragon refused to print this and Tip-X was full this week so I thought, 'Be nice for a change, they deserve it!'*

## 'IM AGAIN



Do you really send people their T-shirts because I haven't had mine yet?

If you want to be a cool mag cut out the Amiga, ST, C64 and Spectrum garbage and put in a centrespread of yours truly!

**James O'Connell, London.**

*Do me a favour, if you think you are a bit of a looker, get confirmation from a third party other than your parents!*

*You carry on like that and you won't get a bloomin' T-shirt! Seriously, I know*

## SUNNY SUSSEX

### CHEEK LETTER

I've just been on my hols to Brighton – it was awful! (Nothing wrong with the south coast dear boy, especially if you come from the frozen north! – Unc)

Love the limerick in issue 16 so I thought I'd have a shot.

There was an old man from Antigua,  
Who went out and bought an Amiga.

His friends thought him mad

Cos the games were so bad,

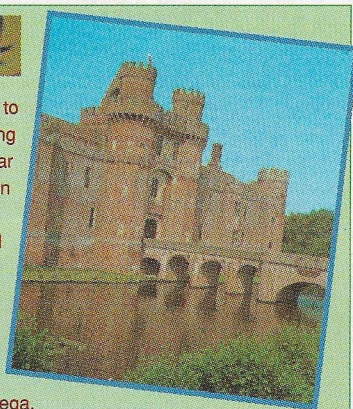
So they saved up and bought him a Sega.

PS I had all my luggage nicked on the way home so I need a new T-shirt!

**Dennis Mitchell, Aberdeen.**


*For sheer the audacity of sending me a postcard featuring some ramshackle old buildings, and the obviously blatant lie about getting your clothes swiped, you can have a T-shirt.*

*Liked the limerick – what machine do you own, a Game Boy?*



you've had to wait a bit, but by the time you read this you'll be the proud owner of a Games-X T-shirt – designed by the best for the best!

### SCHOOL LEAVER




I have recently left school and am awaiting my GCSE results. (Don't you think you should have waited till you knew the scores! – Unc) I have collected every Games-X I could get my hands on and now keep them safe in an old file. (I see a new one isn't good enough! – Unc)

I have a hard earned Atari Lynx and your mag has convinced me to buy quite a few games for it. I am just a little surprised that a magazine can make such an accurate decision on a game.

**Neill Phillips, Royston.**

Our reviewers are accurate simply because they like what they do and have done it many times before. Call it a mixture of experience and intuition!

### NEWBIGGIN AGAIN!



I just thought I'd send a postcard of my home town since I'm not going away this year. (You poor little luvvy – Aunty.)


Argh! My mam has just told me that we're going to Wales (personally, I'd stay put – Unc) so I'll send you another from there.

**Brian Chilton, Newbiggin-by-the Sea.**

What is it about Newbiggin-by-the-Sea that the population keep writing in to X-it? Is there a Games-X fan club there with members who take it in turn to write in?

Someone tell me about this place. How many people live there? Where is it located? What, if anything is significant about it!

### ABSOLUTE GARBAGE



I have found the solution to the Caroline Machin conundrum. I think that the hypothetical situation of the mainstream frequency is commensurate with the abundance of high-powered alms to relieve the molecular structure of the Earth's density.

This causes the belligerent reader to compensate the geological perpendicular of the hypothenuse of an equilibrium to a (enough is enough, if this guy had half a brain he'd be dangerous! – Unc)

**Mark Borek, Scunthorpe.**

Does everyone in Scunthorpe talk in riddles or is it just those in Wiltshire Avenue?

There was a point when I thought I might send you a T-shirt, but then I

started to type this garbage in and decided against it. Go get a brain, you might find it useful!

### TILT AT THAT

Bonjour! As you can see I am French and I think that Games-X is the best video games mag ever. I would like to know if Sonic the Hedgehog will appear on the Master System?

PS my ambition is to get a Games-X T-shirt.

**Phillipe Barolizbasian, Salon de Provence.**

Comment ça va, Phillipe? Consider your ambition fulfilled!

Sonic on the Master System? Yes, but it's unlikely to appear in the very near future.

### PICK 'N' CHOOSE



Greetings from sunny Great Yarmouth. This is my dad, he's an excavator!

I tried out a Game Boy in a shop today and I take back all the nasty things I've said about it. It's actually a very entertaining machine – in fact, I couldn't stop laughing!

**Don "Mad" McKie, Somewhere sunny.**

I took a Game Boy from the office home for the weekend recently, and me, my missus and the nippers all fought over whose turn it was next. Robert, my eldest, even wanted to take it into the bog for a session! It certainly adds a whole new dimension to bath time.

Handsome dog, your dad, does it run it the family?

### OH NO, NOT AGAIN!

While I was reading Games-X issue 18, I couldn't help but notice on p.38, the first page of Console Connexions, a girl that strikes a remarkable resemblance to the fabled Caroline Machin (as seen in issue seven).

I was wondering if you would confirm my suspicions by printing this letter in your amazingly wonderful (slurp, slurp) mag.

PS. I won't ask for a T-shirt because it would just be a waste of ink, but if you were to... you know, just by chance... send me one, then it surely wouldn't go amiss.

**The Amigo Amigo, Morecambe.**

I wondered just how long it would be before all this malarkey began once again.

Yes it is Caroline Machin, not fabled or anything else, just plain ordinary, girl next door Caroline, posing for a photo!

So Paul Hart and Carlo Zimbello, don't bother to write in asking for her address because you won't get it – just lots of wonderful abuse like last time!

# NEXT ISSUE

out Thursday 1 2th September

★ **Attention to Detail interviewed on its Indy 4 arcade adventure**

★ **That Bitmap special is here at last! Magic Pockets is Game of the Weeked**



★ **We take a Sneaky Peek at Millennium's sequel to James Pond - Robocod. Eat your heart out Sonic!**

★ **Did you like our pullout poster this week? We give you another multi-mega spectacular!**

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