

TOP
Every Thursday

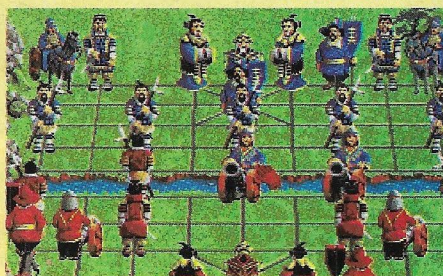
BRITAIN'S BRIGHTEST COMPUTER AND CONSOLE GAMES MAG

GAMES-X

1st-7th August '91
Issue 15

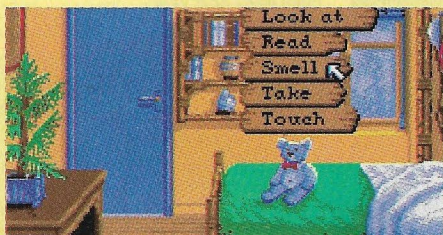
Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

Battle Chess 2



EXCLUSIVE:

- ★ NEBULUS 2
- ★ SPOT
- ★ BATTLE CHESS 2



Maupiti Island

- ★ BOOLY
- ★ MAUPITI ISLAND
- ★ ARMOUR ALLEY

EXCITING:

- ★ FLIGHT SIM COMPO

TOWER POWER

POGO A GOGO - THE MEAN, GREEN FIGHTING MACHINE IS BACK IN NEBULUS 2



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SYSTEM 3 ON NINJA III p.24

GALLUP FULL PRICE GAMES CHARTS - EXCLUSIVE TO GAMES-X



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ROAD RASH



Unusual title for a game which can be best described as non-stop, seat-of-the-pants action from beginning to end. Available for the Sega Mega Drive from Electronic Arts in late summer, this is the fastest motorbike race action you're ever likely to experience.



You start the race in the midst of a pack of bikers and as they scream away from the line you make an immediate discovery – there are no rules or protocol in this race.

With the A, B and C buttons on the Sega control you can administer kicks and

punches on your opponents and knock them from their bikes while avoiding retaliatory blows.

If you're knocked off your bike there's a horrendous crash sequence and you have to control your rider as he runs back to find his bike avoiding the other motor cycles as they whizz past.

As this is an illegal race, police bikes are a constant concern and if they catch you, out of the race you go. You can watch out for the law and check on the position of the bikes with rear-view mirrors.

The most hair-raising moments in this game are when you're screaming towards cross roads – it takes a lot of bottle to make it through the traffic.

PHILIPS/MICROPROSE

Philips has turned its attention to the leisure market, linking up with Microprose for an autumn promotion.

If you buy a Philips 8833/11 monitor – retailing at £269 – you can get a free copy of Microprose's F-19 Stealth Fighter.

The offer will be available for Atari ST and Amiga owners.

SUPER NES CD

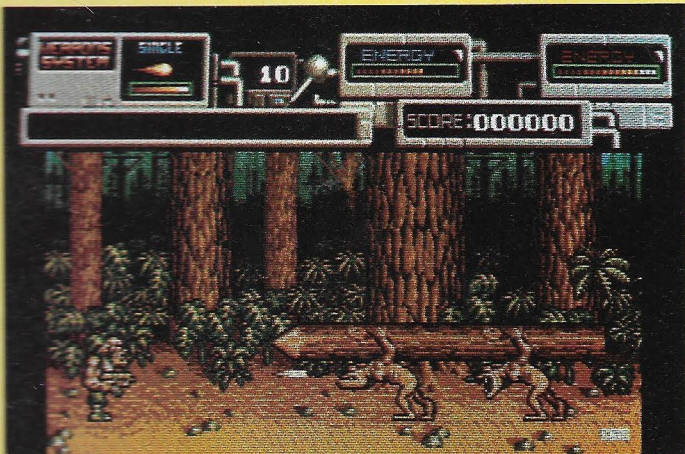
Nintendo has announced that its much publicised CD player for the 16-bit Super

NES will hit the streets in Japan next August.

The CD player will be a result of a joint venture with the giant electronics firm, Philips. It will be compatible with CD 1 players, as well as being able to play normal audio CDs – a real bonus that one.

Meanwhile, official details have hit the Games-X offices regarding the new Super Mario Brothers movie which will star Danny DeVito.

Goldstar Films has signed a \$35 million co-production deal with the huge Japanese firm. The film is expected to open early next year...



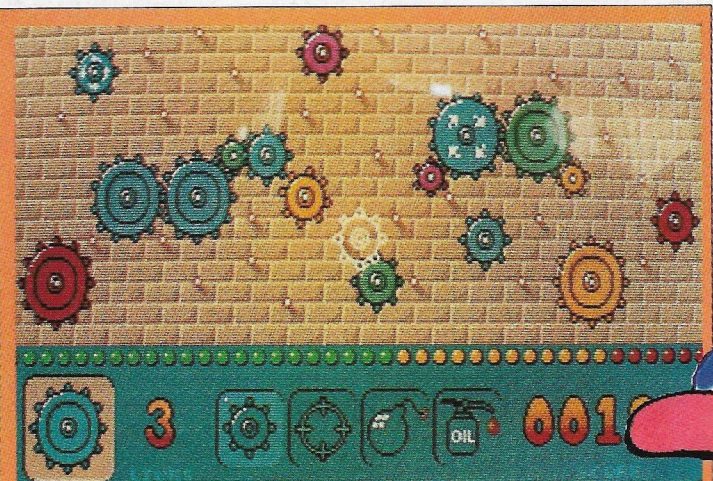
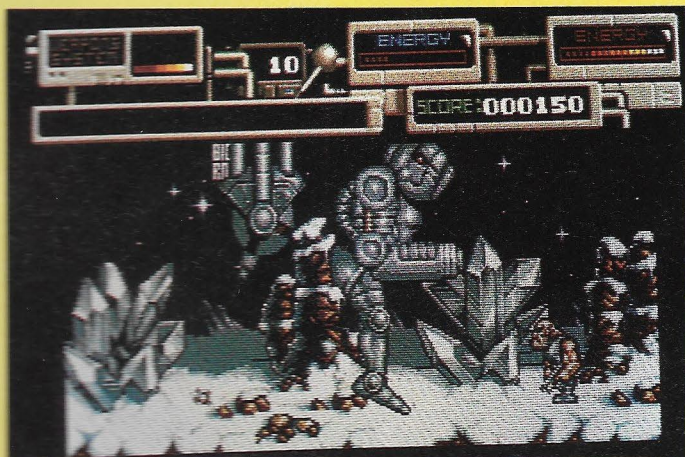
RUBICON

May 2011, Koala Island is disrupted by a major disaster – an accident in a huge Soviet power-plant. The fall-out and radioactivity has covered a radius of over 300 miles.

Months later, changes in the climate and horrifying mutations are discovered in the vicinity of the radiation leak. The creatures are beyond recognition, but seem to have human characteristics.

The hideous mutants are plotting against mankind. They must be disarmed and destroyed before their plan comes to fruition.

Rubicon is a fast-action shoot'em-up from 21st Century Entertainment. Rubicon is due for release on the ST, Amiga and C64.



CLICK CLACK

For some obscure reason intrepid architects would like to build precious clicks on the sides of some of the world's most famous buildings. It's up to you to carry out this curious plan.

The main task of building and joining up the various cogs and internal workings of the mechanisms is down to you. Click Clack is a puzzle-style game that'll have you pulling your hair out in frustration. Can you foil the dreaded Poffin's attempts to thwart your plans and ruin your chances or will you become the master timekeeper?

Click Clack takes you around the world's most famous sights. Build at the Eiffel Tower, the Sphynx, the Tower of Pisa and even the Kremlin. Idea Software's Click Clack will appear in September for the Amiga, C64 and PC.



LEMMINGS

Latest statistics point to the fact that the Lynx is the fastest growing hand held in the UK. With the promise of the very best and most popular titles hitting Atari's little screen, that trend looks set to continue.

News is that Psygnosis' lovely little number, **Lemmings**, is the latest to be signed up for conversion to the Lynx. This is that highly original game in which you can plot the progress or downfall of this characterful, but completely daft race of green haired dwarves. Highly original concept which we here at Games-X think will convert well to the Lynx.

Watch out for the Lynxed Lemmings in January next year.



SOVIET SOFTWARE

Computer book publisher, PC Productions, has moved into the leisure software market via an unlikely connection in Estonia, one of the Soviet republics.

The Scandinavian firm was contacted by a group of Russian programmers. They've written five titles, namely **Kosmonaut**, **Gomoku** (both £19.99), **Tetriller**, **Piller** and **Picker** all available only on the PC.

PC Production's boss Peter Harrison described the games as: "Very professional and beautifully presented".

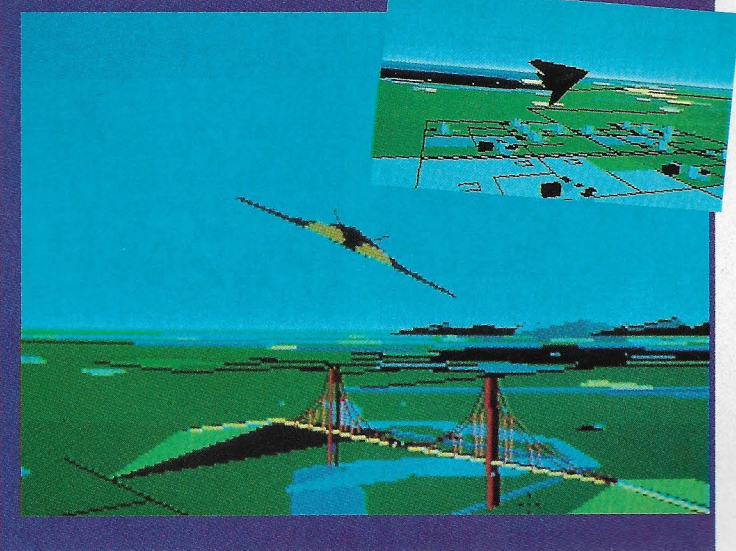
STEALTH FIGHTER 2.0

An update on the production of *Stealth Fighter 2.0*, the sequel to *F19*. Along with improved existing territories, Microprose flight sim fans will be able to patrol the skies over Iraq, North Japan and Columbia/Panama.

These 3D environments which represent the territories, have been much enhanced, showing more terrain detail and unique features. Furthermore, there's the facility to load future worlds, and, perhaps the most interesting improvement, is a much-improved mission generator which constantly updates. Depending on your involvement in missions, this will produce new mission scenarios and enhanced artificial enemy intelligence, which effectively eradicates any contrived, or predictability of mission scenarios.

Meanwhile, inside the plane, Microprose has constructed a more realistic cockpit, based on further information about this secret bird, with the special HUD features. This is particularly effective in the new, night time environment. The weaponry has been enhanced with the latest cluster bombs, which caused such devastation to Saddam's runways.

On IBM compatibles, VGA graphics will have graduated horizons, landscapes and seascapes for realism. With full major sound card support, *Stealth 2* is due for an October release on IBM compatibles, priced £39.99. News on ST and Amiga as we get it.



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Best of the Bunch

Fly a simulator 9

Win a day out at Microprose and the chance to spend an hour or two flying a real simulator.

System 3 24

Remember Turbo Charge? Looking forward to Last Ninja III and Silly Putty? System 3 are guys behind some of the most innovative games around.

Game of the week



Nebulus 2 16

That armless little fella is back with the lure of cybernetic limbs, to recapture the towers.

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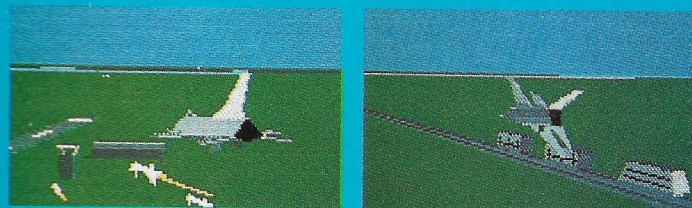
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FALCON COLLECTION

An amazing 200,000 copies of *Falcon* were sold in Europe alone, making it the best selling flight simulation of all time. The popularity of this award winning title prompted the US game designer, Spectrum Holobyte, to produce two mission disks to further test armchair pilots who had purchased the original.

Now this great title which seems to have "MILK ME MILK ME!" written all over it, is being packaged up with the aforementioned mission disks and released at the very agreeable price of £34.99 on the Amiga and £30.99 on the ST. As Mirrorsoft points out, this is less than half the original price, so not so agreeable to those who bought them all separately.

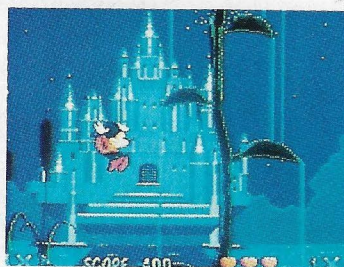


FANTASIA

Infogrames, together with Walt Disney, is set to launch *Fantasia* on the Mega Drive. Featuring the antics of one M Mouse esq, the game will be based around the award-winning cartoon, *Fantasia*.

No firm details have been set, but expect to see the world's most lovable mouse performing to the likes of the Pastoral Symphony, the Rite of Spring, a Night on the Bald Mountain and many more classic tracks. Infogrames is calling upon the creator of Tintin, Hergé, to help with the animation.

At present details are still sketchy, but rest assured that the game will be worth waiting for.



STAR WARS

Ubi Soft has announced an agreement with Lucasfilm, to develop a game based on the 1977 smash sci-fi epic, *Star Wars*, for the Game Boy.

The firm has also confirmed that it is working on other projects for the

Game Boy and the NES, although it is not yet a licensed games publisher for Nintendo.

Ubi Soft commented: "Star Wars is the perfect game for the Game Boy. From brawling your way out of the Mos Eisley Cantina and piloting the Millennium Falcon through an asteroid belt, to attacking the Death Star in an X-wing fighter.

THE GODFATHER

One of the year's biggest film licences will appear this autumn. Winner of several film Oscars, *The Godfather* has been snapped up by software supremo, US Gold. Together with the talents of Creative Materials, US Gold has recreated the world of the Corleone Mafia family in an action-packed thriller.

The action takes place over four varying levels each with their own different sub-levels. Starting in New York, players must protect their own business interests while attempting to find new areas to exploit. Naturally, stopping other families from muscling in on your patch is paramount in importance.

The gameplay will take you to Las Vegas, Havana and finally Miami. Featuring superb atmospheric graphics drawn by Pete Lyon, *The Godfather* looks like it will break box-office records all over again.

The *Godfather* is set to be released in September - in conjunction with the video release of the *Godfather III* - and will be available on the PC, ST and Amiga. Game Gear, Master System and possibly Mega Drive versions will appear early next year.

CONQUEST

SEQUEL COMPO

In issue nine of *Games-X* we ran a competition in conjunction with Infogrames, the creator of the highly original *North & South*. The standard of entry for this compo was absolutely stunning!

So much so, we thought you'd like to see some shots of just three of the dozens received. Not only was the presentation of every entry outstanding, but the idea and gameplay behind many of them was totally unique. Have a guess on the most popular title - easy really isn't it, "East & West".

Among the potential prize winners shown here are entries from Martin Breen of Birkenhead, Andrew Capper from Spalding and Chris Bartlett of Nantwich in Cheshire.

The entries are now being forwarded to Infogrames in France for its perusal and final adjudication - and I don't envy it that job one little bit! Winners will be notified in writing as soon as the judging is over, and their names also printed in *Games-X*.

Well done everyone, the office was completely stunned by your efforts and if we could give a prize to all of you we would!

WEST



"The movie itself is like one big video game."

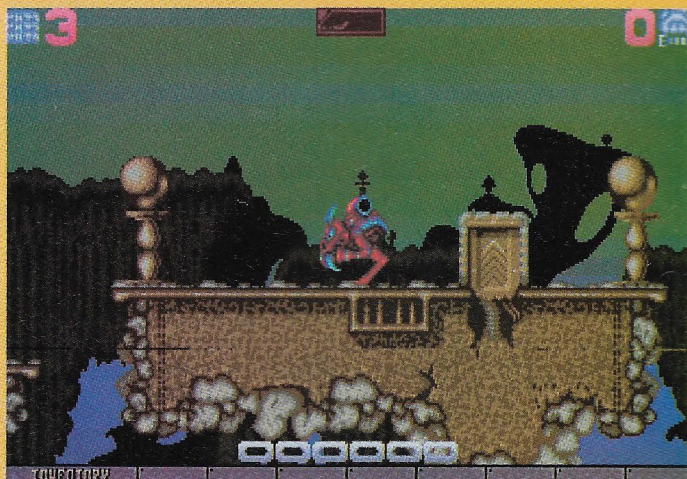
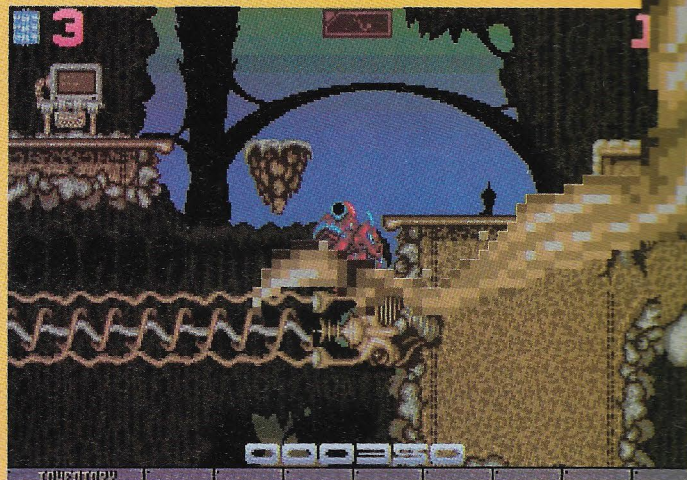
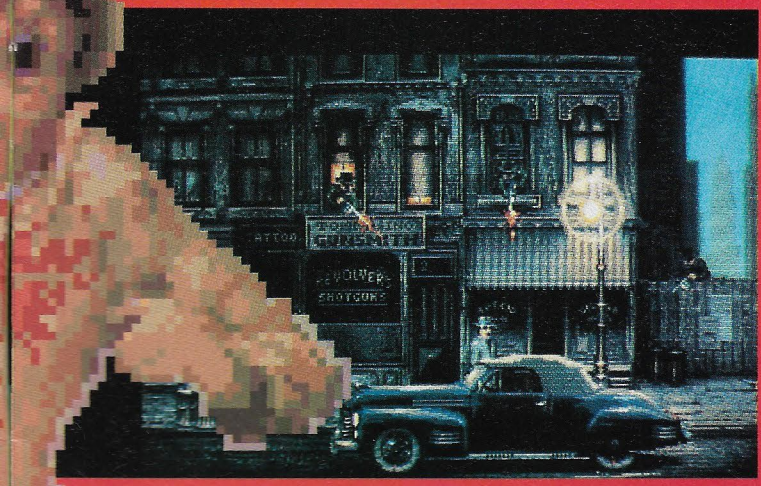
Meanwhile, another three Star Wars films have been lined up to hit the silver screen in the next 10 years.

WHITE LINE FEVER

Psygnosis is to join in the race for the line and the best driving game.

White Line Fever sees you riding an incredible, futuristic motorbike in a race to the death. With its amazingly smooth and super fast graphics the game looks destined to be a sure fire hit on the circuit.

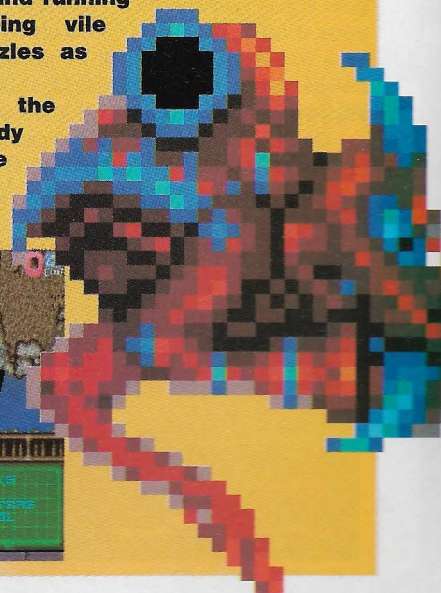
The game is being developed on the Amiga. News on other release formats and scheduled dates will be printed when we receive it.



INFILTRATOR

Wayne Smithson is in the middle of producing another smash hit for Liverpool-based software house, Psygnosis. Still in its early stages, *Infiltrator* (working title) sees you donning an armoured suit and running around a cavern shooting vile monsters and solving puzzles as you go.

We saw the game on the Amiga and it's already looking pretty special. More news regarding price and release date as we get it.



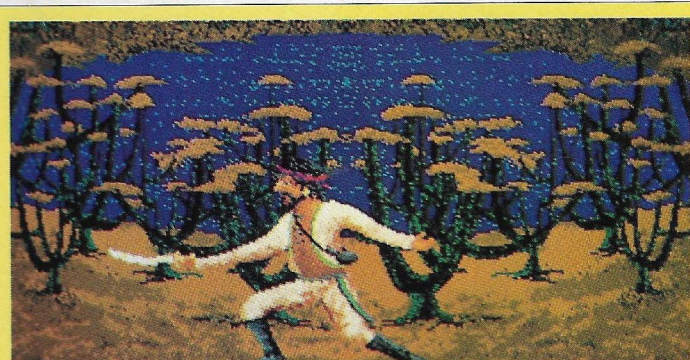
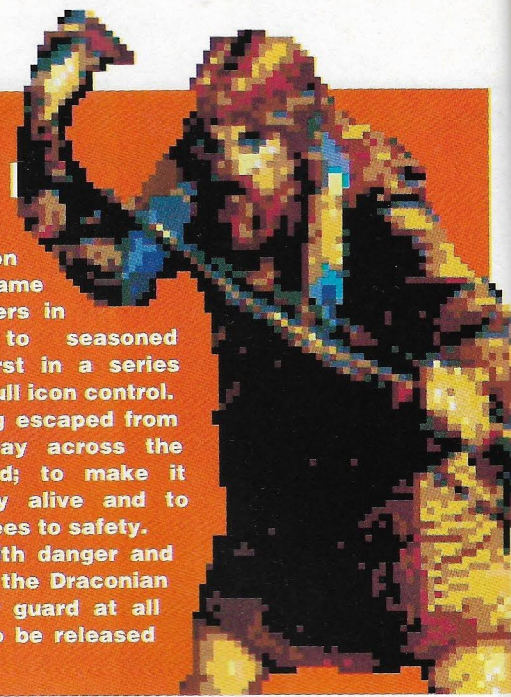


SHADOW SORCEROR

US Gold, together with SSI, is soon to release *Shadow Sorcerer*. The game has been designed with newcomers in mind while still appealing to seasoned adventurers. The game is the first in a series featuring a 3D isometric view and full icon control.

The plot sees your team having escaped from Pax Thraxus and making its way across the wilderness. Your aim is two-fold; to make it through the uncharted territory alive and to successfully usher some 500 refugees to safety.

Naturally, the way is paved with danger and with the ever increasing threat of the Draconian armies you'll have to be on your guard at all times. *Shadow Sorcerer* is soon to be released on the ST, Amiga and PC.



TWO-WAY MIRROR

The Mirror Image sale is still on while stocks last! Set for an August release on the label is Cinemaware's *Sinbad and the Throne of the Falcon* and PSS's *Conflict Europe*, of which C&VG said "Conflict Europe is brilliant!" They've sure got a way with words! *Sinbad* is typical of Cinemaware's brand of presentation quality, in this classic tale of genies, magic, pirates and romance.

In bleak contrast, there's no magic and romance in PSS's chilling reconstruction of global conflict between NATO and the Warsaw Pact. Many of the scenarios are based on factual information to ensure truly unnerving realism.

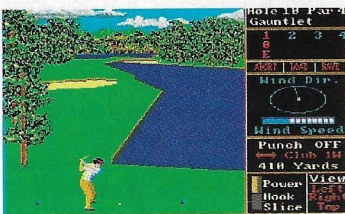
As supreme commander of whichever side you choose, you have ground, air, nuclear and chemical weaponry at your disposal. Rather sickeningly, you can subject millions to a full military attack of nuclear, biological and chemical devastation, or sit around the table and negotiate - the choice is obvious, but it's yours.

Both titles are to be released on the Mirror Image label for £9.99 on ST, Amiga and IBM compatibles.



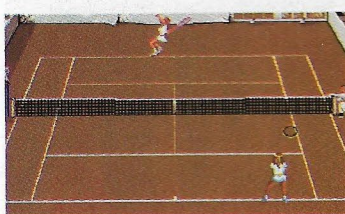
GRANDSTAND

Domark has announced the imminent release of a summer compilation designed to get you working up a sweat. Featuring four top games and covering four top sports the *Grandstand* compilation will be available for the



Amiga, ST, Commodore 64, Amstrad and Spectrum.

Soccer fans will have the chance to make it to the top of the league in *Gazza's Super Soccer*. *Pro Tennis Tour* will have all you Wimbledon fans



gasping for breath. *Continental Circus*, converted from the coin-op, will thrill all Grand Prix followers and *World Class Leaderboard* needs no introduction.

ALL FORMATS FAIR



The All Formats Computer Fair is set to go on the road. Computer addicts everywhere will be pleased to know that September will bring them the chance to get hold of all the goodies they've ever wanted at a budget price. Admission will cost £4 and all fairs will start at 10am.

The venues: 1st September, Leeds Sports Centre, Calverly St, Leeds. 7th September Royal Horticultural Hall, Greycoat Street, Westminster. 14th September, Int'l Motorcycle Museum, Birmingham. 22nd September, City Hall, Candleriggs, Glasgow. 6th October, The Brunel Centre, Bristol Old Station.

WHAT'S OUT AND WHEN

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

Product	House	Team	Format	Price	Date
Hits II	Ubi Soft	Compilation	C64 disk	£19.99	6/8/91
			C64 cass	£16.99	6/8/91
Mean Machines	Codemasters	Optimus	Amiga, ST	£7.99	10/8/91
Monopoly Deluxe	Virgin	Leisure	Amiga	£19.99	5/8/91
Pro Mountain	Codemasters	In house	Amstrad, C64	£3.99	6/8/91
Bike Simulator			Spectrum	£3.99	6/8/91
Sarakon	Virgin	Leisure	Amiga, ST	£19.99	5/8/91
			PC	£19.99	5/8/91
Summer Camp	Thalamus	Creative Materials	C64 disk	£12.99	5/8/91
			C64 cass	£9.99	5/8/91
Ultimate Collection	Ubi Soft	Compilation	Amiga, ST	£25.99	9/8/91
Wing Commander II	Mindscape	Chris Roberts	Amstrad, C64	£15.99	6/8/91
			Spectrum	£15.99	6/8/91
Winning Five	Ubi Soft	Compilation	PC	£39.99	6/8/91
			Amiga, ST	£29.99	6/8/91

GAMES CHART

1	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	▲	HEROQUEST House: GREMLIN Team: 221B
3	▲	POWER UP House: OCEAN Team: VARIOUS
4	▲	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
5	▲	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
6	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
7	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
8	★	MIDWINTER 2 House: RAINBIRD Team: MIKE SINGLETON
9	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
10	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
11	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
12	▼	VIZ House: VIRGIN Team: PROBE
13	▼	SUPER MONACO GP House: US GOLD Team: ZZKJ
14	★	FUN SCHOOL 3 (5-7) House: EUROPRESS SOFTWARE Team: IN HOUSE
15	★	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
16	★	SHADOW DANCER House: US GOLD Team: IMAGES
17	★	NAVY SEALS House: OCEAN Team: IN HOUSE
18	★	SUPERCARS 2 House: GREMLIN Team: MAGNETIC FIELDS
19	★	EYE OF THE BEHOLDER House: US GOLD Team: SSI
20	★	SWITCHBLADE 2 House: GREMLIN Team: P GREGORY AND G ALLAN

ALL FORMATS TOP 20



CHART FAX

Rainbird's Midwinter sequel, cunningly titled **Midwinter 2**, is the highest of all the entries on the chart this week and surprisingly it's not a re-entry, as is the trend nowadays.

I can see this game gracing the top spot soon – especially because one of our cracking player's guides is coming up.

HeroQuest has the staying power up in the top three games as does **Man Utd Europe** which holds number one for the second week running. How long will it stay there? No one knows!

Ocean's great game of the not so good film, **Navy SEALs** enters at



number 17 this week, thanks mainly to the release of the ST and Amiga versions.

Loads of re-entries this week which is a bit of a pain for all concerned. Why can't you go out and buy some new games instead of ones that have been around for ages?

I can't wait for September and all those lovely new products

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

Turn to page 32 for our specially compiled machine specific charts



RULE THE SKIES

WIN A DAY AT MICROPROSE, A FLIGHT ON A REAL SIMULATOR AND AN AUTHENTIC FLYING JACKET IN THIS ID THE PLANE COMPO

Microprose is still the most dominant and prolific purveyor of military simulations. After years of producing the best and most popular sims, including: Gunship, Stealth F-19 and F-15 Strike Eagle, it currently has six military aircraft sims, which are setting new standards in simulation and game design.

The air sims transcend the years of aviation evolution. From Knights of the Skies, which places you in the cockpit of a WW1 biplane against the Red Baron, to the top secret hi-tech world of the pilot of a Stealth bomber, Microprose have done it all.



To mark the coming of this fearsome squadron, *Games-X* presents an aviator's dream of a competition, courtesy of Microprose.

On offer is a top-quality authentic leather flying jacket. Additionally, the lucky winner – accompanied by a friend – will have a day to remember as Microprose open the doors of their top-secret development department. There, you will be able to test some of the excellent sims in production.

In the same afternoon, an advanced aircraft simulation centre will do its utmost to part you from your lunch.

The day will be covered by *Games-X* and will feature in a later issue.

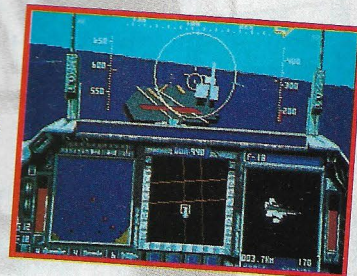
A grand total of 10 runners-up will be

able to choose a past Microprose title. Simply answer the four easy questions listed below.

Get your answers to the following address by 15th August: Microprose Flight Sim Compo, *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP

QUESTIONS

- 1 The Sopwith ***** was one of the first world war's outstanding aircraft.
- 2 Which hi-tech plane is invisible to radar?
- 3 What is the name of the British vertical take-off jet fighter?
- 4 The F-15 is also called the *****.



THE MICROPROSE FLIGHT SIM COMPO

Answer 1 Name

Answer 2 Address

Answer 3

Answer 4

Rules and regulations

No employees or family members of Europress Interactive, Microprose or related companies are eligible to enter. No correspondence will be entered into regarding the results of this competition and the editor's decision is final.

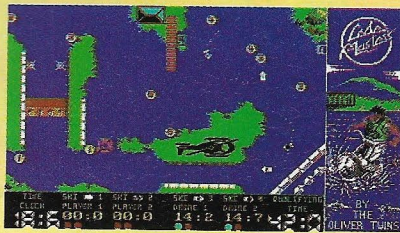
Post Code

Machine Type

QUATTRO RACERS CODEMASTERS £2.99 OUT NOW

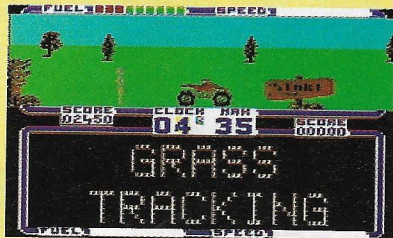
Here are four games on a tape for the price of one. The first thing I loaded was ATV Simulator. It is basically a drive and jump game for two players simultaneously.

The graphics aren't particularly



good and the game is too difficult to play for long periods.

Then came BMX Simulator 2, the



Alex has moved on to columns new, leaving me, Brains, to watch over you and to keep you up to date with what's new and corking on the C64. So, without further ado lets get on with this week's packed page!

Just about ready for release is Demonware's C64 version of PP Hammer and his Pneumatic Weapon. The Amiga version received our coveted Game of the Week status a few weeks back and this version for the 64 looks just as good.

It is basically a platform game in the Rick Dangerous mould with plenty of hidden traps and puzzles for you to solve. The game should be out



sequel to the ace BMX Simulator. It is basically the same as the original, but this version has new tracks and is for four players. Worth £2.99 alone.

BMX Freestyle is rather like California Games, because every event is performed on a bike. You must master wheelies, riding slowly, jumping and the dreaded half pipe.

Finally, there is Championship Jet Ski, a SuperSprint clone for two players. The sprites are too small to see at first but you'll get used to them.

This is the best Quattro package I've seen so far.

X-RATING: XXXX)

any day now and hopefully a review will appear in next week's thrilling instalment of Games-X.

TIPS

INTERCHANGE - HI-TECH

As I think this game is the best thing around at the moment, I can't help but give you a few level codes to ponder over.

- Level 6: MOON
- Level 11: DISK
- Level 16: DUCK
- Level 21: GRIM

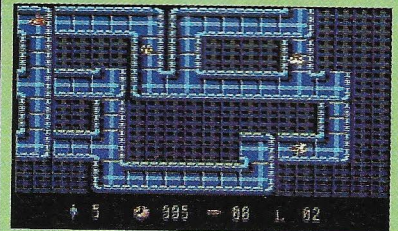
MUTANTS - OCEAN

This is a real blast from the past. Ocean's ancient but rather good little shooty/exploring game. For those having trouble, here's a handy poke for you to make the game a little easier.

Enter "Poke 9273,165" and you will be graced with infinite lives. Cracking!

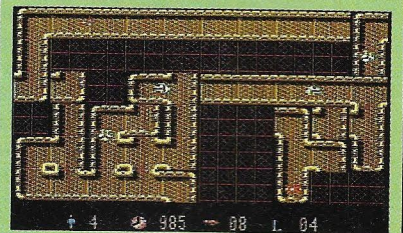
INSECTOR HECTI IN THE INTERCHANGE HI-TECH SOFTWARE £2.99 OUT NOW

At first, the game doesn't seem to be all that good due to fairly small graphics and simple gameplay. However, simplicity makes this game



brilliant. It is a puzzle game where you need to rely on your skill, speed, reflexes and thought power just to survive. The basic idea is to return all the paths back to their original state by rotating the various floor sections.

Sounds easy? It's not. Running around each level are a number of meanies all intent on killing poor Hecti before he



completes his task. Luckily, these nasty little blighters can be killed using a gun or by rotating a block when one is between two sections.

You may think that it is very easy after progressing through about six levels completely unscathed, but by the time you reach levels 15 and 16 things start getting more difficult. Anyone who knows their games will not let this bargain elude them.

X-RATING: XXXXXX

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This little bundle was reviewed in the Spectrum column only last week. Basically, this comprises of



machines found in the arcades. These range from a fruit machine and a trivia game to pinball and a variation on Pac-Man, all in the usual CodeMasters style of game.

Pinball is about as good as you could expect it to be due to a very short-lasting appeal. Pub Trivia is the usual arrangement of easy and hard questions, all of which can be answered sooner or later.

I found Fruit Machine pretty boring, but it may appeal to lovers of the real



thing. Finally comes Fast Food, the Pac-Man clone, well... it would be good



if it moved a bit quicker!

This might not be one of the best packages on the market, but it will definitely have some fans out there.

X-RATING: XX)

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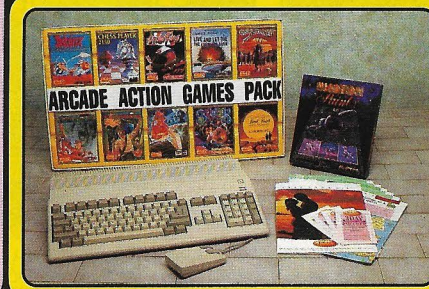
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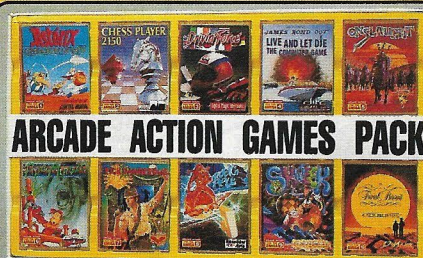
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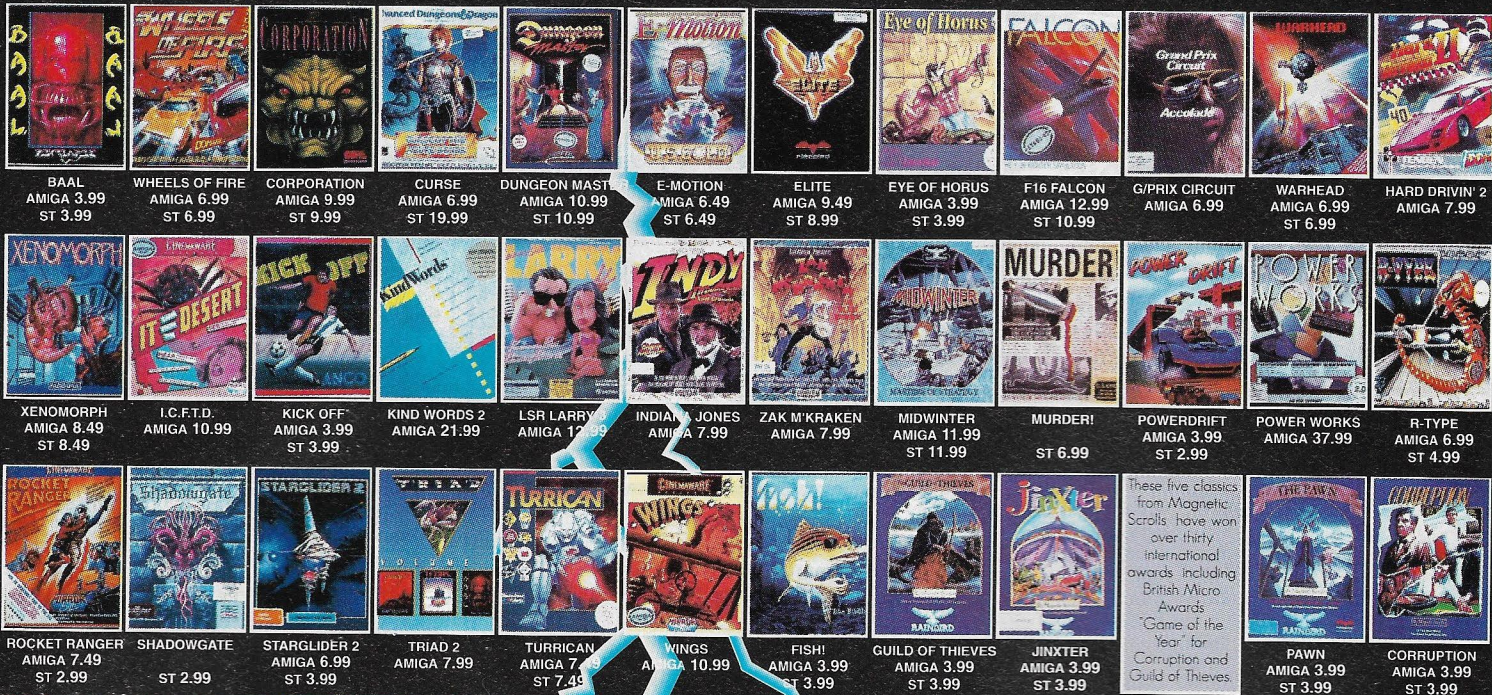
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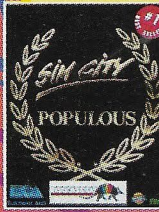
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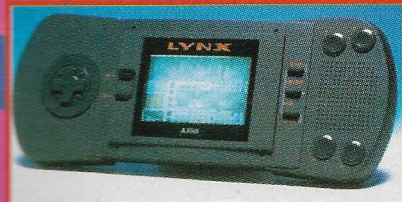
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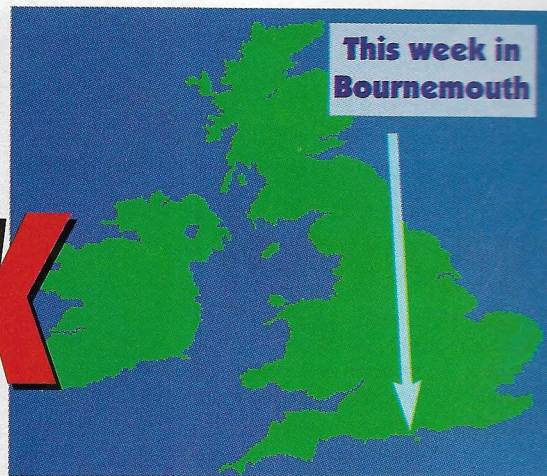
0898 404638

POCKET THIS 6 FOOT POOL TABLE!



0898 404634

This week Games-X visits the sandy shores of sunny Bournemouth – one of Britain's top tourist resorts. We popped along to a shop called Columbia Computers and found out exactly what the holiday season had brought them.



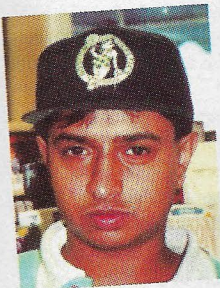
This week in Bournemouth

STREET TALK

Hamish Patel (18)

I've had an Amiga for a year and a half. I really like the stereo sound. It's also got good graphics capabilities.

The latest games I've bought are Gods, Swiv and Supercars II. I usually share or swap games with my friends.



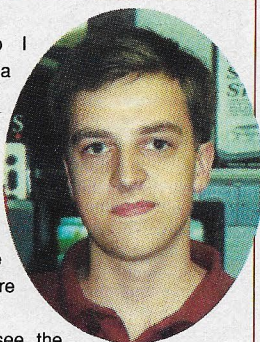
My dad has got a paper shop, which is just around the corner. I help him a lot. (I hope he stocks Games-X – Ed)

Chris Newport (17)

Three weeks ago I bought an Amiga second hand for £180. I also got a mouse plus extra memory with it.

My favourite game would have to be SWIV. I really like shoot'em-ups. I hate games like IK+, they're so boring.

I really want to see the Simpsons game. I've seen a review and it looks great.



David Marsh (12)

I've got a C64. Some of the games are really good, but I often can't get them to load.

My favourite game is The Last Ninja III. I bought it when it first came out, the mixture of beat'em-up and puzzle is great.

My hobby when I'm not playing games, is building plastic and wooden kits. I've made a lot. They are all over my bedroom.

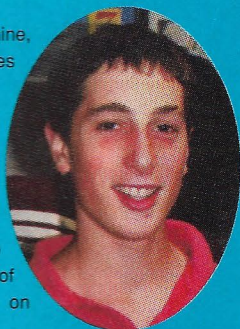


Jamie Harrison (14)

The Atari ST is my machine. I've got loads of games for it.

I love shoot'em-ups. One of the best is Black Tiger. I'm looking around for a new game, I've £25 burning a hole in my pocket.

My hobby is fishing. I go to the river Stour with a lot of friends – this is mostly on Sundays.



Calum Cadwallader (14)

My aunt lives in Bournemouth and we've come down from Scotland to see her. It took us, that is my parents and I, 15 hours.

I have to get software for my Spectrum +2 from here most of the time because they don't sell it where I live. My aunt sends it up to me.

Games are really cheap for the Spectrum. There are a lot of budget games around. One of my favourites is Renegade. I've spent £35 this week on games.

Philip Harvey (13)

My birthday is next month and I'm going to be 14. I've got an Amstrad 464. I like it because the games are cheap.

Turrican is my favourite game. I'm dying to get my hands on Turrican II, it looks really addictive.

My least favourite game is Star Wars. It's really boring and it's hard to complete.

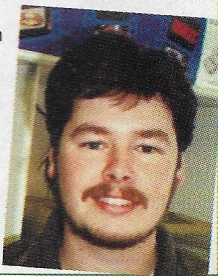


Gary Smith (26)

My machine's an IBM PC, I've had it for nearly a year. All of the games that I like playing come out on the PC first. I must admit they're a bit pricey, but the quality outweighs the price.

I spend about £90 a month on computer software. I've also just got hold of the Wing Commander II demo disks, but I can't run it because I need more memory.

I really like Wing Commander – and maybe when Wing Commander II comes out that could be my favourite.

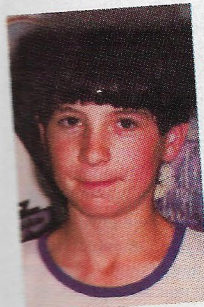


Paul Tiller (11)

About two months ago I bought a Sega Master System. It cost me £59 and I got three games with it.

The games I got were Black Belt, After Burner and my favourite out of the three is Cyborg Hunter.

I'm looking around because I've got a birthday coming up and I'm hoping to get a lot of games from my sister and brother.



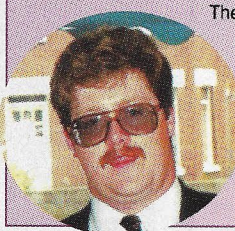
Neil Longman (27)

I've got a PC system with many upgraded chips and soundcards. I've also got a Lynx – it's great for playing at work or on the way to computer shows.

The PC has currently got the best software development. It's faster and more powerful than other machines.

I love Wing Commander.

It's the greatest game I've ever seen – the graphics are amazing.



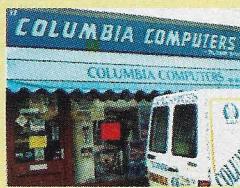
SHOP TALK

Clint – Shop Manager

Columbia is a family orientated shop. We like to keep a personal and friendly service.

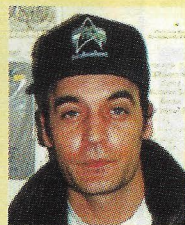
We opened just before Christmas. I started to work here just helping out, but now I'm full-time.

We sell machines second-hand as well as brand-new ones.



Amigas go for £280 with 6 to 12 games and Atari STs sell at £200 with half a dozen games or so, as well as joysticks.

The ST Family Curriculum pack is doing very well. The families here buy something for everybody.



The ones that sold the most

- 1...F-15 Strike Eagle II
- 2.....Jet Fighter II
- 3....Wing Commander
- 4.....Warbirds
- 5.....Rygar
- 6.....California Games
- 7.Sonic the Hedgehog
- 8.....ESWAT
- 9.....Golden Axe
- 10.....Shinobi

GAMES-X SCORING SYSTEM EXPLAINED!

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

X-RATING: XXXXX



The higher the rating the better the game

FEARGUS 'The Bogeyman' Carroll is an "Aye up, Lass, where's me pint?" rugby player. Listing his favourite games as Paddle Tennis and Galaxians he obviously has no taste in games but likes to think he can challenge anyone to a game of Tetris.



NICK 'Sony' Walkland is the newest lad in the reviewing team, and is now being fobbed off with all the naff games. In his mysterious past he used to edit the adventure magazine, Confidential, and now wishes he could go back to those days.



ALEX Lee is our resident drunken Geordie, who reckons that Sunderland can play football. Al has one hell of a hair cut and wears really freaky clothes! A sponger, he either needs a map to find the coffee machine or asks for change of a £20 note, which is substantially dog-eared.



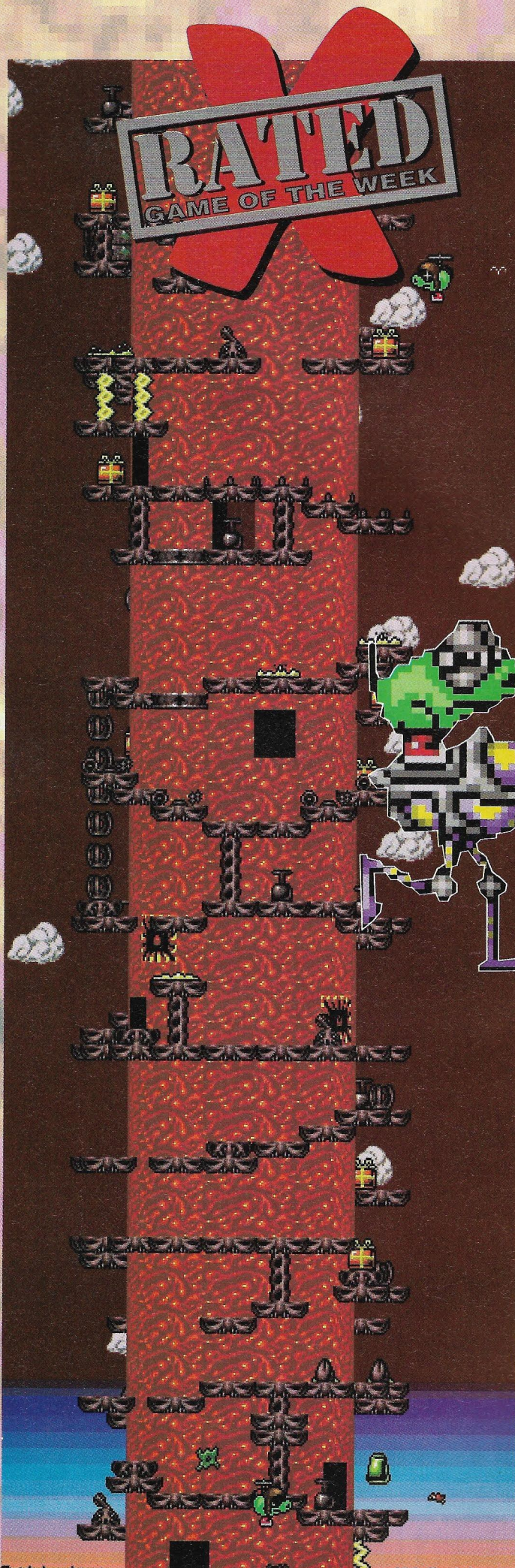
This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

RELEASE INFO

C64 c£11.99 Now
Atari ST £24.99 Now



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



NEB POGO

The original Nebulus was raved about for ages on all formats, even the Speccy, due to the amazing effect of its turning towers. Now we have more of the same but with many hidden puzzles and tricks. Old Pogo is going to have a really tough time trying to complete his mission.

While sitting in a bar minding his own business, Pogo was suddenly asked by the Jewels, a respected race of creatures, to embark upon a mission. A task more deadly than ever before in the history of the Galaxy.

Pogo, the brave young chap that he is, couldn't turn down the opportunity to get two new arms to replace those that were tragically removed years before in his first adventure on the planet Nebulus.

Pogo had retired from his job at Tower Destructor Inc. due to the fact that it had become far too dangerous for him.

The mission is to take control of the towers and then repair every little bit of damage which the evil Uncle has caused. Unfortunately, this little task is not as easy as it sounds.

TOWERING SENSATION

Pogo jetted off to start his mission leaving only the words: "I'll be back!" with the Jewel.

Firstly, Pogo must make his way to the top of each of the towers and press the self-destruct button before travelling back down to the base once more, repairing it as he goes. Eight towers must be scaled in all, making a total of 16 levels.

To aid Pogo in his quest, the



On the 'down' towers, the aim is to repair at least 80 per cent of all the platforms. Here, everything is reversed and if you get hit you are sucked up into space. Very strange!

NEBULUS 2 D A GOGO

The bricks from the first game have been replaced with strange patterns, making the tower rotation look more impressive than that of the first



Jewels have given him six extra weapons – all of which will perform a specific task. These include: a heli-pack, to escape the lighthouse at the top or to fly up the tower and view what lies ahead; a magnet, which thrown above pogo will allow him to move upwards to another platform; and super boots, making Pogo jump higher than before.

The impressive inventory continues with special squares, which enable Pogo to warp up or down the tower; keys to unlock doors; and rockets, which grant you the power of flight. All these can be accessed by collecting the presents located around the tower.

Controlling Pogo is very easy to get to grips with as he runs, jumps and climbs the outside of each tower. You simply push the joystick diagonally upwards. Much easier than the original!

There are now three bonus stages. One in the air, one on land and one underwater. The aquatic bonus is reminiscent of the original. You are piloting a submarine, only this time you

Brian Pogo! Who Remembers Pogo, star of the original Nebulus? I certainly do. Now we can witness the return of Pogo the Great, the Fantastic, the Rather Good. Now he's back, to save dying planets from the clutches of Uncle.

have to shoot mines and get a time bonus before they explode.

In the air, you must kill some birds before preventing balloons from reaching the bottom of the screen. Finally, on land, you must avoid everything and collect presents.

If you thought Nebulus wasn't that complicated, then you were wrong. Nebulus 2 is here to feed you your words!



Tower 13 is the winter tower, and very impressive it looks too. Things to look out for are giant snowballs and mutant penguins all out to kill Pogo

Pogo himself: Two cybernetic arms await him at the end of the mission

The timer: When this reaches zero, you lose a life

Lives: These are lost by falling in the water at the bottom of the tower

Meanies are not particularly smart, so can be shot while others have to be evaded

Deadly toxic liquid: Do not touch if you don't wish to plummet down the tower

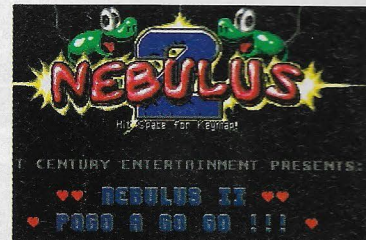
Lifts: Can take Pogo up or down the towers to complete his mission



Presents: These give you a special weapon of your choice when collected

Plunger: To be used to blow up the deadly wall ornaments found on each tower

Blockers: Shoot these, because if you make contact with them you'll fall down or die



FACT FILE

Software House: 21st Century Entertainment
Original Concept: John Phillips
Programmer: Florian Sauer
Graphics: Tobias Prinz
Sound: Barricade Software

The original Nebulus was way ahead of its time in presentation and still holds its own alongside today's great games.

Now we have Nebulus 2 with a visual effect even more stunning than that of the original. "Surely, the rotating tower can't be bettered?" I hear you say, well, it has been. No longer do we have simple bricks making the towers. They have been replaced by strange patterns and spirals.

Elsewhere, all the graphics are great. They are in cartoon style, brilliantly drawn and very colourful indeed. The amount of parallax effects used in the game is incredible and it's surprising that everything moves without the slightest flicker. The game doesn't even slow down when the screen fills up!

The sonics are of a high quality too, with the whistling wind around the tower and various tunes all adding to the game's atmosphere. All spot effects are perfectly placed, making everything sound very realistic.

Gameplay is easier to handle with the new and improved control method, but don't think the game will be easy to complete. The first level itself took me a few hours to finish and with each tower getting gradually more difficult I can guarantee that you will have your work cut out!

With so many options available it seems almost impossible to get bored with the game. This game has to be purchased and if you don't you must be a complete... (snip! – Ed).

Totally amazing! I'd say this is better than Rick Dangerous and in my eyes that's quite a feat!

X-RATING: XXXXX

Gameplay: 18/20

Lastability: 18/20

Presentation: 18/20

RELEASE INFO

Amiga £24.99 Sept

Atari ST £24.99 Imm

SPOT



FACT FILE

Software House: Virgin
Development Team: Binary Magic
Programmer: Graham Devine
Graphic Artist: Darren Barlett
Music: Ken Hedgcock

As licence games go, Spot isn't half bad. Graphically, the game is best described as simple but effective - the counters and sprites are particularly colourful.

The animation of Spot is very smooth indeed and the development team must be commended for its humour! The sound quality is fine although the music was extremely unpopular in the office.

The gameplay is reasonably addictive and would be even better if it wasn't for all the little 'amusing' features. They're pleasant and funny at first, but after a while these 'extras' just put you off.

Overall, a commendable product which is let down by some overenthusiastic presentation.

X-RATING: XXXX

Gameplay: 14/20

Lastability: 14/20

Presentation: 12/20

RELEASE INFO

Amiga £19.99 Aug

Atari ST £19.99 Aug

PC £19.99 Aug

C64 £12.99 Aug

Puzzle games are certainly in vogue at the moment, aren't they? We've had endless variations of Shanghai, Tetris and practically every other puzzle played since the dawn of time. Well, now you can play a new and improved version of the ancient classic, Othello.

Spot is a cool young dude - 'A hip young thing', as Lesley Bunder would've said! He's a big, red blob with gangly arms and legs, trendy sneakers and a smooth pair of darkened shades.

However, Spot, despite his being laid-back and happening, is somewhat troubled. His goal in life - apart from advertising a certain lime and lemon beverage - is to keep the counters across a certain board the same colour as himself.



Spot slips on his roller skates as he moves over to the next square. Some jummy manoeuvres must be performed if he is to stay up on his feet

SPOT



Over the years, we've seen many licences of arcade games, movies, television programmes and even cartoon characters, but have you ever seen a licence of a soft drink? Spot, the latest puzzle game from Virgin, has you playing the part of the red 7-Up spot...

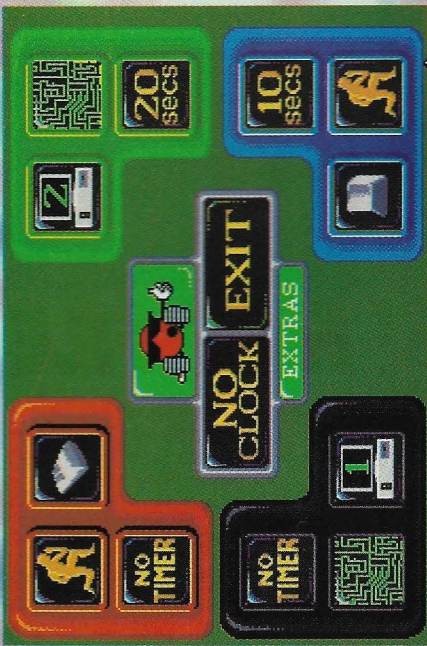
Not everyone's idea of a fulfilling mission, but to Spot, this is tremendously important.

To keep these troublesome counters in order, he has to jump about, either horizontally, vertically or diagonally, and stamp his foot on any coloured counters which surround the square he lands on.

Othello has been a very

popular game for many, many years now. It is a straightforward, strategic challenge which requires a considerable degree of forward thinking. The concept is simple, but the execution of the game can be quite complex.

In the original Oriental game, two players were pitted against each other on a standard, squared



There are many options available for you to make playing the game slightly different. Each computer player has his/her own set of skill levels to make things easier or harder

grid. Spot takes this basic idea one step further and gives you the opportunity to play, with up to three other competitors, on any one of a considerable number of customised boards.

These boards make the game much more difficult, as they reduce the number of moves which are available to the players.

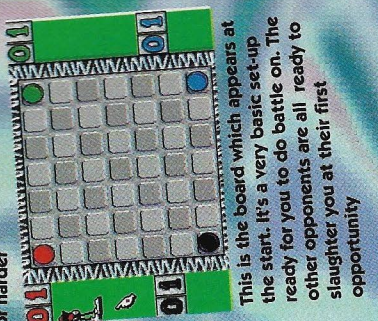
GET ON DOWN

Whenever you make a move, young Spot jumps up out of his square and leaps, boogies or cartwheels his way over to his new square, where he sorts out the offending coloured counters.

All of these amusing, little moves are accompanied by a suitable tune which matches his actions. Unfortunately, despite the initial appeal of these antics and the music, they can soon become tedious. After a few minutes of playing, the office opinion of these 'funky tunes' was decidedly hostile!

More's the pity that a merely cosmetic feature spoils the overall appeal of what is otherwise a very addictive game.

Never mind though, if you can put up with it, you'll have a great time. Younger players will certainly enjoy it.



This is the board which appears at the start. It's a very basic set-up ready for you to do battle on. The other opponents are all ready to slaughter you at their first opportunity



Spot jumps over and flips three other counters to red. I am now closer to the leader of the game. Will I win? No!



Yet another one of Spot's many, randomly generated game boards. This one is very difficult to win on!

Spot the Difference



Right: Spot stumbles backwards while moving. Obviously under the influence of alcohol

Right: Spot is not the type of bloke you'd like to meet in a dark alley

Above: Old Spot enjoys nothing more than a good stomp to Iron Maiden tracks!

MAUPITI ISLAND



Fancy yourself as a bit of a private dick? Then Lankhor's Maupiti Island will test your detective skills to the limit with this intriguing adventure filled with vice, murder and violence.

Lankhor's award winning Mortville Manor was one of the turning points for adventure games, instead of typing in commands it introduced a mouse controlled romp.

It changed the adventure style from head scratching to eye straining in order to find things on screen rather than to look in a dictionary. Maupiti Island follows on from this, and also improves.

THE SCENE OF THE CRIME

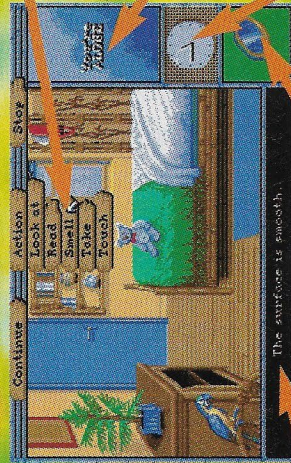
Set in the 1950s, you are Jerome Lange, a French private eye visiting an old school chum in Madagascar. While lounging in the sun you receive a letter from an associate in Japan. As a result you have to leave and are offered a yacht from your friend and you set sail.

The journey is largely uneventful until, threatened by a



THROUGH THE KEYHOLE

The action list shows what you can do with your discoveries



This window shows which characters are around. Now you're alone

The clock ticks forever onward, using up valuable time

The surface is smooth.

The response window shows that the mirror is smooth, surprise surprise

hurricane, you have to dock in the island of Maupiti.

Here you are approached by a local hostess known as Maguy, who pleads for your help in investigating the disappearance of a girl called Marie. Naturally you can't resist,

But it comes in handy for pronto movement, going directly to a location rather than dawdling through each place, and for close analysis of each screen.

You do need to scour each location thoroughly because certain clues can reduce even the most redneck sailor into a heap of blubbering jelly.

GIFT OF THE GAB

The game itself has relatively few locations, but since when have private detectives been marathon runners? There is no maze solving in this adventure, but you do need to sneak around and question everyone.

This is where Maupiti Island comes into its own, interacting with all the characters, questioning, arguing and bribing for replies, and you'll soon be overcome by the strange and bizarre. Well, actually, it's the 450 digitised speech replies which are 'interesting'.

You'll eventually find out all manner of juicy details which would put a full year's viewing of Neighbours to shame. The problem



Slinky Sue in her saucy outfit, remembering the good of times



Anita, the communist lady of ill-repute letting off steam

is, what information is important, and what is big? You'll need to argue the pants off everyone. If that fails, try beating them to a pulp.

Adventure games aren't everyone's cup of tea. But with its impressive graphics and monster sized atmospheric soundtrack, it is worth a look.

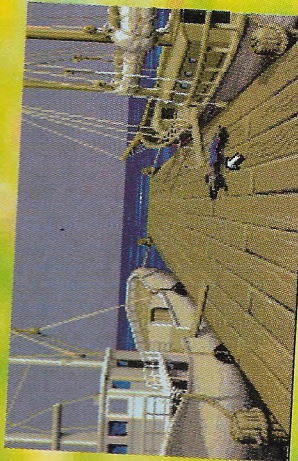
Digitised sound effects add to this, although the gratey voice synthesis does get on your nerves after the initial giggle.



You can look at the flowers, but it won't get you too far. The mysterious statue is far more interesting



An ideal way to keep tabs on characters is to follow them. If they spot you, they won't be too open with their answers - or you may get a bloody nose



A morbid discovery. The man who wouldn't hurt a fly is found viciously murdered. Could you have stopped the carnage?

FACT FILE

Software House: Lankhor
Development Team: C Droin, B Gourier, J L Langlois

Graphic Artist: Dominique Sablons
Sound Effects: Andre Bescond, B Langlois, S Trends

Translations: A M Skye

The mouse controlled movement and action menus are really simple to use and understand, and enable you to delve deep into the game straight away.

However, the manual loses a lot in translation from French, so some aspects of the gameplay have to be discovered by trial and error.

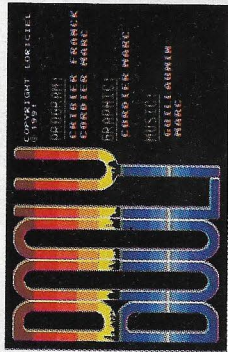
The sheer amount of information to sift through, and the twist and turns in the storyline should make the game take days or even weeks to complete.

The only drawback is the number of disk swaps on the 520 ST, which does slow the gameplay down somewhat. But, if you want an adventure with impressive graphics and sound effects, together with tough problems to whittle away those hours, you could do a lot worse than play Maupiti Island.

X-RATING: XXXX

Gameplay: 12/20
Lastability: 15/20
Presentation: 16/20

RELEASE INFO
Atari ST £25.99 Aug
Amiga £25.99 Aug
IBM PC £29.99 Sept



FACT FILE

Software Houses: Loricel

Programmers: Franck Cribier, Marc Cordier

Graphic Artists: Marc Cordier

Music: Marc Guillaumin

Overall, Booly is one strange game. It must take guts to release a game of this nature in a market of fast all-action games. But then, it may be a calculated risk – something different, against the grain, it must appeal to some people.

Unfortunately, it didn't particularly appeal to me. I must admit though, I did get engrossed at certain times, but then got very frustrated at being held back. Scream? The office was stunned.

Generally, it is a competent game, easy to learn yet tough to play properly, with standard graphics, smooth animation, and a choice of mediocre tunes it can be claimed to be neither poor nor good. Just average.

But, if you enjoy puzzles and are as cool as a cucumber – you'll love it. If you relish challenges, have plenty of time and like to keep moving in your games – take some Valium, keep the cat away and try not to butt the screen.

X-RATING: XXX

Gameplay: 9/20

Lastability: 12/20

Presentation: 9/20

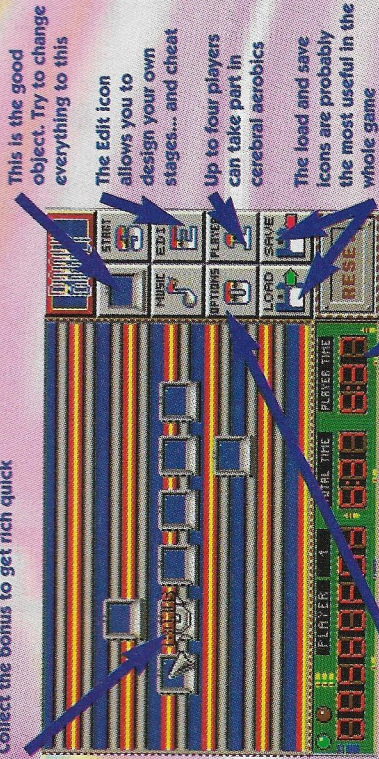
RELEASE INFO

Amari ST £24.99 Sept

Amiga £24.99 Sept

AN ALL-COLOURFUL FLIPPING GAME

Collect the bonus to get rich quick



This is the good object. Try to change everything to this

The Edit icon allows you to design your own stages.... and cheat

Up to four players can take part in cerebral aerobics

The load and save icons are probably the most useful in the whole game

The Options icon can make the game as hard or as repetitive as you like

Keep an eye on the time – it soon goes

BOOLY



A game called Booly. Ahhh, it sounds so cutesy-cutesy. But don't be fooled – it isn't. You need nerves of iron and the patience of a pebble. Booly is basically a game of an infuriating nature.

When you see this ugly little critter, try to keep calm – and remember to save the game next time...

nothing spectacular. The fact that they are repeated does seem a mite unimaginative, even more so when you see some of the objects – computer disks and monitors, Pac-Men, and light bulbs. Phew! Really surreal, I must say.

Thankfully, Booly isn't all doom and gloom for the player. The options are quite wide ranging – from seeing the connection links,

THE END



changes any number of others. So to flip all of the objects to the correct colour or shape takes quite a bit of concentration and strategy, but that's not all. The clock is ticking and the pressure is on.

Each of the 100 levels is made up of three stages. These are actually progressively harder with more and more items to change. Success in these leads on to the end-of-level challenge.

FINAL CONFLICT

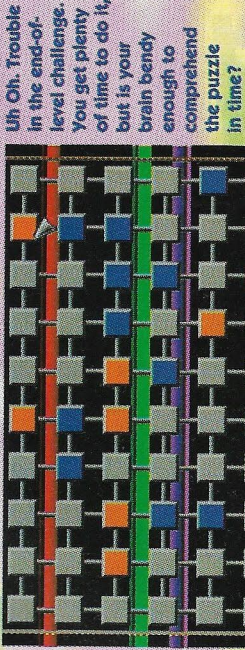
Here you have to turn every square on a 6 by 10 grid to a dour grey shade, but this time the object needs to be flicked through three different colours.

It starts easy, but in later stages the challenge is mind-boggling. You can progress further without completing the challenges, but later you are faced with the same one again and again until you do complete it – you'll soon grow sick of the sight of that particular challenge.

The objects and the backdrops are basically drawn, colourful but

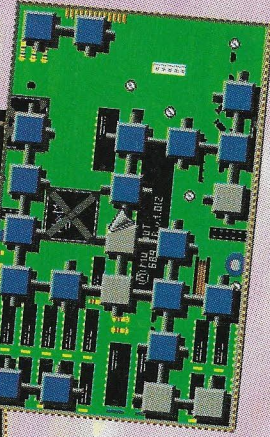
through to adapting the music and the game itself.

A series of passwords, gained when you pass the challenges, allow for a quick leap back into the action at another time. The save and load facilities are useful and, believe me, you'll need to use them – being against the clock isn't the only problem, you're only given the luxury of a single life.



Uh Oh. Trouble in the end-of-level challenge. You get plenty of time to do it, but is your brain bendy enough to comprehend the puzzle in time?

What the...?! Now this looks a bit tricky – no cheating and you'll find it just about impossible



form, and the relief of completing one of the 300 stages is filled with impending worry over the next devilish delight.

Getting to grips with the game is simplicity itself. Just change all the icons colours on screen to the 'good' colour and ping, you move further in the stage. Easy, right? Yeah, sure.

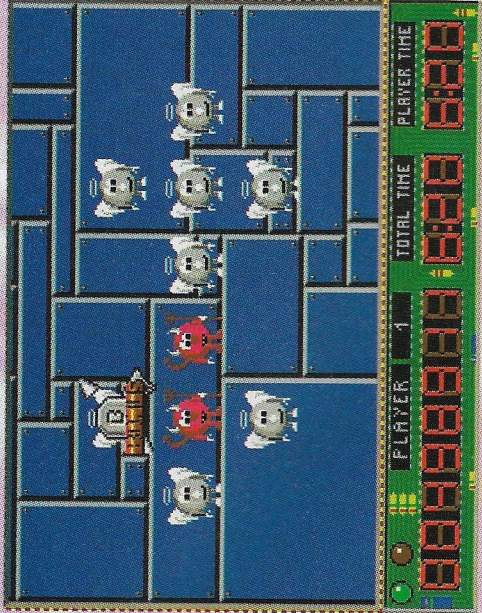
Every time you flip the object, it



everyone must be familiar with puzzle games, created by warped brainboxes to make us pull our hair out.

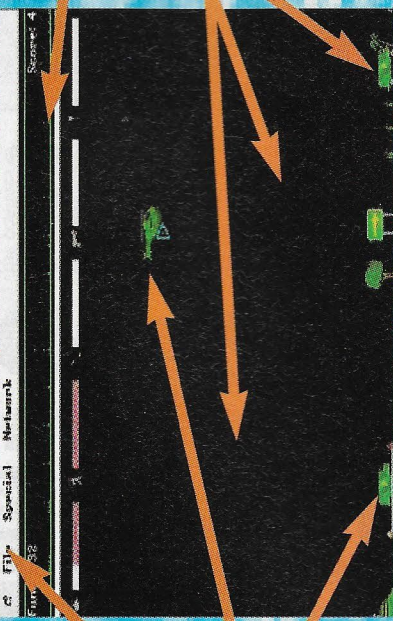
This is however, not exactly too successful – I've kicked the cat, but I'm not bald yet, and I doubt I ever will be with this game.

It's pure frustration in computer



Yet another easy stage, this time with those little devils. Who wants to be an angel anyway?

A TREACHEROUS TRIP DOWN THE ALLEY



All game options are selected through drop-down menus

Use your chopper to annihilate enemy craft

Your home launch pad from where your vehicles emerge

A radar scanner for tracking the enemy vehicles

A large black empty void. A typical feature of this game

One of your electronically equipped vans trundles towards the enemy target

YOUR ARMORED ALLIES



The helicopter is the only vehicle you have direct control over and must be used to protect your convoy of troops and vehicles



The missile truck must be used to advance on the enemy and (guess what?) launch large red missiles at them



The tank is a large, slow but powerful vehicle carrying a monstrous gun and is painted a rather fetching green



The van contains electronic weapons and is the only vehicle with the correct arsenal to destroy the enemy base

ARMOR ALLEY



Armor Alley is a one-way

street, and you're

heading right down

it! Oh no! What will

you do? Keep your

cool and protect

your home base

while trying to

destroy the enemy

helicopters and stop

their advances

across the barren

wastelands....

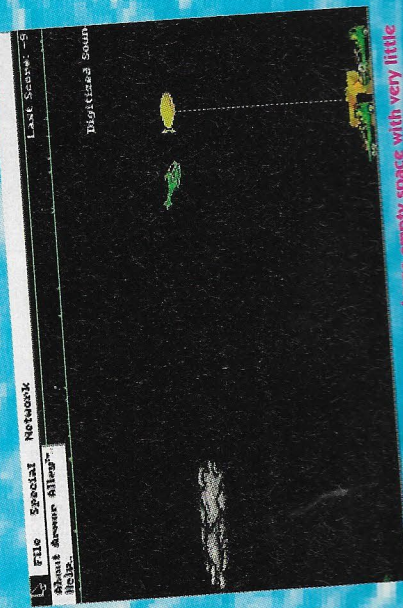
It's a rare moment when an action game comes into the office for the trusty old PC. How will it stand up under the critical eye of the GX reviewing staff?

Well, without wishing to start a review off on a negative note I must say that the most objective comment presented from anyone in our den of iniquity was (and I quote) "... is that it? It's awful."

With this, and other comments of a similar vein I then decided that maybe some further play and research was in order. After many feverish and intense hours of deliberation I then came up with the following opinion...

THE WHOLE TRUTH...

The main element which you must bear in mind is that is designed as a multi-player game which can be used between two PC's over either a local area network or a modem link.



A typical screen from the game. Large empty space with very little going on. Oh yes, there's a balloon in the center - how sweet

The basic objective of the game is to nobble your opponent's choppers and destroy the convoy of tanks, missile launchers and troops which they have rumbling across the scrolling landscape towards you.

Your main weapon against his

idea I have my doubts as to the way this has been executed.

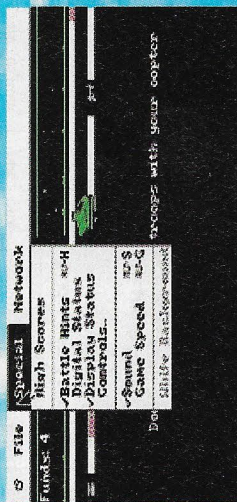
The packaging boasts of a blend of action and strategy and while I don't have any qualms with this I will say that the action elements are few and far between.

Control of your helicopter is reminiscent of the old classic Choplifter, but when played with a mouse - as you are forced to - it tends to get a little bit too difficult.

I could go on about minor quibbles I have with the playability for some time, but undoubtedly the most obvious problem which the game has is with presentation. Take a long look at the screenshots on this page. They're bloomin' awful aren't they?

In this day and age you would at least expect a piece of software costing 30 quid to look reasonably impressive. I could name a number of shareware and public domain titles that would put this to shame!

Everything you could possibly need can be accessed through either the drop-down menus or through simple keystrokes



FACT FILE

Software House: Three Sixty

Programmers: Arthur Brito II, Greg Hale, Joy Nabonne

Graphic Artists: Lynn Kirkpatrick, Greg Hale, Arthur Brito II

I've seen some good games on the PC, and I've also seen some absolute tripe. Now, I can see perfectly clearly that this was intended as a multi-player link-up game, but this is no excuse for the appalling presentation.

Doubtless many offices will see this program gracing their PCs and many workers will spend feverish lunchtimes trying to annihilate the guy from the marketing department. When judged as a game in the market place of today I have to say that this is a poor excuse for a full price title.

As a PD or shareware item this would be immensely popular but 30quid does not represent good value for money.

As far as playability goes it's not bad. I didn't really get a thrill out of it, but I can appreciate the blend of strategy and action elements appealing to numerous people.

So my suggestion would be to check it out before you part with the pennies, but don't expect anything truly awe-inspiring.

X-RATING: XX

Gameplay: 10/20

Lastability: 9/20

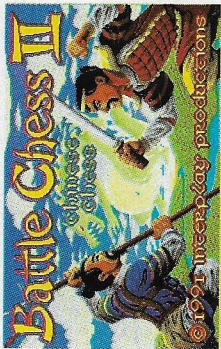
Presentation: 6/20

RELEASE INFO

PC \$99.99 Now

Apple Mac TBA

Soon



FACT FILE

Software House: Electronic Arts

Development Team: Interplay

Programmer: Greg Christensen

Graphic Artists: Scott Bieser, Byron Carson

Music: Charles Deenen 'The Fatman'

It's been a while since the original Battle Chess was set loose on an unsuspecting public, and it's nice to see that the sequel is more than just a rehash of the same thing. Chinese Chess is not a game that you see very often and this could very well stir up a bit of interest in it.

In terms of presentation, Battle Chess II is absolutely superb. The pieces are extremely well animated and beautifully and intricately detailed. It's especially nice to see elements of humour injected into a game which is traditionally a bit on the stuffy side.

Sonically, the game is also of high quality and the many and varied sampled sound effects suit the numerous moves very well indeed.

In terms of playability, I would say that anyone who enjoys a game of chess and fancies something just a little bit different could do worse than getting hold of a copy of this.

X-RATING: XXXXX

Gameplay: 17/20

Lastability: 17/20

Presentation: 17/20

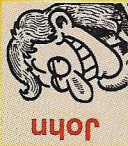
RELEASE INFO

Amiga £59.99 Aug

PC £29.99 Aug

BATTLECHESS II

The central theme of any chess game is that it is a representation of war, without the inequalities or uncertainties of the real thing. The armies are made up of the same units, you occupy identical territories – the only edge you have is your own skill and guile...



John

The game of chess has been immensely popular for hundreds of years and, since the dawn of the home computer, it has been a regularly and frequently converted war simulation. Presented in many guises, one of the most popular versions was Battle Chess from Interplay.

This took the basic game and added amusing animations and unusual sound effects, to add some much needed humour to an ancient game.

Now, using the same techniques, a new conversion is about to be unleashed onto the market, a simulation of Chinese chess. This Oriental version differs from its Western counterpart in a number of areas, reflecting differences in these two ancient cultures.

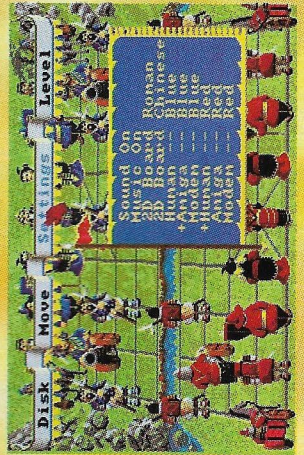
A piece representing a cannon



The game begins with a 3D view of the board in the standard Chinese layout with the Celestial River dividing the two armies

has been included, recognising the Chinese people's pride in being the early pioneers of gunpowder. Also, the board is divided into two sections, separated by a 'Celestial River' – each army has to defend its king on its own side of the river.

Basically, apart from a few minor differences, the rules of



The game includes a plethora of options for you to play around and tamper with. You have complete control over everything from the computer's skill level to the speed of your modem when playing a two-player game over the phone lines

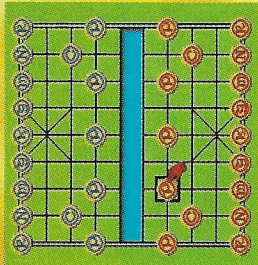
Eastern and Western chess are pretty similar. Without going into too much detail, it's safe to say that if you're any good at the one, you shouldn't have too many problems with the other.

ANNIHILATING ANIMATIONS

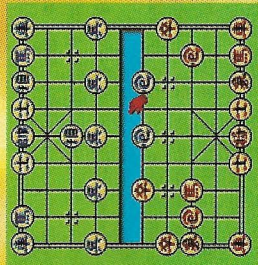
One of the most appealing features of the game is the way the pieces are animated when they move from square to square.

Each character has its own individual characteristics and will react differently when challenged by an enemy piece. For example, a pawn-on-pawn fight will see them battling away with their staffs until one gets cheesed off, drops his pole and belts the other across the face.

Most of these little features



The 2D board can be viewed with Roman carvings on the pieces or...



Chinese engraving on the counters

inject an element of humour into the game and will have you rolling about the first time you see them.

Apart from the standard 3D view of the proceedings, it is possible, if you wish, to play a more sedate and serious game, to use the 2D option, which allows you to look straight down onto the board.

This eliminates all of the animation which slows the game down and will allow you to concentrate on the strategy aspect.

HOW WELL DOES IT PLAY?

There are a number of different levels of play, from novice, where you will undoubtedly whip the computer's bot, to an expert level, where the computer will proceed to tear strips off you in the shortest possible time.

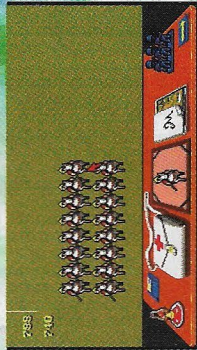
To help you along, the game incorporates a number of useful features, including help and replays, which you would expect from any modern computer chess game.

GAIN A XESS TO ALL THE LATEST INFO ON YOUR FORMAT

Charge Of The Light Brigade Atari ST

First Reviewed: Issue 13
Software House: Impressions
Programmer: Edward Grabowski
Graphic Artist: Erik Casey
Sound: Christopher Denman

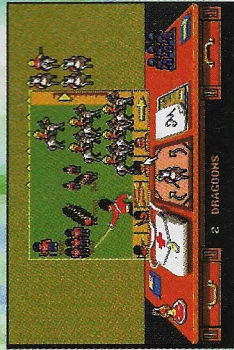
The strategy game will be forever popular among the hordes of tacticians who inhabit this planet.



Charge of the Light Brigade is a reasonably effective simulation of the Crimean War, where you must pit your wits against the intelligence of the Russian army commanders.

The game is wholly mouse driven and there is little difference between the ST and Amiga versions, both have very similar graphics and user-interface.

If you're an avid war-gamer, you will



enjoy partaking of this pleasurable experience.

X-RATING: XXXXX

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

Challenge Golf Atari ST

First Reviewed: Issue 12
Software House: On Line
Programmer: Jason Chown
Graphic Artist: Steve Scott
Music: Matricide

Yet another in the long line of Leaderboard clones, Challenge Golf gives you the usual opportunity to romp around a golf course, thwacking an innocent little ball with various, large, elongated lumps of metal.

The Amiga version was of a



reasonable quality, letting you play a fairly decent game of golf. The ST version differs very little in terms of presentation, and if anything it is



possibly just a tiny bit faster.

Being on the easy side, you'll find it a bit tedious once you've played it a few times. Not bad, but it's not the greatest of its type.

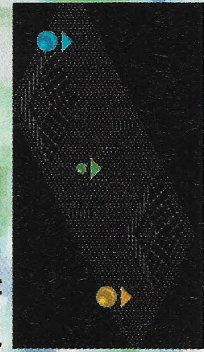
X-RATING: XXXX

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

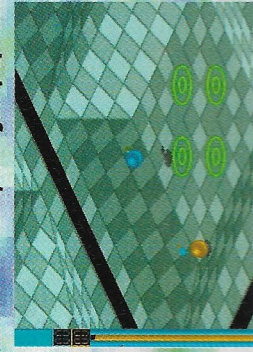
Sliders Atari ST

First Reviewed: Issue 13
Software House: Palace
Team: Microids
Programmer: Philippe Barnwarth
Graphic Artist: Cedric Cazal
Sound: Claude Abromont

Future sports were taken one step further last week with Palace's Sliders. It was basically a cross between Marble Madness and Speedball, where the aim was to score more points than your opponent.



The graphics are excellent to look at and the sound is slightly different compared to its Amiga counterpart, as is usual with games across the two formats. However, the gameplay isn't



varied enough for a long lasting appeal even though there is a two-player option game which enhances the game a little.

X-RATING: XXXX

Gameplay: 13/20
Lastability: 10/20
Presentation: 13/20

Billiards II Simulator Atari ST

First Reviewed: Issue 13
Software House: Infogrames
Programmer: Tuan Do Cao, Mourad Meghachi
Graphic Artist: Dominique Girou
Sound: Philippe Vachey

The latest sports simulation presents the relaxing art of hitting a ball with a long stick across a table top - snooker.



Many snooker games in the past have lacked variation from all other versions of the sport. Billiards II, however, gives you a futuristic style - normal pool and standard billiards.

The graphics of the table and balls



can be viewed either from overhead or put into 3D vector mode, which allows you to move round the table and look at your shot.

It doesn't compare to Jimmy White's Snooker, but it still adds variety.

X-RATING: XXXX

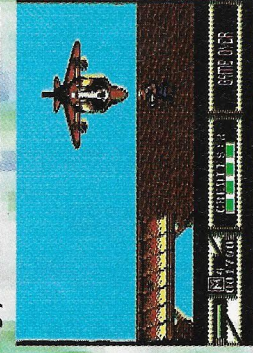
Gameplay: 15/20
Lastability: 12/20
Presentation: 16/20

MERCS C64

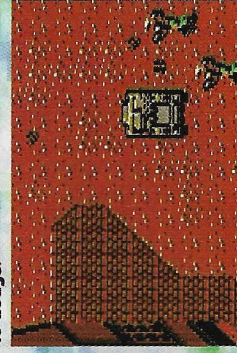
First Reviewed: Issue 4
Software House: US GOLD
Development Team: Tierrex
Programmer: Anthony Ball

The 64 version of this commando reincarnation is, sadly, probably the worst conversion of all the formats. The use of colour is fairly poor, and the because of the sprite size there can only be a couple on screen at one time.

The game's difficulty is set quite high, not because of the sheer numbers



of enemy soldiers that appear, but the high velocity at which the bullets are fired makes them virtually impossible to dodge.



Overall, a particularly average game that would be much better on budget or compilation.

X-RATING: XXX

Gameplay: 10/20
Lastability: 8/20
Presentation: 12/20

News is, Last Ninja III will be the final Ninja romp in this award winning trilogy! Is this a 'Myth'? Don't be 'Silly Putty'! Why would a Games-X 'Constructor' lie like that? Jason Spiller reports on 'Turbo Charged' System 3. (Here's your P45 Jason, and a contract at the Sun - Ed)

In the 8-bit boom, System 3's games were just that little more special and polished than the mainstream. Its insistence on quality, meticulousness and an uncanny knack for knowing what the punters want, has meant that this small, but very well hung independent games house is doing rather nicely thank you.

In fact, it's policy of throwing everything into 8-bit games is as ardent as ever, a commitment which is rarer than Yeti's jobbies nowadays. Accordingly, the mantelpiece at System 3's HQ is groaning under an astonishing collection of awards.

However, success has not dulled its enthusiasm nor blunted its sharpness. As I discovered, the best is yet to come. Team leader, Adrian Cale's hatstand appears to have numerous tiffers on it, one of which is 'ideas man'. Adrian explained: "During the production of a game, we all come bursting into the office saying 'what about this or that'? We have loads of meetings, open forums where all these ideas, some with potential, others completely daft, are aired and talked about.

"Then, when things get a bit heated, we retreat, mumbling and swearing, into the Scalextric room. We have a beer and a race to the death and clear the air."

SCALEXTRIC ROOM

Adrian led the way to the Scalextric room, dominated by the most amazing track. Built at waist height and some 20ft by 10ft, it's got pit crews, grandstands and camera crews. Just about everything that the average 12-year-old would gladly sell his granny for.

Adrian: "Of course it was originally built to research for Turbo Charge." Yes Adrian, and I'm the editor of the Kampala Bugle.

In fact, the Scalextric was originally constructed to give the graphics boys something to work on when drawing the cars and how they react on the track. "With all the race games around, we wanted to bring a quicker response to steering in Turbo Charge, coupled with really fast road scroll to give a real seat-of-the-pants feel to car racing."

System 3 is of course best known for its Ninja series of games and, like Stallone with Rocky and Winner with Death Wish, it has no qualms about producing sequels to sequels. Adrian continued:

"There's no doubt that Last Ninja III is definitely going to be the last, and so we're determined that it's going to be the definitive Ninja game."

Some 18 months and goodness knows how many man hours have gone into this Ninja spectacular - a rich concoction of nunchakas smashing and shuriken stabbing with some amazing puzzles, invention and

adventure.

Adrian continued:

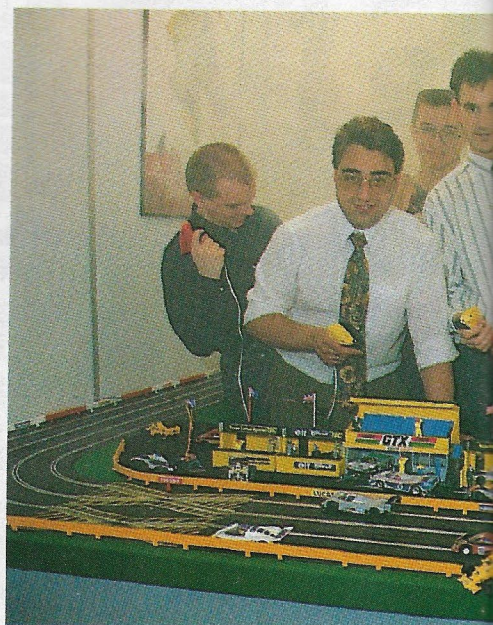
"There's no doubt that we were lucky to exploit a really in-vogue theme with Ninja, but the awards speak for themselves. Ninja III is a collaboration of ideas from the team. But also the Ninja games were so popular that many fans wrote in saying I enjoyed such and such about the game, or I didn't like that, but what about this idea?"

"We compiled some of the best and included them in the game. I don't think you can get a better idea of what game players really want than taking heed of what they say."

TOTAL INNOVATION

Some of the ideas which feature in Ninja III are incredibly imaginative and intricate, rivalling the likes of Sierra and Mindcraft. Sure it's a beat'em-up supreme, but there are elements of adventure and invention that'll have seasoned adventurers applauding in the aisles. Adrian described some:

"In one sequence, you've got to scale a wall and the only way of doing that is to find tilers' nails to attach to your gauntlet. Then there's cogs from machinery,





Left to right programmers Dan Phillips, Amiga and John Kemp, C64

which can be used as shurikens or chains from hanging baskets and attached to hard 'n' heavy twigs for nunchakas. My favourite is finding keys to doors. You have to locate a hearth, bellows, a mould and a lump of metal, then fashion your key to fit the locked doors."

Statistically and technically, Ninja III is definitive. Massive characters live in 3D environments in which you can move any direction. Your man fights to the death and discovers himself in some incredible venues and the end of level villains leave you calling on all your reserves of 'beshido'.

"Myth was immensely successful on 8-bit, winning just about every award and accolade for originality, gameplay and graphics. Conversions of any kind are not really our scene, but in the case of Myth we really

felt that it deserved to be improved and expanded on."

The 16-bit version emerged as a barbaric Conan style battle and adventure, which stands a sporting chance of being this autumn's number one.

Adrian described: "We first made the hero a muscular, but mythical Conan style character and then every monster that you come across should be enough to really scare you into smashing and slashing the beast to death before they finish you off."

Armies of skeletons swipe at you and screen sized demons emerge from fiery pools. Every step will take your breath away as you fight through mythical Greece, ancient Egypt and the mystical lands of the Norsemen.

PURE ORIGINALITY

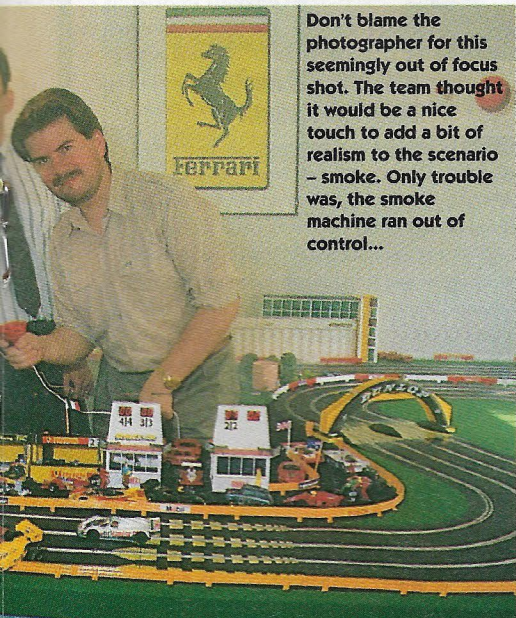
If stark contrasts are what you want, look no further than System 3. Adrian explained: "Silly Putty just cannot be categorized – this is the most difficult game I've ever had to describe. Okay, it's cute, but the main character is without doubt the most original thing ever.

"You control a blob of putty, which can stretch, shrink and blow up at your command. You've been banished from your homeland by the evil Dazzledaze, who has turned your family and friends into bubble gum,

"Forced to befriend some dumb robots, they set about building a skyscraper, which you must climb to get home. You do this by inflating, stretching and absorbing anything biological to maintain your pliability.

"But these stupid robots, who you are so heavily reliant on, are solar generated and when the sun goes down they throw themselves off the construction. You have to keep them awake on the girders by serving them cups of coffee. In a decade of game involvement, it's the most innovative thing we've done yet."

The guys at System 3 seem to have cornered the market in imaginative themes and gameplay. Watch out for the team's next release, Last Ninja III – will the saga really not continue?



Don't blame the photographer for this seemingly out of focus shot. The team thought it would be a nice touch to add a bit of realism to the scenario – smoke. Only trouble was, the smoke machine ran out of control...



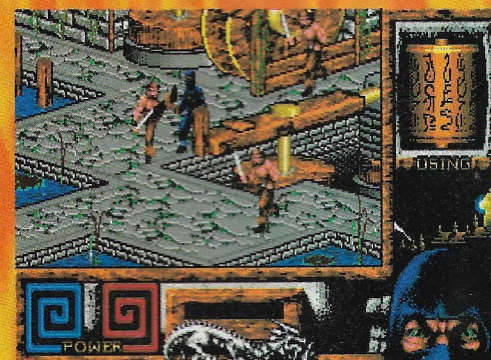
The 16-bit version of Myth is a most exciting and powerful arcade adventure – and that's no myth



Decapitate the Medusa and use her fearful snakes head as a weapon



The definitive ninja game, Last Ninja III is the last ninja game



An excellent mix of nunchaka-smashing adventure and ingenious invention – not to be missed by beat'em-up and adventure fans



Silly by name smart by nature, Silly Putty is a most innovative game design

GET IN ON THE GAME

A guide to becoming a professional layabout. The long haired yobbo gives an introspective view of the mysterious world of the games reviewer...

So you'd like to be a reviewer, eh? All those lovely games every day, spending your life just sitting in front of a screen with a joystick grasped in your sweaty mitt? Absolute heaven for some of you – or is it?

For a start, the idea of sitting around all day isn't quite right. On pretty much all mags, the process of reviewing a game falls into a fairly strict routine, whereby you must cover as much of the product as is feasibly possible.

THE JOB ITSELF

So just what does it involve, eh? You get a game, you play it and then write about it. What else do you do? Pick your nose? Drink copious amounts of a caffeinated beverage?

Well, sometimes you'll be writing the ever helpful player's guides (the bane of a *Games-X* staff writer's life), while at other times you'll be dealing with software houses, trying to get them to part with their latest games.

Very often you'll also be dealing with letters and phone calls from readers who are having trouble with bits of different games. If you're a nice guy you'll help 'em out – otherwise...

Most of your time will be spent playing and writing. So how does it all work?

STARTING A REVIEW

OK, so the game lands on your desk and you've got to review the little blighter. The editor will doubtless want the piece by yesterday and then you've got a limited time in which to scrape together every possible bit of information you can find.

You may have heard of it, or maybe not. It may be the type of thing you like, or possibly something which you loathe. However, you must enter the project with an open and objective mind (ahem!).

Sometimes this objective and open mind may become a mite weary after a couple of minutes of gameplay. Never mind though, perseverance is the

name of the game (and I thought it was *Nebulus*), so at least an hour's play must be put in before you start thinking about writing a word. If you particularly liked the game you'll doubtless keep playing for ages eating up valuable time, but sometimes you'll be glad to turn the darn thing off!

Your main objective is to study the way the thing plays, as well as judging how long people will want to stick with it. Obviously its presentation is also a major factor, so you'll need to be reasonably critical about that too.

OK, so having played the game to death, you load up your favourite word processor and attempt to create a piece of literary genius, based upon the piece of electronic entertainment you have just experienced. You collect your thoughts and attempt to do the thing justice in about 400 words.

But what do you write now? Arghh, the inner torment, the intellectual stimulation, the brain strain! You begin to type...

GETTING INTO THE JOB

So how do you do it? Well, the general consensus of opinion is that you have to be in the right place at the right time or know the right people. Hmm, not very helpful, eh?

Sometimes, you'll see an advert in the paper or very often your favourite publication will bung an advert somewhere in the mag, hidden away in a corner. Local papers are always good to look at, just keep your eyes peeled!

Very often you may want to get involved with some freelance work, so just sending your reviews off to a mag could get you somewhere. You never know, you could even land yourself with a job.

When applying for any position, you'll need to send some sample work, a well-written letter and your CV. Sell yourself – it's like any job, the more experience you seem to have, the better.

Qualifications aren't a major requirement: you'll just have to show a decent knowledge of the industry and have a sense of humour. It also helps if you're capable of stringing more than a couple of words together!

PROSPECTS AND MONEY

Now for the serious bit! Come on, own up! Well, for freelance work you should expect between £20 and £70 per page. Not bad, huh?

For a staff writer, you should be able to start on around £6,500 to £7,200 a year and work your way up gradually through the wage bands. From the lowly position of staff writer you could move to senior staff writer (cool!) and eventually end up as editor!

Away from computer magazines, you could move to a different type of publication or even branch out to a PR department. The sky's your limit.

WHAT'S IT LIKE BEING A REVIEWER?



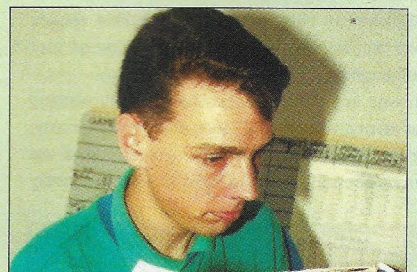
Alex Simmons *Games-X* – Europress Interactive

"It all started off with *Dungeon Master* really. I was in Nick Clarkson's (Northern news editor, *Games-X*) dad's shop and I just happened to mention having some maps for the game. I got to know Nick, and after about a year I landed myself with a job at ST Action. I was there for about three months when I moved to Amiga Action. Apparently, this suited my style better.

Having worked there for a year I then moved to *Games-X* where I have risen to become the greatest games player of all time (Steady on there Al – Ed). Did you know I've finished Mario on the Famicom and Sonic the Hedgehog?

The job's great, you get to see all sorts of great stuff and have a fiddle with all of the latest games before they come out. It's also nice being able to try out the different machines – especially the PC with the stunning graphics for the Sierra games!

It helps if you know what you're doing with a game and you've got to be able to write quickly."



Steve Merrett CU Amiga – EMAP Publications

"I originally worked in a computer shop, where I met Hugh Gollner. At the time, he was just publishing ST World, but when he started ST Action I used to write the cheats page for him.

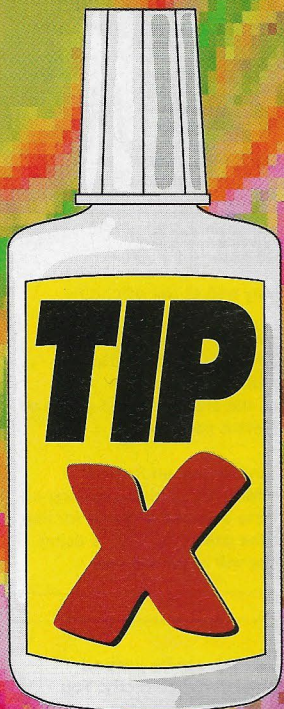
After a while, I started writing some reviews and by issue four I had a job! I worked on STA and then I moved on to Amiga Action, which I went on to edit. I stayed there for a year before moving to CU Amiga.

What I love most about the job is getting out and meeting different people. Being able to see new products before anyone else is possibly the best element.

Lately it's been great, especially with Terminator 2, it's brilliant seeing the game and knowing the storyline before anyone else!"

TIPS FOR GETTING IN ON THE GAME

- 1 - Remember to sell yourself, the more you appear to know, the better chance you have of getting that elusive job.
- 2 - Try sending in sample reviews. There's always the possibility of some freelance work being available. It may even lead to a full time position.
- 3 - When reviewing a game, always try to cover as much as possible. Focus on all aspects, from gameplay through to presentation.
- 4 - Get yourself known, don't focus on one particular magazine or publisher. Spread yourself about a bit.



We've been getting an awful lot of Lemmings codes over the last few weeks, so I'm going to try something...

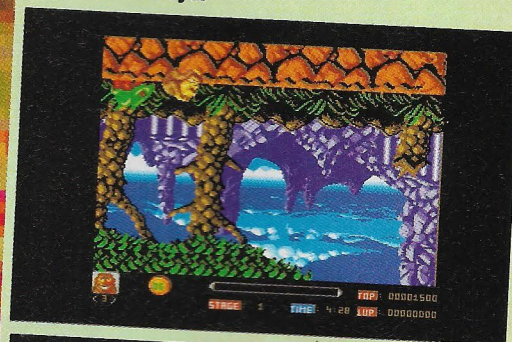
If you want to see all of the level codes to Lemmings, write to me, and if I get enough favourable responses, I'll print them. Send your letters, and your tips, to Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

TOKI - OCEAN



Yet another repeat! A couple of Tip-Xs ago, I gave you a really splendid, super-duper cheat for Toki. Well, Adeel Kazmi from Glasgow has kindly provided us with another.

According to him, typing in 'TOKI IS ONE HELL OF AN UGLY MOTHER' will provide you with infinite lives and a level skip facility using the function keys.



BARBARIAN - PALACE



AMSTRAD C64
SPECTRUM

An oldie but a goodie! If any of you have been having trouble defeating that terribly naughty boy Drax, the following tactics should help you in some way.

Walk forward, and when the first fireball comes, jump and then do a

forward roll into Drax. If you can't get this far, undoubtedly the best tactic in the rest of the game is to roll your opponent into the corner of the screen and then kick him. Then, roll, kick, roll, kick until he dies. Simple, eh?

GHOULS AND GHOSTS - SEGA

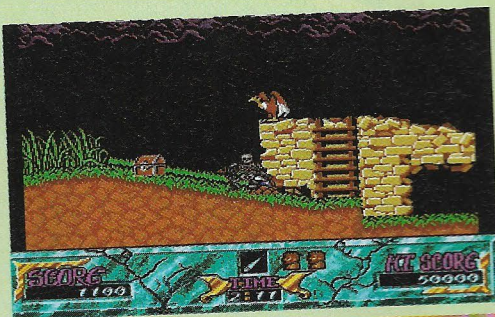
SEGA
MEGA DRIVE

Thought I'd include a biggy for the good ol' Mega Drive this week. Ghouls and Ghosts is an exceptional game on the Sega, so it's about time I showed you the cheat for it!

To get the level select, press up, down, left

and right as the title is dropping from top to bottom. A musical chord will then sound (all being well) and you can enter one of the following codes, allowing you to select the level worthy of your ability.

- The Execution Place START
- The Floating Island A + START
- Village of Decay Up + START
- Town of Fire Up, A + START
- Baron Rankle's Tower Down + START
- Horrible Face Mountain Down, A + START
- Crystal Forest Left + START
- Ice Slopes Left, A + START
- Beginning of Castle Right + START
- Middle of Castle Right, A + START
- Loki Down, Right + START



BURAI FIGHTER - NINTENDO GAME BOY!

I can quite safely say that I've never heard of this game. Burai Fighter? What on earth is it? Never mind though, John Mather from Swindon tells us that the following codes will help you.

- Level 2: HGKM
- Level 3: CPFG
- Level 4: JJCM
- Level 5: DKLF

A PLEA FOR SOME BEEB CHEATS

Scott Burden from Dorset has recently written in asking for people to send in cheats for old BBC Micro games. Does anyone out there still have one of these educational monstrosities?

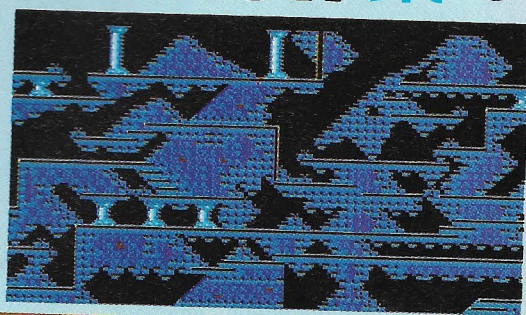
I know that there are a few of you lurking away in dark damp corners somewhere so why not prove that you still exist? C'mon I know you can do it. If you're all very nice I might even put in Scott's Bat 'n' Ball cheat!

KILLING GAME SHOW - PSYGNOSIS



We've put in a little cheat for this one before, but I thought it would be nice to inform you of any new tips that we come to hear of.

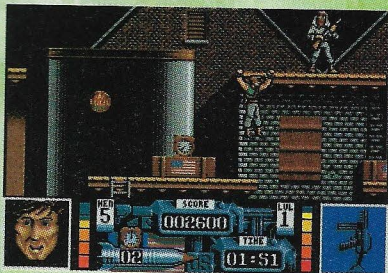
Apparently, if you hold down the help key while the 'Good Luck' message is on screen, you will be presented with a map of the level. Many of you will know this already, but for those of you that don't, it's quite a goodie!



Usually, even the best films make for poor games – sometimes however, the situation can be reversed. Navy SEALs, the film, wasn't spectacular but the game is rather good. A platform/shooty/arcade adventure – almost perfect for a player's guide



LEVEL ONE – THE DOCK



Despite the fact that this is the initial level it is still fairly difficult. Find your ideal route and stick to it, because here is the perfect place to rehearse your manoeuvres. You are controlling an agile little chap!

LIEUTENANT GENERAL TIPS

- 1 To confuse the guards wherever possible, swing under the platforms before standing up in front of them. Then blast away through any wall at the offending enemy
- 2 Remember, you can pull yourself up onto platforms that are normally too high to reach, but don't overstretch!
- 3 The flame thrower has a limited range but can kill more than one guard at a time. It can also be fired
- 4 Memorize the best suited weapons for each area. Generally, the standard spud-gun is all the equipment you'll need
- 5 When hanging underneath a platform with a guard walking on it, hold onto one end and wait for him to stride the other way before rising. This way he will never see you

LEVEL TWO – THE TOWER

These two handsome young chaps don't need to be disturbed because there is nothing of interest up here for you to collect

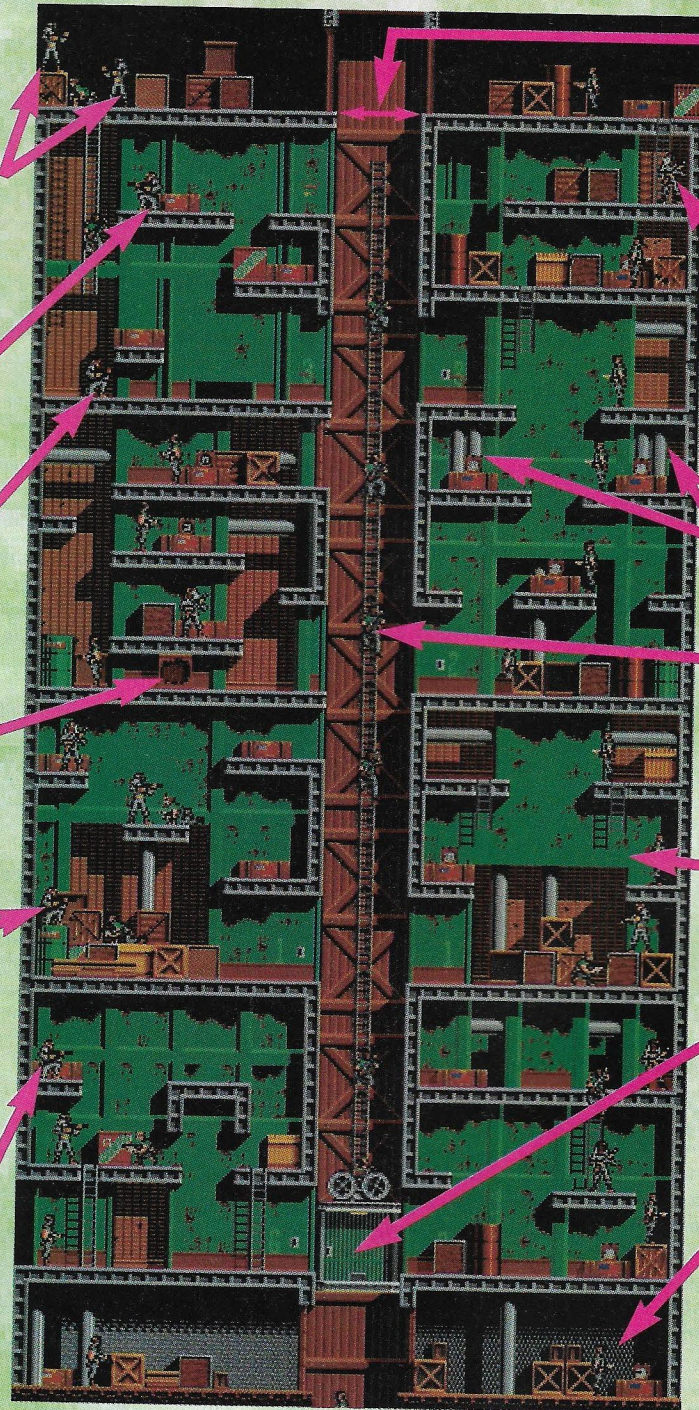
Attack this opponent from the direction of the lift shaft. If you climb the ladder to the left he'll shoot you before you get a chance to retaliate

The best way to kill this little blighter is to fire a rocket on the floor below. This will clear the path for you to ascend safely

Use the rockets sparingly as you only get five shots. They kill all guards on screen and are therefore very useful indeed

This guard can be a real pain unless you know how to kill him properly. Crawl up to the crate in front of him and wait until he fires. When the bullet passes over your head, climb up and shoot from the crawl position

Take the top route to this area and shoot just as this man appears, then leap across and pull yourself up before you land on the guard below



This gap can be jumped when timed correctly. You will have to hold the jumping angle on the joystick so that you can climb up the other side

Climb down the ladder on top of this adversary, touch him and he'll die. Very easy when you know how

To get to these stingers jump from just behind the ladder above on the left. You'll drop in front of a guard who can be shot very quickly

Only climb this ladder when you know the lift's position and that it's safe. If you don't, you could come to a sticky end in the gears on top of the car

Don't bother exploring here as there isn't really any need. All you will gain are a few points from the guards

The lift can be an ally or an enemy. If you aren't too careful it may kill you if you touch the top or bottom of the car. Try to enter it when you see it arrive

Before moving down to the basement make sure you have either the flame thrower or the rockets, otherwise your enemies here are very hard to kill

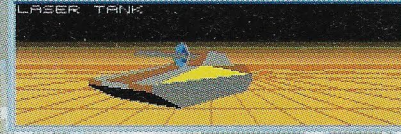
If some of you are having problems with Dynamix's 3D shoot'em-up, Games-X has come to the rescue by giving you the low-down on the enemy craft and a few ideas on how to defeat some of the end-of-level guardians...



THE ARCTURAN ARRAY



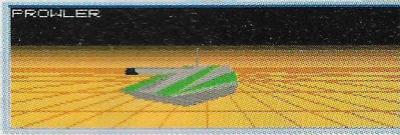
SAND SLED
 Armament: Light laser
 Power plant: Rocket thrusters
 Top speed: 200kph
 Rate of fire: Two shots per round
 Armour: 0.1 metre
 Notes: Can only be used on ice and sand surfaces due to the sled's runners



LASER TANK
 Armament: Medium laser
 Power plant: Nuclear powered treads
 Top speed: 128kph
 Rate of fire: One shot per round
 Armour: 0.2 metres
 Notes: Due to its weak laser weapon, the tank is fairly harmless



HOVERCRAFT
 Armament: Light cannon
 Power plant: Jet turbine/air cushion
 Top speed: 192kph
 Rate of fire: One shot per round
 Armour: 0.1 metres
 Notes: The hovercraft can only be used on planets with an atmosphere



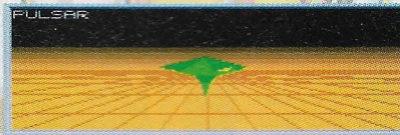
PROWLER
 Armament: Light cannon
 Power plant: Nuclear powered treads
 Top speed: 160kph
 Rate of fire: One shot per round
 Armour: 0.2 metres
 Notes: The Arcturans copied the EEL shield, and each Prowler has been equipped with one



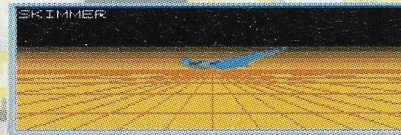
ASSAULT TANK
 Armament: Medium Cannon
 Power plant: Nuclear powered treads
 Top speed: 120kph
 Rate of fire: Two shots per round
 Armour: 0.3 metres
 Notes: Due to thick armour and powerful gun, the Assault Tank is a fierce adversary



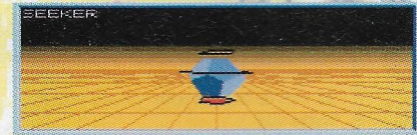
LASER BATTERY
 Armament: Heavy laser
 Power plant: NA
 Top speed: Rotates on spot
 Rate of fire: Two shots per round
 Armour: 0.2 metres
 Notes: The Arcturans also have a Heavy Cannon battery, with similar specifications



PULSAR
 Armament: Unknown
 Power plant: NA
 Top speed: NA
 Rate of fire: Unknown
 Armour: Unknown
 Notes: The Pulsar has only just been deployed and for this reason all information is restricted

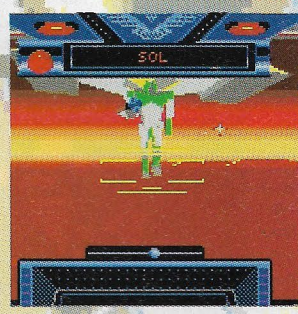


SKIMMER
 Armament: Light cannon
 Power plant: Agrav and rocket thrusters
 Top speed: 240kph
 Rate of fire: One shot per round
 Armour: 0.1 metre
 Notes: Fast attack vehicle that can thrust into the air to avoid incoming shells

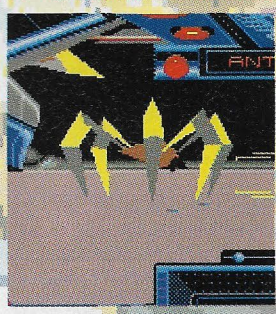


SEEKER
 Armament: Fission bomb
 Power plant: Agrav generator
 Top speed: Unknown
 Rate of fire: One shot per round
 Armour: 0.1 metre
 Notes: This is basically a homing bomb which follows your craft and detonates on impact

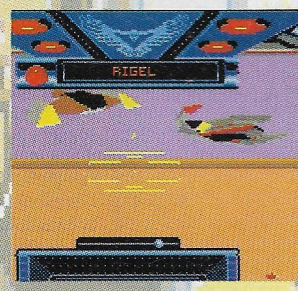
GUNNING THE GUARDIANS



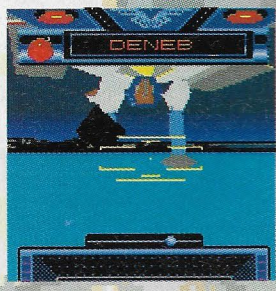
FLEET COMMANDER
 Found at the end of level one, the Fleet Commander is simple to destroy. Simply reverse away from it, swaying from side to side as you go. Keep firing and you can hit it without sustaining any damage



ARACHNOTRON
 The Arachnotron is found on level two, and can be defeated in one of two ways. Either select the Super Cannon and blast hell out of it as it lands, or follow its attack path, avoiding the webs as you go. Keep shooting at it, and above all destroy the smaller Arachnids that it sends at you



SCORPION
 Once again, select the Super Cannon and get as many shots in as possible before it takes off. Dodge the ship when it attempts to ram, and use the vertical thrusters to get a shot in

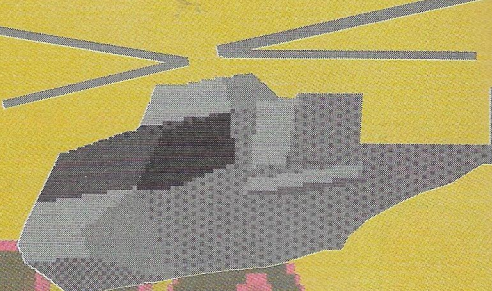


WALKER
 The Walker appears on Deneb, and although it is the fourth guardian, it's fairly easy to destroy. Once more, use the indispensable Super Cannon, and keep firing as the Walker approaches. Jump in the air so your shots hit its head

GENERAL TIPS

- 1 Make sure you are always on the move, and practise arcing your shots to become efficient at hitting moving targets
- 2 If a target requires more than one hit, fire a volley of shots before avoiding the incoming shells which are fired at you
- 3 Save the vertical thrust and Super Cannon power-ups for the end-of-level guardians, as they are considerably harder to defeat
- 4 Gain the necessary extra power pods by destroying the enemies in groups of three

Flames of Freedom is set on an epic scale, and because of this it can be quite a problem to get started with. Here is a brief guide to getting into the depths of the game as quickly as possible. Follow this advice and you should start liberating islands with considerably more ease...



1 All of your missions have a common objective – to liberate the islands and free the people from the tyrannical reign. Throughout your quest don't forget any of your specialities. Always consider your character's attributes as well as the secret weapons, which he or she may be carrying



2 To break you in gently, your best bet is to nobble the single skull rated islands first. This should boost your confidence a little because it will introduce you to pretty much all of the techniques that you will need for completing the overall game and foiling the COBRA armada

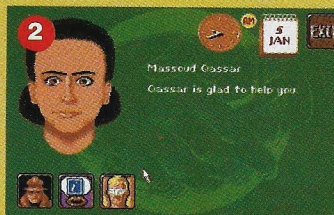


3 Moving towards your first objective is very often done at night. Remember you have infrared sights which will help you get to your goal. Don't move too fast in any vehicle as this will cause you to crash. Remember to take it easy and only use direct control for short journeys or combat

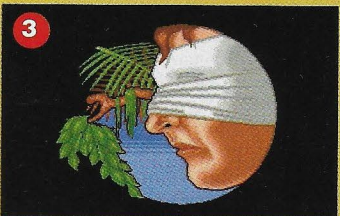
MEETING CONTACTS



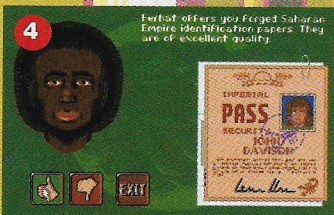
1 Meeting characters out in the fields is the best way of completing missions. Contacts who are not treacherous will lead you to further information, weapons stashes, modes of transport as well as friends who will aid you in some way



2 Sometimes you will have to convince a character to aid you in your quest. It is here that the attributes which you set in the character development section will come into their own. Charming a character is always a safe way of gaining information. If you're blessed with the gift of the gab try non-violent means first if you can help it, because as most will succumb to a soft touch



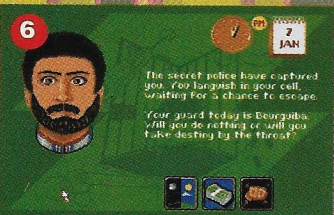
3 At times you will be blindfolded and escorted to a fugitive base where you will be introduced to underground liberation forces who will always be of some assistance. Often they will offer shelter, but their main aim is to organise certain violent actions such as sabotage raids on major COBRA installations and headquarters



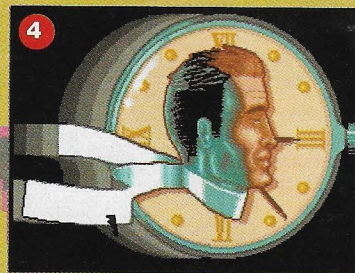
4 Aid will often come in the form of documents. Security checks are always a bind, so the underground movement can provide you with the necessary forms which you may need. Finding the forgers is more often than not a case of hit and miss, so be aware!



5 Not all contacts are friendly though! A treacherous character will not hesitate to turn you over to the police. An easy way to spot a traitor is by their response to your initial contact. Those who only help if conditions are met more often than not have an ulterior motive. Only meet conditions if they coincide with your own mission brief

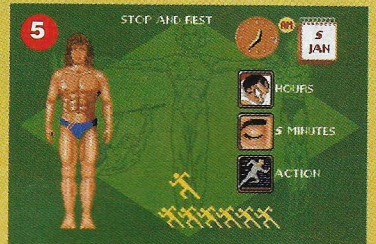


6 Betrayal will lead to beatings, torture and jail. If you've used the training mode extensively you will know how to escape. You must consider your own attributes when trying to overpower the guard, such as charm or sex appeal. Alternatively use your special weapons wisely to escape unnoticed



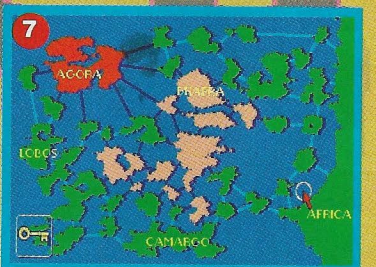
4 Keep your eye on the 24 hour clock at the top of the screen and try not to unduly wear yourself out by prolonged periods of action. Use the five minute rest option after combat and try to get a few hours sleep when there is a period of calm in the enemy onslaught

Quick Time is really useful feature. Use it in conjunction with the autoroute function on the map screen to travel anything more than very short distances. This will stop you damaging vehicles by accident and save a lot of time



5 Having explored the island fully you should eventually know the whereabouts of all of the major characters as well as the locations of all Cobra installations and vehicles. As you progress through your mission objectives further locations will be revealed to you

Having progressed through a number of missions, your quest looks a bit more encouraging. Your eventual aim – as you undoubtedly know – is to break off supply lines to the mainland. Larger islands can be liberated by breaking off all links from the smaller islands

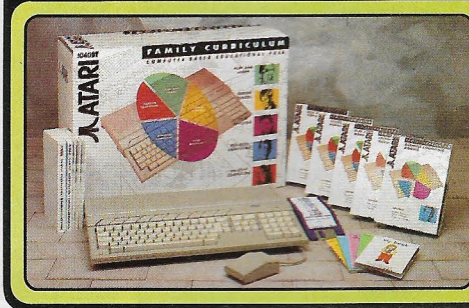


8 Piloting the various vehicles is necessary when engaging in some form of combat. Try not to move too quickly and if you're in a flying vehicle such as the helicopter try to keep at a reasonable height. For general movement use autoroute with quicktime for safety



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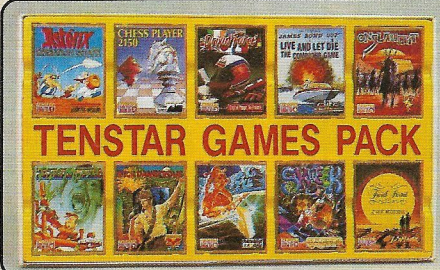
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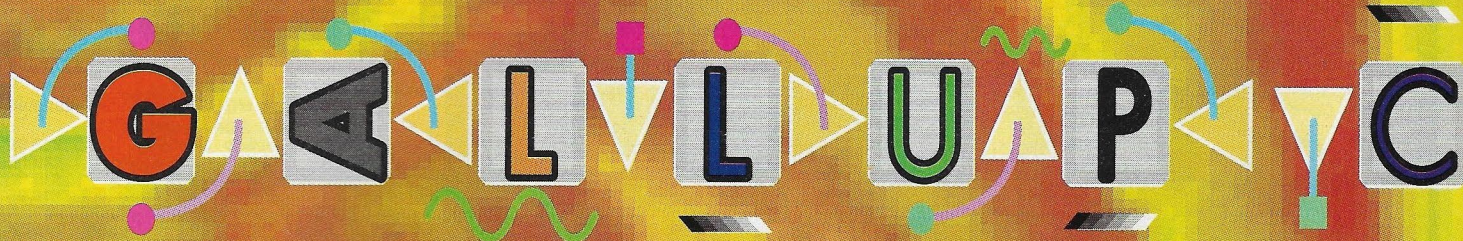
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Once again Games-X in conjunction with Gallup supplies the



Well, well, well! Manchester United Europe has taken every chart by storm this week and is at number one on almost every single one. It just goes to show that you all appreciate a decent football team.

The re-entries just keep coming, take a look at the ST chart and see what I mean. There are only two games that were there last week and the rest have all been around before. What is the gaming world coming to these days.

The excellent Armour-Geddon and Chuck Rock are among these re-entries, while the all time oldie (A bit like Chris! - Brian) Ninja Spirit has returned after what must be at least a couple of years!



The Amiga chart has done the usual reshuffle with Secret of the Silver Blades being the only new entry to make its way into the 10. Just outside are a

number of hopefuls, including Mercs, Zak McKracken and Night Shift. Hopefully the first of these will join the top 10 rather soon.

The budget chart has been taken over by Hit Squad, Ocean's budget label. It occupies the top two positions on the chart while there are an amazing 10 of their games in the whole of the top 40, a feat only ever equalled by CodeMasters and those wretched Dizzy games.

System 3's Last Ninja 3, soon to be released on 16-bit, has returned to the C64 chart. Gremlin's HeroQuest has entered at number two proving to be its greatest success since Lotus Esprit.

I will place a bet with anyone that Ocean's

1	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	◆	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
3	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
4	▼	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
5	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
6	▲	SWITCHBLADE 2 House: GREMLIN Team: P GREGORY AND G ALLAN
7	★	POWER UP House: OCEAN Team: VARIOUS
8	★	SECRET OF THE SILVER BLADES House: US GOLD Team: SSI
9	★	SUPERCARS 2 House: GREMLIN Team: MAGNETIC FIELDS
10	★	TOKI House: OCEAN Team: OCEAN FRANCE

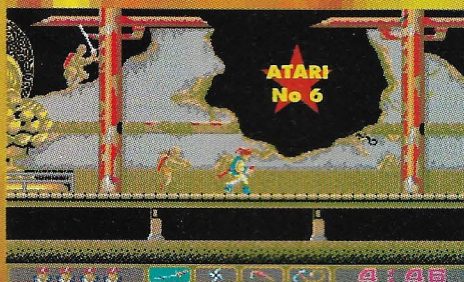
1	▲	MIDWINTER 2 House: RAINBIRD Team: MIKE SINGLETON
2	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
3	★	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
4	★	KICK OFF 2 House: ANCO Team: DINO DINI
5	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
6	★	NINJA SPIRIT House: ACTIVISION Team: IMAGES
7	★	LIFE AND DEATH House: MINDSCAPE Team: SIMON J BEAL
8	★	CHUCK ROCK House: CORE DESIGN Team: IN HOUSE
9	★	PLAYER MANAGER House: ANCO Team: DINO DINI
10	★	SUPER MONACO GP House: US GOLD Team: ZZU

1	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	★	HEROQUEST House: GREMLIN Team: 221B
3	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
4	★	VIZ House: VIRGIN Team: PROBE
5	★	TURRICAN 2 House: RAINBOW ARTS Team: FACTOR 5
6	★	LAST NINJA 3 House: SYSTEM 3 Team: IN HOUSE
7	▼	SUPER MONACO GP House: US GOLD Team: ZZU
8	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
9	▼	NORTH AND SOUTH House: INFOGRAMES Team: IN HOUSE
10	▼	SUPREMACY House: VIRGIN Team: PROBE

1	★	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	▼	HEROQUEST House: GREMLIN Team: 221B
3	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
4	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
5	▲	NAVY SEALS House: OCEAN Team: IN HOUSE
6	▼	VIZ House: VIRGIN Team: PROBE
7	★	SHADOW DANCER House: US GOLD Team: IMAGES
8	▼	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
9	▼	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
10	★	POWER UP House: OCEAN Team: VARIOUS

Full price and budget software charts

H A R T S



Terminator 2 conversion will soon be gracing all of the charts.

The NES chart in the USA holds many games



which are unheard of in my part of the world, except for Mario that is! Hopefully it won't be too long before I become acquainted with them.

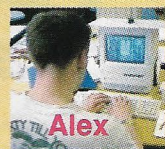
TEAM TALK

The Games-X writing contingent has increased in size this week with the arrival of Nick Walkland. The burning question is; How long will his sanity hold out?



On the production desk a battle is raging between Chris and the two new production assistants, Feargus and Alex. What are the boys fighting about? Well, the offending game is none other than Tetris which has once again reared its ugly head.

Whirlwind Snooker is THE game at the moment with everyone playing it at every available opportunity. Well that is unless we are spotted by Chris or Pam - spoilsports! John is the reigning champion but it won't be long before the others catch up.



1	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
2	▲	HEROQUEST House: GREMLIN Team: 221B
3	▲	POWER UP House: OCEAN Team: VARIOUS
4	★	MINI OFFICE 2 House: EUROPESS SOFTWARE Team: IN HOUSE
5	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
7	★	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
8	★	NARC House: OCEAN Team: SALES CURVE
9	★	TOTAL RECALL House: OCEAN Team: IN HOUSE
10	★	HOLLYWOOD COLLECTION House: OCEAN Team: VARIOUS

1	◆	BATTLETOADS House: NINTENDO Team: TRADEWEST
2	▼	NINJA GAIDEN 3 House: NINTENDO Team: TECHMO
3	▲	SHATTERHAND House: NINTENDO Team: JALECO
4	▲	SUPER MARIO 3 House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
5	▼	CASTLEMANIA 3 House: NINTENDO Team: KONAMI/ULTRA
6	▲	MEGA MAN 3 House: NINTENDO Team: CAPCOM
7	▼	STREET FIGHTER House: NINTENDO Team: CAPCOM
8	◆	BATMAN: RETURN OF THE JOKER House: NINTENDO Team: SUNSOFT
9	▲	KANBUKI QUANTUM FIGHTER House: NINTENDO Team: HAL AMERICA
10	▼	ULTIMA: QUEST OF THE AVATAR House: NINTENDO Team: FCI

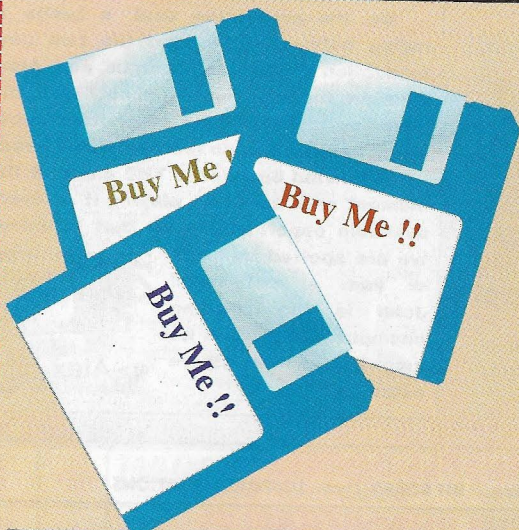
1	◆	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
2	★	THE UNTOUCHABLES House: HIT SQUAD Team: SPECIAL FX
3	▲	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
4	▲	QUATTRO COIN-OPS House: CODEMASTERS Team: VARIOUS
5	★	RENEGADE 3 House: HIT SQUAD Team: SOFTWARE CREATIONS
6	▲	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
7	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
8	★	PRO BOXING House: CODEMASTERS Team: IN HOUSE
9	▲	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS
10	▼	MULTIMIXX 1 GOLF House: KIXX Team: ACCESS
11	★	PAPERBOY House: ENCORE Team: NEIL BATE
12	▼	PROFESSIONAL FOOTBALLER House: D&H GAMES Team: IN HOUSE
13	▼	DIZZY PANIC House: CODEMASTERS Team: OLIVER TWINS
14	★	FULL CONTACT House: TEAM 17 Team: IN HOUSE
15	▼	QUATTRO CARTOON House: CODEMASTERS Team: IN HOUSE

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

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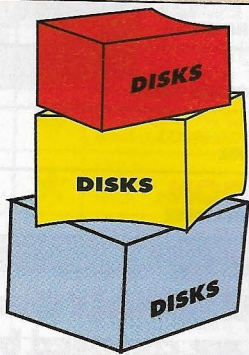
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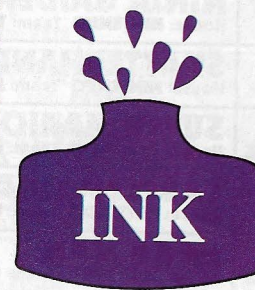
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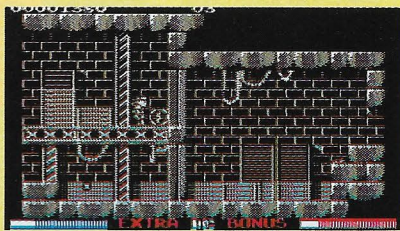
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SWITCHBLADE GREMLIN £10.99 OUT NOW

The cyber world, Thraxx, must be rescued from the verge of destruction. Havok has returned after 10,000 years and shattered the Bladeknight's source of power, the awesome Fireblade, into 16 pieces.

As a result, all the Bladeknights

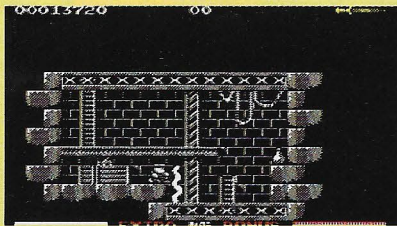


Hiro is close to one of the pieces of the Fireblade and must jump on the crates to get it slowly died off, until only one remained, going by the name of Hiro.

He must enter the underworld of Thraxx, both to find the pieces of the Fireblade and by finding and killing Havok, to avenge the deaths of his fellow Knights.

Graphically, the game is as close

as the Spectrum can get to the 16-bit versions, although the monochrome



A host of fighting moves are available to you, accessed by holding down the fire button down

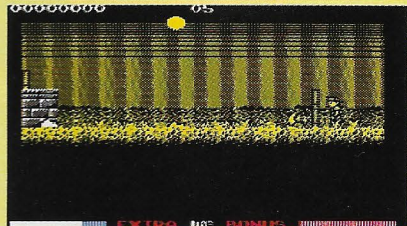
can be a pain and make important items hard to see.



Having just entered the underworld, Hiro comes across a large, deadly creature

The underworld is laid out on the same map as the 16-bit game and, due to the black and white colouring, looks dark and dingy.

The sound is fairly good and adds incredibly to the game's atmosphere. OK, Switchblade is a platform adventure and a little dated in



On out on the surface of the planet, there isn't much to do, but it is worth checking to the left gameplay, but it is certainly one of the best available for 8-bit owners.

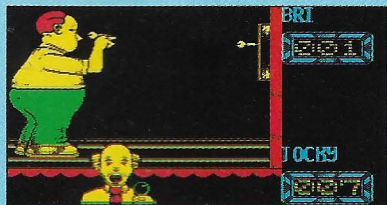
Unfortunately, the sequel isn't planned on the Speccy, so stick with this very worthwhile purchase.

X-RATING: XXXX

JOCKY WILSON'S COMPENDIUM OF DARTS ZEPPELIN PLATINUM £2.99 OUT NOW

Everyone's favourite fatty, Jocky Wilson, has officially endorsed this little sports 'simulation'. There are six different types of dart's games in the package, including, of course, the standard 501 darts.

This, for the ill-informed, is the game in which you have to get down



from 501 in as few darts as possible, finishing with a double.

Also included are: football, dart bowls, scram, ten dart century and shanghai. Each of these is a special variation on the arrows' theme.

Bowls is a game where a dart is thrown and then the two players try to get their own darts as close as possible to this target.

Any darts that are closer than the opponents score a point. The first to reach 21 is the winner.

This is a very competent little game, which is well worth the asking price, due to the variety of games that it can offer.

X-RATING: XXX

The moustached maestro is here once more, to enlighten you on what is available for your Spectrum. This is a historical week – we proudly present, for the first time, a full price game! But it doesn't stop there – more are in the pipeline, so watch this space...

Due out soon on budget are a number of US Gold classic titles, including Indiana Jones and the Last Crusade, Moonwalker and Techno Cop.

Indy is the game of the film, as you join the search for the cup of Christ, the Holy Grail. Take on the role of Indy himself, as you jump around, from platform to platform, whipping or punching all enemies that block your path.

Battle against the Nazis in their Zeppelin before the final scene, where you must confront your soul to save your father's life.

Moonwalker is again the game of the film, and has nothing to do with the game that shook Sega owners a few months back.

You play the part of Jacko himself, as you try to outwit the drug pushing Mr Big. Turn yourself into a giant silver robot in this action packed, pulsating beat-filled product.

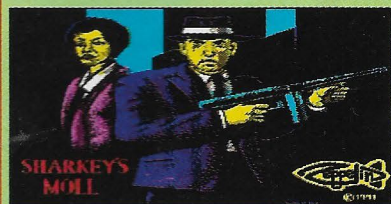
Techno Cop sees you as a policeman of the future, racing along highways to abandoned warehouses and suchlike, in order to blow away or arrest lots of criminals.

Originally released on the Gremlin label, you have now got the chance to play this truly brilliant game.

All three are on the Kixx label – Moonwalker is available sometime in August, while you'll have to wait until September for Indy, and as for Techno Cop, well, that's out soon.

SHARKEY'S MOLL ZEPPELIN PLATINUM £2.99 OUT SOON

Downtown Chicago is going to ruin. Only you, as Lieutenant Sharkey, can clean up the city. Armed with a shiny new Gatling gun



and a stack of petrol bombs, you must face the gangsters on their own turf and bring them down.

Sharkey's Moll is a fairly respectable budget title, let down only by jerky scrolling and an incredibly high difficulty level.

The graphics aren't particularly awe-inspiring and move a bit too slowly for a game of this type. The



monochrome colouring certainly doesn't help, because some of the characters disappear into the background.

Sound effects are fairly standard machine gun beeps and explosions.

X-RATING: XXX

ARCADE EXTRAVAGANZA

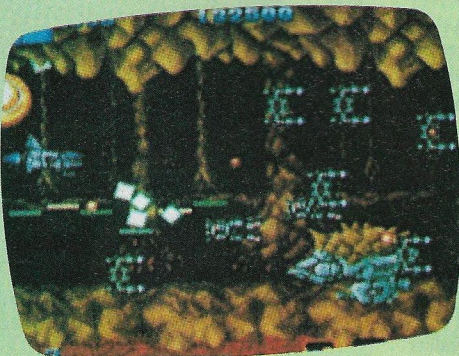


Jaleco's *Earth Defense Force (EDF)* is a PCB video game now available in arcades on both sides of the Atlantic. This is a game for fans of the simple to learn and operate space adventure.

EDF is a simple flat screen game for one or two players. It takes a popular theme to a new dimension, but the original influence of some of the very earliest video games can still be seen. This comes as a refreshing change with idiot proof horizontal and vertical movement on a 2D screen.

It is satellite warfare in the 23rd century, and you take control of a spaceship with a dazzling array of weapons ready to attack. Pilots have a choice of weapon for their arsenal from simple guns and lasers, to missiles and atomic bombs. Action takes place against various backdrops as you proceed from level to level.

These include a subterranean missile field where hidden dangers and a mega battle against the alien firestorm will test your mettle. As if that isn't enough, the enemy Robocrab takes some destroying.



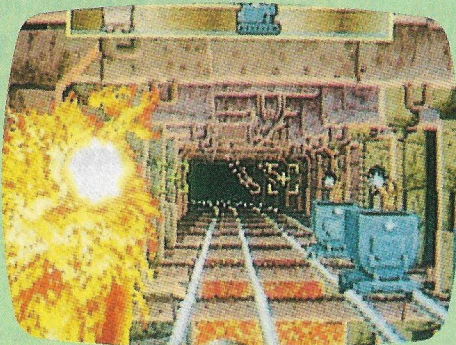
Battle your way through the subterranean missile field in EDF

Fast thinking and good reactions are needed to make full use of the weapon control system. Graphics are good, sound a little muted perhaps, but a square deal for the price of play. There is a simultaneous buy-in feature to continue the game or introduce a second player.

Sega seems to be on the ball at the moment in terms of producing games with an innovative theme or twist. *Rail Chase* comes into this category. It is an Indiana Jones style adventure game set, of all things, in a rollercoaster-type rail car.

Deep in the heart of the Andes, there is an evil drug syndicate which is holding the region's inhabitants as slaves. Your job is to rescue the hostages, find a secret Inca treasure, then make good your escape.

The only way out is in the rail car and this will take



Explore the complicated underground cave rail network deep beneath the Andes in Rail Chase

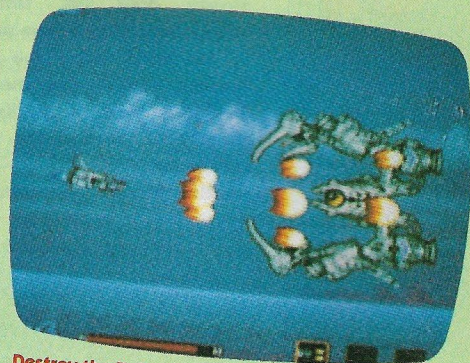
you through various challenges, including chases from henchmen armed with guns and grenades.

It is not only the game theme that is innovative with *Rail Chase*. The simulator version incorporates a realistic moving bench seat powered by an air drive system that recreates the thrills and spills of high speed rail car motion.

At the moment this has only been seen in a two-player prototype format, but there may be a call to expand this to a four seater to encourage group participation.

Either way, it is a fun and exciting game which takes one or two plays to learn to effectively aim your weapons because every twist and turn is realistically echoed on the screen, easily throwing your sights off target. Definitely one to watch for the near future.

Something else to look for from Sega, which has yet to be seen in the UK, is *Rad Rally*. This is the second of Sega's new System 32 games and, according to reports, is a more than useful follow-up to the first, *Rad Mobile*.



Destroy the Robocrab in EDF, a dazzling satellite warfare shoot'em-up set in the 23rd Century

One to four-player interactive, it offers high speed rally driving on a choice of four courses, and is housed in a stylish racing cockpit. More news on this when it arrives on these shores.

Another one to watch for the future could be *WWF Wrestle Fest*, from American Technos. This is a follow-up to the very successful *WWF Superstars*, which is still performing well in the UK charts.

Wrestle Fest picks up where *Superstars* left off by bringing America's hottest wrestling stars to the video screen. A two to four-player PCB game, where competitors can choose from all the top names, including Sgt Slaughter and Hulk Hogan.

Wrestle Fest features buy-in and game continuation, with features such as tag team matches and the ultimate battle royal. Wrestling fans will take to

this game very quickly, and the success of *WWF Superstars* points to the possible success for this sequel.

Rail Chase's magical bench seat



SEQUEL THAT NEVER WAS

Can you please tell me when Xenomorph 2 will be released from Pandora because I thought the first one was great. Secondly, is it true you can now buy Games-X on Thursdays?

Michael Weir, Liverpool.

Dr X: What do you mean, can you buy GX on Thursdays? You can buy the best computer weekly any day of the week! However, if you mean, "Is Games-X released on Thursdays?" Yep, it sure is. As for



Unfortunately there are no plans for a sequel to the excellent Xenomorph. Try Mindscape's Captive as you'll probably find that it is equally as good

Xenomorph 2, Pandora has been very quiet for months now, and as far as I know there are no plans for a sequel to this space age adventure. Have you tried Captive? It is also an excellent game.

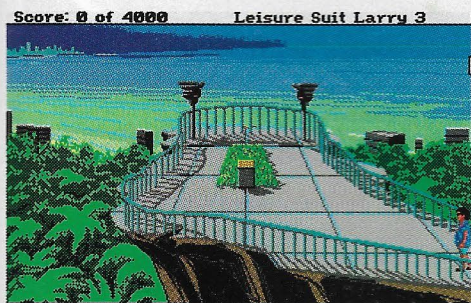
LARRY'S LUCKY LOTTO

Please could you help me on Leisure Suit Larry 2, because all I can do is get the lotto ticket with the money and look through the fence.

Vincent McGrath, Cheshire.

Dr X: If you're stuck on any Sierra adventure, I'm the guy to write to. As for getting stuck so early in the game, I'm very disappointed in you. The manual gives you a walk-through up to the stage you're presently on, so why not read that for help?

Ask the receptionist at the TV studios what the winning number is and note it down. Buy a lottery ticket using the number, and take back the winning ticket.



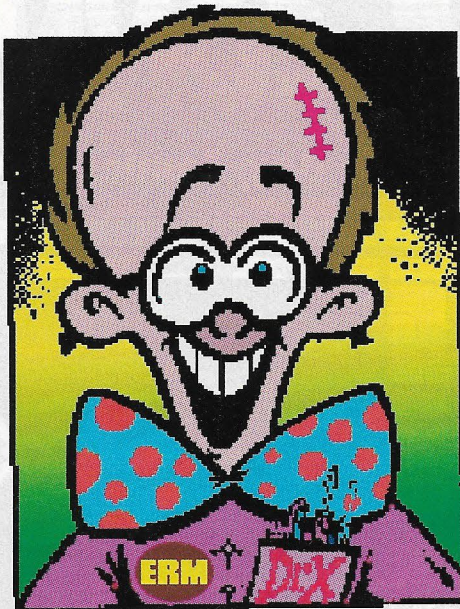
Larry Laffer's love life is finally on the up as he meets the girl of his dreams when he goes looking for love. However, what will he find when pursuing the pulsating pectorals?

After watching the hilarious hands-off sequence, you will have won the big prize – a cruise with a luscious girlie!

You must now get ready for a trip of a lifetime, and that includes finding your passport and buying swimwear. And don't forget the sunblock! The rest you can work out for yourself.

DEFENDING THE THRONE

This medieval thing is very hard, eh? Defender of the Crown is the game I'm stuck on. Jousting for starters, I'm no good at it. I



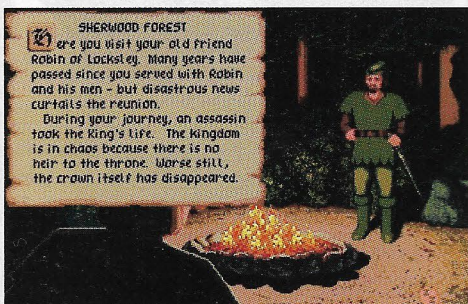
DrX

Some people really are unoriginal. The joke about asking for free software is wearing a little thin now so why don't you brain-dead bunch of morons think of something new for a change, like improving your handwriting or learning to spell? Any more begging letters I get will be shoved straight in the bin. However, I do appreciate the odd letter that is actually asking for help, which I'll gladly give. As usual, the address to write to is Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

can never get loads of dosh, and I'm always being taken over. Oh, and when raiding I can never get past the guard in the castle, can you solve that?

Alastair Hein, Peterborough.

Dr X: My first piece of advice is to plan your starting point carefully. In my opinion the best initial location is Clwyd, giving you instant access to Gloucester – the most valuable territory in the country.



Choose between Geoffrey 'I've got a' Longsword, Wolfic the Wild and the other brave knights to take on the medieval forces of the Defender of the Crown

From here on build up your army quickly and try to take out the enemy in Buckingham as fast as possible. Only use Robin for help if you need it, and finally attack Norfolk before going on to defeat Cornwall. To joust successfully, try moving the mouse in a circular motion and practise to improve your sword-fighting skills.

MOANING MUTT

Please can you send me software for the Spectrum 128, because I've got over 500 games and can't get any more because my parents tell me not to spend too much money. I also wanted to let you know I'm beginning to hate Games-X because there are no more posters and no coupons like in the first pages of the first five issues.

Nazam Azam, Clifton.

Dr X: Let me get this straight. You slag off the magazine and still expect a whole load of freebies? We are working hard to bring you exciting posters and offer you some excellent deals on software, but you'll have to be patient. As for free software, no way josé! If you've already got 500 games, you don't really need any more.

NOISY NEANDERTHAL

I am a caveman with a problem. On my quest to rescue my wife, Ophelia, I came across a Loch Ness monster. This appeared on the end of the third level of my quest and my problem is that I don't know what the hell you're supposed to do with it.

I can't kill the damn thing and it keeps blowing bubbles at me which make me lose energy. Please tell me what to do, only God knows what Gary Gritter is doing with Ophelia at the moment.

C Rock, Bolton.

PS I noticed a game based on my pen-pal reviewed in your great mag. Could you send a copy to me? His name is Toki.

PPS I own an ST.

PPPS I do not want a cheat.

Dr X: You should do what every other person does when they see the Loch Ness monster. Contact the Sunday Sport and give them an exclusive feature! Seriously, the



To defeat the huge underwater beastie that blows bubbles at Chuck, use your beer-belly and butt him off the screen

huge sea creature is fairly easy to beat. Just swim up to him and bam! give him a belly-butt. It may take a while but it does work. You may find that energy is continually lost this way, but make sure your hits are registering as they sometimes don't. It is possible to beat the monster without losing a single life, but this takes a while.

PS No you can't have a copy of Toki.

PPS I don't care what machine you've got, so why the hell did you tell me?

PPPS I'm glad you don't want a cheat cos you ain't gonna get one!

CONSOLE CONNECTIONS

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

GAME: SUPER R-TYPE
MACHINE: SUPER FAMILICOM
PRICE: £50.00
SUPPLIER: PC ENGINE SUPPLIES

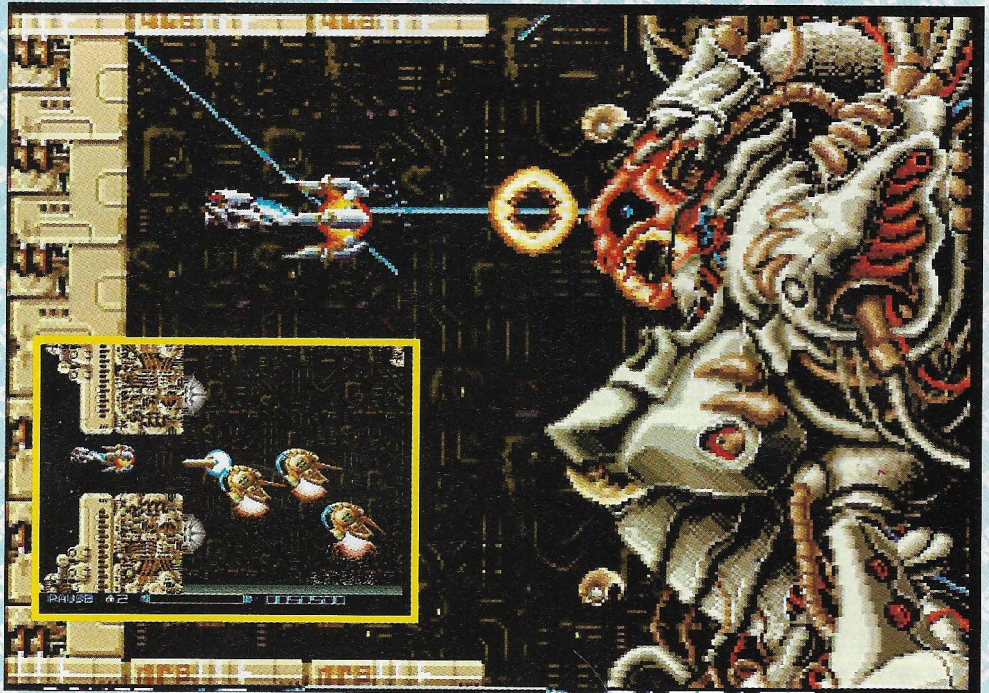
This is going to be one of the hot cartridges of 1991, as Super R-Type offers you the best levels from both of the R-Type games. There are seven in all and the game includes smooth parallax scrolling, a plethora of end-of-level beasts plus a massive array of power-ups to keep the weapon freak happy.

There are numerous difficulty settings ranging from the easiest - kids - to the hardest, which speeds the enemy up and gives you more bullets to dodge.

Using the joystick to control the R-9 ship, button B activates the ship's plasma weapon, the power of which can be adjusted by the length of time you hold the button down. If you have the additional weapon pod bolted to the front of the R-9, button A launches it out and a further tap will bring it home.

R-Type is the definitive shoot'em-up across all formats, and Super R-Type is probably the best version of the game I've seen and one of the best shoot'em-ups currently available on the Famicom.

The graphics are crisp and excellently drawn, and the sound is awesome, especially when the



explosion shatters through both speakers in stereo! The game's major fault is the speed to which the game slows when the screen becomes cluttered. This occurs often and can be annoying at times.

I found Super R-Type easy - don't play the game on the kids level, or you may feel cheated out of £50.

X-RATING: XXXX

Gameplay: 17/20
Lastability: 13/20
Presentation: 16/20



Welcome to this, my first console page. Get ready to see more screenshots, comprehensive reviews and the latest news and tips as I, Alex Simmons, show you the ropes of the wide range of carts now available.

NEC'S CD-ROM REBUILT

Now that Nintendo, Sony and Sega have all started to develop their own CD-ROM and CD-I systems, NEC has decided to redesign its unit, which is already available, in order to compete with the other formats.

The new PC Engine will look completely different, and will combine the existing Engine with the brand new Super CD-ROM2 in one unit, called the PC Engine Duo.

The Super CD-ROM will still be constructed as a single unit, and will be able to link up to the PC Engine,



as well as the CoreGrafx and the SuperGrafx.

NEC is also producing a fold-open television that will hook up to the Duo, and will be approximately five inches in size, as opposed to the Turbo Express' 2.6 inch screen.

To improve the operation, a CD-ROM system card has been developed by NEC, which will allow games to run more smoothly and will reduce disk access to a minimum. The end result will be a unique CD-ROM combination unit by NEC.

WONDERBOY THE THIRD

Wonderboy 3 is soon to be released on the Mega Drive. The third in the series will still be a horizontally scrolling platform game set on a cartoon landscape.

Once again, you will be forced to fight off the forces of evil with your sword and use your magic to become victorious.

The game will include testing, little puzzles that must be solved to progress further in the game, and special objects must be collected which will be vital in the later levels.

Wonderboy 3 promises to be a hot title for fans of the Wonderboy series, so expect to see this cart on the import scene soon.

MODE 7 FINALLY EQUALLED?

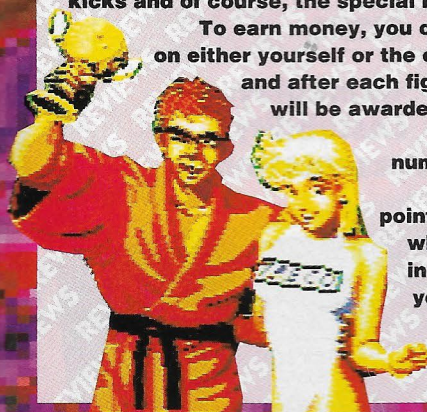
One of the hottest games to appear from Japan on the Mega Drive this autumn promises to be Super League Baseball, which has everything a baseball fan could

**GAME: STREET SMART
MACHINE: MEGA DRIVE
PRICE: £34.00
SUPPLIER: PC ENGINE
SUPPLIES**

Street Smart is your typical beat'em-up on the Mega Drive. Large sprites and fast action combine together to make quite a playable game, although the lack of levels - only nine in all - is a major failure.

Obviously, the aim of the game is to kick the opponents head until he collapses to the ground, thus earning the necessary prize money. You have six different attacks to use against your foe, these including an array of punches, kicks and of course, the special move.

To earn money, you can bet on either yourself or the enemy, and after each fight you will be awarded cash and a number of bonus points with which to increase your life force, power or



power or defence. The graphics are sufficiently slick, with the sprites being quite large.

Overall, Street Smart is quite an addictive game which, sadly, is let down by a lack of opponents to fight and the rapid increase in the game's difficulty.

X-RATING: XXX

**Gameplay: 13/20
Lastability: 10/20
Presentation: 14/20**



possibly want, including accurate lists of all the players and a full low-down on their skills and attributes.

The finished product will include sampled speech, a variety of pitches and scrolling so good it can only be matched by the Famicom's mode 7. All of the rules have been faithfully incorporated, as well as numerous hits and pitches that teams can make.



Watch out for this one as it is going to be THE baseball cart on the Mega Drive.

CHEAP NEO-GEOS

PC Engine Supplies has just announced its inclusion of Neo-Geo cartridges to add to an already comprehensive list of import software.

Prices range from £80-£120, with the actual unit itself retailing for a mere £290. At the moment, the console is only available with Scart, and includes a joystick and power supply, with additional sticks



**GAME: F1 CIRCUS '91
MACHINE: PC ENGINE
PRICE: £35.00
SUPPLIER: PC ENGINE SUPPLIES**

The whole of England erupted as Mansell passed the line to take first place in the British Grand Prix, which now leaves the Williams driving hero with a good chance to knock Senna from his pedestal.

F1 Circus '91 is viewed from above, and, using the joypad, you can control your car with either manual or automatic gears.

Featuring fast and smooth scrolling, the game is colourful and, due to the speed at which the corners approach, the fragile F-1 car can be rather difficult to control, especially when you don't

know each and every turn of the track!

The overhead view that F1 Circus uses makes a change from the normal first-person perspective you normally see in a game of this type. At first, the game seems difficult to manipulate and it's only after a while that you realise how playable the game really is.

X-RATING: XXXX

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



costing £45. They also promise that their list of software will be greatly increasing in the near future.

Also from PC Engine Supplies is a comprehensive range of arcade music on CD, so you can listen to your

favourite coin-op in the luxury of your own home. Available now, each music compact disc will cost around £35. Telephone PC Engines Supplies on 0782 712759.

HINTS & TIPS

TV SPORTS FOOTBALL - PC ENGINE

Here's a secret code to play the game in a championship final of American Football. Replace the normal level with the letters PTVY.

THUNDERFORCE 3 - MEGA DRIVE

In Thunderforce 3 by Technosoft, simply repeat the following process to gain all of the weapons at the beginning of the game. When you start, pause the game. Then press UP 10 times, BUTTON B twice, DOWN twice, BUTTON B six times and finally, tap BUTTON A once. Unpause the game and a massive array of photon death will be yours.

WHOMP'EM - NES

This one's not really a cheat but something more for your enjoyment. To listen to the secret sound test simply hold down both A and B buttons on controller 2 and press start on controller 1. The little character will smile and bow his head, and if you keep holding the A and B buttons the sound test will eventually appear.

TEENAGE MUTANT HERO TURTLES - GAME BOY

When you are running low on energy, do the following to restore your starting quota. Pause the game and hit UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, and START. Sadly this cheat can only be done once per game.

Thanks to:

PC Engine Supplies, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.

Electro Games, 2 Overton Drive, Wanstead, London E11 2NJ. Tel: 081 530 8246.

Whizz Kid Games, Unit 9, Mid Kent Shopping Centre, Adlington Park, Maidstone, Kent. Tel: 0622 766010.

GAME: MAGICAL GUY MACHINE: GAME GEAR PRICE: £24.00 SUPPLIER: PC ENGINE SUPPLIES

Magical Guy is a school boy with an attitude, and now he's wreaking havoc in every school yard in town! The game is the standard horizontally scrolling shoot'em-up, with the emphasis on being sickeningly cute.

The little wizard begins with a single, magic beam with which to destroy the enemy. Instead of gaining the usual power-ups from shooting the baddies, a small girl flaps along and, if kissed, offers a selection of weapons to choose from. These range from a single-use smart bomb to homing bullets.

The basic gist of the game is, if it moves - shoot it. Fire extinguishers jump up and down, giving you a hosing if you step too near, paper aeroplanes float around the corridors and giant

pianos dance about, lobbing threatening, musical notes in your direction!

At the end of each lengthy level, you will have to defeat a guardian, each one taking on a different attack pattern and requiring more and more hits to destroy it than the last. The game is fairly playable, but has nothing new to offer in terms of big aliens or massive power-ups, which is a shame.

Magical Guy is extremely cute and visually OK, but as we all know, great graphics don't make a game - it's the playability that counts. The difficulty set just right and there are numerous opponents to keep you busy. However, Magical Guy lacks that certain addictive quality to keep you hooked.

X-RATING: XXX

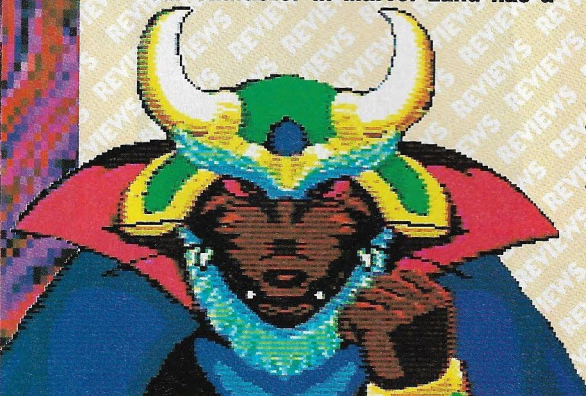
Gameplay: 13/20
Lastability: 10/20
Presentation: 14/20



GAME: MARVEL LAND MACHINE: MEGA DRIVE PRICE: £34.00 SUPPLIER: PC ENGINE SUPPLIES

Marvel Land is a platform romp that requires great skill and precision in order to progress. You play the part of a young hero with personal problems. Your girlie friend has been nabbed by the superno nastie, and now you must venture across four hostile worlds, in an attempt to win her back.

Your character in Marvel Land has a



couple of abnormal features, namely two huge, green ears and a long scaly tail! He also has the ability to fly, if the correct power-up is collected.

Other power-ups include extra lives, the ability to attack with devastating effect and an energy top-up.

Most of the levels include a variety of platforms that must be leaped on and monsters that must either be killed or avoided. However, some stages include speedy roller-coaster rides, spinning big wheels and see-saws that will try to tip you off!

Graphically, Marvel Land is not really that impressive, although it is colourful and rather cute. The animation is OK and the sound is run-of-the-mill, but the game's strong point is its addictive quality. You will actually need a sense of timing and skill to win this one, and overall Marvel Land, although not as good as Sonic, is definitely worth a try.

X-RATING: XXXX

Gameplay: 15/20
Lastability: 12/20
Presentation: 13/20



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Sneak Preview

UTOPIA

When you decide to construct some buildings you can select from three screens of different landscape fillers. Each serves a specific purpose for the city and its inhabitants



Of all the things to be attacked the sports stadium remains unscathed. At least my people won't be starved of their weekly dose of football!



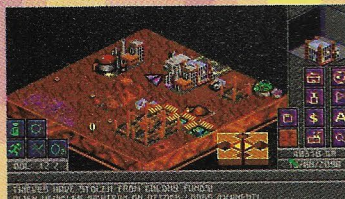
In the concluding part of our series Games-X is proud to bring you an in-depth explanation of the game that already looks like the favourite to knock Sim City off its perch. So spacesuits at the ready, you're going to build a city.

With the current state of its games it looks as though the Sheffield Supremo is definitely the company to beat for the best quality games: Lotus Esprit, Supercars 2, Switchblade 2, HeroQuest and now Utopia. It would seem that it can do no wrong!

The story-line behind Utopia is fairly simple, but the gameplay certainly isn't! The idea is to build a populated zone on a distant planet in space. You have all the resources and all the finances that you'll require.

Whereas with Sim City you had to create your city from scratch, in Utopia you already have a small but respectably sized colony. Your population already has a fairly confident feel to it but, not surprisingly, that's when the trouble will start.

Predictably, building your nation



When you select where a building is to go it won't just materialize, it will have to be built, so scaffolding will appear while your citizens perform the construction work

isn't going to be easy. Lots of things will have to be considered: Will your population be happy with their living quarters? Will there be enough building materials for the factories? More importantly, will you be able to thwart attacks from hostile alien life-forms?

In the finished game, there will be 10 alien cities to which you can send spies, both to discover their locations and to determine how well they have developed. None of the alien races will appear particularly friendly towards you and will attack you as often as possible.

PERFECT EXISTENCE

Ensuring that your inhabitants are happy will be a major part of the gameplay. Starting off with a 'quality of life' (QOL) rating of 78 per cent you will have to decide whether to build a sports stadium or hospital, which will increase your QOL, or spend all your money on military research. The latter could lead your people to begin feeling neglected.

Some rather tough decisions lie ahead.

To get more money you can trade using the various resources found on the planet. Ore is the main item of exchange between cities and this can be mined at nearby locations. You can elect to perform this task yourself or allow the computer to buy and sell a certain amount each week.

COSTLY DEMOLITION

There are many different types of building to be constructed in your city, ranging from living quarters to vehicle factories. These are necessary to construct the tanks and space craft you will need in the event of a battle.

Buildings cannot be put up in bulk as there won't be enough men to perform the task.

Obviously, the longer that you last and the larger your city becomes, the more buildings you will be able to construct. The major problem with developing desirable locations is

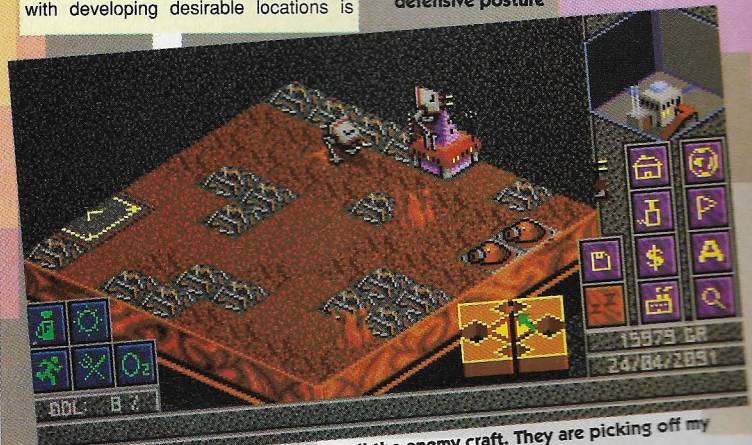
that as soon as an important property is erected an alien ship may come over and destroy it.

As you can tell, Utopia's gameplay owes a lot to Sim City. However, the landscape is drawn in stunning isometric 3D, allowing much more detail.

I know that fans of the Infogrames classic will certainly enjoy playing Utopia, which will be released in September, and we'll be giving it the full Games-X treatment then. Can't wait!



The enemy craft have begun to attack your colony and are already destroying buildings. It's time to stop with the hospitals and concentrate on a defensive posture



I'm getting completely wiped out by all the enemy craft. They are picking off my buildings one by one and my defence craft aren't exactly stopping them

Four years in production, thousands of man hours and painstaking research, and what for? To present what is arguably the most technically-advanced, realistic and certainly the biggest flight simulation today and for some time to come – Birds of Prey.

Jez San and the Argonauts are finally ready to open the hangar doors to reveal a mind-boggling list of features and statistics. This is something which could only have been achieved through four years of dedication, advanced design techniques and sheer hard work – one wonders who will try to technically out-gun this flight-sim?

Development started as a progression of Star Glider II and using the technology San had customised for the game, the project evolved into an aircraft simulation. However, as advanced flight-sims were released over the following years, including F-16 Combat Pilot, Falcon and Bomber, it was decided that Birds of Prey had to be bigger and better.

TOP SECRET

An example of the intricacy of this project was the deployment of one Argonaut, who's sole task was to create perfect ellipses within the 3D environment. The result of all this experimentation is a complete air-sim, with full flight simulation of 40 different aircraft, featuring existing, advanced and prototype planes.

These range from the heavy Hercules and B52s to Soviet, European, British and US fighter jets, featuring MiG 29, Saab, Tornados, Stealth and Eagle. There are even spy/reconnaissance planes including the top secret US Blackbird.

Of course, the question that's going to be asked is how can 40 planes be realistically portrayed? There's only one compromise, a universal cockpit, featuring in whatever plane you choose. This is explained away as 'cockpit familiarity'.

For accuracy and realism of the birds in flight, Jez San employed his knowledge of mathematics and physics. Logically, the realism of all the 40 planes was calculated from the parameters of each aircraft's flight-dynamics, weight, size and engine power, as well as the speed and ceiling capabilities under every weight load.

An example of this is the difference between a plane's aerial altitude, speed and height capability when taking off with fuel and weaponry on board, compared to its return with no weaponry and low fuel.

Sneak BIRDS

Using 3D polygons is another logical example of how maths and physics can present an accurate and realistic representation. Aesthetically, the planes that you see are the ones that you fly. Your responsibilities start from the moment the aircraft is being prepared in the hangar.

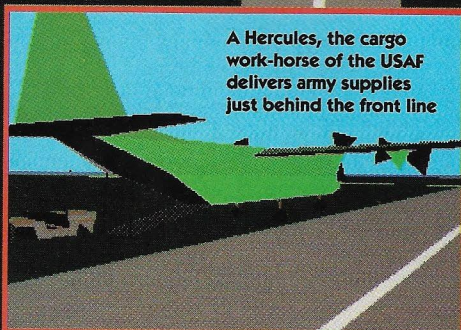
MISSILE MAGIC

You must select the appropriate fire-power and equipment using a detailed weaponry bay screen. Incredibly, Prey features every missile and piece of equipment used into today's air forces and the missiles are as thoroughly

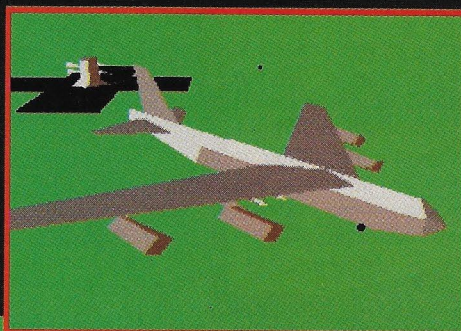
researched as the aircraft. In the air, each missile acts differently.

Sidewinders detach from the wings and hold back until their propulsion kicks in and they tear across the sky. Another realistic effect is the flight of the missiles, which slowly arc downwards. Laser-guided missiles can be steered to the target, as used in the recent Gulf War.

There are 12 main scenarios, spawning an unlimited number of missions. The simulation lives in real-time within an elaborate and massive electronic battlefield. Once briefed on your mission, such as 'intercept incoming hostile aircraft, destroy and



A Hercules, the cargo work-horse of the USAF delivers army supplies just behind the front line



The super heavyweight B-52 flies so high you can't hear the roar of its eight massive engines on the ground

Preview OF PREY

return', every mission is saved down on completion thus creating a more complex world.

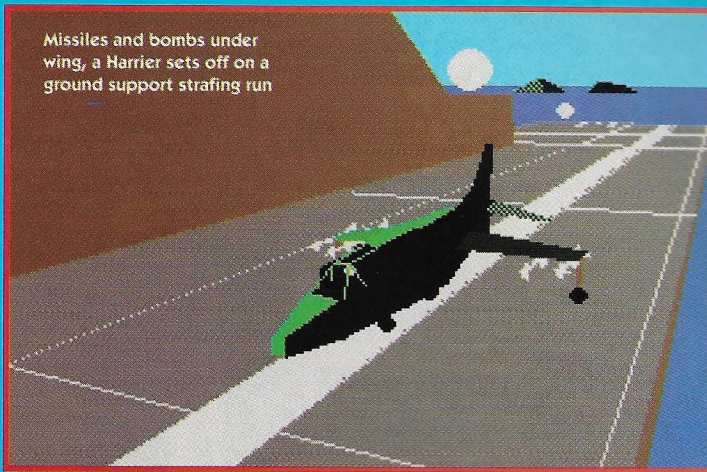
An example is a Hammerblow bombing mission to destroy a runway. The enemy will begin repairs and you must monitor the work to make sure that the strips do not become operational again. Thanks to an AWACS system, you can watch all your enemy's positions and movements.

RED ALERT! MiG 29 entering air space and you must intercept and take him out. Using automatic pilot you can accelerate time to any point in the mission from just after take-off to approaching or engaging the enemy.

From the hangar, forward thrust control taxis the aircraft onto the runway. Centralise, increase throttle to maximum and pull back on the yoke, now you can toggle through enemy activities and see what they're up to. If at any point in a mission the enemy attacks, manual control kicks in.

FIRE AND FORGET

The HUD pinpoints the enemy and a diagram of the underbelly displays the missiles available. You can swiftly select



Missiles and bombs under wing, a Harrier sets off on a ground support strafing run

the missiles and the target computer comes into play. The Kill Box signifies that the target is in range when it locks on Fire and Forget.

Realistically simulating one plane is a tall order, but 40? Consider all the different missions from dogfight to troop drop, this is indeed four years hard labour and it richly deserves the success and acclaim that Spectrum Holobyte's Falcon has received.

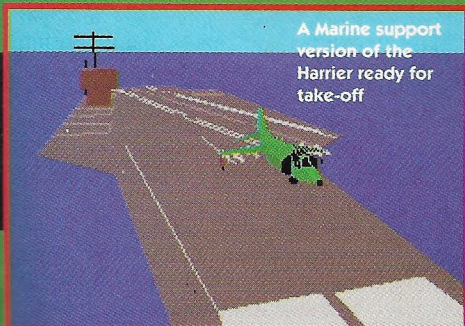
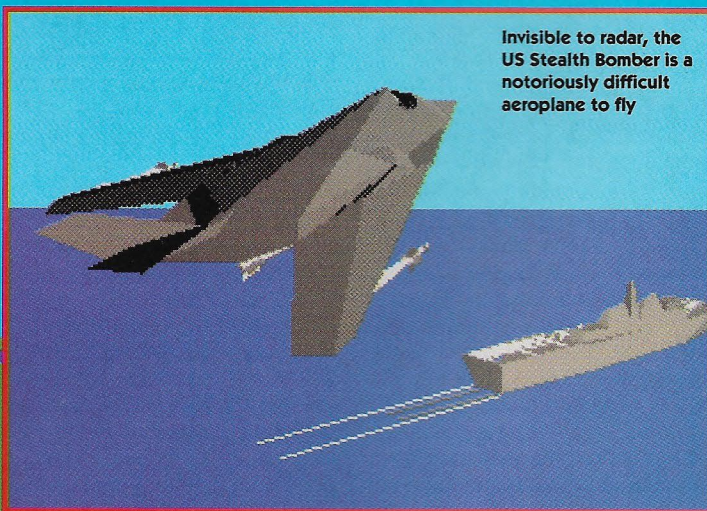
The game has been designed to be technically elaborate and the general tone of the simulation is strictly business and not for joy-riders. Aircraft simulation is however, singularly the most popular

genre and should appeal to thousands of frustrated armchair pilots around the globe.

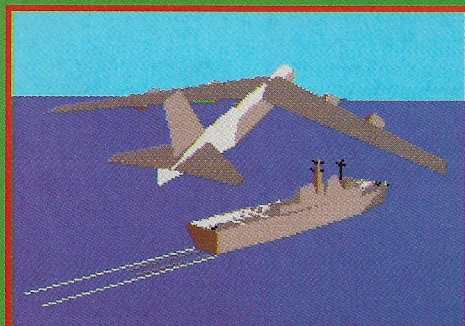
Birds of Prey – the ultimate combat flight sim – will be winging its way to the shelves in September. Will it come up to expectations? Almost certainly!




Invisible to radar, the US Stealth Bomber is a notoriously difficult aeroplane to fly



A Marine support version of the Harrier ready for take-off



 You lot and your infernal questions are enough to give me the screaming ab-dabs! Try telling me about your exciting lives instead – just for a change. And come on, send in those piccies, I just love to see how ugly you are! Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

X-IT

GB EMULATOR

My Amiga packed up temporarily last week. I'd run an ST emulator through and it almost died of embarrassment!

Good job I didn't give it the full treatment – the dreaded Game Boy emulator! Arghh... sound of Amiga packing its bags!

I'd have written sooner, but they forgot to undo my, er, jacket, so it was a bit awkward.

Don "Mad" McKie, Hull.

I'd have thought the Amiga would have loved to be a Game Boy – go anywhere and run on batteries!

Glad to see the jacket's off, is this a permanent thing or just temporary!

OTT



What can I say? (Probably not a lot – Doc.) This mag is brill! Dr X and Street Talk are superb (let's not get too carried away! – Unc) – excellent originality.

I have just one suggestion, please add a chart for Nintendo or the Game Boy every week.

James Kirkham, Kent.

Little bit over the top about Dr X aren't we? Judging by the type of letters he

gets in, the Doc isn't the most endearing guy in the World!

Can't do a chart for the NES or Game Boy every week because they are only produced monthly, but watch the chart pages, they do appear regularly.

QUIZ TIME



Have a few questions for you. (Doesn't everyone? – Unc)

● Will there be or have there been any decent flight sims on the Game Boy and if not why? (Get serious! – Doc)

● When is Flight Sim 4 going to be out on the Speccy?

● In your next issue could you make a list of which games are being converted from the NES to Game Boy.

● Is Final Fight coming out on the Game Boy?

● Could you send me a T-shirt?

PS I own a Speccy and in a short while will be getting a Game Boy. (Don't worry, we all have our crosses to bear! – Unc)

James 'Egg' Edgerton, NFA.

● *The key word in your first question is decent. There is one or two, but really the Game Boy doesn't lend itself to this kind of game.*

● *With the processing power needed*

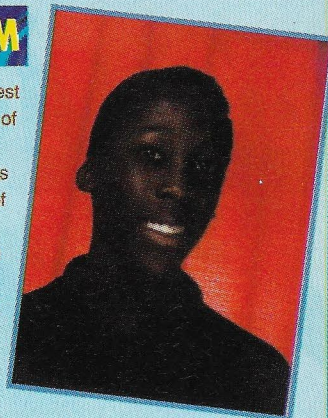
WOOLWICH WISDOM



I'm writing this letter in the earnest hope that you will send me one of those glorious Games-X T-shirts.

- 1 – Who on earth is Unc, who rudely interrupts letters? (Let's just say I try to make sense of your garbage – Unc.)
- 2 – Why does everyone rate Tetris on the Game Boy?
- 3 – Could you send me a copy of issue seven – the one with Caroline Machin on the front?
- 4 – Why has ST Action got so **** lately?
- 5 – Why is the STE so under-rated?
- 6 – Why is Dr X such a spud-head?
- 7 – (Give us a break, no more questions! – Unc)

Ejike Agubor, Woolwich.



What do you mean, 'Who on earth is Unc'? Unc is Uncle X.– me, you moron, the guy who writes these words of wisdom, which are obviously wasted on most of you!

Tetris on the Game Boy is probably what that little machine was designed for. Anyone who thinks otherwise must be simple.

No, to question three – the episode has ended.

*ST Action hasn't got ****, it's got better!*

Is the STE under-rated?

And finally, Dr X is a natural spud-head – he was born that way.

Next time you write in, Ejike, cut back a bit on the expletives.

on something like Flight Sim 4, I would have thought it unlikely to come out on the Speccy.

● *We'll try to get that list together for you.*

● *Not sure about Final Fight, but it is coming out on the Amiga!*

● *No!*

SHADDUP!

How ya doin' man? I'll start with the usual garbo – been reading your mag since it's been out and think it's mega awesome.

Just wanna say to Harry Sargent of Marlborough and Dennis Mitchell of Aberdeen to stop moaning and get an Amiga like me!

PS the weather's really hot and I'd love to change into a Games-X T-shirt!

Me, Dewsbury.

I've got a nasty feeling about this letter – please don't start any 'my computer's better than yours' wars, I can seriously do without the hassle.

If everyone in Yorkshire talks like you write, Me, it's no wonder they don't win anything at cricket.

I certainly don't find the weather very warm, so you can whistle for your T-shirt!

PURE CLASS

First of all I'd like to say Dr X looked better in the preview issue – green! Get rid of the smelly piece of slime! (I'm trying, I'm trying! – Unc)

Please answer my questions.

● How long do the batteries last in the Game Boy?

● Will Speedball II be available for the

Master System?

● How much does it cost to join the Caroline Machin fan club?

● Is it true that Nintendo are making a Game Girl?

Paul Chapman, Welwyn Garden City.

What is it about the Game Boy – I get endless reams of letters on this thing. I suppose I ought to encourage an inquisitive nature, but all these quessies!

● *Around 40 hours.*

● *Don't know, so buy an Amiga if you want to play it!*

● *Nothing, cos there ain't one. Mine costs £5, though.*

● *Course it is! That poor Boy has been around for such a long time now and no one to play with!*

GIVE IT A REST

Please would you stop bad-mouthing the Sinclair ZX Spectrum! (Who? Me? – Unc)

I own a 128K +2A, partly because I can't afford a 16-bit computer. When I read your mag I get all depressed about some of the things you say about it. I think the Speccy is a good home computer that almost anyone can afford.

I have a lot of friends who own Speccies and have a regular order for your mag. We all agree (flamin' mothers' union – Unc) that if you don't stop being rotten about this powerful 8-bit machine, we will cancel our order. I'm sure other Spectrum owners feel the same way as we do.

A Non, New Town.

Just a little bit over the top about our occasional witticisms, aren't we?

Dear Newsagent,

Please would you reserve/deliver a copy of Games-X every week for:

Name

Address

Post Code

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

I'M HOLDING THE
GAMES-X GAMEBIT
HOSTAGE. IF YOU WANT
TO SEE IT AGAIN YOU
MUST PRINT THIS
AND REVIEW GAMES
ON THE SAME
FROM M. BAILEY
WLBCC

RANSOM NOTE

No worries, we've got another two in the office and the one you've got was duff anyway – so have it with our compliments!

No doubt in a couple of weeks time you'll be writing to me again begging me to take the little beastie off your hands. Be assured it will cost you dear – at least a couple of pints!

Our so-called wisecracks are only a little bit of fun, and I think most Speccy owners will recognise them for just that! We do take your machine seriously, why else would we be introducing a page especially for the Spectrum!

Don't write anonymously to me – have the courage of your convictions and put your name to your inane scribble.

STRANGE NAME



I've stopped buying other mags in favour of yours, cos I think GX is the biz! Can you send me issue eight as I missed it first time around? Also a T-shirt would go down well, then I'll be able to prove to my friends that Games-X is the best computer mag out!

Morgan Burt, Newbiggin-by-the-Sea.

I would have thought an easier way of proving that Games-X is the best is to show them the mag. Better still, buy it for them if you're feeling flush! Issue eight is in the post.

I didn't believe there was really a place called Newbiggin-by-the-Sea till I looked it up on a GB atlas!

SCOT SAYS

Just thought I'd let you know that me and a certain Ms C Machin are getting on really well. (I suppose we can all dream – Unc.)

I went up to Newcastle and hung around the shop for four days until... (Shouldn't you have been at nursery school? – Unc)

Scot Symonds, Norwich.

Full of it, aren't you, Scot. From the quality of your writing I guess you are no older than about 10, so I would have thought it less than likely that your mum

would allow you to go out by yourself, let alone venture to Newcastle and hang around for days on end!

ONLY JOKING

Last week some person wrote in saying that they saw Todd and Melissa from Neighbours on the front cover of Issue nine. They need to get their eyes tested.

I'd just like to mention that the cheat you gave for Viz in that issue didn't work!
JB, Leigh.

I believe Mr McKie, the chap who wrote that letter wasn't being entirely serious – some people call it a joke.

Sorry about the Viz cheat. It certainly worked well enough when we tried it in the office, give it another go!

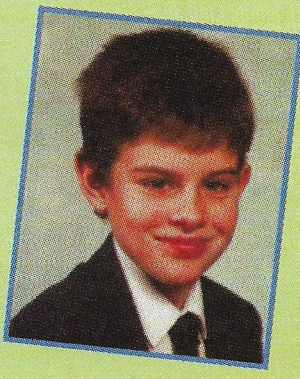
ILLEGIBLE

CHEEK LETTER

Had a wonderful letter from William Forbes of Aberdeen, pictured here.

Only trouble was I couldn't read it! Where did you write it, William, resting on a bag of spuds on top of a double-decker with a lunatic driver doing 90 over a hump-back bridge?

If it was on a desk at home, have you got trouble at exam time!



NEXT WEEK..

★ Games-X gets the exclusive on both Mind Possessing Aliens from Hyperspace and Starlight Voyage from Demonware

★ Rolling Ronnie wins the Game of the Week accolade



★ Four pages of tips including Armour Geddon

★ What do Terminal Software, Binary Design and Creative Materials have in common? Take a look at Games-X next week to find out

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**THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS**

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AND JUSTICE HAS A BRAND NEW FACE**



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