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EXCLUSIVE:

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- * BRIDES OF DRACULA
- * BUBBLE DIZZY
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- * CAVITAS
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- * CHASE HQ GAME GEAR
- * SUPER SEYMOUR
- * AND EVEN MORE



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WIN A COLOUR TV PAGE 9



FIND THE LATEST GAMES PREVIEWED FIRST IN GAMES-X

CD DELAYS

UK publishers who are poised to release CDI and CDTV games have been advised, in some cases, to hold fire.

This is because both Philips and Commodore are of the opinion that it is going to take longer to sell enough units to warrant releasing software than had originally been predicted.

The recession is being blamed although the current strength and popularity of consoles must be an important factor.

At present the games available and destined for CD release are previous 16bit titles such as Prince of Persia and Sim City. However, Domark looks set to release the excellent Trivial Pursuit.

SIDE POCKET

Side Pocket, widely predicted to be the definitive Pool simulation on console, is being produced for Game Gear.

There's a unique hand and cue icon which enables you to aim the shot. Side Pocket comprises of two different pool games; 9-ball and pocket play both viewed from an overhead perspective.

Side Pocket will be available in May on Mega Drive and Game Gear, published by Data Fast



ATOMIC RUNNER

Electric whips and energy boomerangs abound in Atomic Runner. This is a graphically explosive scroll and blast which makes the best of a nuclear holocaust.

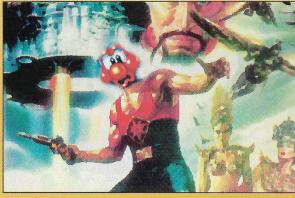
JAMES POND

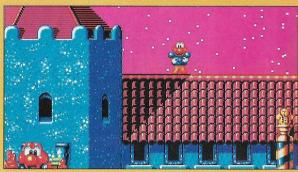
ames-X can reveal first and exclusively, news on the sequel to the sequel to Millennium's James Pond. We last saw our fish-like hero in the guise of Robocod; mean, green and part machine.

Now designers Chris Sorrel and game veteran Steve Bak have transfered the eternal fight against the evil Dr Maybe into space. Here the crazed quack is plotting his most despicable deeds yet, from a moonbase lair.

So, can you possibly guess what paradoxical guise James Pond will adopt in this space fiasco? Yep, Splash Gordon! At present ol' tin gills is in the cosmetic surgery having a flaxen blonde syrup stitched on his scaly bonce, while his gran knits him a red jersey with a fetching lightning strike motif.

Splash Gordon will be released on Amiga, ST and Mega Drive in autumn.





The radiation has somehow given a Russian scientist super-human powers. As a result he sets of on a one-man crusade against the ugliest bunch of post-Armaggedon mutants you're ever likely to see.

Visually the game is spectacular, but the gameplay is like 100 scrollers you've played before. Also there are many elements, such as weaponry and characterization, that you will have seen



countless times. Nevertheless, you'll find Atomic Runner a bloomin' good blast and no mistake. To be released on Mega Drive in July.

THE TOMATO GAME

Has Psygnosis lost its marbles? Following on from the chart-topping success of Lemmings, the Liverpoolbased software mogul is in the process of writing the strange Tomato Game.

As a squeezable tom you'll have to make your way across numerous trapridden levels, avoiding any objects that may cause you to split your sides.

You can use a variety of goodies to help you with your mission; fans, trampolines and even the odd jack-in-thebox. Have you got what it takes to steer a tomato to success within a strict time

limit? Find out in September with The Tomato Game from Psygnosis.



RETURN OT THE TIGER

First there was Way of the Tiger, then came Avenger, now Gremlin Graphics is rumoured to be working on an Amiga version of The Return Of The Tiger.

A spokesperson declined to make any comment about the rumour, except to mention it might be true. We'll let you know more as soon as we find out.



TWO CRUDE

he appetite for big-sprite beat'em-ups on consoles seems insatiable at the moment, with a streetwise fisticuff title released almost every other week.

Two Crude Dudes is a very typical city brawl, which will be available on Mega Drive in February, with a Game Gear version expected in the summer.

It is set in post-holocaust New York where a twisted scientist has recruited 100 of the most desperate and evil terrorists who are armed with the most destructive weaponry. They are in the process of looting what's left of the flattened city.

Your task in the game is to confront and eliminate each and every one of these beasts. Subtle it ain't!

CASINOS OF THE WORLD

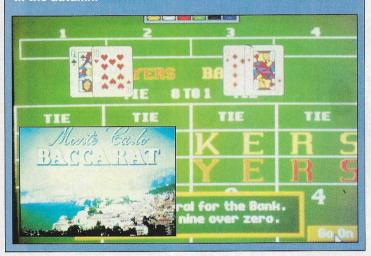
A II the fun of the most entertaining gambling pursuits without losing your money. Accolade is set to publish a wad of gambling games in one collection entitled Casinos of the World.

Designed by Capstone, the package includes Vegas Gambler, full of fast action and big pay outs on both the fruities and video poker. There's also blackjack tables and roulette, where the

There's also blackjack tables and roulette, where the stakes are raised somewhat. In contrast, Monte Carlo Baccarat concentrates on the gentler, more technical pursuit of baccarat chemin de fer.

Then it's an eight hour flight on the 'red eye' to catch the action in Atlantic City. Here you'll find Trump Castle, which features blackjack, roulette, craps, video poker as well as slot machines.

Casinos of the World will be released on PC first, priced at £34.99, with Amiga versions expected sometime in the autumn.



KNIGHTMARE

Need a guide to escort you through your Knightmare? The oh so talented king of adventure, Tony Crowther, has been penning a book to help even the least



gifted adventurer. The book is nearing completion and will be published soon through Mindscape.



LEANDER II

After the well-deserved success of Leander, Psygnosis is reported to be developing **Leander II**. Pencilled in for a Christmas review, the game is still in very early stages of development.

The game should be very similar to the first but will almost certainly involve more puzzle solving. Watch this space!



INSIDE INFO

Best of the Bunch

Win a TV!

That's correct, you could get your mitts on a colour TV in our great CodeMasters compo.



Street Talk

Find out what's going on down in sunny Waterlooville, near Pompey, as Jason Spiller interrogates the kids in Microland.

Arcades

See our report on the very latest in flight sims – the superb, somewhat egg-like, shiny red Commander. It's dynamite!

Game of the Week



Project X

An exhausting shoot'em-up from Team 17, enough to take your breath away!

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Software Charts

There's a new number one in the charts this week. See the NES charts on page 22.

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The hardest level of Hudson Hawk conquered before your very eyes, plus hints on the superb MiG-29M Super Fulcrum.

Dr X's Clinic

It was too good to last. He's back to his wretched self.

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THE COMPUTER GAMES OLYMPIAID 1992



WHAT IS IT? For the first time ever, game players are invited to take part in the first multi-format games competition with the chances to win prizes and the coveted Best Games Player award.

WHAT ELSE CAN YOU WIN? Awards will be given for style, gameplay and high scores. Prizes will be given both at regional and final levels and will include International Holidays including trips to Disneyworld, £10,000 Cash Prizes, Computers and Computer Games. Each entrant will also be given a certificate of attendance stating their position gained and the overall rating given by

the adjudicators. Due to our unique system, every one in four entrants will be winners!

WHERE IS IT? As much as possible we have tried to keep travel down to a minimum. On the right is a list of towns which will all have regional heats. Any other towns or areas

that have a large registration count will also be included in the regional heats. The finals will be held in London at Wembley on the 25th September 1992.

HOW DO YOU ENTER? Easy. Just fill in your registration card below and send it with your

registration card below and send it with your registration fee to the Olympiad Committee at the address below before the final registration date May 1st. On receipt of your application all your details will be placed into our competition database and your entrance number and ticket will be despatched to you as well as a complimentary spectator ticket for a friend. On May 4th you will be sent confirmation of the date of your local regional heat and the venue.

WHICH CATEGORY WILL YOU BE IN? Categories will be by computer or console type, age, and game type.

WHAT GAMES DO YOU COMPETE ON? For the regional media heats you choose your three favourite games and will compete on at least two. For the finals you will be offered a new choice of combat weapons.

HOW WILL THE COMPETITION WORK? For maximum enjoyment, each round will include competing both against other competitors as well as the computer itself. All entrants are guaranteed at least 20 mins gameplay. Each region will finally produce 20-25 winners to go on to the finals.

> ARE THERE ANY LIMITATIONS TO ENTRANCE? Yes. There will be a maximum of 10,000 competitors. The minimum age for entrants is

WHERE CAN I GET MORE INFORMATION? Call either of the registration hotlines for more details.

(This form can be photocopied)

VENUES Aberdeen

Bath Birmingham

Bournemouth Brighton

Bristol Cambridge

> Cardiff Dover

Edinburgh Exeter

Glasgow

Gloucester Guildford

Hereford

Hull **Ipswich**

Leeds

Leicester

Lincoln Liverpool

London N/S/E/W

Luton Maidstone

Manchester Middlesbrough

Morthampton

Norwich Nottingham

Oxford

Perth

Plymouth

Preston Salisbury

Sheffield

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Southampton Stoke-on-Trent

> **Taunton** York

The O	lympiad	Committee
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OLYMPIAD 1992 REGISTRATION FORM

Registration Hot Lines Mon-Fri 8am-6pm (081) 568-1429 Mon-Fri 8am-5pm (0707) 665980

Computer make & model: Acorn / PC / Atari / Nintendo / Amiga / Sega*

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Address:	2:	NUMBER IN THE LA
	3:	TWO WEEKS
Postcode:	Preferred times to Play: Evenin	gs / Weekends* (Leave
	blank if either time slot is acce	ptable)

Daytime Tel No.:.... Please find enclosed my cheque/Postal Order for the sum of £10 made payable to Barclay Computer Services Ltd. in Evening Tel No.: respect of my registration fee with the Olympiad Age:Occupation:

Committee for the 1992 Computer Games Olympiad. Left or Right Handed:** Delete where applicable

SIMANT

Maxis is set to release Simant. A game putting you in command of an ant colony out to conquer a suburban house.

In any one campaign you'll directly control one ant and supervise up to 1,500 workers and soldiers. You'll be issuing orders such as gather food, dignew tunnels and care for eggs.

Building a huge population is the key to overcoming rival red ants, spiders, ant lions and other dangers.

It will be released through Ocean Software on the PC with an Amiga version following later.



SIM CITY GRAPHICS

Are you tired of the same old Sim City graphics? Well now you have the chance to get your hands on six different styles. How do you fancy being the mayor in a Wild West town? How about running your own moon colony?

The six scenarios are Ancient Asia, medieval times, Wild West, future USA, future Europe and moon colony. The Sim City Graphics will be available for the Amiga and PC.

We don't know who will be distributing the packs in Britain but we'll let you know as soon as we find out.

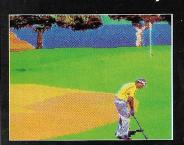


AMIGA LINKS

A ccess Software and its UK representatives have announced their intention to release the golfing game, *Links* on the Amiga.

A runaway hit on the PC, the Amiga version of Links will feature the HAM (hold and modify) graphics mode, allowing oodles of colours to be displayed on screen.

Although Links looks superb the courses take ages to draw themselves, and although it's still very early the programmers are still not too sure whether to drop the 4,096 colour mode in return for a quicker update. It is scheduled for released by US Gold sometime in April.





JORDAN VS BIRD

rguably the two greatest basketball players of all time, Michael Jordan and Larry Bird have collaborated on a classic one-on-one basketball challenge.

The game, due for release on the Master System next month, has actually been designed by the king dunkers. Their famous moves have been recreated with some very realistic animation, and the large sprites give a more realistic and spectacular effect. The jaunty 3D angle of perspective during play further enhances the gameplay.

See if you can beat Michael Jordan's record of baskets – 25 in 60 seconds! Great basketball action to be released in March.



ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Abandoned Places	Electronic Zoo	PC	£34.99	19/3/92
Bodiakan	Electronic Arts	C64 (disk)	£16.99	2/3/92
Castles	Electronic Arts	Amiga	€29.99	25/2 /92
		ST	£29.99	2/3/92
		Mac	£34.99	2/3/92
Elvira	Accolade	Amiga	€25.99	28/2/92
Fern Gulley Book	Accolade	Amiga	€19.99	5/3/92
Fire Force	Electronic Zoo	Amiga	€25.99	12/3/92
		ST	€25.99	12/3/92
Five Nation Rugby	Audiogenic	Amiga	€25.99	5/3/92
		ST	€25.99	5/3/92
		PC	€34.99	5/3/92
Global Effect	Millennium	Amiga	€25.99	12/3/92
		ST	€25.99	12/3/92
Grand Master Chess	Accolade	PC	€34.99	3/3/92
Guy Spy	Empire	PC	£39.99	18/3/92
Harpoon Battles	Electronic Arts	Amiga	€14.99	5/3/92
Home Alone Book	Accolade	Amiga	€19.99	5/3/92
Marble Madness	Electronic Arts	Mega Drive	€34.99	28/2/92
PC Games Collection	Domark	PC	£39.99	28/2/92
Shadowlands	Domark	Amiga	£29.99	12/3/92
		ST	£29.99	12/3/92
Son of Zeus	Electronic Zoo	Amiga	€25.99	18/3/92
Star Trek	Electronic Arts	PC	€34.99	28/2/92
Trivial Pursuit	Domark	CDTV	€44.99	5/3/92
Turtles 2	Acclaim	Amiga	€25.99	2/3/92
		ST	€25.99	2/3/92
		PC	€29.99	2/3/92
Ultima 6	Mindscape	Amiga	£30.99	4/3/92
		ST	£30.99	4/3/92

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F29 RETALIATOR		17.50	17.50	PLAYER N	MANAGE	R .SPE	CIAL OF	FER	9.99	9.99
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	1		WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT		1	\Q	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
	2	Δ	DIZZY'S EXCELLENT ADVENTURES House: CODEMASTERS Team: VARIOUS		9	*	A320 AIRBUS House: THALION Team: IN HOUSE
	3		FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND		3	A	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
	4	\(\)	BART VS THE SPACE MUTANTS HOUSE: OCEAN TEAM: ARC DEVELOPMENTS		4		JIMMY WHITE'S WHIRLWIND S House: VIRGIN Team: ARCHER MACLEAN
	5	A	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS		5	A	JAMES POND 2 — ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
	6	A	TERMINATOR 2 House: OCEAN Team: DEMENTIA		6		BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE A
	7	Λ	THE JETSONS House: HI TEC Team: 221B		7		ROBOCOP 3 House: OCEAN Team: DID
	8		JAMES POND 2 — ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK		8		POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
	9	*	A320 AIRBUS House: THALION Team: IN HOUSE		9	*	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
	10		JIMMY WHITE'S WHIRLWIND SNOOKER HOUSE: VIRGIN TEAM: ARCHER MACLEAN		10	*	THE JETSONS House: HI TEC Team: 221B
	11	Δ	SOCCER STARS House: EMPIRE Team: VARIOUS	Ī			WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
	12	*	2 HOT 2 HANDLE House: OCEAN Team: VARIOUS		2	一	JAMES POND 2 - ROBOCOD
	13	Δ	CARTOON COLLECTION HOUSE: CODEMASTERS Team: IN HOUSE		3		ANOTHER WORLD
	14		ANOTHER WORLD House: US GOLD Team: DELPHINE				House: US GOLD Team: DELPHINE JIMMY WHITE'S WHIRLWIND S HOUSE VIRGINITED ASSESSMENT AS
	15		OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN		5	\wedge	HOUSE: VIRGIN TEAM: ARCHER MACLEAN BART VS THE SPACE MUTANTS HOUSE: OCEAN TEAM: ARC DEVELOPMENTS
	16		BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS	ł	6	*	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
	17	*	FUN SCHOOL 4 (5-7) House: EUROPRESS SOFTWARE Team: IN HOUSE		7		OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
	18	\lambda	NINJA COLLECTION House: OCEAN Team: VARIOUS		8	*	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
	19		ROBOCOP 3 House: OCEAN Team: DID	Ī	9	*	2 HOT 2 HANDLE House: OCEAN Team: VARIOUS
	20		SUPER SPACE INVADERS HOUSE: DOMARK Team: THE KREMLIN		10	*	REALMS House: VIRGIN Team: GRAFTGOLD
			POROCOP	Ī			STAR TREK: 25TH ANNIVERSA
			ROBOCOP House: HIT SQUAD Team: PETER JOHNSON	L		X	House: ELECTRONIC ARTS Team: INTERPLAY
	74	*	FIRST DIVISION MANAGER House: CODEMASTERS Team: CYRUS SOFTWARE		2	*	FUN SCHOOL 4 (5-7) House: EUROPRESS SOFTWARE Team: IN HOUSE
	3		BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS		3	*	FUN SCHOOL 3 (UNDER 5) HOUSE: EUROPRESS SOFTWARE Team: IN HOUSE
	4		NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE		4	*	BART VS THE SPACE MUTANTS HOUSE: OCEAN TEAM: ARC DEVELOPMENTS
	5		DOUBLE DRAGON 2 House: TRONIX Team: BINARY DESIGN		5	*	FALCON 3.0 House: MICROPROSE Team: SPECTRUM HOLOBYTE
	6	*	STUNT CAR RACER House: KIXX Team: GEOFF CRAMMOND		6		OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
	7	*	SCOOBY DOO AND SCRAPPY DOO HOUSE: HI TEC Team: IN HOUSE		7		MONKEY ISLAND 2 House: LUCASFILM Team: RON GILBERT
	8		DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE		8		F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
	9	V	BATMAN THE MOVIE HOUSE: HIT SQUAD Team: OCEAN		9	*	GUNSHIP 2000 House: MICROPROSE Team: MPS LABS
	10	*	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION		10	*	TOP LEAGUE House: UBI SOFT Team: VARIOUS
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		up Chairts.
1	\Q	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
2	*	A320 AIRBUS House: THALION Team: IN HOUSE
3		WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
4		JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
5	Δ	JAMES POND 2 — ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
6		BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
7		ROBOCOP 3 House: OCEAN Team: DID
8		POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
9	*	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
10	*	THE JETSONS House: HI TEC Team: 221B
		WWF WRESTLEMANIA
		House: OCEAN Team: TWILIGHT
2		JAMES POND 2 — ROBOCOD HOUSE: MILLENNIUM Team: C SORRELL & S BAK
3		ANOTHER WORLD House: US GOLD Team: DELPHINE
4	V	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
5		BART VS THE SPACE MUTANTS HOUSE: OCEAN Team: ARC DEVELOPMENTS
6	*	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
7		OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
©	*	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
9	*	2 HOT 2 HANDLE House: OCEAN Team: VARIOUS
10	*	REALMS House: VIRGIN Team: GRAFTGOLD
1	*	STAR TREK: 25TH ANNIVERSARY House: ELECTRONIC ARTS Team: INTERPLAY
2	*	FUN SCHOOL 4 (5-7) House: EUROPRESS SOFTWARE Team: IN HOUSE
3	*	FUN SCHOOL 3 (UNDER 5) House: EUROPRESS SOFTWARE Team: IN HOUSE
4	*	BART VS THE SPACE MUTANTS HOUSE: OCEAN Team: ARC DEVELOPMENTS
5	*	FALCON 3.0 House: MICROPROSE Team: SPECTRUM HOLOBYTE
6		OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7		MONKEY ISLAND 2 House: LUCASFILM Team: RON GILBERT

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

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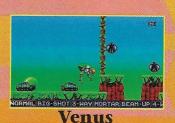
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Amiga and ST owners now have the chance to get hold of five great games, four of which have never been seen before on the 16-bit machines.

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Thanks to those awfully nice people at CodeMasters, we're offering you the chance to win your very own portable colour TV. The winner will be able to play their favourite CodeMasters games and watch their favourite programmes too! CodeMasters is also offering 10 Dizzy mugs as runners-up prizes.

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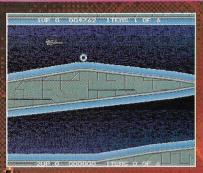
Remember to write to: Cartoon Collection Compo, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. Make sure your coupon gets here by 26th March and may the funniest riposte win!

CARTOON COLLECTION COMPO

Name	Dizzy thinks "
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Address	••••••••••••••••••••••••
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Between levels you'll get the chance to gain an extra life on the bonus level. This scrolls at an incredible pace and you must collect six items to gain immortality – almost



This end-of-level guardian flies about the screen firing at you. Suddenly it'll move forward and ram into you, very annoying indeed!





As in R-Type you can use a power-up weapon. Hold down fire and then release when you think it is up to full power. It has to be added to the craft while playing





soliterent solite

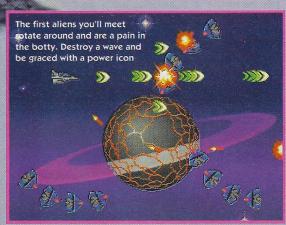
ing-space.

O GAMES-X 5TH-11TH MARCH 1992





The speech will announce Beware of Volcanic activity and this monstrous, lava spewing thing will appear. The fire can be shot but you'll have to dive past



to ever grace the Amiga screen. Now Team 17 is very well known indeed and Projec X emerges with

NON-STOP VIOLENCE

the rest of the game you'll have

FACT FILE

Sortware House: Team 17 **Programmers:** Andreas Tadic **Graphic Artists:** Rico Holmes Music/FX: Allister Brimble



Ooh! All 1 meg Amiga owners are in for a treat. Amiga Project X is quite possibly the

nearest thing we are likely to see to an arcade machine on the Amiga!

On paper some of the ideas must have looked a touch ambitious but, regardless, everything has been pulled off to perfection.

Obviously this is going to be labelled as being 'just another shoot'em-up', but you can't help but be impressed with the result.

I can't find a fault with the game presentation-wise; the graphics are superb with the rocks looking extremely real and the various enemies are excellently drawn and animated.

Even the three craft you control are animated well and move superbly around the screen.

However, all this is surpassed by the superb parallax effect on the bonus stages that appear between levels. This literally has to be seen to be believed!

The sound is amazing with tons of speech. You are warned about everything, such as volcanos and jutting rocks, that may pose a threat, while the music jangles along nicely

This, coupled with various samples of explosions and blasting, makes the game sound superb and each level boasts new delights for your ears.

On level three in particular you can hear a dragon snoring off screen but when you reach it, it will wake up and begin to roar at you.

Normally when a game is this well presented it is let down severely by the gameplay, just look at Dragon's Lair! Well, you'll be pleased to learn that Project X is every bit as good to play as it is to look at.

All the craft are excellent to manoeuvre and the joystick controls are easy to get to grips with. The use of two types of weapon select is a great idea; you don't have to be sat right on top of the keyboard while you play.

The difficulty level is set just right; you'll start to advance through the game at quite a quick pace but thankfully not too rapidly which was the real down mark against Alien Breed. Things are neither too hard nor too easy, making it a joy to play.

£25.99 OUT END OF MARCH

1 MEG ONLY

X-RATING: XXXXX

Gameplay: 17/20 **Lastability: 18/20** Presentation: 19/20

GAMES- SCORING SYSTEM EXPLAIN

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: XXXX



The higher the rating the better the game

ROB is the Games-X Spock. He just sits, mumbling about the illogicality of it all while banging his Mac. His



Vulcan mindmeld is amazing, he just stands over your shoulder and, whumf! You find yourself sat writing captions.



Jon is our very own captain Kirk of the art department. He keeps the ship steady at all times and never goes

into a panic when the craft is under a Red Alert. However, we have never seen him don those sexy yellow togs!

Slinky, sultry and sexy is what Uhura is. Yes, it's the one and only Jane. Or is it? You know it's amazing what effects



make-up can have! It's definitely the nylon snug-fit combo which really gets the sparks flying.



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



325.99 OUT OCTOBER



Which formats are available, followed by a comparative evaluation, the price and the release date.





Space. The final frontier. The classic sci-fi series Star Trek has reached the 25th Anniversary milestone. Can the computer game do it justice or will it be as brilliantly naff as the original? Beam me up!

t seems an age-long mission since Star Trek, the game, was first mooted in the computer press. Now it has finally arrived is it as tempting to play or is it just like the two previous average Star Trek licences or any of the PD Star Trek games, with knobs on?

For the uninitiated few to the Star Trek phenomenon, you play the role of

Captain James T Kirk as captain of the Starship Enterprise.

In the game you're faced with the same command problems, only now it's your butt on the line. Can you cope?

None of your fancy Jean Luc Picard nonsense here, just the original camp crew hamming it up to perfection with snug fit polyester/nylon combos.

Lighting and colours have been well researched, bringing the palette close to the original. Stark lighting effects are achieved to such perfection that the characters in the game have no shadows - just like in the TV series!

IT'S LIFE, JIM

Being a stickler for detail can backfire, but it is essential to get the full ooze of the series transferred to the computer screen. Here it succeeds.

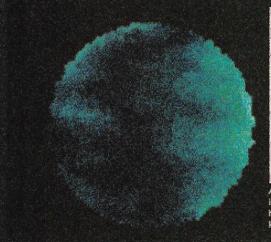
You'll come across the major league characters: Spock, Bones, Scotty, Mr Sulu, Uhura and Chekov, plus some minor alien fodder.

They look, talk, act and actually walk in the same way as their human counterpart in the series too. For instance, Bones McCoy is a right old misery, forever complaining about the weather and whining to Spock.

Arguments between them are rather inspired you have no control but it adds an element of realistic atmosphere.

THE DILITHIUM CRYSTALS, CAP'N. THEY'RE GANNA BLOW!

On the bridge, clicking on these characters will bring up certain icons, thus allowing you to make relative adjustments to respective positions that need changing, be it science, navigation, engineering or even communications.





A trusty ensign, 'alien fodder', brushes Kirk aside from impending death, only to be splattered himself. What a hero! Kirk sits down and has a cuppa, safe in the knowledge that he has delegated well...

Talking





Your big boss man, the admiral, giving your orders for the day



The arrogance oozes out of this smug space pirate



Klingons are real boneheads with no time for idle chitchat



The locals appear on your mission looking pretty shifty

Galactic chit-chit



You have a selection of questions to ask the characters you bump into Ask the wrong question in a rude manner though and...



they'll take you the wrong way. As should have learned some diplomacy

Aspects of role-playing, strategy and adventure games, with a sprinkling of arcade thrills, are dragged to the fore and certainly make it challenging.

You can make a meal of earlier missions and continue, but you'll lack full experience and your task will be made trickier for later episodes.

The game is a user-friendly icon affair, split into two main areas of play on the ship's bridge.

Besides dealing with starfleet battles and general planning before a series, you can also explore numerous planets set in orbit around the 20 available suns.

The latter part makes the game that bit more enjoyable. Smooth animation of



the landing party with numerous decisions to be made regarding alien encounters, tricky problems and on the spot decisions.

KLINGONS STARBOARD

Like most modern pure graphic adventures, you control your character via a point-and-click device on a big command icon.

Point in different parts of this and various options are laid out; you can converse with people, examine things and pick objects up.

You can also use certain items in

your inventory, such as medical tricorders and other weird and wonderful accessories.

This control interface may seem a trifle awkward at first, but once you've got to grips with it you could teach brain-dead slugs to take over.

Actual starbattles are fun for a time but really depend on the processor speed of your PC. You definitely need a good mouse driver or joystick to achieve the full effect.

Using the keyboard is possible, but hardly advisable for a fast 'n' hectic phase like this

One of the main downers lies with the speed of installation. It's absolutely snail-like, even on high end PCs, and can take anything up to three hours before you can actually begin playing. It's a shame, but it's the price you pay for a whopping game like this.



FACT FILE

Software House: Electronic Arts **Development Team:** Interplay



Star Trek is vast; a massive game with so many possibilities, options and problems it could all so easily have ended up with egg on its face.

Thankfully it doesn't, engrosses you in a story which you could honestly spend weeks on as your favourite alter ego.

Graphics are excellent, clear and concise, yet in no way contrived. The spritely figures look relatively basic but achieve the desired effect well.

The backdrops are extremely bright and colourful, up to the expected quality of VGA.

With a soundboard, the sonies are what you'd expect, crisp and clear. Depending on your soundboard, you'll be able to hear all manner of funky (?) Star Trek backdrops.

You'll be listening to pings and shwooshes like a true trekkie. Absolutely splendid stuff.

As a game it's certainly engrossing, yet by no means is it easy. It's tough and brain tickling so you've got to keep an open mind.

Selecting from the choice of possible answers in your conversations is a nice touch but you've got to be wary of what the outcome will be.

The movement and control via icons is hardly novel, but the manner in which it's done is excellent.

The large control icon plays better than others, such as the Sierra interface, and really allows you to get into the game in no time at all, once you've mastered it.

There is one major criticism though. I can't recommend buying this if the processor speed of the PC is below 16 megahertz, in which case it gets tediously slow.

Also, ensure you've got a decent mouse driver or two. We encountered many a difficulty and think it's only fair to give you forewarning.

However, if you love Star Trek and vant a game to indulge your fantasies in, then this may be what you've been looking for, complete with terrific scope, a sense of humour and a wide variety of things to do.

Celebrate the anniversary and you can play this game, replay episodes and fight battles for many a long month to come in space, the final frontier.

£34.99 OUT NOW

X-RATING: XXXX)

Gameplay: 16/20 Lastability: 17/20 Presentation: 18/20



Oh, no! Ya geek! You don't buy Amiga Action? Do it, NOW!



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The best selling Amiga games magazine in the civilised world it's official!

(ABC July to December: 58,404)

In the decade since the spells were restored on the magic candle in Fortress Berbezza, peace has reigned in Deruvia. The archdemon Dreax remains imprisoned, guarded vigilantly by

40 warriors, replacing the four and forty who disappeared 10 years of Lukas and his many Your mission, upon heroic adventures. taking the very briefest of peaks at the screenshots spattered across this page, The Magic Candle II Il has been peaceful across the lands, the King's in a

graphics quest-based romp across a map so huge that it'll take you yonks Yes, here we have it, yet another 2D jerky scrolling character to complete it.

to be attended to... so why do we

have a game then?

Being the brave leader of men,

Yes, the Ultima series has a lot to answer for... people just won't stop ripping it off!

> guardians of the candle, those four and forty men who disappeared at

the whereabouts of the original known as Lukas, you ponder over

NUST TO BE DIFFERENT EH?

For 10 years you have longed

the time of your last quest.

for another quest in order to search

for the answers.

Those of you who have played the doubtless be aware of the character game will original Magic Candle

As you can probably tell from

characters that you will run into, to

King Rebnard of Deruvia stands atop tastle

atop Car

Then you need to talk to some

to earn a bit of extra dosh.

obviously nothing new, it does come across as being a quality product earn information about your quest. Although Magic Candle II is quite You have the option here to port characters across from the original

assemble a party of five

or six adventurers.

arriving at Deruvia, is to visit the King and

another RPG.

hunky-dory mood and as

far as he is concerned there are absolutely no emergencies that need

RPG - REALLY PREDICTABLE

with a great deal of depth.

9

2

Next up you need

Magic Candle game.

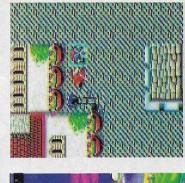
shopping in the city to get hold of some useful bits and bobs and you may need to hang around for a while

functions that you can initiate are There are many lands for you to explore and the options and

comprehensive and easy to use. To be frank, it is a good quality RPG.

pe Unfortunately though, there are hundreds of 'good' RPGs on the successful these days a new game market at the moment and to has to really shine out.

will be the first to rush out and get it, I'm sure that fans of the original but for other people there are better RPGs available



This scruffy looking bugger can be very useful if you know what it is that he wants in return

Fraphic Artist: Silicon & Synapse Inc Software House: Electronic Arts **Development Team: Mindcraft** Programmer: James B Thomas Music: The Fat Man



being released at a phenomenal rate at the moment! In just the past few weeks we have had absolutely loads of the little Role-playing games blighters falling on our desks immeasurable heights!

quagmire of fantasy meany bashing, a To really stand out among this game has to be more than well presented with good graphics.

It must also have some new and original features that you're not likely to see elsewhere.

Unfortunately, Magic Candle II does

very little to inspire. Everything you expect to find is present.

character interaction is effective and the numerous useful objects are liberally scattered throughout the distant lands. But so what? Every other RPG has this! Magic is implemented

The graphics are simplistic and Obviously there are a few pretty piccies, but they are purely cosmetic touches which unfortunatly don't make the game itself look any better when you are reminiscent of the actually playing it.

To sum up, the best way to describe Magic Candle II is as a competent and more than reasonable RPG title that will appeal to fans of the original game.

impress because it doesn't excel in any Unfortunately it fails to particular area.

E34.99 OUT NOW

K-RATING:

Presentation: 10/20 Lastability: 14/20 Gameplay: 14/20

GAMES-X 15

X 00.7

mosey on down to the local shopping precinct and see what you can pick up for your group you've reached the island is to One of your priorities once

BUTCHER BAKER AND CANDLESTICK MAKER

We're S-H-O-P-P-I-N-G and being Anyway, all the shops are single room affairs where you go and BORING at the same time.... nave a chat to the owner

and forty guardians of the candle who mysteriously disappeared 10 years The King looks out across his land and contemplates the fate of the four igo. Will a hero come to save the day?

FACT FILE

Development Team: Realms of Fantasy



item. It's usually easy to slate a tenner, but this came as a pleasant stunning, but clever use of the Amiga's Cavitas is a pleasant little a game which costs less than surprise. The graphics are far from halfbrite mode offers that bit extra from the norm.

The occasional 4096 colour HAM graphics screens really do look impressive for your little Amiga.

seen, and the strangest thing about it is that the quality seems to change. However, I must confess that it doesn't Scrolling is the most dubious quality. It's far from the smoothest I've interfere with gameplay in any significant way.

ighting up the nearby surroundings in The headlights are a nice touch, the most pleasant of ways.

maze with blasting options, you wouldn't Six levels doesn't sound like much, but you have to see the size of each game offers. If you treat the game as a level to truly appreciate the scope this be far off the mark.

Federations, 'sneaky

and you must rescue them.

aliens and trouble with meteor

storms which you can't ignore.

ability to get you engrossed. For under Although far from the greatest game on earth, it certainly has the 10 smackers, you could do a lot worse with a full price title.

novel bonus includes a bit of

mental stimulation.

shootie type of game which as a

Cavitas is a scrambly shootie-

You fly a fat little craft through

collecting items and opening

without dying. That's about it.

myriad of underground caverns,

Launched as a budget title, it is a rather good addition to any shoot'emup fanatic's collection.

up but enjoy a little cerebral tweaking, If you like the occasional shoot'em-Cavitas could be that innovative little game you've been looking for.

MON LIO 66.63

X-RATING:

Lastability: 13/20 Gameplay: 13/20

Presentation: 14/20

he planet of Cavitas is a large place riddled with That's basically your task, the underground catacombs. Previous colonists are trapped rest is your usual spiel about

les, it's a shoot'em-up. You know the score - man in ship destroys Yet another in the classic vein. alien horde. Thankfully, this is a teensy bit different from the usual mindless violence. be exchanged to get through different doors to another area of There are six individual levels te and they do get

Weapon types can also be

the cavern.

collected. These can selected from a list by

The size of these levels may seem quite large anyway, but they get to appear massive when you have to retrace your steps to a locked door which you can only

A nice aspect of the game is collecting the power-ups. Keys are the essential items which appear as different collected can

key which is stated vasties aren't particularly on the monu at the bottom.

Amiga halfbrite mode is quite inspired. Allowing for double the normal palette of colours it

REPORT. Sensors indicate that the fighter craft has been as being Our last then destroyed in the caverns being Our last chance of escape is some We are doomed

You can have a laugh back at base camp, recanting tales of failure

forrible. They show limited intelligence but can cause a problem, especially if you are trapped between them and a wall.

your attention. It's hard to survive the onslaughts, but it's worth persevering with just to get past

Cavitas can certainly hold

creates an ominous atmosphere.

MICE IN THE WOODWORK

in the halfbrite mode, can look They're small little sprites which darkly transparent.

Some, such as the snake others simply take a use of the



o the ample

eavage on the box uantities of female cover! What do my Time of me

ecdless to say, it's l about vampires по мотел.



the game world and will chase after Chain-saws mark the boundaries of you if you go anywhere near them



collection of parts for his vampire | destruction kit which will end this reign of terror once and for all. n the depths if Transylvania lies the castle of the eccentric vampire

egomaniac

MANPIRE BUSTING OR GIRLIE

In his never ending quest to

You have the option to control either of the two protagonists in this split screen two-player arcade adventure. playing Helsing, you must roam

around, making quite a

If you play Drac, then you will be effect on the local women! Drac finds

Working on the tip-off that the

Helsing dashes through the and gets down some girlies to the nittygritty as

Only two things stand in Drac's

A Daleki?! What on earth is that doing here? attached to a fairly woofer, obviously major hi-fi system A rather massive

another woman Dracula, going for it with

many women he's had so far Dracula's display shows how the empty boxes show that there are still nine to go

Dracula has an energy bar as shows? Welli

the in control of the nuptials while other player tries to stop you.

> around the countryside and collect 13 items of your vamp kit, take each one back to your home, then go on

the In theory, this could be a really fun game. The scenario itself sounds quite a lark and the potential seems almost limitless! Unfortunately mplementation isn't up to much.

> While you are doing this either another player or the computer will be controlling Dracula as he zooms

to look for more.

The gameplay is far too tedious fro-ing every time you find an object animation is abysmally jerky, slowing to be enjoyable - all that to-ing and ust gets boring. The scrolling and the whole thing down enormously.



with tremendous grace. As you all Dracula leaps up high into the air know he is a renowned Olympic standard gymnast!

Helsing is desperately seeking a

put an end to Drac's nuptials.

Secondly, the obsessive vampire

FACT FILL

resplendent in his

Mr Helsing,

top hat and tails

Software House: Software Business/Gonzo Games

Programmers: Eddie Haynes, Greg Modern, **Development Team: Toast Dept** Graphic Artist: Jason Green Alan Botwright, Mark Hill **Music: George Wilkins**

inventory

which of

the 13

displays

Helsing's

Graphically

collected

objects he

Jas

Amiga

There are loads of colours on version looks quite pretty. the screen and the backdrops are nicely presentation is spoiled by some very unclassy scrolling and rather dodgy though, Unfortunately sprite animation.

energy bar.

what that

wonder

Coo, 1

Helsing's

of collecting an object, or girl and then returning to the start location 13 times Gameplay, as mentioned elsewhere, leaves a little to be desired. The method over is far from fun and you'll soon end up getting incredibly bored.

Overall, I would say that this is a There is plenty of humour but this does game that has bags of potential but has been let down by some silly mistakes. little to help matters!

E26.99 OUT NOW

The ST version is not quite as colourful as its Amiga cousin.

The scrolling is just as bad and the animation leaves a lot to be desired. Gameplay is the same and for

my money I'd expect something better. **226.99 OUT NOW**

numerous games of this type. It'd be This sort of thing lends itself to the 8-bit formats and the C64 is a system that has C64

EE10.99 dE15.99 OUT NOW much better as a budget title!

X-RATING:

Presentation: 9/20 Lastability: 8/20 Gameplay: 8/20

AMIGA BUDGET SATUR. TITLE TITLE. ..AMIGA TITLE .. AMIGA TITLE .. Def of the Earth. Challer Treasure Island Dizzy ..4.99 Operation Wolf 3 Stooges 8 99 6.99 Defender of the Crown .7.99 3-D Pool Def of the Earth ...6.99 Operation Wolf 7.99 7 99 Adv Fruit Machine Defender of the Crown .7.99 Outrun . 6.99 Adv Fruit Machine . 6 99 Deluxe Strip Poker6.99 Pacland Afterburner 6 99 Deluxe Strip Poker 6.99 Pacland 7.99 Pacmania. Afterburner6.99 Dogs of War ... 6.99 Dogs of War ... Airbourne Ranger... Airbourne Ranger... Double Dragon 6 99 Phantasy World Dizzy .. 6.99 7.99 Phantasy World Dizzy .. 6.99 Arkanoid 5.00 Double Dragon.. 6.99 Arkanoid 5.00 Fast Food... 6.99 Predator .. Fast Food..... Arkanoid II 6.99 Flood ... Axel Magic Hammer.....6.99 Barbarian II (Palace)6.99 Flood .. 8.99 Axel Magic Hammer... 6.99 Football Manager 6 99 Rambo 3 6 99 Football Manager Red Heat. Football Manager Football Manager 2 ... Forgotten Worlds..... 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ATARI ST BUDGET

Pearls are where it's at. Collect as many as possible and then you'll get a hefty 1000 point bonus expect anything ou'd be so far from the truth that the name Dizzy include In the case of Bubble Diz title to be an arca even The A Team would begin situated on the seabed and kitt scuba-diving gear. After a wh all speeds will start floating out in some rather fashion You start off e idventure of some sort. seem believable! from below.

Controls are simple; you mo and jump from bubble to platfor and vice versa, in order to rea The aim is to climb onto the the water's surface.

5TH-11TH MARCH

expect and one brief press of the ourst if you stand on them for fire button will make you le ong, inciting you to co

change your transport.

While diving for pearls some pirates and is of oxygen. An addictive game? forced to walk the plank. Now surface using various bubbles he has to float back up to the Or does it sink without trace? Dizzy encounters

friendly whale who will allow you to hitch a ride on his back while you wait for more bubbles to arrive As well as the bubbles you can also stand on the

> diminishing oxygen level. If this runs out, then Dizzy will go to meet his maker. It's a good job that extra air canisters can be picked up en route. Throughout, you

SUGGLE GUGGLE

range covering squid through to If that wasn't enough, there are creatures that block your path, the deadly underwater ō

When you touch any of these of your oxygen so it is best to avoid them. they'll take away some

At the end of each level, upon diamonds that lie about the edges of reaching open air, all your bonuses, gained by collecting pearls and each abyss, will be added together.

To add more of a challenge there are also a number of puzzles to completed without them although in solve and many hidden items to find. However, the game can

his quest, then he'll be able to give some cases you may need to do If Dizzy manages to complete some solving to gain that mportant extra life.

Daisy, his one and only true love, a

beautiful pearl necklace as a gift!

SG00G 000000



Programmer: Derek Leigh-Gilchrist **Graphic Artist:** Leigh Christian Software House: CodeMaster: Music: Matt Simmonds Bubble Dizzy is perhaps the best game in the series to look at. It boasts many well drawn backdrops with a splattering of iga

humorous cartoon-like sprites.

Even the front end of the game is admirable. Scrolling is also smooth and slick which thankfully doesn't ruin the overall impression.

It is also fairly good to listen to, with a funky Caribbean-type bongo beat playing throughout, although what this has to do with the game is beyond me! The thing with all Dizzy games is that they are great fun to play, and this comes as no exception. As a budget title this is a great bargain and it would still be worth the money at today's full price tag.

ages, particularly the youngsters, and it It should appeal to gamers of all is recommended to one and all.

However, the similarity between tedious. Addictive, challenging and levels can make gameplay slightly

524.99 Collection, **£7.99** ndividual OUT EASTER fun, what more could you ask for?

Surprisingly this is every bit version, the only difference as smooth as the Amiga being in the sound. Graphics are excellent and ported perfectly to the ST.

67.99 Individual OUT EASTER £24.99 Collection,

X-RATING:

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

> THE STATE OF THE S Eric the Eel

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

It's time for the ride of

your life in this week's Console Connexions, as we give you the low-down on the first Mega Drive art package to hit the streets.

SOLE NEWS

THE GAME BOY DESIGNER

AscII has recently released the ultimate Game Boy carry case. Aptly titled the CarryAll Deluxe, this mammoth piece of ABS plastic will keep your Game Boy and virtually all the peripherals in a single compact case.

The hold can store the Game Boy itself, plus 12 cartridges and four spare battery cells for which it has spaces. The rechargeable battery may also be thrown in, along with the Wide Boy magnifying lens.

The stereo earphones which come bundled with the Game Boy are stored next to the video game unit, while the

game link cable is all but a few inches long. Finally, an AC recharger cable is located at the top, should you own one.

You can either carry the case by the plastic handle on the top, or with the adjustable shoulder strap thrown around your arm.

The case itself is tastefully decorated in the same greys as the Game Boy and has the words Game Boy sprayed in blue on the front.

Where can I get one of these, you may wonder. Simple, just contact Console Concepts on 0782 759712 and you'll be supplied with one for £20.00,

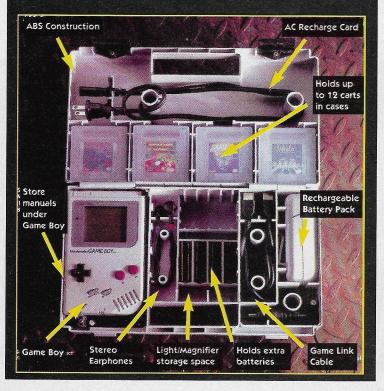
Thanks to:

Megacom Distribution, 13 Mansfield Road, Nottingham NG1 3FB. Tel: 0602 475151.

Console Plus, 265 Sleby Road, Halton Shopping Centre, Halton, Leeds LS15

Tel: 0532 500445.

KC's Computers, 3 High Street, Loughborough, Leics LE11 1PY. Tel: 0509 211799.



RT ALIVE

Art Alive is the first commercial package for the Mega Drive and is a simple-to-use art and animation studio on which you can draw and animate anything you

fancy on your pixelised canvas.

With the cursor, choose from eight

types of artist media: line-draw, spray can. eraser and the pencil.

You have palette of 16 colours to use at your discretion.

plus four patterned fills with which to colour your masterpiece.

The line and pencil option will normally only draw a line a single pixel wide, although there are numerous thicknesses that can be selected.



Having drawn your picture, you can then do numerous things to it. The first is to



cycle through the 16 colour palette which will also change the colours on your drawing.

Though this doesn't actually do anything, it's psychedelic, man!

Art Alive includes a selection of stamps with which to enhance your picture. They are predrawn sprites you can stamp over a background.

For instance, you can draw a seascape, then slap on the ready-to-go surfers for a realistic Summer Bay scene.

A number of animations have also







been included and you can feature Sonic on any of your pics. You can create your own animations if you so wish.

Having experienced the likes of

DPaint on the Amiga, I found Art Alive to be a little disappointing.

You only have

a 16 colour palette which does limit your imagination somewhat, and I must admit that a mouse is much nicer to use than a joypad when it comes to pixel art.



The animation is great and overall the package is simple to use despite the only way to save a picture being to link your Mega Drive to a video and save it out

on tape - hardly convenient.

On the whole, not an outstanding piece of software, but then again it's the only one of its kind.



hitting American football on the Neo Geo. As you may guess, the game is going to be outstanding every respect on a machine of this calibre.

Rather than opting for true-to-life players and teams, you have here a

cartoon graphic style and eight imaginary teams.

This 48 meg cartridge can be played by one or two competitors, providing you have two control sticks. American football is a game of four quarters, with each one lasting 90 seconds, 3 minutes, 5 minutes or 10 minutes.

The game has four difficulty settings, ranging from beginner, normal, MVS (arcade difficulty), and hard.

Choosing your team is the next step to success, a low-down of each one can be found in the manual. The Bullets are the current league leaders, although the Bisons are only just behind.

NO PAIN, NO GAIN

The game will start in the quarter-finals, meaning you have a mere three matches

before you can hopefully progress to become league champions.

To advance to the next stage in the competition you must win your game. Lose or draw and your trek for the title will be lost.

Your team normally start by receiving the ball. The computer will punt the ball into your half, and one of your receivers will catch it.

as far upfield as possible, rapidly tapping button A to pile on the speed. Where you receiver is sacked is where the first down will take place.

LET'S PLAY BALL

You have four attempts, known as downs, to get the ball 10 yards. Do this, and the downs are reset and another 10 yards are measured from where the ball

last dropped.

You can either run or pass the ball. Running is great for short vardage gains, say about four or five yards, whereas passing can get the ball over the 10 yard mark, providing you catch it first time, that is.

type of play you desire, the line of scrimmage will

appear on screen Button A will hike the ball back, and the action begins.

From now on Α will tapping make the ball carrier run that little faster. Buttons B, C and D throw the ball to one of your three receivers. The

> moment the QB lets go, control is automatically switched to the receiver you're throwing to.

Providing you catch the pass, you can keep running, using A once more to build up speed. On the defensive side of the game, the only button you need to use is A.

Tapping it fast increases the power of a punt, kick-off or field goal attempt, and is used





Anyway. absolutely loved Football Frenzy, everything about it is outstanding. Gameplay is

just like a dream and although the rules of American football

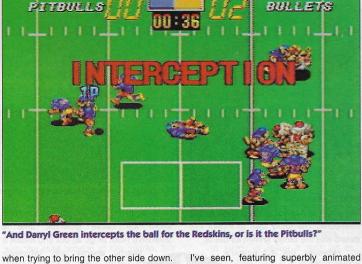
initially seem a little daunting, this cart recreates the pigskin action and simplifies it so even a beginner could understand the game fully.

No matter how good a game is, I would

never pay £120 for it.

TTBULLS

The graphics are some of the best



ann

"And Darryl Green intercepts the ball for the Redskins, or is it the Pitbulls?"

beefy cartoon sprites while the sound, mainly a full running commentary, is again first-class.

If you've got a Neo Geo you're probably loaded and can afford to pay out this much cash for a single product. I therefore suggest you take a look at Football Frenzy - it's one of the best 24bit games I've experienced.



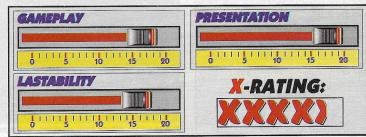


Having triumphantly scored a TD, your team attempts the extra point



SIDE

The Pitbulls are under pressure on their one yard line. Watch out for the Bullets!



The mighty sword of Warsong passed down through the ages from leader to leader. The power of this sword is unlimited, or so the people say, and no one

is going to doubt them since it has lasted longer than 300 years.

Warsong is so powerful that it could

destroy the world with its strength.

Therefore it was decided to keep it safely tucked away from

all people with evil intentions. The lucky clan to inherit this

However, the evil emperor Pythion has craved the sword for years and has finally decided to take it for himself.

sword was the family known as Baltia.

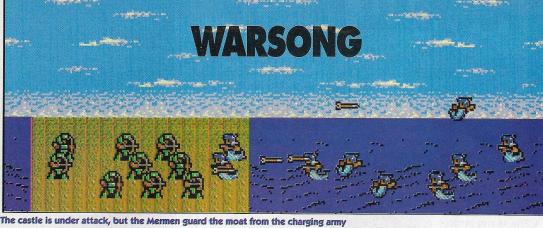
He has ordered his armies to attack the home castle of Baltia and steal the sword.

UNDER SIEGE

The game begins as the Pythion army has just broken through the castle gates. It is now down to you to stop it from advancing near to the sword.

This task is performed using various strategic plans and moves to wipe out the many advancing units.

You control two units. Both of these, when selected, can perform various



tasks such as cast magic spells, move about the castle grounds, take a defensive hold, or go all out and attack a nearby enemy unit. Whatever

they do, the choice is yours.

When they have performed their turns you can select a semiautomatic turn which, to be honest, seems more like fully automatic.

This performs the remaining moves and turns for the rest of your army, taking you through various battles and strategic set-ups.

After your army has finished all its moves then it is your turn to sit back and gnaw away at your nails as the enemy units perform their turns and start to wipe you out, unit by unit.

As you may guess, the game is a little on the hard side to begin with.

> However, with perseverance it will soon turn out to be fairly addictive and although wiping out the enemy is far from easy there are a number of difficulty levels to keep you on vour toes.

This is definitely not the game

hardened arcade addict since it requires plenty of thought and cunning.

IT'S A ROUGHIE-TOUGHIE!

If you are after something with loads of action and easy to play on your first go, then stick to Sonic for this is not for you.

Graphics are great when compared

to other games in the field and the choice of two views, a close-up and a longer range one of the surrounding area,

adds variety to the proceedings.

All the various battle scenes move

quickly and are over in a matter of seconds, so you needn't worry about the outcome for too long.

There are also plenty backgrounds to these scenes, significantly different to the next.

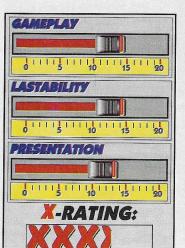
Sound is good with realistic effects and a decent enough atmospheric tune that doesn't get annoying too soon. All in all it is safe to say that this is a very well presented game.

Gameplay is also a success and strategy fans should undoubtedly adore it. A worthwhile purchase for those who enjoy a thought-provoking although it can get boring after a while due to the lack of scenarios.



Movement is simple. Just place the foot







CHASE HQ



Tearing up those quiet country lanes in a desperate bid for justice

The arcade machine of Chase HQ is still regarded as one of the best driving games ever produced. Sadly it has suffered from poor, inadequate interpretations

onto the home computers - even the ST and Amiga versions leave a lot to be desired!

You assume the role of an undercover police driver, racing along the city streets through five perilous levels in your suped-up Porsche 928.

Each level sees you chasing after some drug dealer or master thief in an attempt to run them off the road and bring them to justice.



Needless to say, they are all driving equally fast motor vehicles like Ferraris and Lotus' although it must be said that you are kitted out with three turbos to use in the chase.

LET'S GO MR DRIVER

The roads are littered with civilian drivers and various hazards, all of which slow your car down a little if a collision occurs.

You are then given the opportunity to sacrifice some of your score to buy some add-ons before starting out on the next level.

Each stage does the traditional 'OutRun split' where the road will fork off in two directions, leaving you to choose the quickest route to take.

Thankfully this choice is made drastically easy by a rather large arrow floating high in the sky when you approach the split.

Of all the conversions I've seen of this game, the Game Gear version is one of the best.

The road moves at a fair old pace and all the vehicles and items on it look OK and move smoothly.

Sound

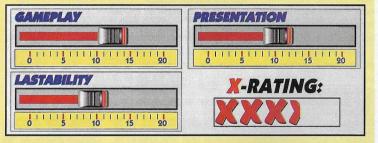
fairly good too despite the tune playing throughout being abysmal.

One annoying point to the game is that your car will be central one minute with the road staying in the middle, but the car moves faster when the road sticks, thus lending potential for an accidental crash.

 A_{ij}/A_{ij} (A) Other cars act like a moving barrier which must be avoided

The addictive quality of the arcade machine has not been implemented here and the number of credits you get makes completing the game simple.

In terms of value it isn't up to much but what there is is fast and fairly enjoyable. Recommended, but not to fans of the arcade machine.



well here's something new a puzzle game on the Game Boy! A Mazing Tater sees you controlling, of all things, a spud!?!

What, I hear you ask, is this spud doing with his life? Well, he's on a quest to become a knight, like you do!

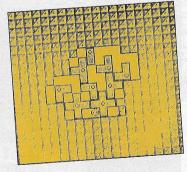
This objective will take him through many levels of thought-provoking puzzles while testing his brain to the full.

SPUD-U-LIKE

Before he embarks on his quest he can have a brief lesson from Mato Tomato on how to negotiate his way through each room encountered and the purpose of various items, ie, whether they are a help or a hindrance.

Along the way you'll come across rotating doors that must be pushed to allow you to pass, holes which you are unable to cross, and blocks which you

AZING TATE



either push well out of the way or push into the holes.

When your lessons have finished, it is then time for you to attempt the puzzle section of the game.

This takes you through 10 floors filled with rooms. When completed you'll have become a knight and deserve time for a bit of fun after all that hard work.

Now you get the opportunity to



move onto the best mode of the lot and take part in either the mega picnic or the puzzle forest.

The picnic takes the form of a race in which you have to complete each level in as fast a time as possible. For the forest section you'll have to try and get Spud back out having entered the woodland and got lost.

There is also a lovely two-player link option used during practice mode. This is great fun and as you both compete to polish off the levels before the other player, arguments are guaranteed!

The graphics are small and not very detailed but thankfully they are all perfectly sized and placed for the game.

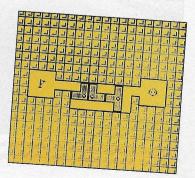
Every level looks startlingly similar to the previous one but they are all obviously different upon playing.

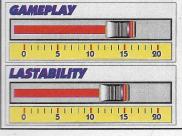
Soundwise there is plenty to grace your eardrums; a jolly tune plays

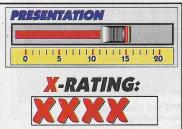


throughout, keeping in with the silly storyline. There are also a few spot effects to keep you from going crazy.

All in all this is an addictive puzzle challenge but not the best. That accolade is still held by Tetris for me, but if you are looking for a fun diversion away from the day to day bustle, then this is certainly worth a peek.







EXHAUST HEAT

Nintendo SUPER FAMICOM

CE: £55.00

Exhaust Heat is, as its name suggests, a racing game which is based around the Formula 1 racing season.

Using the legendary scaling and rotational hardware

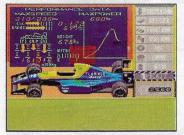
to the full, Exhaust Heat attempts to recreate the on-road action, F-Zero-style.

The season is set over 16 races, starting in sunny Italy and ending up in Japan. The courses featured

are technically true to life, pixelised representations of the real tracks, even right down to the very last chicane.

The game also includes a training option where you can race on any of the 16 courses to improve your time. Otherwise you can start the season straight away.

Before the qualifying lap you have a set amount of money with which to purchase add-ons for your car.



By add-on, I don't mean nipping down to Dixons to buy the latest Pioneer car stereo, but rather new gearboxes and the like

SPENDING WISELY

Starting in the lower price bracket, you can top your car up with nitro for £1000 or buy super hi-grip tyres for a little less.

More expensive luxuries come in the form of a larger rear or front wing, new air diffuser and active suspension.

When you've won a few races and saved up a fair wad of cash, you can opt



for the expensive items like a brand-new chassis design or the latest V12 engine.

With a non-existent bank balance but a sparkling new car, you can drive

out on the track and qualify for a position on the grid.

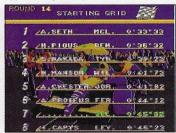
You have two laps with which to clock up the fastest time, and then you'll be placed on the grid according to how fast you were.

That done, you start the race. Your car will have four to seven gears, depending on how much cash you have spent on transmission.

Factors like grip, top speed and acceleration all vary according to the setup of your car.

Button B accelerates, Y slams on the brakes and A kicks in the nitro. The D-pad acts as your steering-wheel, while the Left and Right buttons at the top of the pad change through the gears.

Transmission is usually automatic, but despite this it's possible to use the gears to slow you down when approaching a hairpin bend.



You'll probably notice that the computer drivers aren't particularly intelligent, but they will swerve around you when they overtake.

Should you clip wheels as you pass,



The small arrow on the right indicates the direction of the corner ahead

you'll send the car into a stomachchurning spin, while the driver you touched will sail straight past as if nothing has happened.

JUST DESERVES

At the end of each race you will be awarded lots of lovely prize money; the better your final position, the more cash you'll receive.

This is mainly used to restock your nitro supply and upgrade your car, although you may have to pay for repairs should you crash too many times.

Exhaust Heat is pretty impressive, using the rotational capabilities of the Famicom well and although the car sprites are a little poor, overall visually



presentation is good. Sound is, to be quite honest, naff, with nothing more than the dulcet tones of the cars' engines to listen to.

This game proves to be fairly addictive, especially when the championship is at stake. It's a game which most will find fun to play.



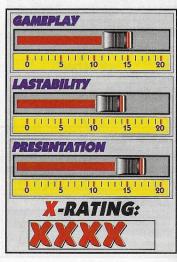
Hoorah, you've beaten the opposition to come first and grab your bottle of booze



The track is empty during the qualifying lap, leaving you to notch up the fastest possible time and highest grid position



The hairpin really threw you, and your F1 spins out leaving back markers to stroll past



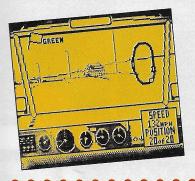
AYS OF THUNDE

Tom Cruise, was the crazed stockcar racer who promised to win Daytona in the hit movie, Days of Thunder. Of course, Top Gun Tom fulfilled his

pledge, but that's Hollywood for you.

Do you possess the courage and skill needed to become a stock-car racer and win Daytona, to take the coveted championships away from superb drivers like Rowdy Burns and Russ Wheeler?

As Cole Trickle you must win Daytona, plus four other races. Should



the first course will be Daytona, followed by Phoenix, Atlanta, Michigan and

Each race can be set over one to 40 laps, but before beginning you must first qualify in order to see where you start on the grid.

Button A operates the accelerator, B applies the brake and the D-pad represents the steering-wheel.

GET A GRIP

Each course is constructed of long, fast straights and banked curves, so if you use the corners well it is possible to bomb around the track at full speed.

Should you ram or crash into something, the car's damage will obviously increase. Take too many hits and you're out of the race unless you can get to the pits fast.

Entering the pits, indicated by a small arrow, allows you to replenish fuel supplies, as well as repair damage and change tyres.

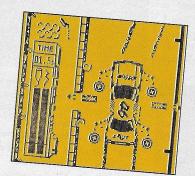
The pit stop is against the clock, and

you must change all four tyres in the fastest time possible. Having done that and removed the jacks, floor the gas pedal and rejoin the race.

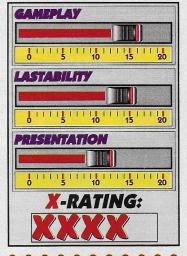
> Days of Thunder is visually very basic, but that's why the game moves so fast and smooth.

> > Also accompanying the speeding action is the drone of the engine and the roar of other cars, along with an appropriate crash sound effect should you ram another driver.

Since more than just the Daytona track is included in Days of Thunder, there's plenty to keep you coming back to this excellent race game, time and time again.







TASK FORCE HARRIER

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representing your ongoing battle as you reach the centre of the enemy forces.

IF AT FIRST ...

You have three to five harriers at your disposal, plus four continue options, allowing you to have another go, albeit at the start of the level vou last attempted.

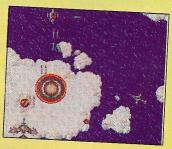
Your Harrier starts with basic cannon fire, operated with button A, plus smart bombs launched by pressing C.

Button B is used to configure the escort ships that aid you by circling your

> Missiles can be collected as well as rapid fire tokens, while the three types

of cluster bombs make ground targets much easier to hit.

Throughout each scene your aircraft will be attacked by waves of Russian



ground and air forces. The action really starts to hot up when the end-oflevel gargantuans scroll on screen.

The guardians, usually in bomber or armoured vehicle, lob bullets in a spray towards you, as well as firing homing missiles which detonate on impact unless you can destroy them first.

I wasn't at all impressed with Task Force Harrier Ex. not because it is horrendously bad, but mainly because I've seen so many almost identical games. I therefore found this rather dull and repetitive.

Harrier Ex is visually uninspiring; the various small sprites are colourful but pretty simple.

OK, the guardians are large but I've seen plenty like them in numerous older games.

I can envisage a shoot'em-up freak enjoying this game but I'm sure anyone else will be as disappointed with this release as I was.



another Groan. shoot'em-up which offers absolutely no originality, and neither graphically visually outstanding. This time it's global

warfare. As head of the American defence, rumour has spread that the Russians are starting offensive moves against your country



against the Russian forces. The game is set over a series of

prototype plane can collect a mass of

power-ups to help you in your struggle

the typical square-jawed Yankee pilot

you climb inside your brand spanking

new plane, an Mk V Harrier Ex no less.

Force

is

scrolling

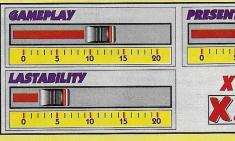
Task

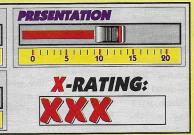
Harrier Ex

shoot'em-up in which

you as the pilot of the

vertically





The following games are already out but if you've missed our riveting reviews, here is a list of the top five available at the moment.

- 1. RAINBOW ISLANDS HIT SQUAD £7.99
- 2. JAMES POND GBH 67.99
- 3. STUNT CAR RACER KIXX 67.99
- 4. VENUS THE FLYTRAP GBH 67.99
- 5. SUPER OFF-ROAD RACER TRONIX £7.99

OUT SOON 16-BIT

he original Turrican was hugely enjoyable product and I thought there was no way it could have been improved upon. I was wrong. T2 is every bit as playable as it's predecessor, if not more so.





The action doesn't veer greatly from the original with you running around shooting things while leaping about the platforms.

This time the programmers have also included a multi-directional section. spacecraft scrolling reminiscent of Scramble and the forthcoming Project X.

Graphically and sonically it is

superb with loads of tunes and interesting backdrops that are laid out in such a way that they'll never become tedious.

Shoot'em-up fans - drop what you are doing and get down to your nearest software emporium to grab a copy today.



-RATING:

OUT NOW 16-BIT

ithout a doubt Man Utd is the best football team on the planet! Not one, but two games have been dedicated to the team, more than any other in the football league.

The second of the two games is the best side-on



footie product available on the Amiga, so what is the original like?

You have choice to both manage the team and play the games; the managerial section is in depth and simple to use but sadly the arcade sequences leave a lot to be desired.

Fans of the team will undoubtedly be very disappointed, as I was.



the skies. However, not one for the die-hard flight sim fan.

F-16 COMBAT

ACTION 16 PREMIERE £9.99 OUT NOW 16-BIT

ith a huge amount of flight sims already available on computer, you'd think that the last thing we need is another.

The main problem is that F-16 is very similar to so many other games in the style.

The vectors used are anything but smooth, insofar as they jerk around an incredible amount. Most of the time they distract you from the gameplay which,



incidentally, would be excellent if the graphics were improved.

There is one good thing here however and that is the computer link option which allows you to battle against each other in



X-RATING:

001/4/1-112

GBH GOLD £9.99 OUT SOON 16-BIT

onstruction kits are always popular and shoot'em-ups are the most popular style of game. Put the two together and the appearance of this kit is inevitable.

Allowing you to design everything about the game, from graphics to scrolling speed, down to the amount of lives you get, this is dead simple to

use and a fun thing to do.

The finished results are however, pretty Similar and only the graphics keep



them unique. This notwithstanding there is still fun to be had trying out parallax scrolling and other new ideas.

-RATING:

TEAM SUZUKI

GBH £7.99 OUT SOON 16-BIT

remlin became the leading force in driving games around

Christmas two years ago and now all those games are coming out on budget. Lotus will be released in April!

Team Suzuki. which sports smooth vectors and fast

gameplay, was the last of these to come out. There are a number of circuits to choose from and each will test the rider to his/her breaking point, sometimes beyond.

The sound is excellent with a

funky tune playing on the title screen and plenty of realistic revving effects during play.

Sadly there is one thing that puts a dampener on it all - the difficult control method.

It takes ages to suss out the

handling of the bike and most people will have given up long before beginning play proper.

However, this is still one of the

best driving games available for the Amiga and on budget is well worth snapping up.

X-RATING:

TRONIX £9.99 **OUT SOON 16-BIT**

ased upon the increasingly popular comic, Virgin hired the programmers at Probe, rather appropriate don't you think, to do the



This run, during which you'll meet up with loads of the comic's best loved characters, my fave being Parkie, will take you through five different areas of the town.



The main drawing point of the game is, as you'd probably expect, the humour, not for the

Although pretty hilarious, if you manage to see past the initial attraction you'll realise that gameplay is virtually non-existent. Still worth a look though for fans of the comic.

X-RATING:

ALSO-RANS ST DRAGON

OUT SOON 16-BIT

graphically and sonically impressive shoot'em-up that is quite fun to play but gets a bit too difficult far too soon for comfort. Not awful though, and still worth a look for its graphical content.

X-RATING:

MICROPROSE SOCCER

KIXX €7.99 **OUT SOON 16-BIT**



This overhead football game is fun to play at first and looks fairly impressive but it suffers from laughably bad banana kicks and poor scrolling. Give me Kick Off 2 any day.

X-RATING:

ITALIA '90

TRONIX £7.99 **OUT NOW 16-BIT**

The official football game of 1990 World Cup the competition was THE worst football game released around the time. The scrolling is jerky and gameplay sluggish.

X-RATING:

OUT NOW 16-BIT

A fun to play shoot'em-up with basic graphics. verv Nonetheless, the two different styles of gameplay make for a fairly addictive challenge and it is worth a look.







X-RATING:

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Does anyone ever actually bother to read the intros at the top of this page? I spend a good five minutes trying to work out what on earth I'm going to say... and I bet noone really cares. I mean you probably already know that the address is: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP, don't you?

POPULOUS II - ELECTRONIC ARTS



Last week we gave you some codes for the first 200 levels, so this week here are a few more...

LEVEL 220: DULLAB

LEVEL 240: PEQUAT LEVEL 280: VEEGAD LEVEL 301: UPTIAD LEVEL 341: ITGHAG LEVEL 381: LLLOAL LEVEL 401: ETIT

LEVEL 440: PIWOAB LEVEL 483: HOACAK

We'll give you some more just as soon as we've got



THE POWER

Only got a few passwords for this weird 'n' whacky puzzle game but here goes anyway... They are GOODIE, CLOSET and XUQZOX. I have it on good authority from a chap called Bob that these work, but I can't be certain as some sod has 'alf-inched our copy from the office.

FANTASY WORLD CE DIZZY - CODEMASTERS

Enter your name on the high score table as IMMORTAL and you'll find that our little eggy friend will become completely invincible! Cor! Brilliant... Now you can go and beat up all the bad guys.

PIT FIGHTER - DOMARK CE III FE

Start playing the game as usual and then type in LOBSTERS. If you now press any of the numeric keys you will jump to that level. If you press C you'll go to the championship level and pressing L takes you to the elimination round.

LOST PATROL CE

If you rest for exactly 50 minutes each time, your strength and morale will raise a couple of points, while

all of the other men in the group will be restored up to a whopping great 99 per cent. Bit good that!

THUNDERJAWS

- DOMARK





What a completely rotten game this is! Eugh! I'm sure that some of you like it though, so I'll let you into a little secret. If you hold down the left mouse button and press S you can skip levels with the right mouse button.

Good grief, I'm so underwhelmed I'm going to have a little sit down...

HANVIK PLAYER'S GUID

ROSON.

Seldom is a film made into a good game, but Ocean has come up trumps. Level three is the hardest of the game where you must negotiate a labyrinth of air circulation ducts...



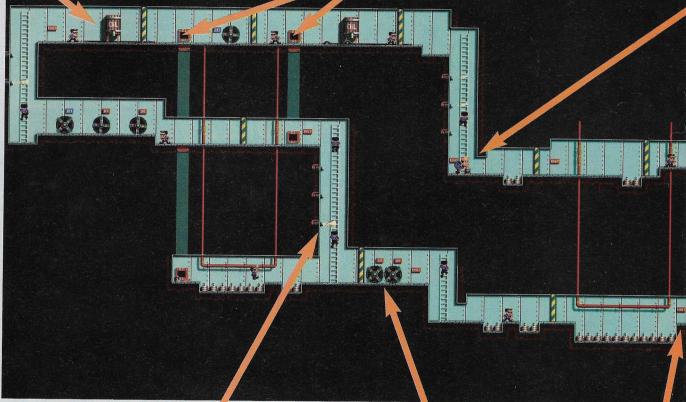


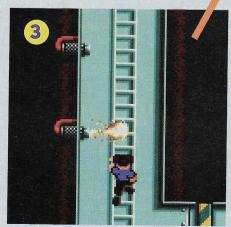


Before hitting this switch walk past and up to the door. The switch will open the next three doors and a lot of speed is required to get past them all. As soon as the door opens, run to the right and jump over the two vents, (see no five), stopping the fan halfway along. You should just make it through the last door

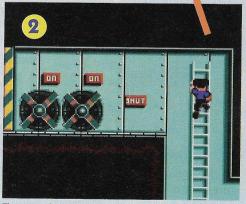


These two vents will suck you in if you just walk straight past, causing you to retrace your steps. This is very annoying so all you have to do is jump over them. They can also be used to have another try if you don't manage to get through all three doors

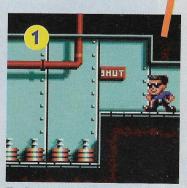




To get past these fire blowers a simple case of timing is required. Watch them once to see how many times they blow before a rest and the second time they do it go up and wait for the next one



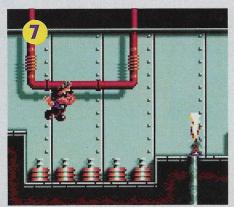
These two fans have the off switch situated above them, simply jump up and launch a baseball at them to turn them off. Do this before opening the door and you should get past with ease



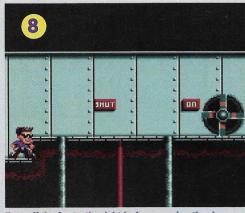
The first door switch can pose a slight problem when arriving here for the first time. If you try to hit it and then swing across the pipe, the door will shut as you advance. Cross the pit first and stand as far to the right of the platform as possible, then lob a baseball which should hit the switch



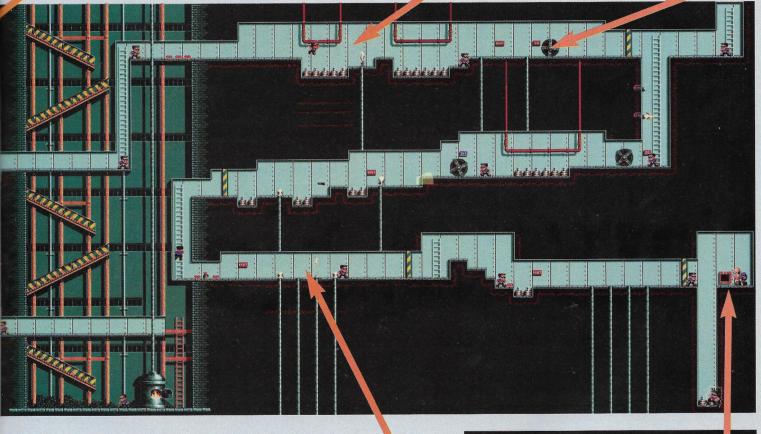
This guard is invisible to you right until you land on him, so don't just fall down the ladder past the fire blowers. However, he isn't exactly difficult to kill and one well-timed thump with the boxing glove will send him to his grave

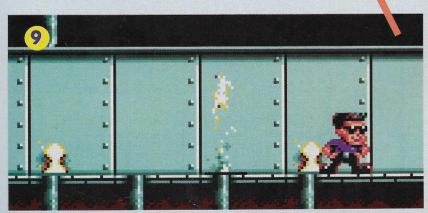


These act very much in the same way as the fire blowers, only they blow upwards. Simply run past when they stop. If you don't you could get frazzled!

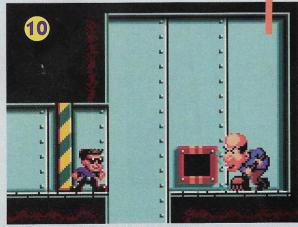


Turn off the fan to the right before opening the door with this switch; you won't have time to do it the other way round. Once through the door, jump across the ladder and collect the money bag up the next stairway





The sequence of these vertical blowers changes every game. Watch this and make a mental note, then run past, fire a baseball to the left and run right. The door should then open, allowing you to get past



Launch a baseball in the direction of the caretaker over the other side of the hole and then jump over. Mistime the jump and you'll be fried, turned into a hotdog, and sold to some unsuspecting person on a street corner!

Above all else you must remember the four major mission objectives: Break the rebel supply, conquer the airbases, attack strategic installations and then destroy the rebel hq. Simple as that... now off you go.



AIR TO GROUND ATTACK



Remember the limitations of your weaponry! The cannon has 250 rounds of ammunition but, while it is fun to use, it is only really useful against 'soft' ground targets such as trucks, anti-aircraft sites and SAM sites. The best way to attack using the cannon is to approach in a shallow dive at



low throttle

The S-240 rockets are a powerful weapon best utilized using similar tactics to the cannon. The rockets are ideal for taking out tanks or the smaller of the strategic installations



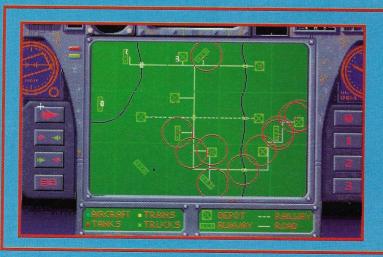
The AS-7 'Kerry' heat-seeking missile is used for attacking any major ground target. Keep low and designate the target you require with the Return key.

Most targets will be destroyed with a single missile, although you will come across larger depots and stations that require multiple hits. Be conservative with your weapon usage. Try to make a major strike with the AS-7 and follow it up with a couple of S-240's



Don't forget that one of your primary objectives is to break the rebel supply line! If you see any crossing point over the river, blow it up.

Follow the river and just knock out as many as you can. Beware though! Any trucks arriving at the bridges will be able to repair the damage. If you have time later on, try to follow some of the roads and pick off the convoys

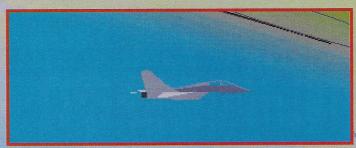


TACTICS

Whenever you return to base, have a peak at the map to plot your progress. Remember that any installations destroyed will be taken over by the UN Peace Keeping force so you should soon see some progress on this tactical display.

Plan your route from here. Divide the map into quadrants and try not to stray

FLASHY FLYING



No. of Street, or other Designation of the least

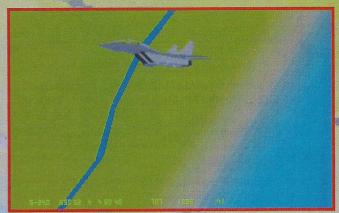
The tailslide is briefly outlined in the manual, but is a move that is a wee bit hard to get the hang of when you're first learning combat manoeuvres.

It's a stunt that is most useful in close combat when your enemy has managed to get behind you, but it takes a steady hand to stay in control of.

The best position to be in is at about 5-600 metres with your throttle at about 3/4. Pull back and go into a very steep climb. Try to get the plane as straight as you can without toppling over. While you're doing this pull off on the throttle and after you've climbed about 1,000 ft you should have run out of thrust.

The plane should now start to fall out of the sky! KEEP THE WINGS STRAIGHT. The plane should simply fall back, and all you need do is pull back on the stick and apply full power as you see the horizon creeping up the screen. Your enemy should now be in front of you – fire away!

The biggest problem you'll encounter is trying to recover too soon. Follow these tips and you'll be OK

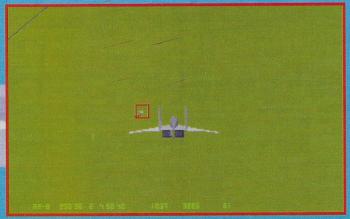


The most useful move in ground attacks is the ability to quickly turn around once you've overshot a target. Fly straight and level for a few moments, then perform a fast half loop, cut the power as you go over the top and then fly along (upside down) until you see the target.

Do a quick half roll to level out and whap on the brakes. Make sure the weapons are activated and then fire away. This move is explained with a diagram in the manual on page 49.

This is also dead useful if you overshoot when you're trying to land

AIR-TO-AIR COMBAT



There are two distinct targeting modes when using the AA-8 'Aphid' missiles. The first of these is the basic 'green lock' which is where the targeting computer has recognized the existence of a potential threat and is doing the best it can to track it.

If you unleash a missile at this point you have a 30-40 per cent chance of actually hitting your target, since it is more than likely that your missile would have to manoeuvre quite dramatically to home in.



If you are facing your target, your computer will register a 'red lock' on the target and show a red box on the HUD. As soon as you see the red box, fire an AA-8 and your target is guaranteed history!

When dogfighting, try to remember that the Mirage 2000's can only fire at targets in front of them. Never let one get behind you if you can help it! Use the moves outlined elsewhere to stay in control of any combat situation.

REMEMBER - Once a missile has gone past you, it can't turn around!

BECOMING A BIT LIMP

Every now and then, the enemy will get all cocky and you'll find a bunch of Mirage jets guiding you into a barrage of SAM fire. More often than not your radar will be the first to go, followed by your HUD.

As soon as one goes, open up the throttle and get out of there! Get your bearings as quickly as possible and head back to base. Don't try to be heroic or they'll blow the crap out of you



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Any possible claims of Northern bias can be thoroughly refuted this week as we coast on down to the nether regions of the country in order to pay a visit to Microland, Waterlooville, tucked away near Portsmouth.

Andy McCachie (24)

y mate and I play games on his Atari STE, I'm just looking for a decent twoplayer beat'em-up, but there seems to be less and less games available on the ST these days. Software shops are designating more and more

shelf space to console and hand held games.

I used to go to the arcades when I was a kid, but even the coinops are pricey and there are fewer accumulated score machines these days

and more token games, so you can't progress. I think my favourite coin-op conversion on the ST has to be Operation Thunderbolt.

Jim Hawkes (25)

still reckon the Amiga is going to be difficult to beat, but not only that, consoles are a closed face so you can't use them for anything other than games, so I'm going to stick with what I've got. I like air sims best but I also use the machine for music and art.

I'm keeping an eye out for B-17 from Microprose because all my simulations are of fighter planes. I was interested in the Virtual Reality flight sim on Tomorrow's World a while back - I think I'll definitely have to check that out.



Steve Neeson (25)

can sit for hours playing Tetris on the Game Boy and no one can get a peep out of me. A friend's got a Sega and although I'm not really into arcade games, I like two-player sports games like Soccer. I think hand helds are pretty insular

This week in

Waterlooville

entertainment, but at least you're using your brain and reflexes, rather than vegetating in front of the telly.

Jamie Rogers (14)

Robert Dunkley (10)

lot of my friends have got hand helds, mostly Game Boys and the most popular game at the moment is Super Mario so we sit around at breaks and lunch trying to beat the high score. I think Tetris is great and I'm saving up for Kung Fu 2 or T2.



My mates and I have all got part-time jobs and generally we save up to buy games. I think there should be more TV programmes like Game Master.

hen I was on holiday last we went to the arcades

quite a lot and I got hooked on Golden Axe, I hope

Rescue Rangers.

they bring it out on NES. I've had my

Nintendo since Christmas and Mario 2 is

definitely the best game I've ever played.

it's going to take ages for me to save up

for a new one. I'd like Chip and Dale

But games cost so much money that

Wayne Harman (19)

e, I've got a Game Boy and an NES and I buy at least two or three games a month for the Game Boy, although I have to say I hardly touch the NES.

My favourite game is definitely Pro-Am Golf. I go to the arcades sometimes at the weekend and play carracing games.



Brian Martin (18)

n Saturdays my friends and I usually meet up here and check out the new releases. I'm in a minority

these days because I've still got a real computer, an STE and they've bought consoles and hand helds - although I have to admit, I've been thinking about buying a Game Boy because I travel on the train quite a bit and it's a bit of a yawn with nothing to do



Allan Francis and Glynn Downing - Shop Managers

he shop is stocking more and more console and hand held stuff every week, but we still service 8-bit and 16-bit customers with games and keep an eye on the magazines to see what's worth stocking.

Games-X being a weekly is really handy for checking out what



to stock. On hand held we sell more Game Boy games than any other, but Nintendo and Sega console software sales are about 50-50. The ST market seems to be slowing down quite a bit but the Amiga is steady.

The ones that sold the most

1......Robocop 3

2Microprose GP 3...Jimmy White's Snooker 4Robocod 5.....Red Baron 6.....Video Kid 7.....Populous 2 8.....First Samurai ?....Lemmings 10.....Monkey Island

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Barry Benning (8)

or Christmas I got a Mega Drive, but the games are so expensive I'm only likely to get new ones on my birthday. My favourites are Double Dragon, Dick Tracy and Sonic the Hedgehog.

I wish they would drop the price of games and then kids would be able to buy more. I bought my Mega Drive because a couple of friends had one and at least we can each play the others' different games.

36 GAMES-X 5TH-11TH MARCH 1992

For the past decade airline pilots have undergone virtually all their flight training on the ground. Military pilots have practiced aerial combat in the most sophisticated of jet fighters without leaving airforce headquarters. How have they done this?

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eading edge simulation technology is the name of the game and now, for the

first time, the ever growing games playing public is allowed to get in on the act. For £3 for as many minutes you can experience the wonders of modern simulation.

The company behind such interactive entertainment is Redifusion, a firm whose name up until now has been synonymous with both military and civil flight simulation and training.



Those of you who glimpsed Tomorrow's World several weeks ago will have a

rough idea of how the unit looks. Basically it's a big red hydraulically supported shell in which two players can sit and play a simulation orientated game.

When the machine was previewed in London on

the 3rd February it contained a multi-level flight combat game.

The player, or players, had to destroy a number of enemy installations before entering a giant volcano and blowing up the bad guys.

Despite being solely for demonstration purposes at the moment, this is a taster of

things to come when the machine is unleashed in the not too distant future.

What is really exciting about the software for this

unit though, is that Lucas Arts the exclusive has development rights!

All being well there should be some truly stunning games being produced,

and we can expect to see a new title arriving about once every six months or so.

What makes the Commander really special and sets it apart from other sit in units is that every little movement you make

within the simulated 'world' is mimicked by the advanced hydraulics system.

This effectively manages to achieve a realistic sensation of actually 'being there' within the simulated world.

Once the system is released, Rediffusion is hoping to install these big red bouncing £45,000 eggs in sites other than the large arcades.

It is hoped that they can be used in an educational capacity in places such as museums, airports or theme parks.

A WWI flight simulator is envisaged as being the perfect attraction at a war museum such as Duxford where the customer can look around at the real planes and then fly a

The possibilities for such a system are

realistic mock up!

potentially boundless and with the recent trend towards more realistic games for

the more 'mature' games player it should do tremendously well.

Commander is currently on beta testing at four sights around the country and should be out on general release in a couple of months.









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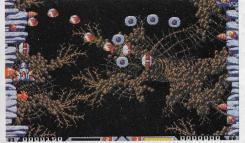
OPERATION INTERFLORAI think your page is absolutely BRILL, and vou're even better. (I was paid to say that). (Were you? Not by me, I know you love the page and myself more than the world - X). Please, a million times, could you help me with Operation Stealth?

I have not got very far, only to the town in fact. I have changed my notes for coins and have bought some flowers.

I have given them to everyone but nothing seems to work. If you help I will promise to write to you to say how fab you are. (With a small fee of course).

Frank Garofano, Hove.

Dr X: No, no, no. Heck, what do you think I am? Paying for my own publicity! It is you should be paying me, you snivelling little punk! Nevertheless, I shall lower myself to answer your query.



By the way, a great deal of stealth is required in the game Xenon II. Basically, I like the look of the game, and you don't have to wear any carnations

On Operation Stealth you've got to think like a special agent and meet your contact. The classic way to do this is to pin a carnation to your jacket in order to identify yourself.

Head to the park to meet this guy and get the info off him When he's shot - it's a roughie-toughie life out there - search him, then dash off before the police arrive. Easy. Just watch a few B-Movie spy thrillers for further tips.

IT'S A NIGHTMARE

Please help! I am stuck on Knightmare on Quest 2 for the Cup of Life. I've found only two keys. Whoever helps I will help them with tips or pokes, thanks!

Steve Bauer, Saffron Walden.



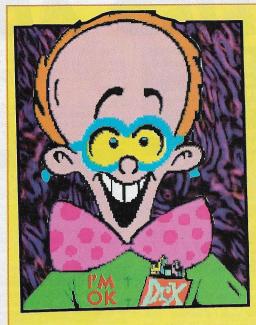
On Nick's recommendation here is a picture of Pinball Dreams, for no apparent reason other than he likes the game. Well, it's a Nightmare to play, so why not?

Dr X: Well, young Essex boy, fancy sending your query as a classified ad when you have the Guru of Games knowledge in the same mag. Honestly, some people have no idea.

I'll help this time because I'm feeling kind-hearted. You chaps from Essex have had some stick in the past, so I'll go easy. As it happens though, I do believe everything that I've heard.

The first key is through the black door, throw things through it.

then step through it and make your way back. The second key is found at the bottom of the area with the stepping pads.



elcome back to my clinic for the gamingly insane. snapped out of the metaphysical dilemma I've been stuck in and, for the moment. I'm back to my good ol' cantankerous self, and because I'm feeling particularly obstreperous this week, I'm not even going to provide any helpful screen shots. So, you lousy runts, send in your queries, problems and dilemmas to me: Dr X, Games-X, Europa House, Adlington Park. Macclesfield SK10 4NP.

The third is carried by the creatures after the invisible wall maze, use the map. The fourth is near the mystic door, don't enter this, but throw items through it. Secret passages will appear where you can kill nasties to collect a key

The fifth key is found on the places with the nine floor pads. Don't stand on these yet, but go to the recess near the bottom left. Stand out, avoid the fire balls, drop an item on the next one and continue on your way. The key should appear at the end of the path.

WORD FROM AMIGA

Please, please can you help me? In Turtles, my friend and I can rescue Splinter and he tells us to get the blimp to chase the helicopter. Can you please tell us where the blimp is, O great one?

Blizziwiasipopsicle, Reading.

Dr X: The editor of Amiga Action has rather nastily told me to tell you to go away until you've grown up, but seeing as I'm feeling so generous I'll willingly proffer a few words of wisdom.



Rumour has it that the Mutant Ninja Turtles have been found lurking on the Microprose Golf courses. Well, to test that theory, here's a picture. There's a T-shirt for the closest answer. Or then again...

After rescuing Splinter, forget the blimp. You've got to enter the technodrome. There are three alternative entrances, so ensure you select the correct one. The two main guardians can be killed easily by attacking the weak spot, the head.

Then, having battled through countless levels, you'll come across Shredder. Simply stay on top, avoid his shots, and give him a good hiding when he leaps at you.

BUXOM WENCH GOES

I've been trying to play Elvira - Mistress of

the Dark for a long time now but every time I go back for a fresh attempt I get stuck at the same old stages.

How do I kill the vampire, the fat woman cook and the hawk? I'm fed up that I can't get anywhere.

Linda Hetherington, Grantham.

Dr X: You're doing the right thing Linda, going back to the same old places again and again, hoping your mind will be clear. Unfortunately, that ploy often leaves you still stuck and frustrated at the same point.

To kill the vampire you need the old hammer in heart routine. Don't forget the hammer in the garden shed. Sweep up the mess, then deal with the hawk and you'll find something useful.

When in the kitchen, throw some salt, found in the torture room, over your shoulder. The salt is ever so useful and I recommend the purchase of the Saxa Salt tips booklet.

EAT MY CEMENT!

I have a tip and a question and since you're such a wonderful bloke, you'll help me.

First of all I will tell you of my sexy tip...(SNIP! None of that here, ta very much -X). Now for my query. (About time too - X).

How does one get past the cement on level two of the Simpsons? I have jumped onto all of the sweets but then I keep on falling. By the way the cheat for...(Arrgh! Go away! - X)

Since I sent you this letter on a sexy aerogramme you should definitely print it and give me a prize.

PS Games-X is the sexiest mag ever. This is my 15th letter so please print it. Chris Mainder, Middlesborough.

Dr X: You certainly witter on, no wonder your previous 14 letters have ended up in the bin. I shall help you though, but I refuse to put any 'sexy this' or 'sexy that' words in.

Jump onto the first red platform and then on the second which goes to the top of the screen. When this reaches the top, leap up and this should then trigger a hidden switch off the screen, thereby moving the platform along.

Simply stand on this to get over the pit. The next pit needs an extended jump with the fire button held down.

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This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more.

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- Commodore 64, over 150 games, two joysticks plus accessories with simulators like Project, Stealth Fighter and Konamis Arcade Collection. Good condition, £125 ono. Tel: (0642) 608949 after 6pm. Contact John.
- C64, colour monitor, disk drive, over £2500 original software, Action Replay cartridge. Only £300, buyer collects. Tel: Paul on (071) 323-5726 before 4:30pm only. All in good condition.
- C64 boxed, Mind Benders, Night moves pack, complete with Flight grip. 1 year old. Plus 50 games. Ex. condition £90. Alan (081) 304-1320 anytime (Welling Kent)

- C64, new type, tape deck, light gun, paddles, power cart, over 30 mags with covertapes, and over 400 games, all boxed. Only £200 phone (Leeds) 772587 and ask for Bobbi
- Commodore 64 with new disk drive, printer, datassette and power cartridge. Two joysticks and over 500 games worth well over £1000. Will sell for £295ono. Contact Nigel on (0234) 812347.

MISC.

- Ericsson portable PC. IBM compatible, 512k memory, 5.25" drive, gas plasma screen, integrated printer, mains powered, software. Only £220 ovno. Call (0782) 617993
- For sale, Paperboy for the NES and the dead funny Mr. Bean Video. Both for only £20. Phone Steve on (031) 669-6472. Hurry! Any time after 4:30pm.

NINTENDO

- Look! Cheapest Super Famicom carts in the UK! for sale, Bombuzal £20 (brand new), also many more carts avail soon. Send Cheque/P.O. to: Tahir Ahmed, 134 Bellingdon Road, Chesham, Bucks. HP5 2HF.
- Gameboy plus 3 games: Tetris, Paperboy, Spiderman. All leads included. And power supply unit. £90. OR swap for Sega Game Gear. Please call at 7B Caroline Place, Capel Road, Near Bushey station, Watford (Hertfordshire)
- Nintendo Entertainment System, two joypads, leads, six games: Batman, Turtles, Duck Hunt, Mega Man 2, Captain Skyhawk, Super Mario 3. Everything boxed. Call Phil (0732) 832436 Mon-Fri after 5pm.
- For sale. Gameboy as new. Tetris, Double Dragon, Bugs Bunny. Leads, headphones and magnifier. All instructions £100. Call Nick (0444) 454308.
- Gameboy with seven games including Double Dragon, Tennis and others., Worth over £200, sell for only £140 ono. Phone Will on (081) 668-2595.
- Gameboy with magnifier, Game light, Carry holdall, all Nuby. Seven games including Super Mario Bros, Spiderman etc. Sell for £160. Tel: (051) 933-3988 ask for Dave.

PC ENGINE

- PC Engine games for sale. For more details, phone Wayne on (0443) 431995.
- PC Engine for sale (PAL), ten games, two joypads (one is turbo) two player adaptor, games include Splatter House and Dondoleo. Sell for £170. Ring John on (0225) 315026 (Bath) for details.

SAM

• Sam Coupe, disk drive. Perfect condition, boxed, hardly used. Worth £250, will sell for £150 or nearest offer. Call Jon on (081) 449-1304 after 4pm.

SEGA

- Sega Master with built-in game. Alex the Kid in Miracle World. Perfect condition with original packaging. £40 ono. Phone Paul (0206) 579424.
- Sega Master system plus. Light Phaser, 2 pads plus 3 games. Ask for Joe (051) 226-8301. £80
- Game Gear games and AC adaptor for sale £70 ono. Worth £90. Please phone (0602) 234652 on weekends. Ask for Haydn. Thanks (Games are Mickey Mouse, Shinobi and Super Golf)
- Megadrive software: Sonic, Super Monaco £27 each. Strider, Magical Hat £22 each. Master System: Spiderman £22, Kenseiden £16. Gameboy: Double Dragon £15. Above in excellent condition. (081) 691-7456 after 7pm please (Kimwen)
- Free Sega Game Gear! Well nearly! Brand new, still boxed, untouched, got given two for Xmas. "Bids" start at only £70. Contact Greg on (071) 274-3988 soon!

- Sega Megadrive, complete with Sonic the Hedgehog and all leads, joypad, PSU etc. 11 months guarantee. £100 including delivery. Ring Phil Brady (0709) 364494 between 8:30am and 5pm.
- Sega Megadrive (Jap) used games. Saint Sword £19.95; Thunder Force £19.95; Jewel Master £24.95; Raiden Trad £24.95. All in new condition, will pay postage. Phone David (0924) 402244.
- Sega Master system plus, and two games. £80. Phone anytime after 6 and ask for John (0932) 875173.

SINCLAIR

- For sale, Spectrum +2A, comes with joystick, lightgun and six games, 33 games cassettes, 12 magazines, PSU and manuals. Phone Cannock (0543) 505257. £100.
- Spectrum +3 for sale (disk drive) power pack, tape lead and able to run normal speccy games (on tape) with Robocop, Op. Wolf, loads more. FREE Spectrum 48k with 50 games. £60 the lot (or swap for Game Gear). Daniel Smith (0444) 247261,
- 128k Spectrum +2A Action Pack. Light gun, joystick, 50 games, 9 mags, 35 cover tape games, manual. Boxed. + Spectrum 48k, needs tape recorder. Sell for £160. Call Fasial after 4pm Burnley (Lancs) 57695.

WANTED/SWAPS

- SWAP my RC Buggy + charger and Gameboy + two games for a Game Gear with games. Tel: (0753) 822546.
- SWAP my Lynx Stun Runner game for any other Lynx games. Please contact Phil after 4pm on Friday on (0532) 553689 (Leeds)
- \bullet WANTED: Any Lynx games, will pay £10 to £15. Must be in good condition. If interested phone: (091) 389-2256. Ask for Chris.
- SWAP: Gameboy games Bugs Bunny and Spuds Adventure for any good Gameboy or Amiga game. Or sell for £15. Phone John on (0793) 826610 after 6:30pm.
- WANTED: Amiga 500 preferably with second disk drive and a few games, mouse with mat and Workbench. £200+ Tel: (0734) 700829.
- WANTED: Sega Game Gear. Must be in excellent condition + at least 3 games with instructions. Will pay £100. Tel: Alex (0698) 860347 after 6pm.
- SWAP: my Gameboy with 4 games inc. WWF + 3 WWF videos for Megadrive with at least 1 game. Contact: James Gale, 27 Kempsthorn Crescent, Pollok, Glasgow, G53 5SU.
- SWAP: radio-controlled Thunder Dragon with battery pack and radio gear for a Gameboy with at least two games. Phone (0730) 894353 weekdays after 6pm.
- WANTED: Sega Game Gear in good condition with some software. Ring (0703) 613268, local only please.
- WANTED: Gameboy with 1 game, possibly WWF or Super Marioland. Will pay up to £45. Phone Scott after 4:30pm on (061) 620-5750.
- SWAP: Monaco Grand Prix, Wonderboy or Shinobi on the Game Gear for Mickey Mouse, Sonic or G-Loc. Call Marc after 6pm on Swaffham (0760) 23441.
- SWAP: Megadrive with a few good games. for Amiga games, remote control car, and £60. If interested contact Nick on (0924) 260358 after 6pm.
- WANTED: Pal PC Engine with joypad, PSU. Must have at least one game. Must be in v.g.c. Will pay up to £80. Phone Dave on (0752) 771158.
- WANTED: one or two completely mad Amiga owners to sell me a few games for under 5 squiddly-diddly quids. Contact Paul Bethell on (0539) 729258 after 6pm.



CodeMasters has been the 8-bit budget king for ages now. However, it is beginning to carve a name for itself in the 16-bit market also with a whole host of great releases. It is set to release loads more games at the moment, here are just three of them...





PRINCE OF THE YOUR FOUR

he fifth Dizzy tale is being released exclusively in the Excellent Adventures

package with no individual release announced as yet.

Daisy has been kidnapped while on mission of great importance - collecting for Grand Dizzy's cherry pie - and put into a 100 year sleep. The only way she can be woken up is to be kissed

by a prince, so it is up to you to become royalty.

This is a traditional Dizzy romp, complete with castles and a small but haunting forest. As usual there are

plenty of puzzles for you to solve and characters to talk to, some of them far from friendly.

This is a most beautifully presented Dizzy game yet and despite the fact that the map is the smallest yet the challenge is as demanding as before.

Prince of the Yolk Folk looks like the best Dizzy adventure yet and you can expect a review in *Games-X* very soon.





SUPER SEYMOUS

eymour is a movie star and he is set to lead in a whole range of movie games.

The first sees him taking on the role of a Super Hero.

One day Seymour was walking along the street when he was sucked into a phone box.

When he reappeared he was wearing a cape and mask and he had the new found ability to fly. Without further ado Seymour decided to save the world by getting rid of all dangerous substances.



You control our hero in an environmentally sound game.

Seymour must rid the world of

toxic waste and this is performed simply by picking up the canisters in a certain order on the platform-filled screens.

There are many levels to battle through each with a different background and various nasties patrolling the area.

The game is a cross between Bomb Jack and Mario. If you are getting tired of Dizzy then Seymour is the guy for you!



SPELLBOUND DIZZY

he sixth, and latest, of the Dizzy series sees you once again trying to rescue the Yolk Folk, however this time their predicament is all your fault due to you thoughtlessly miscasting a spell.

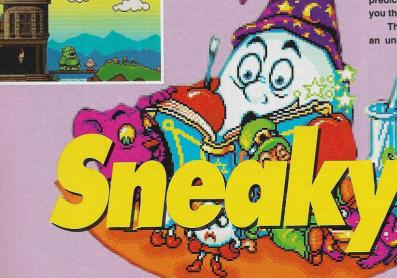
This has trapped all your pals in an underground complex of caverns and it is up to you help.

Rescuing your friends isn't going to be easy; you must get a belonging of each one and take it back to the

wizard to let them out. These possessions range from Denzil's Walkman to Dylan's Vibes (!?!) and are collected from the characters.

This is the biggest Dizzy adventure yet devised with more screens than Fantasy World and Magicland put together, and there isn't a castle anywhere to be seen!

Spellbound Dizzy is being programmed by Optimus software and will also be exclusive to the Excellent Adventures package for a while.

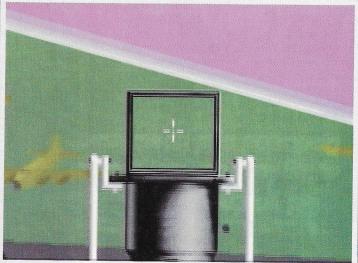


Neek.

5TH-11TH MARCH 1992 GAMES-X 41

Snecky Peak





Wipe the grit from your eyes and take careful aim at the bomb target. This is an all-important manoeuvre; inaccuracy could lead to the loss of many innocent civilian lives, while success could have a major impact on the outcome of the war

simulation of B-17 Flying Fortress is due to roll out of the Microprose hangar in April, a stunning simulation of this enormous, ungainly bird which proved to have been such a devastating factor to the outcome of World War II.

Watching a squadron of giant B-17 Super Fortress bombers rumble down the runway, struggle up from the ground and then darken the skies must have been quite an awesome sight.

The massive bomb load literally forced the huge wings downwards onto wheels beneath the wing tips.

The list of fighter aircraft simulations is endless, perhaps because the speed and action associated with doglights and aerial assaults seem to be better suited to a game rather than a lumbering, long haul flight of a bombing mission.

HELPING HAND

Microprose has set out to quash this theory once and for all. Taking a closer look at B-17 Super Fortress, the first thing that strikes you is the close comradeship and teamwork involved when perfecting a bomber command.

Piloting a fighter plane you're on your own, apart from radio contact, whereas a squad of 10 is required to fly a B-17: pilot, co-pilot, communication.



navigation. weaponry and gunners in three positions throughout the plane.

With so many different posts to fill, there is great opportunity for communication and roleplaying within the simulation; you can switch from station to station to check navigation and plot the course to the target.

Character and individuality are also very important; you can even have the option to choose the paintwork and design for the nose-cone of the B-17.

In the heat of battle, members of the crew may be injured or even killed and you will then have the task of aspects of flight.

As senior officer, one of your many responsibilities is to make all the crew members capable of taking over any post if necessary; this is achieved through a squad selection and training feature, quite separate to the mission scenarios.

MASTER OF THE COCKPIT

The design team decided that as commanding officer you adopt the position of pilot, although you are allowed to switch to navigator or radio operator during the mission.

If not, the computer will monitor all positions despite human performance being far comradeship within the plane itself, you are part of a squadron. As you gain more experience the computer relinquishes more and more control and you could end up taking charge of the whole squadron on a mission.

The realism in the form of historic and geographic facts and information and real-life missions, is backed up by a total 3D environment system with bitmap articulation showing specific ground detail.

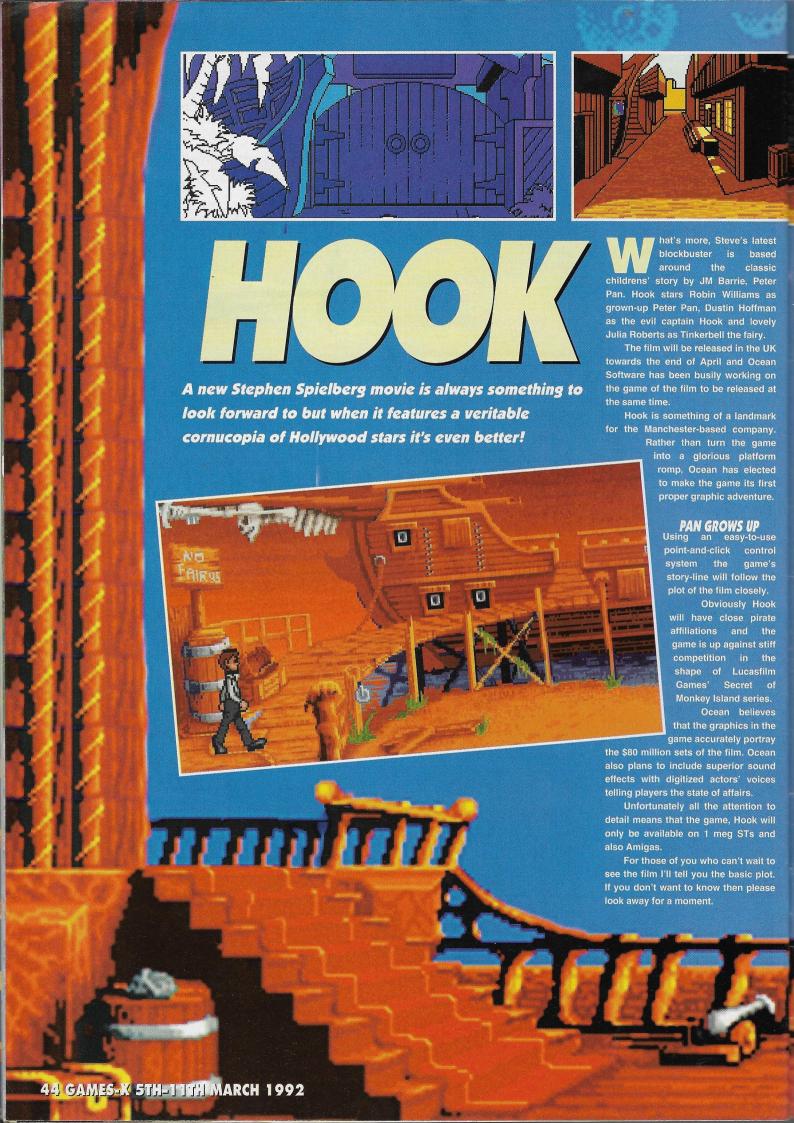
This 3D environment can also be viewed from different perspectives in the plane such as that of the bomber, navigator and pilot.

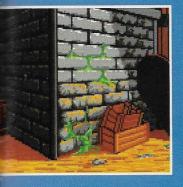
The slower pace and the extensive planning and numerous roles have given the design team sufficient space and time to create both character and atmosphere.

Furthermore, Microprose reckons that the controls and instrumentation are the most accurate and realistic ever, quite a claim from the premier purveyor of air sims.

Like its subject, simulation is awesome, combining atmosphere and character with realism.

B-17 Super Fortress will be available on the PC in April and on the Amiga and ST in June or July '92.





Peter Banning is a successful, middle-aged lawyer. A genuine high-flyer, Peter will do anything to gain more wealth and power.

Unfortunately his desire to be the top man reaches far beyond anything or anyone and the last straw comes when Peter misses his young son's first baseball match for a business meeting.

Having returned with his wife from a seminar, Peter discovers that his children have been kidnapped.

Believing the felony to
be the nasty work of
some small-time
extortionist, Peter
calls the authorities
who simply register the children as

missing persons

It isn't until he is visited by Tinkerbell that Peter discovers the truth as to the childrens' location - Never Never Land, a place crammed full of blood-thirsty pirates, sexy mermaids and little boys who just don't want to grow up.

Once within the realms of Never Never Land Peter must confront the dastardly Captain Hook and save his children before working out how

to return home.

Still, don't just let me tell you about it, go out and see the movie for yourself.

The game itself centres around a series of puzzles that need to be solved. One such problem sees Peter needing to acquire various pieces of pirate attire.

One scene sees
Peter meeting up with a pirate
renowned for getting drunk. What's
more, when the fellow gets drunk he
removes his clothes! Discovering this
valuable information Peter must ply

the scoundrel with beer before making off with his trousers!

HOOK, LINE AND SINKER

The screen is split into two sections, the upper one displaying what's going on and the lower one containing all

the control icons. The programmers have decided to try and cut down on all the possible commands, leaving only crucial ones such as; Walk To, Use and Talk To.

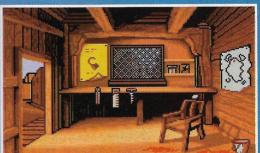
The graphic artists have gone to great lengths to ensure that the game will be visually stunning.

Attention to detail paramount and the backdrops will definitely catch your eye.

Ocean's Hook is on course for the end of April and will be available on the PC, ST and Amiga.



Peter will need to collect all manner of goodies if he is to succeed in his mission. What have we here?

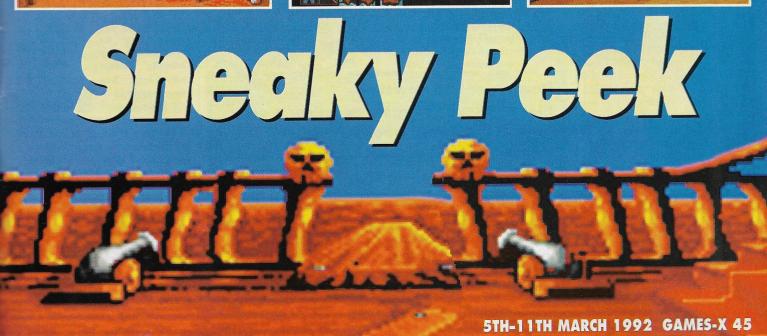


The control panel that makes up the lower part of the screen is made up of these intricate graphics



If there was one thing that scared the daylights out of Captain Hook it had to be this menacing croc





All your problems can be solved by me, Dr X. (Pardon? – Unc) Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



COLOUR CLASH

for you. On Friday 21st of February I went up to my local shop to buy my weekly copy of Games-X. I went to the shelves and picked up my beautiful copy and I noticed that I got the last one so I felt quite chuffed with myself.

I bought it and on the way home I decided to have a peek inside, but to my horror a sudden gust of wind took it right out of my hands.

I chased my poor copy of Games-X for several miles before I caught up with it, but I was too late, my poor mag was torn to pieces and I have been crying all weekend.



I think that a *Games-X* T-shirt would cheer me up (preferably a medium size). Also, next time I go to purchase my weekly copy of *Games-X* I could put it up my T-shirt to protect it.

PS Here is what remains of my poor issue 43 of *Games-X*.

Alan Etherson, Glasgow.

Will you lot stop at nothing to get a T-shirt? Chasing a copy of the mag for miles indeed? Do you think I'm stupid? (If you really want me to answer that... – Doc). Well for your cheek and imagination there's a T-shirt in the post.

ADORATION SOCIETY

Sir (hmm, I like that, please carry on - Unc), is it true that STs are beginning to die down? Loads of people in my school own STs and I was thinking of getting one.

Should I get an Amiga or an ST? Please help!

PS I have just dislocated my elbow and I am in a sling for three weeks. It took me ages to write this so a T-shirt would be nice.

Jagveer 'Life Long Fan of Unc X'
Mundra, Mickleover, Derby.

The number of STs which have been sold has declined and this has resulted in less software being produced for the ST.

If you want to use your machine for other applications, such as MIDI or programming, the ST is probably your best bet. If you want a computer just for games then go for the Amiga. In the end it's all a matter of how much you've got to spend.

BIG NO NO

It is obvious piracy is an ever increasing problem and it is the last thing software houses need with the recession, but what I cannot understand is why they don't put locks on the disks so it would be impossible to copy them?

I admit it must be very tempting if someone offers you a pirated version of a game that you were going to buy in the

THE FINAL NIGHTMARE



Am I alone in my disappointment with end-of-game sequences? Many a time I have completed a painstaking game to be rewarded with very little.

For example, Starglider 2 offers nothing but 'Congratulations' at the bottom of the screen. Many other games are similar: Robocop, The Untouchables, Strider, to name but a few. Surely after slaving away at a game a just-reward is deserved. So come on software houses give us hard working gamers something a little more spectacular.

PS Is World Class Soccer for the Lynx as good as it looks, and when will it be out? PPS Gimme a game for my Lynx.

PPPS On second thoughts just gimme one of those Super Famicoms that you have lying around in the *Games-X* office.

Andrew Robinson, Bideford, N Devon.

Don't worry, you're not alone. After spending weeks or months (hours or days in my case – Doc) playing a game to completion I totally agree that something more than a 'well done' is warranted.

I'm afraid that until the programmers acknowledge this fact and produce the end sequences that dreams are made of you'll just have to make do with the satisfaction that you've finished the game.

As far as football games go, I'd go for Manchester United Europe in preference to World Class Soccer, both of these are due out at the end of April.

How did you know that of the numerous Famicoms we've got littering the office, there are at least two per person – how tedious!

shops for £25. But people must remember that piracy is a criminal offence and someone has worked hard to produce this item of software that you are stealing.

John Mather, Swindon, Wiltshire.

Software houses face the huge problem of how to eradicate piracy, and if there were some easy and simple way to deal with the issue it would have been implemented long before now.

At the moment Ocean is experimenting with a dongle. This fits in the back of the computer and is needed before a game can be played. The problem here is the expense of the device resulting in games costing more.

PETURN OF THE Q & A

As a proud owner of an Atari Lynx I wonder if you could help me. My friend told me that Pitfighter was going to be released for the Lynx and I have a few questions to ask.

1. Will all the characters of the original coin-op version be included in the Lynx

version?

2. Are the graphics digitized?

3. Will it be a two-player when comLynxed?

I think the Lynx is the best hand held around at the moment, and hope the game Pitfighter will be brilliant.

PS I wouldn't mind a T-shirt seeing as I read your magazine every Thursday.

Scott Jeakings, Luton, Beds.

Pittighter is due for release at the end of April, although we haven't seen the

TEAM TALK

This week is "women looking mean" week and both Jane and Pam have been seen sporting rather fetching headbands and running around the office inviting us not to push them.

Obviously they have had something slipped in their drinks at the weekend!

While all this was going on Sharon, our very friendly office bilinguist, has been earning a bit of extra dosh



on the side by speaking French over the 'phone! What she has been saying is beyond us but she's been getting more visits from strange men as a result.



Dear Mr or Mrs Newsie,
Please would you reserve/deliver a copy
of Games-X every week for:

Name.....

Post Code.....

Note to newsagent: *Games-X* is available on a sale or return basis from UMD – tel: 071 700 4600

game it's more than likely that all the characters found in the original will make their way to the small screen.

That's as much as I can tell you at the mo but keep an eye out for more news in Console Connexions. As for the T-Shirt, not this time!

CREATIVE URGES

I've got an A500 and I am wondering whether I can purchase a shoot'em-up construction kit as I had it for the good ol' 64 and it was quite good.

Could you also tell me what price it

PS The piccy is of my brother's bedroom with our computer in it. See the Lotus box? Well thanks to you and the gang I won that in issue nine by drawing a racing track for Lotus 2.

Brendan Baker, Whitbourne, Worcester.

You're in luck because GBH Gold will be releasing the desired item sometime during the next couple of months for the very agreeable price of £9.99.



Let's get down to another matter: the state of your brother's bedroom! Dear oh dear! It looks like something has been dropped on it from a great height.

Oh, and don't give me the old 'Everything is strategically placed' routine, it won't work.

CAN YOU FIX IT?

1. I own an Atari STFM and my friend owns an Amiga 512. The sound seems a lot better on his machine for a lot of games. Why?

2. Can ST owners upgrade their sound? If so how much does it cost?

Robin Crosby, West London.

The reason for the better sound is the more sophisticated sound chip which the Amiga has. To get the same quality you're going to have to go and trade in your ST for an Amiga.

BLACK BOX

You had some info in your mag about the so-called Lynx Black Box, but last time I went to my local Lynx stockist he had a spokesperson from Atari there who said that he had never heard of the Black Box, why is this?

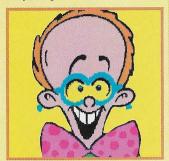
Scott O'Connel, Crewe, Cheshire.

The Black Box is used by Atari to take the image from the Lynx and send it to a TV or monitor. The bad news is that it will probably never be available commercially due to its prohibitive price.

COLOUR CLASH

I have been buying this great wee mag from when great wee mag from when the first appeared on my newsagent's shelf, and consider myself to be one of your faithful few. But I must say something! Has that walking tailor's nightmare Dr X got an identity problem or what?!

The dude has been dressed in, and has had his hair dyed in, more colours than Rolf Harris's paint brush. His head looks like a half sucked peardrop turned upside down, with a dicky bow glued to it.



Not only that, but he is more snotty to people who write to him than a six-year-old with a cold! Apart from him, your mag is totally brilliant.

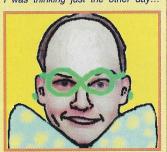
I even read Dr X's page when I am in bed at night when I can't sleep. It does the trick every time.

PS Please Unc X don't send me a T-shirt, but my dad who buys his own copy of *Games-X*. He can't write but he reads like a bookworm and is dying for one.

Any size will do, but large or extra large would be great. He wants to frame it and hang it in the toilet. Please make an old man happy.

Stephen Cowan, Newtown Abbey, Northern Ireland.

I couldn't agree with you more, in fact I was thinking just the other day...



(Just a minute here you two, do you think that you can get away with slanderous comments like these. Stephen 'Smart Alec' Cowan, just go to a mirror and take a look at what you see. Yeuch, not very nice is is? Has anyone ever told you that... – Doc)

Excuse me, I think we'll stop this right here. See what you mean about the peardrop though! But I don't think you've got much to talk about as far as style is concerned, have you?

NEXTWEEK

out Thursday 12th March

★ Parasol Stars gets the Game of the Week accolade



★ Bet you're

dying for your first look at

Darkseed and Bomberman

★ Console Connexions next week gives you a chance to look at Super Smash TV on the Famicom

★ In Arcade Extravaganza there's Strikeforce and Steel Gunner. How did we rate them?

★ Desperate for help? Games-X supplies six pages of hints, tips and cheats

Contents are subject to change

WHO DUNNIT?

EDITOPIAL

Deputy Editor: Pam Norman
News Editor (North): Nick Clarkson
News Editor (South): Jason Spiller
Production Editor: Feargus Carroll
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ARTWORK

Art Editors: Jonathan Ross, Jane Gollner Asst. Art Editor: Rob Sharp Advertising Artwork: John Fellows

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Group Ad Manager: Nadia Lawlor
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