

TOP
Every Thursday

THE COMPUTER AND CONSOLE MAG NOT TO BE MISSED

GAMES-X

19th-25th
Sept '91

Issue 22

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

Terminator 2 p.19



EXPLORED:

★ **PLAYER'S GUIDES FOR BEAST II AND EXECUTIONER**

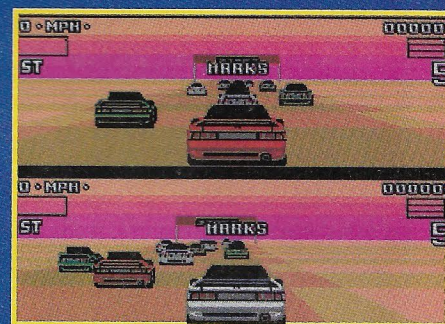
Pegasus p.20



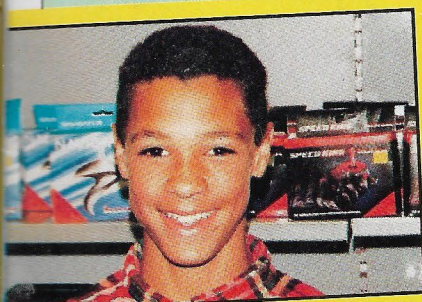
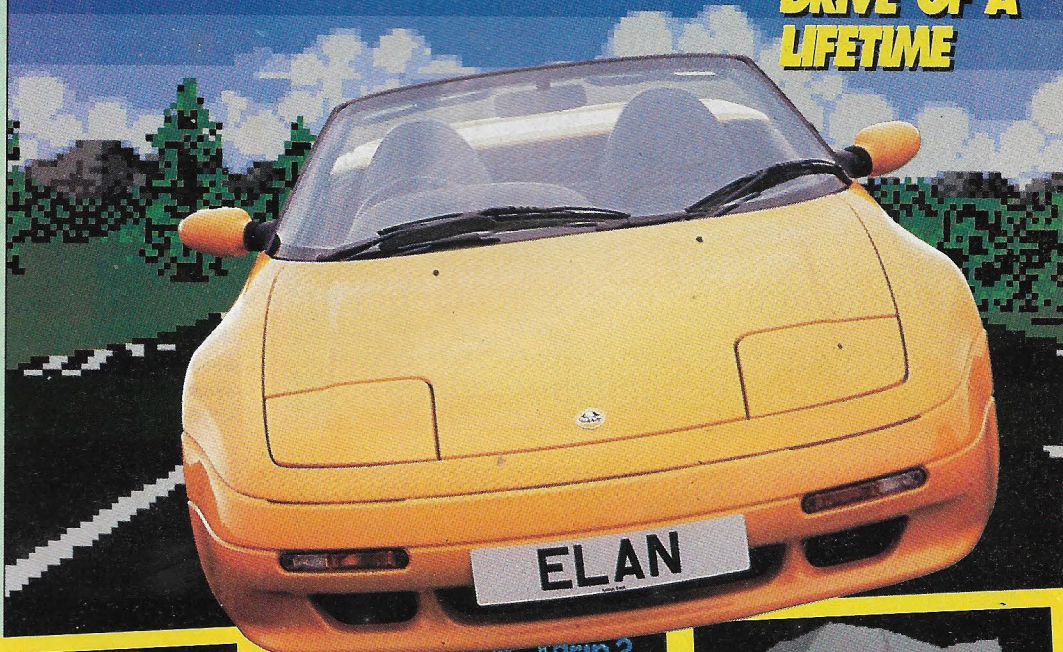
EXAMINED:

- ★ **PEGASUS**
- ★ **TERMINATOR**
- ★ **SUPER TENNIS**
- ★ **LEANDER**

EXCLUSIVE LOTUS TURBO CHALLENGE 2



PREPARE YOURSELF FOR THE DRIVE OF A LIFETIME



GX HITS LONDON p.40



SUPER FAMICOM UP FOR GRABS p.7



PD GALORE p.26



EYE OF THE STORM p.43

EXCLUSIVE CHARTS FROM GALLUP EVERY WEEK





LEANDER

Lord Tyeger has captured Princess Lucanna; he needs her life-force to replenish his own dwindling power. Incarcerated in the sphere of depletion she has little time before all her strength will be gone. Her only hope of survival is you!

You must assume the role of *Leander*, handsome hero and savior of princesses. In order to rescue this particular princess you must travel across three danger-fraught worlds, fighting powerful enemies. En route you'll discover spells, potions and weapons to aid you in your mission.

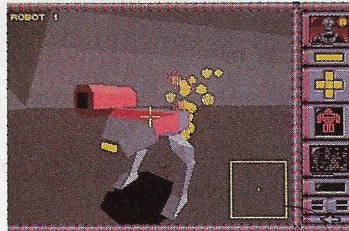
Featuring 22 levels of arcade adventure *Leander* spans three separate worlds. November will see its release on the Amiga for a mere £25.99.



CYBER FIGHT

Billed as a 'virtual reality combat game without the helmet', *Cyber Fight* is an arena-based sport where opponents fight for supremacy in exo-skeletal fighting machines.

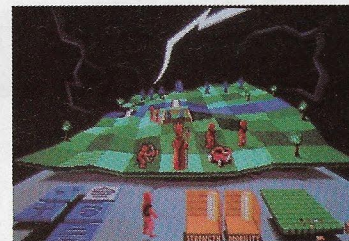
You go into battle with cannons and metal smashing hammers in this seek, avoid and destroy battle. Your objective is to annihilate your opponent and scavenge the remains. The 3D environment is enhanced by the use of Gouraud shaded polygons. *Cyber Fight* will initially be available on the PC priced £29.99.



THEATRE OF WAR

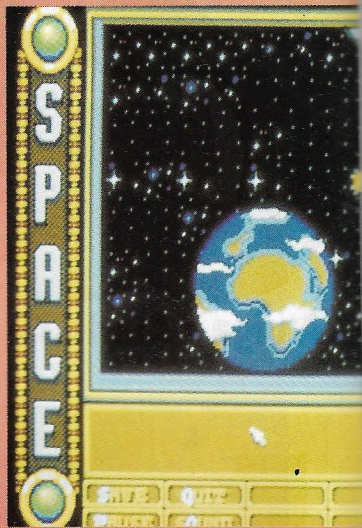
Three-sixty is keeping its hand in with warmongering in its biggest and most elaborate battle simulation to date, *Theatre of War*.

Play takes place on a massive computerized battle board, represented by a 3D filled polygon environment



which creates terrain detail, land texture, obstacles, elevations and gulfs.

The game combines elements of chess, history and strategy and is like no other wargame. The 3D environment can change from the basic wars of the feudal period to the sophisticated tactics and weaponry associated with today's battles - from crossbows to Patriots. *Theatre of*



War is to be released in early '92 on PC and Amiga only.

WINTER OLYMPICS

ABC 1992 Winter Olympics by programming team Three-Sixty, includes bobsled, luge, downhill and slalom, each competed in from a first person perspective in a visually realistic environment. *Winter Olympics* will be available in November on PC with the Amiga version following shortly.

ANOTHER WORLD

Far out! The world's wackiest, most unlikely set of heroes are here. Jake and Elwood are a cinematic legend. Back by popular demand, the *Blues Brothers* are out to once again conquer the stage. Titus Software is set to unleash the game on various formats between now and early next year.

As Jake and Elwood your task is to recover all your stolen instruments in time for your gig. It ain't going to be easy. You've got to escape from prison, swim through catacombs and shoot to the heights of the city.

The game features all your favourite characters; Marilyn the hot-tempered waitress; Isosocles, the prison warden; and Bob, the burnt-out hippy. Available for the Amiga, ST, PC, Amstrad, C64, NES and Game Boy it promises to be one of the year's funniest platform games.

SPACE 1889

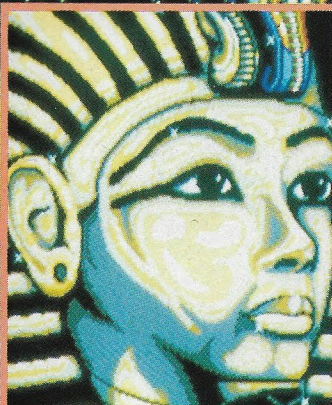
Space 1889 is an RPG space adventure, recreating the Victorian spirit for space exploration, so well described by Verne, Conan Doyle and HG Wells.

The scenario assumes the old beliefs and ideas of space, such as Martians, and you can explore the canals of Mars and the swamps of Venus.

Although the ideas are pretty outlandish and the mode of space transport unlikely, the intricacy of star mapping is accurately recreated in Space 1889. In addition, there is the added fear of German conspirators who infiltrate your plans.

There are hundreds of locations to explore, and you can create the team to accompany you on the mission from a total of 500 characterizations. The weaponry is historically correct with guns and close quarter armaments.

Space 1889 is due for release by Entertainment International around the beginning of October.



REALIZATION THAT SOME OF THE MOST INFLUENTIAL MEMBERS OF LONDON SOCIETY, AS WELL AS THE MOST FAMOUS ARCHAEOLOGISTS IN THE WORLD, WERE IN ATTENDANCE TO ANALYZE THE RETOUNDING ARTIFACTS DISCOVERED IN HIS TOMB OF THE EGYPTIAN PHAROAH, PHAROS VI, UNBARRIED LESS THAN A YEAR AGO. (MORDE)

MICROBYTE COMPO

Many of you undoubtedly buy your games from one of the many Microbyte outlets. If however, you are unfamiliar with the name, Microbyte is one of the fastest growing chain of computer retailers in the country.

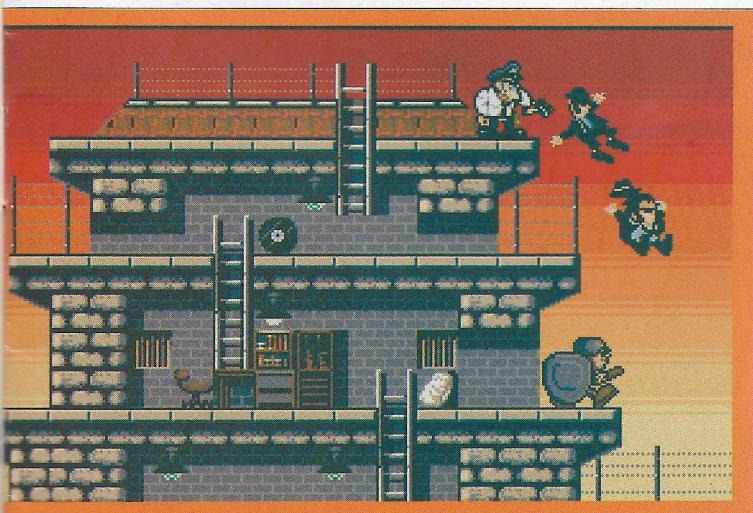
There are stores in many of the major cities. The latest addition to the list, and shop number 20, is located in a prime site in Oxford Street, London.

All of the company's policies,

including that of stocking the most up-to-date top of the range software resulted in the chain receiving the accolade of 'Computer Retailer of the Year' in 1990.

The future will bring with it many in-store promotions and in the next couple of weeks Games-X will join with Microbyte to give you the opportunity to win some great titles from the Christmas line-up of game releases from some of the major software labels.

So watch this space for more details on how to participate.



INSIDE INFO

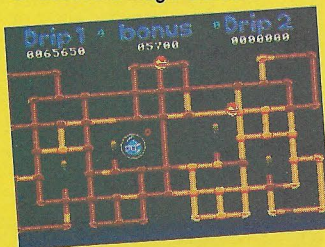
Best of the Bunch

Free Famicom 7

Yes, that machine which has remained out of your reach could now be yours. All you have to do is enter this great Psygnosis compo.

In the Garden 24

This week Jason Spiller went off in search of Electronic Zoo to find out all about the Magic Garden.



PD Galore 26

Problems with your cashflow? Minimal Expense is here to show you the best of the PD sector.

Game of the Week



Lotus Turbo 2 16

Lotus Esprit Turbo Challenge was THE racing game to have. Now the sequel is here. So prepare to be gobsmacked.



Regulars

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Dr X's Clinic 11

He might not be the politest person you've ever spoken to but he sure knows his games.

Specky Page 14

Terminator fever leaves no parts of the mag untouched.

Tip-X 27-31

Four pages of Executioner and Beast II. Plus tips for Elf, Prince of Persia, Logical and more.

Console Connexions 36

Four pages packed with console and hand held delights. With hot news for the Mega Drive.

Street Talk 40

From the Virgin Megastore in the capital of our fair country.

Sneaky Peek 42

The game under the close scrutiny of the GX team this week is Eye of the Storm from Empire.

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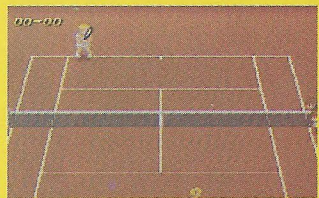
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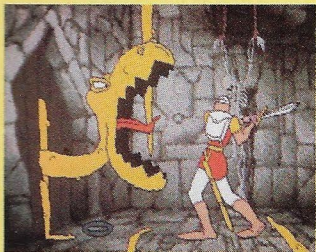
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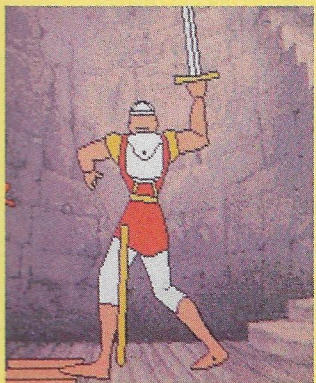
SINGE'S CASTLE - DRAGON'S LAIR 2

Veteran Disney animator Don Bluth, with the help of a team is once again attempting the seemingly impossible as he converts the latest episodes of his successful laser driven interactive movies, *Space Ace* and *Dragon's Lair*.

Escape from Singe's



Castle is the follow-up to the latter, as once again you control Dirk the Daring's destiny as he prepares to face Singe and his monsters to save Daphne.



In this project, Bluth's objective is to enhance the amount of joystick control you have over Dirk and increase the variety of moves available.

The price is likely to be much less than the £49.99 asking price of the prequels and will be released at Christmas on PC, Amiga and ST.



SUPER HEROES

Domark's compilations out during the autumn period include *Super Heroes*, which features: *The Spy Who Loved Me*, *Last Ninja 2*, *Indiana Jones* and the *Last Crusade* and *Robocop*. There's also the *James Bond Collection*, including *The Spy Who Loved Me*, *Live and Let Die* and *License to Kill*. Both compilations will be released in October.

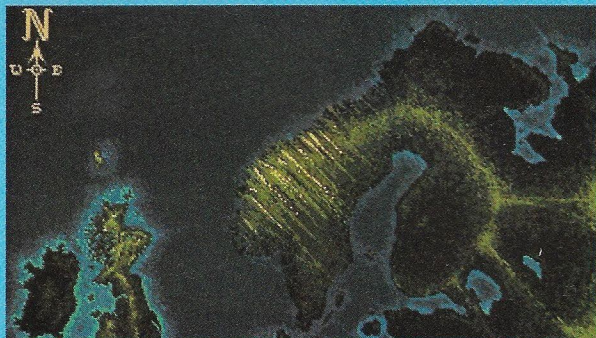
DUNE

The movie *Dune* which featured the then *Policeman*, *Sting*, and some rather strange giant worm thingies, was an incredibly expensive film to make. But despite the monstrous great models and awesome flying sequences, the movie proved a big disappointment at the box office, although it has recently re-



POWERMONGER DATA DISKS

Another blockbuster from the Bullfrog pond, *Powermonger*, is being designed in the era of 1914-18, World War I. Once again you take the role of supreme commander on either side, reshaping the events of the Great War. Both titles are scheduled for a Christmas release.



emerged as a cult movie with sci-fi fans.

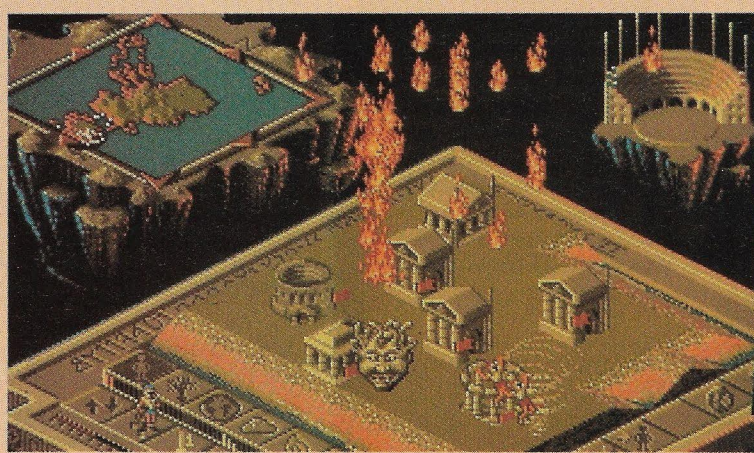
In response to this belated but nevertheless enthusiastic interest in *Dune*, Virgin is to produce a game based on the movie. The gameplay is expected to be a combination of arcade action, strategy and RPG, and this graphically-intensive game is not expected to see the light of day until at least January '92.

STARFLIGHT 2

Starflight II: Trade Routes of the Cloud Nebula continues in the same

steps of Greg Johnson's original. This mammoth space adventure is set in a galaxy of some 150 star systems and 500 planets all there to explore.

As captain of a starship, your objective is seek out strange worlds,

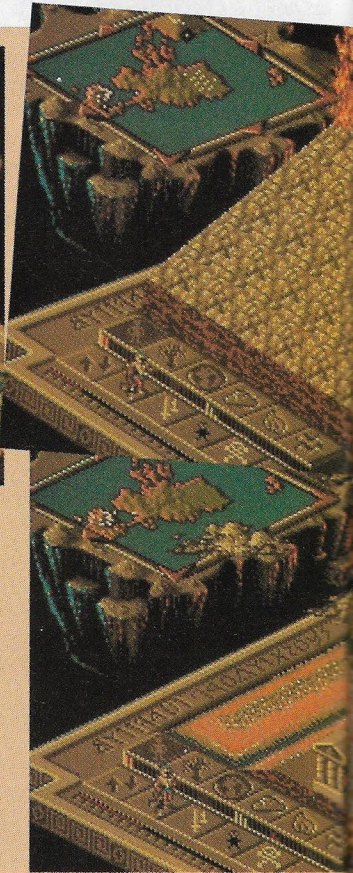


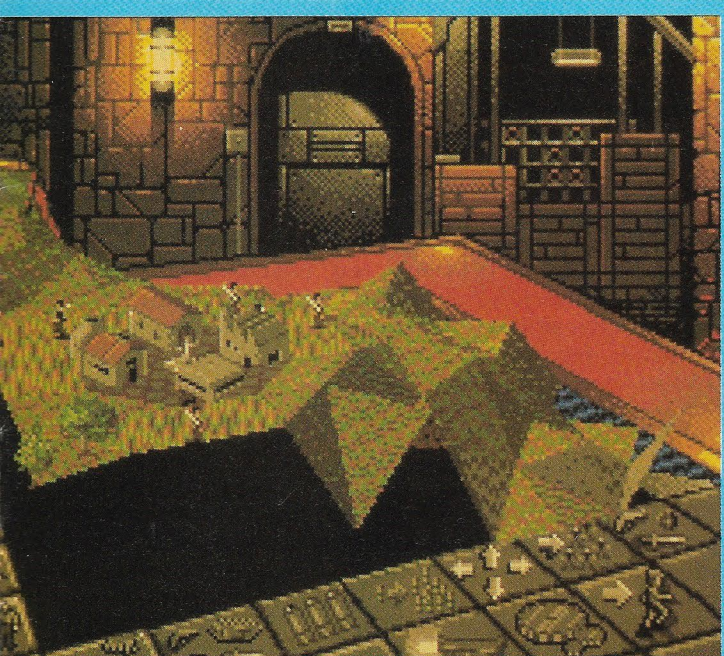
POPULOUS II

Electronic Arts' success has come in the form of a clutch of original titles and sure-fire sequels. These include *Populous II*, the obvious sequel to the most successful home computer game of all time.

Although still highly confidential *Games-X* had a sneak preview. Designed by Bullfrog, the position of deity has been enhanced further as you wield divine rule over more advanced civilizations such as Rome and Greece.

Disasters include glorious volcanos, lightning strikes, tidal waves and meteor storms. *Populous II* will be available for both the ST and Amiga this Christmas and will set you back £29.99.





establish contact with alien races and maintain peace. The game features complete freedom of play with an open-ended storyline with many sub-plots. Available in October on the Amiga, Starflight II will cost £25.99.

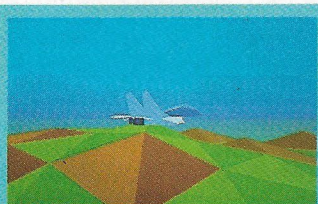
SEGA SNACKS

If you're a crisp addict this could be your lucky day. Sega has teamed up with leading crisp manufacturer, Golden Wonder to bring you the chance of a lifetime. All you have to do is collect 20 tokens from special packs and you too

will stand a chance of winning your very own **Master System Plus!** Meanwhile, make sure you watch out for the Sega adverts on ITV. Directed by the chap responsible for Black Adder, Not the Nine O'Clock News and the Red Rock adverts it promises to be a goodie. No Sega means... no cred.

PSYGNOSIS GORE

No piccies yet but keep your eyes peeled for new Psygnosis games such as **Gore**, **Cutiepoos** and **Hero**. All very early but all very good.



SUPER FULCRUM

Domark's simulation of the MiG-29, **Super Fulcrum**, the new not-so top secret Soviet jet fighter, is looking great. Designed by British Aerospace expert, Simis, the program simulates this advanced fighter jet.

Set in a South American country, surrounded by military forces, an electrical battlefield which exists in real-time builds into a full scale war. **MiG-29 Super Fulcrum** will be available in October on 16-bit machines.

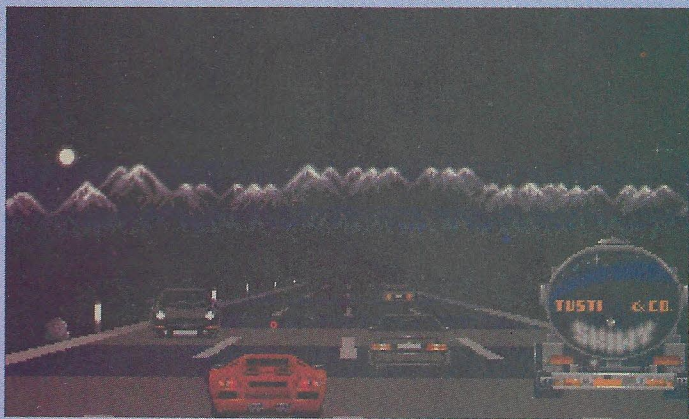


BRANIES

The **Branies** are vicious and destructive little aliens. They came to earth with one simple mission: to invade the planet and the minds of its inhabitants. Once again you are the hero of the story and, in case you haven't already guessed it, your mission is to fend off the critters.

Branies is a diverse puzzle game that will have you tearing your hair out with frustration. Due out on the Amiga, ST, PC, MAC, Amstrad and C64 the **Branies** will appear sometime during October - you have been warned!

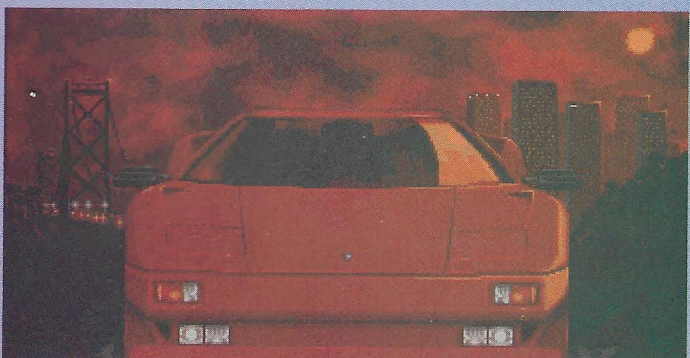
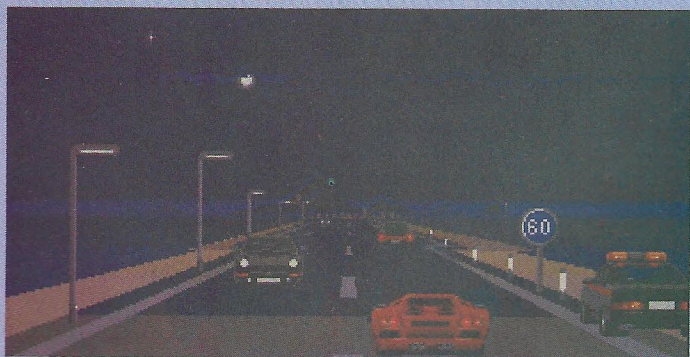
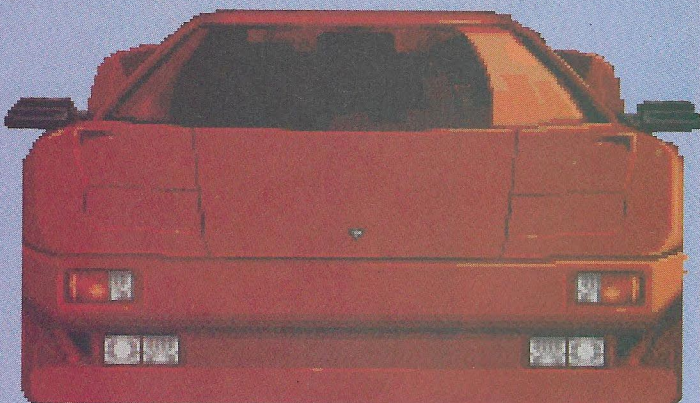




CRAZY CARS III

First there was Crazy Cars, then Crazy Cars II. Now comes, yes you guessed it, *Crazy Cars III!* As with the previous two games you are one of the world's meanest drivers. From behind the wheel of your luxury sports car you must drive to survive.

This time you've entered a race with no rules. The prize money is high, so much so that the contestants will stop at nothing to be the first past the winning post. Don't lose your nerve, keep a cool head and above all win! Available on the Amiga, PC and ST, *Crazy Cars III* will be released in December.

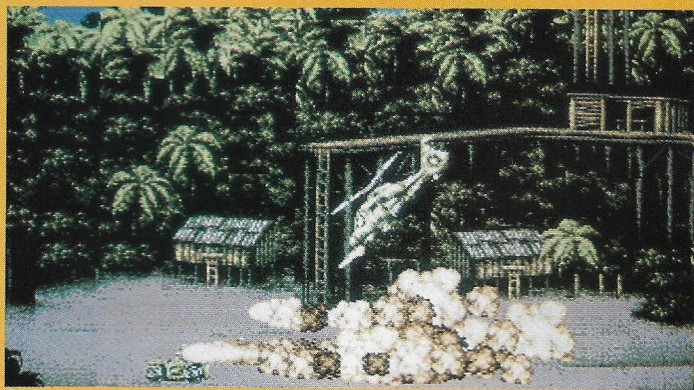


APOCALYPSE

Experience explosive war action in Imageworks' brilliant chopper game *Apocalypse*. Written by Strangeways, *Apocalypse* is Chop Lifter of the '90s. Set in a Vietnam jungle scene, you must overthrow a guerilla force, land and rescue your stricken compatriots.

Awesome weaponry such as floods of napalm destroy encampments and watch-towers leaving a sea of flames. Graphically, *Apocalypse* has few equals in the field of shoot'em-ups with parallax scrolling adding depth to the jungle and the graphics are explosive all the way.

Control over the bird is a dream and a throaty rotor noise and booming sonics make *Apocalypse* a game which is set to be a monster. Release is in early '92 and when we know more so will you.



GUY SPY

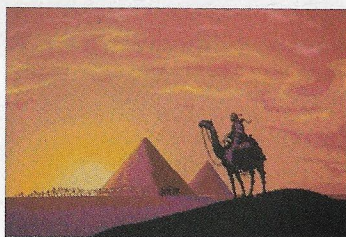
Don Bluth and his team have outdone even their own previous high graphical achievements, in this multi-venue spy adventure, *Guy Spy*.

The incredible graphics, with over 1,500 frames of animation, mean it has already been chosen as a strong candidate for CDTV as it exists on 16-bit.

Controlling the hero Guy Spy through perilous traps, you must destroy the Doomsday machine and thwart the evil Von Max's plans of world

domination. *Guy Spy* is a truly cinematic experience from the Bluth stable.

The release of *Guy Spy* is not scheduled until January '92 so watch out for more details here in GX.

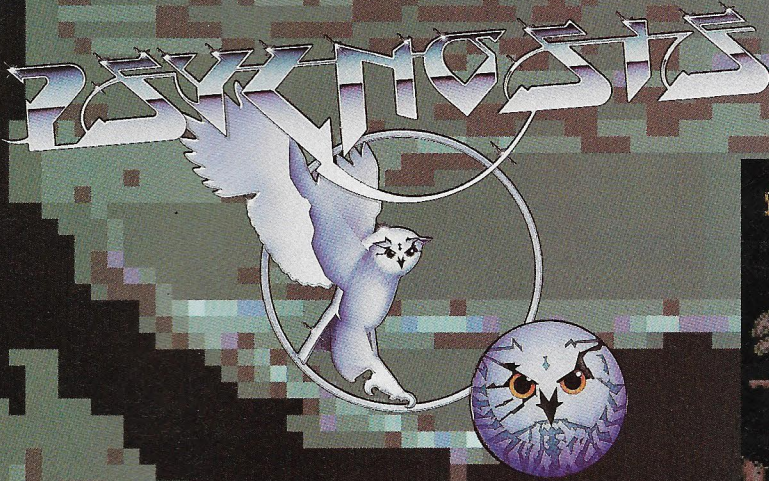


WHAT'S OUT AND WHEN

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
Animals in Motion	On Line	In house	CDTV	£29.99	24/9/91
Bill & Ted's Excellent Adventure	Atari	In house	Lynx	£29.99	23/9/91
Chaos in Andromeda	On Line	In house	CDTV	£29.99	24/9/91
Exotic Car Showroom	Accolade	Capstone	PC	£24.99	25/9/91
Hard Drivin'	Atari	In house	Lynx	£29.99	23/9/91
Killing Cloud	Imageworks	Vektor Grafix	PC	£34.99	23/9/91
Midwinter II	Microprose	Maelstrom	PC	£34.99	24/9/91
Railroad Tycoon	Microprose	Sidmeier	ST	£34.99	24/9/91
Rodland	Sales Curve	R Picket Weeserik	ST, PC	£24.95	24/9/91
			Spec cass	£11.99	24/9/91
			C64 cass	£9.99	24/9/91
			C64 disk	£14.99	24/9/91
Rolling Ronnie	Virgin	Starbyte	Amiga	£25.95	25/9/91
Scrapyard Dog	Atari	In house	Lynx	£29.99	23/9/91
Skyhigh Stuntman	Codemasters	In house	C64	£3.99	24/9/91
			Spectrum	£3.99	24/9/91
Speedball II	Imageworks	Bitmap Bros	PC	£30.99	24/9/91
			C64 disk	£12.99	24/9/91
			C64 cass	£10.99	24/9/91
STUN Runner	Atari	In house	Lynx	£29.99	23/9/91
Supercar Pack	Accolade	Capstone	PC	£34.99	25/9/91
Town with no Name	On Line	In house	CDTV	£29.99	24/9/91
TV Sports Boxing	Mirrorsoft	Cinemaware	PC	£34.99	23/9/91
Utopia	Gremlin	Graham Ing	Amiga, ST	£29.99	27/9/91
Viking Child	Atari	In house	Lynx	£29.99	23/9/91

BEASTLY PSYGNOSIS COMPETITION



"WIND BACK THE DRAWBRIDGE."

I'VE GOT EYES LIKE A HAWK:



"WIND BACK THE DRAWBRIDGE."

Always at the forefront of software innovation, Psygnosis is the country's leading game developer. From simple ideas such as the infuriating Lemmings to the complex strategies found in Armour-Geddon, every Psygnosis game is a winner.

BESTING THE BEAST

This winter Psygnosis look set to take the games world by storm. Hagor is back in the brilliant Barbarian II, platform puzzles arrive in the form of Ork, arcade adventuring appears in the shape of Leander and those loveable Lemmings return on their all-new data disk, crammed with even more mind-boggling puzzles with which to test your patience. To celebrate the companies' future success we're offering you the chance to win one of the most sought after consoles in the world, the Nintendo Super Famicom.

All you have to do is take a close look at these two screen shots. Similar eh? Well, actually, no, there are five easy to spot differences. All you have to do is circle them very clearly. Simply fill in the form and send your entry to: Beastly Famicom Competition, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. All entries should reach us by 7th October. Good luck!



Name.....

Address.....

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Post Code

RULES: Employees of the Europress Group or the sponsors and agents of this compo are not eligible to enter. No correspondence may be entered into and the editor's decision is final.

The Machine I use most is:

.....

But I also use

.....

G A L L E R Y U P D A T E C H A R T S

1	◆	THUNDERHAWK House: CORE DESIGN Team: MARK AVORY
2	◆	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
3	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
4	◆	HEROQUEST House: GREMLIN Team: 221B
5	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	▲	GODS House: RENEGADE Team: BITMAP BROTHERS
8	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
9	◆	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
10	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
11	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
12	▼	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
13	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
14	★	ELF House: OCEAN Team: NIRVANA SYSTEMS
15	★	WHEELS OF FIRE House: DOMARK Team: VARIOUS
16	★	LOTUS ESPRIT TURBO CHALLENGE House: GREMLIN Team: MAGNETIC FIELDS
17	★	GREMLINS 2 House: ELITE Team: TOPO SOFT
18	▼	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
19	★	LIFE AND DEATH House: MINDSCAPE Team: SIMON J BEAL
20	★	STRIKER MANAGER House: D&H GAMES Team: IN HOUSE



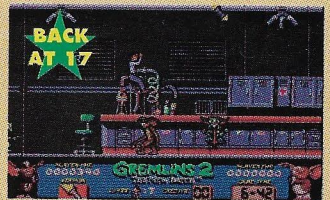
CHART FAX

Holding on for yet another week at the top is Core Design's excellent flight sim, **Thunderhawk**. Can this equal the triumph of **Manchester United Europe**? Only time will tell.

Ocean's **Elf** storms in at number 14 and hopefully it won't stop there because it deserves every success. If you haven't got this game yet do yourself a favour and discover it now!

Film conversions always seem to do rather well as long as the film was good. This is proven by the return of **Gremlins 2** at 17.

Topo Soft wrote this great but difficult platform shoot'em-up for Elite, let's hope it does another cracking package soon.



Other re-entries include Gremlin's **Lotus Esprit Turbo Challenge**, Domark's **Wheels of Fire** compilation, **Back to the Future 3** and **Life and Death**. Phew, I'm not pleased. How about some fresh titles in the charts?

If we don't get a few more soon I'll have to seriously think about eating three Shredded Wheat for breakfast!! Get the picture? I hope so.

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

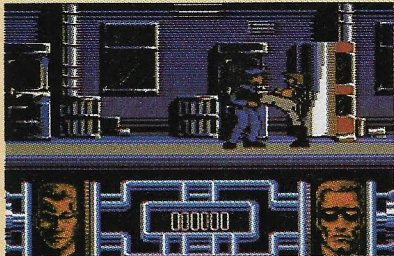
Turn to page 32 for our specially compiled machine specific charts

TERMINATOR 2: JUDGMENT DAY

OCEAN £11.99
OUT SOON

When you're as big a star as Arnold Schwarzenegger, it doesn't matter what the film is like, it will still be a success and there will be a great game of it. Terminator 2 is certainly no exception.

The game takes several styles and bungs them all together in one package. These all follow the plot of the film rather closely and each is a



fairly good little game on its own. The beat'em-up sections see you battling one on one with the T-1000 as you try to halt its progress momentarily.

The sprites here are quite large and move at a pace fast enough to stop you from getting bored.

In the shoot'em-up sections you try to outrun the T-1000 as he chases you in a truck and a helicopter. There are many things that must be avoided if you are to be successful.

Then there are the platform style stages where you have to escape from the loony asylum and the Cyberdyne building, controlling Arnie and Sarah

Connor respectively. These sections are fairly difficult and can determine whether or not you complete the game. To gain extra energy there are two puzzle games.

In these you have to shuffle things around the screen to make a picture. Both are fairly easy once you get the hang of them.

For the price Terminator 2 is good value for money, but most gamers will find they have completed it before too long. It is still worth a look though.



X-RATING: XXXX

Oh wow! I'm stunned by the amount of games I have for you on this week's page! (but it's no more than usual - Ed). Anyway, can you fill Schwarzenegger's shoes? Methinks not, they are much too big for you...!

Jaleco's great race game, Cisco Heat is being converted by ImageWorks for your C64. It follows the annual San Francisco Police race through the streets of the city as you try to beat all your fellow officers to the finish line.

It even contains the infamous Telegraph Hill and its many bumps! Keep an eye out for it in time for Christmas.

ImageWorks is also ready to announce Devious Designs. You must try to stop Dr Devious at all costs, he is out to destroy the world as we know it.

He has designed a machine that will turn the Earth into a large cube. Sounds interesting? It will be. Available from October for £10.99 on cassette and £12.99 on disk.

MOONFALL

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OUT OCTOBER

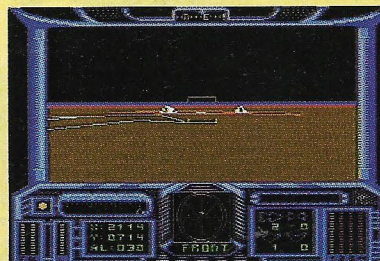
Drawing inspiration from the ageing classic, Elite, this game is good fun to play. It centres around the traders on a small isolated moon.

The aim of the game is to keep trading until you have enough money to buy all the cities hidden under the planet's surface. Each city, power station, or factory has its own individual price for the various



elements and it's up to you to discover the cheapest places around.

You need a strong strategic mind to be able to complete the game and it will take days of dedication to raise enough money to buy just one city.



£11 is fairly cheap for this type of game, since they usually cost more than arcade style games. For this reason it comes highly recommended and it is a challenging and interesting game to play.

X-RATING: XXXX

IMPOSSAMOLE

GBH £3.99
OUT NOW

Monty Mole is back. Once happy and content, resting on his



retirement island found at the end of Auf Wiedersehen Monty, he was leading a satisfactory life. Then one day he was called upon by an alien race to save their planet.

Being that sort of chap (well, mole actually), he leapt at the chance to become a hero. The aliens gave him super powers and the all-important red cape, before he jetted off to begin his dangerous mission.

Graphically the game is very similar to both the 16-bit version and Rick Dangerous which was a shock. Sonically the game is also rather good with many atmospheric effects and a few tunes. At a pound and a penny

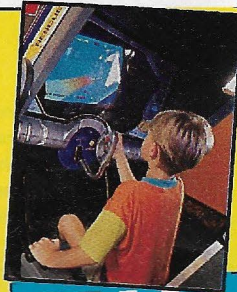


less than a fiver you could do a lot worse than digging deep for this cute, little platform game.

X-RATING: XXXX

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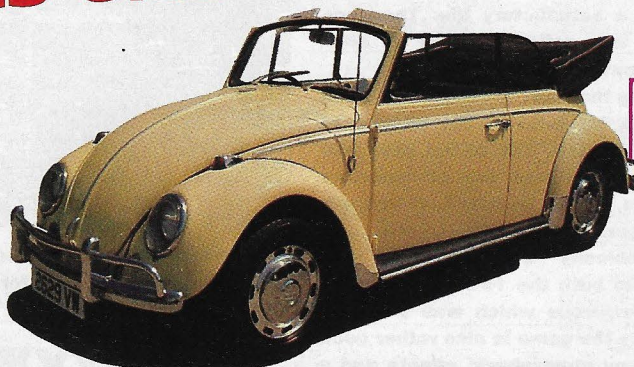
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99 RED MARIOS

Please, please help me on Super Mario 4 on the Super Famicom. I'm stuck on World 3, level 1. When I walk on that really big rock, it starts sinking into the lava and I can't run off before going down under.
Chris Stott, Croydon.

Dr X: A fellow south Londoner, eh? I was brought up around Croydon (and I used used to do my shopping in the Whitgift centre - Aunty), well, South Norwood actually. You've come to the right place when it comes to Super Mario World. You mention that you run along the rock and you still die. That surprises me, because I can do it every time.



Someone with big rocks giving you a trouble? Don't worry, grab a pen and paper and write to Dr X before the problem gets out of hand

First of all, collect the invincibility star from the block at the beginning, then hold down button Y. Run right, keeping Y down. Now that you're invulnerable you can run through the enemies and escape as long as you leap over the small gap at the end of the rock.

OPPOSITES ATTRACT

I first bought Games-X when I heard about it from a friend. I read through it a few times, trying to put my finger on what was missing... there was hardly a mention of adventure games! I love playing them and would like to see a few more reviews on them and possibly some hints as well.

I'm currently playing The Secret of Monkey Island and I'm stuck on the ghost ship. I have the grog and the feather but I can't get past LeChuck the drunk, the dog or the squeaky door. Please help, I would really appreciate a tip.
Andrew Love, Ashtead.

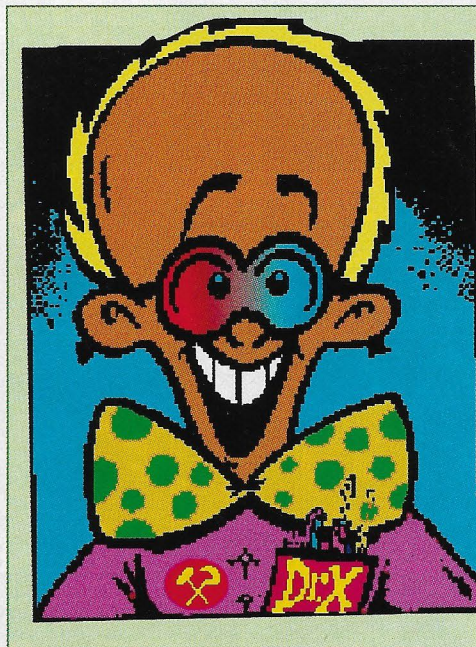
Dr X: Oi you! What do you mean, we don't print hints or tips on adventure games? I have a constant stream of pleas for help, most of which I answer.

I normally deal with the specific, usually adventure problems, whereas Tip-X attempts to help people more with the arcade games. However, I am partial to the odd action game, especially if includes loadsa shootin'.

I would like to say the solution to your problem is simple, but it ain't (oops, the London accent slipped out



LeChuck and his old cronies are effectively beaten if you wear the navigator's necklace. Furthermore, roam around the ship looking for globs of grease and chicken feathers!



Dr X

Isn't life a drag? I mean, I've just come off my holiday. I tell you, it was great to get away from the missus for a couple of weeks! What do I get when I return? A mail-bag full of letters from snotty kids ordering me about! When I was a lad I was taught respect for my elders, so don't forget that, you little toe-rags. Don't stop writing in as I find the letters amusing: Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

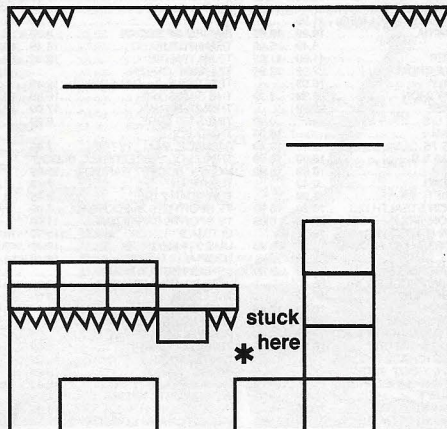
again! - X) When you walk onto the ship, slip the navigator's necklace over your head. This will make you invisible and allow you to get past the dog.

Walk into LeChuck's cabin but stay near the door. Use the magnetic compass to get the key hanging on the wall. Leave the cabin, and walk to the hatch.

Use the key to open the hatch, then climb down. Pour the grog into the bowl and watch the rat drink a little before keeling over. Walk past, scoop up a glob of oil and use that on the door. The door will now open without squeaking.

TRICKY RICKY

More trouble with that dangerous fellow by the name of Rick. I used your previous tip, but I need more help. This is where I'm stuck:



Help! How do I get past here?
Harry Sargant, Wiltshire.

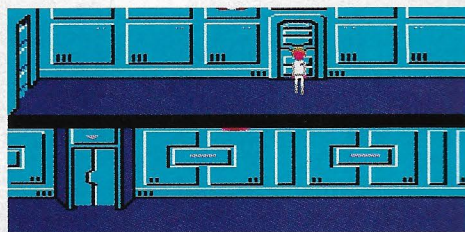
Dr X: Hello again Harry, more problems with Riotous Richard I see. This screen is simple to complete. Stay where you are and fire a single bullet to the left. Crawl across onto the block that falls down and wait. When the block falls again, quickly crawl off to the left. Hurry, because the brick will soon throw you up into the spikes.

CAN'T GET IT IN THE HOLE!

Please could you help me, I am finding the game Space Quest difficult. I have got as far as the aliens giving me the sand skimmer, but I cannot get to play the data cartridge in the computer console. I have tried to put the cartridge in the slot but it says 'I do not

compute.' Also how do you crack the code to destroy the Star Generator?
Daniel Smith, Coalville.

Dr X: The two problems you have both relate to reading what's on the cartridge. You need to insert the cartridge in the console that is located with the Steam



The Star Generator must be destroyed, the only way is by entering a secret code. How do you find the number? Simple, write to Doctor X

Generator on the planet Corona. Type 'insert cartridge in slot' and you will be given the code. Failing that, the code you need is 6858.

AS DEAD AS A DODA

I'm not actually writing for advice or tips, I'm writing to give you a tip. In issue 18, Paul Wilson asked for a tip to do with a Doda.

As I have played the game to death I thought I'd help. First kick the ball with your left foot, then jolt the joypad right twice, as the ball comes down it should be a little way to the left of the man. When the ball reaches thigh height, press fire.

The man will kick the ball in the air, then press the pad left once. Press fire to make him head the ball, tap the D-pad left twice and once again press the fire button when it reaches thigh height. This is a Doda. Perform the same movement but to the right and that's a reverse Doda.

Richard Archer, Kent.

Dr X: I'm sorry about the problems that may have occurred when I was on holiday, but it's that stupid woman that stood in for me.

My wife occasionally plays with my machine, but only likes games with cute bunnies. It is for this reason she thought the Doda might be a doodah. Any intelligent person like myself would have known how to do a Doda.



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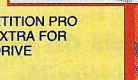
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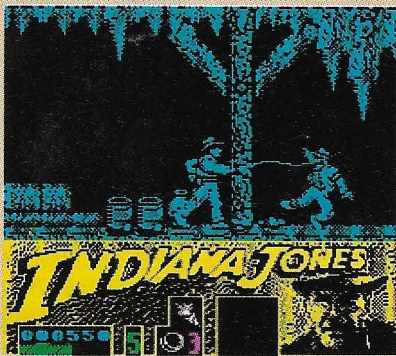
INDIANA JONES AND THE LAST CRUSADE

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Indy's ultimate quest and final big screen adventure was converted around the same time as the film's release back in 1989. (Phew! A long time ago that!)

It is now released at the bargain price of just £4. The game takes place over four platform based levels which



include a German zeppelin, the caverns under Venice, and the search for the cross of Coronado.

Beginning at the tender age of 12, you run around caverns, whip thieves, and steal an ancient cross. That's nothing in comparison to charging atop a speeding train!

The graphics are monochrome on every level, making the enemies fairly difficult to catch sight of.

However, this is more than made up for by the fact that the game is extremely playable and enormous fun to control as well.

Sound effects are scarce, but the tunes are identical to the ST versions (on the 128k machines), making the overall presentation of a high quality.



The film was, without a doubt, the best in the series and thankfully the conversion followed suit.

US Gold did a great job bringing it to your computer screen, and if you've got some spare money in your back pockets, then this addictive platform adventure comes well recommended, especially at this price.

X-RATING: XXXXX

Two film conversions on one page! A notion practically unheard of until now. Get ready for Arnie and Indy...

As you read this, prepare yourself for turbo-charged racing fun for only £3.99. Segas Turbo Out Run is all set for release on the Kixx label and sees you behind the seat of a Ferrari F40.

Racing across America would be difficult enough, but your task is made harder by an opponent, driving a Porsche 959. Look out for a review coming soon.

Perhaps the biggest selling game of the year is Teenage Mutant Hero Turtles. Now ImageWorks is proud to announce the conversion of the smash hit Konami coin-op.

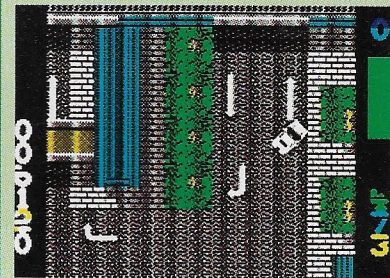
Probe Software, the team behind the original, is coming up with the goods, available in November. One for your Christmas stocking...?

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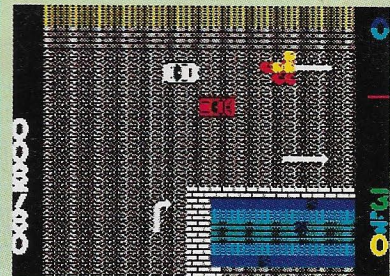
Don Ferrari has been given 48 hours to hunt down the drug lords and clean up the city.

Nestling down in his snazzy, sporty white car, he sets out in a bid to get them baddies off the road.



Armed with a hood mounted gun and a covering of body armour, you can use any means at your disposal in order to render the enemy cars beyond all possible repair.

Each gang has a certain number of cars to capture before the leader will appear driving a yellow Corvette.



He must then be arrested in the same way as his gang members. Once achieved, off you go to the exit and the next level.

The graphics are very bright and the clash of colours is only to be expected. Despite being quite fun to play, I can see it becoming boring after a while, mainly because the levels are all very similar.

X-RATING: XXX

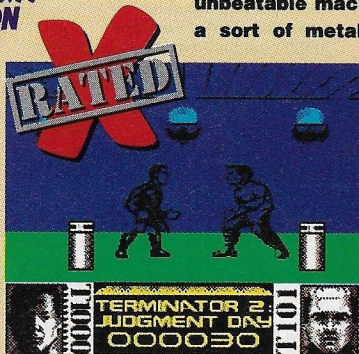
TERMINATOR 2: JUDGMENT DAY

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OUT SOON

Big Arnold is, without a doubt, the most celebrated movie star gracing our planet at the moment.

The unbelievably amazing Terminator 2 is a blockbuster in every country now showing it.

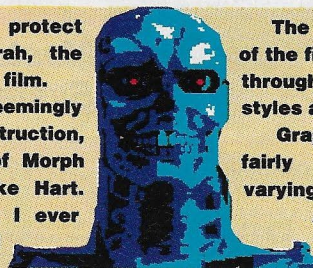
This time around, Arnie plays the good



Terminator, sent back to protect John Connor, son of Sarah, the target in the first smash hit film.

The baddie is a seemingly unbeatable machine of destruction, a sort of metal version of Morph from Take Hart. Not that I ever watched it mind!

This monster can take the shape of anything of equal mass and turn various parts of its body into sharp objects. Killing it won't be easy.



The game follows the plot of the film very closely indeed, through many different game styles and levels.

Graphically, the game is fairly colourful with many varying sprites. They all move at a pretty sharp pace and are brilliantly animated as well.

Sound effects are top notch, with plenty of punching and shooting noises, designed to keep fans of the film happy. All budding Arnolds out there will really enjoy this challenge.

X-RATING: XXXXX



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TOP TITLES.....ST AMIGA

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Light Force only £14.99

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

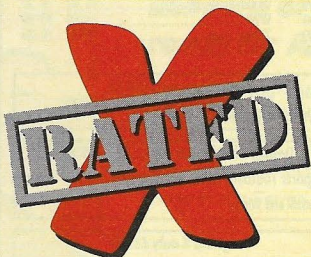
JON is our suave and sophisticated ragamuffin punkster. His unusual taste in extreme types of music is beyond the comprehension of mortal man. Could you imagine this man with a Mohawk and a black, yellow and green stripey tea cosy?



FIONA has got a nice BIG watch. This obviously leads us towards the fact that she can't actually tell the time and insists on adorning herself with large, colourful fashion items. No style these young girls, have they?



ROB is the very strange member of the team who thinks up what to photograph. Now you know who to blame for the Demon Box incident! As you can see he sets his watch 12 hours slow so he has an excuse for being late everyday!



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

RELEASE INFO

C64 £11.99 Now
Atari ST £24.99 Now

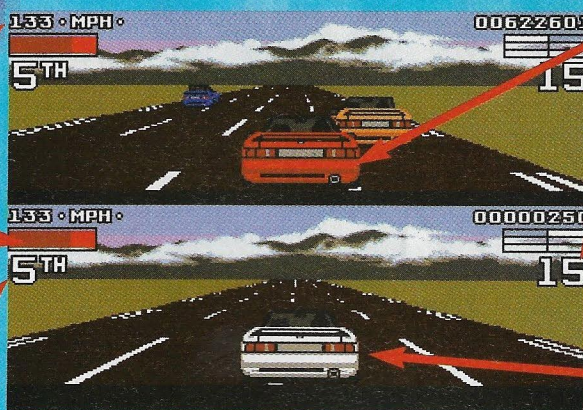


What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

133 mph! Your speedo shows just how impressive a Lotus is!

Rev meter moves along to help you know when to change gear

Gear you are currently in



Player one's envy rousing red Elan

Number of seconds that remain

Player two's rather tasty white Elan

LOTUS TURBO



John

Widely acclaimed as the best driving game to emerge on a home computer, Lotus Esprit Turbo Challenge has been a firm favourite with connoisseurs of the racing game genre. Now, after a year, we have the sequel. How much different is it? And is it significantly better than its predecessor?

Gremlin apparently received more mail asking for a sequel to Lotus than for any other game. Not bad going, eh! The original really has turned out to be a true classic through and through, and it has certainly been a big favourite of mine since I first saw it last year.

The original concept has now been taken one stage further, with enhanced presentation and vastly improved features as well.

There are more courses and the technical specification of the Lotus cars has been considered in a much more realistic fashion than before.

The basic action of the game involves you racing across America in

your super-duper Lotus poseur mobile. For different sections of the course you drive either the Lotus Esprit, which is a high-speed, sleek and sexy wonder mobile, costing approximately £50,000 and capable of around 170 mph.

Alternatively, you have the equally gorgeous Elan, a highly manoeuvrable smaller soft top convertible, worth £26,000, and capable of 140mph.

MEET THE CHALLENGE

The numerous sections of the course make different demands upon both driver and car, and it is for this reason that the two very different butch mobiles have been included.

The Esprit is amazing at high-

speed straights, while the Elan is great at cornering and nipping through and around difficult obstacles.

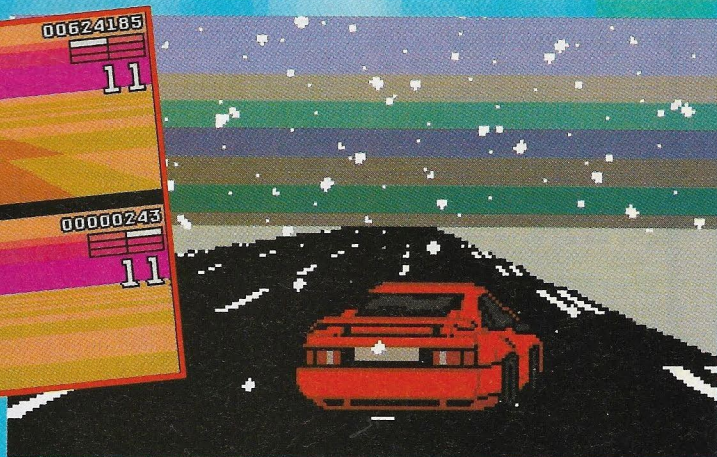
As before, the presentation is a three-dimensional view of the race from just behind your vehicle, with the road snaking off into the distance.

Unlike the first Lotus though, a single player game will give you a gorgeous full screen view of your race. Two-player games see the screen split, with one player above the other.

One of the many new features included, which make this sequel considerably different to its predecessor, is the ability to link two computers together giving either three- or four-player races!



A pair of Elans kicking up dust in the dry, hot plains of the old west, although white is somewhat behind



A sparkling Esprit tearing through the snow across the icy, slippery road

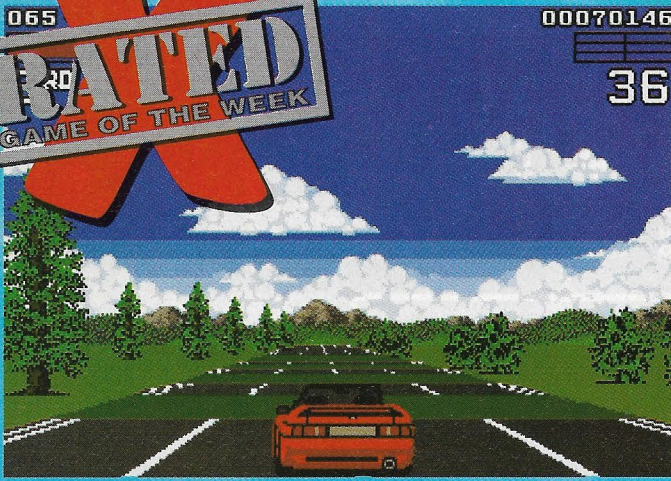
RATED GAME OF THE WEEK



White gains on red as they jostle for best position, getting up to speeds in excess of 100 mph



A single player gets stuck out in the last level, a wet dreary stormy day for a fast and furious race



Riding along in my automobile, my baby beside me at the wheel...Out for a nice drive on a sunny day through the lush green forest, isn't life wonderful?



FACT FILE

Software House: Gremlin Graphics
Development Team: Magnetic Fields
Programmer: Sean Southern
Graphic Artist: Andrew Morris

The first time I saw this, I was well and truly gobsmacked! I thought the original was a fast and furious game and certainly one of the smoothest race games ever seen on a home micro, but Lotus 2 surpasses the quality of the original and sets new standards in graphical excellence.

The movement of the cars across the winding, undulating road is smooth and slick. The background graphics are finely detailed and wonderfully drawn, and the multicoloured cars all look great!

There are some smashing little effects which add to the overall realism of the race. Check out the fog! As the cars whizz off into the distance, they slowly melt away into the grim weather.

Sonically, the game is also of a top standard. The roar of the engine, the squeal of the breaks, and the sampled speech at the beginning of a race and at the checkpoints is all excellent. Coupled with this there are some top tunes to keep you happy between stages.

Besides the pretty presentation, you also get some great features. The multi-computer link facility is something which is becoming more and more fashionable, and it works especially well with Lotus 2.

I especially liked the ability to link Amiga's and ST's together. Having four players all battling it out for first place is really special - the competitive spirit is guaranteed to get the better of you!

Overall, I was most impressed with this, and I'm positive that it'll be even more successful than it's classic predecessor. Both the presentation and gameplay are exceptional and it has enough variety to keep you going for quite some time!

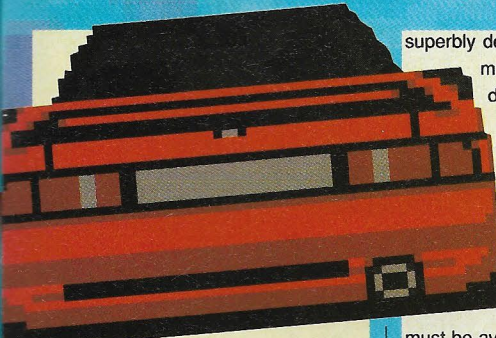
At the moment there can be no denying that this is the ultimate driving game available for a home computer.

X-RATING: XXXXX

Gameplay: 19/20
Lastability: 19/20
Presentation: 19/20

RELEASE INFO
Amiga £25.99 Oct
Atari ST £25.99 Oct

CHALLENGE 2



You will be able to link either two Amigas, two STs or an ST to an Amiga via an S232 modern link!

The race across the barren wastes of the good ol' US of A will take you through all kinds of different scenarios.

You will have to force your car to deal with the dips and bends of the treacherous forest section, negotiate the sandy wastes of the Californian desert, splash through marshland, or battle your way through the foggy roads of the city.

Each level contains loads of great background graphics which are

superbly detailed. Each section will also make a slightly different demand upon your vehicle.

Screaming along the tarmac, you will pass all manner of objects, some of which will obstruct sections of the road. Logs can be jumped over when driving in the Elan, 'cos it's got softer suspension, rocks must be avoided, and large trees can be hit accidentally if you take a corner just that little bit too wide!

In all, there will be eight stages which are split into varying numbers of checkpoints. The basic aim is that you go hell-bent between the checkpoints in order to earn yourself extra time to finish the race good and proper.

WHERE TO NOW THEN?

There are no complex rules, this is just pure and simple racing against both the clock and your opponent, or opponents, as the case may be.

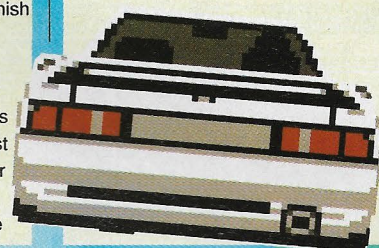
To render the flow of the game

smoother, you will not be able to crash or destroy your Lotus under any circumstances. Good job too! These posh cars are expensive, aren't they?

Any impact made with other vehicles or pieces of scenery will simply result in your car slowing somewhat, thus causing you to lose valuable time.

This rather sensible idea is considerably better than say, Outrun, in which a very impressive crash sequence interrupts the entire flow of the game.

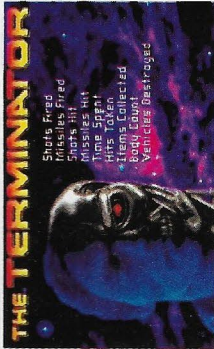
The more impatient among you will certainly appreciate this, since the game will continue regardless all the way to when the time runs out!



Setting off in the desert, two players battle it out for first place



In the fog, the cars in front disappear into the murk



THE TERMINATOR
 Shots Fired
 Missiles Fired
 Bombs Thrown
 Time Spent
 Hits Taken
 Items Collected
 Vehicles Destroyed

FACT FILE

Software House: US Gold/Bethesda
Softworks
Programmer: J. LeFay
Graphic Artists: S. McKisic, N. Freeman, J. Rainey
Sound: Sound Shop, T. McMail

Overall, Terminator is a strange game. It can neither be classified solely as a shoot'em-up, a strategy or an adventure game. It's a mishmash of all these elements.

Graphically, it quite good on VGA. It has a distinctly frescoscape effect when walking around Los Angeles, but there is lots of detail to examine. It may be slowish, but it's acceptable.

The gameplay is hard to get to grips with, and is tricky when things go wrong. Let off a stray bullet and the police will pounce on you like a ton of bricks.

Sonically, even without a soundboard, it isn't too bad. The PC's internal speaker almost does a passable "I'll be back", although the rest is your general retatat noise.

Terminator is an enjoyable game for a wee while. Despite having an American restricted rating, it isn't as violent as hoped. In fact, the blow'em-away screen is fun for all the family.

X-RATING: XXXX

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

RELEASE INFO
IBM PC **CTBA** **Sept**

Terminator, the game, loosely follows the plot of the original 1984 film. You take the role of the big chap himself, or you can try your luck as Kyle Reese, the urban-commando Terminator terminator.

In the future, machines have taken over from mankind. While the SkyNet system rules from above war is raging on the surface with the human resistance fighters.

Their leader, John Connor, is targeted for termination by the complex means of killing his mother before he is born in 1984.

Playing the character of Reese is a much more challenging affair.

On his shoulders lies the fate of mankind, the protection of Sarah Connor, killing the cyborg juggernaut and fathering the future leader to boot.

Yep, the odds are stacked pretty heavily against you.



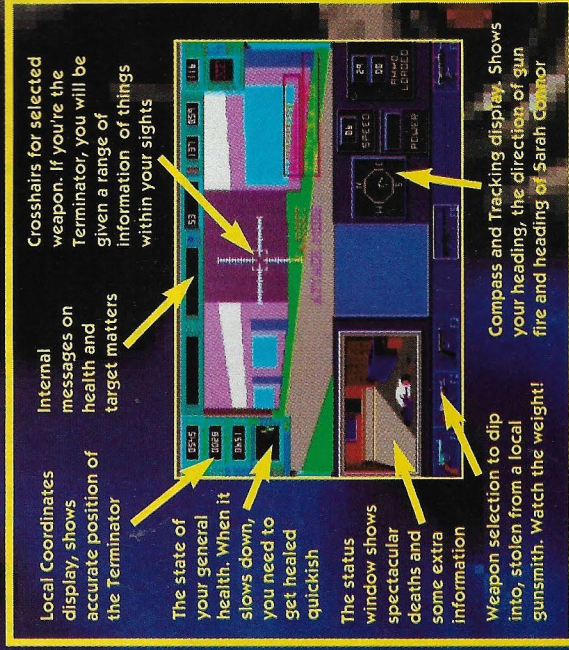
Success! Your efforts to thwart the Terminator have succeeded and the SkyNet is destroyed forever

THE TERMINATOR

He said he'd be back. Who?



The big robotman in kinky leather with ozone breath who carries a big gun — the Terminator to his friends. So go downtown LA for a spot of slaughtering, or try to save mankind.



Crosshairs for selected weapon. If you're the Terminator, you will be given a range of information of things within your sights

Internal messages on health and target matters

Local Coordinates display, shows accurate position of the Terminator

The state of your general health. When it slows down, you need to get healed quickish

The status window shows deaths and some extra information

Compass and Tracking display. Shows your heading, the direction of gun fire and heading of Sarah Connor

The moment someone sees the gross armaments of a small nation on one person, they usually let them pick and choose.

However, sometimes the police are waiting, and it pays to have suitable body armour.

Shooting people is where it's at and for some reason, it's easier to kill people when playing Kyle. That's because the Terminator has to track onto its aim first.

Kyle though is only human and this tends to spoil things when you're being shot at.

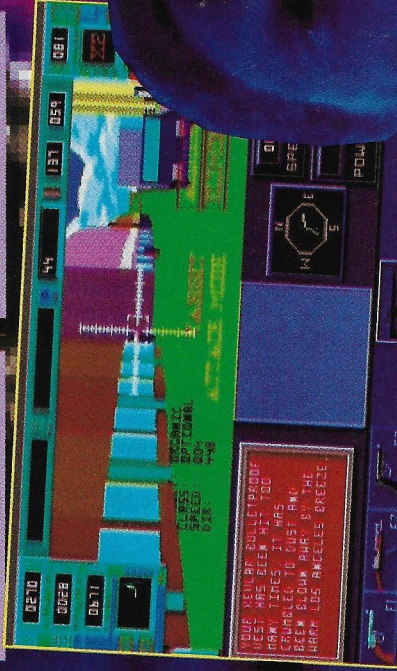
Luckily he's a tough old bird, and with the help of bulletproof vests and plenty of aspirin, he can hide away for a while to recover.

The Terminator can just plug himself into a socket.

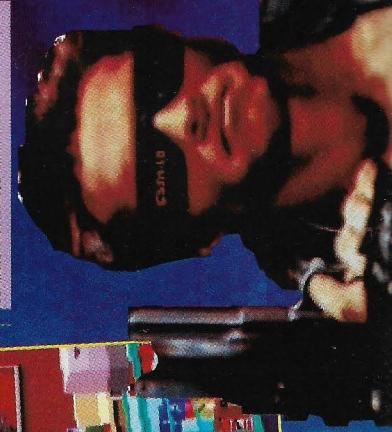
The game does have quite a few options as well as choosing your protagonist.

You can select the difficulty level, the amount of background detail the usual selection of gameplay methods.

No game need ever be the same. Practise as Terminator before testing your mettle as Kyle Reese.



Under heavy fire for letting off a stray bullet, the police have surrounded me, luckily I've had on my bullet proof vest — whoops. There it goes



Browsing around a gun shop. You can pick up all manner of extras for your mission, and you don't have to pay.

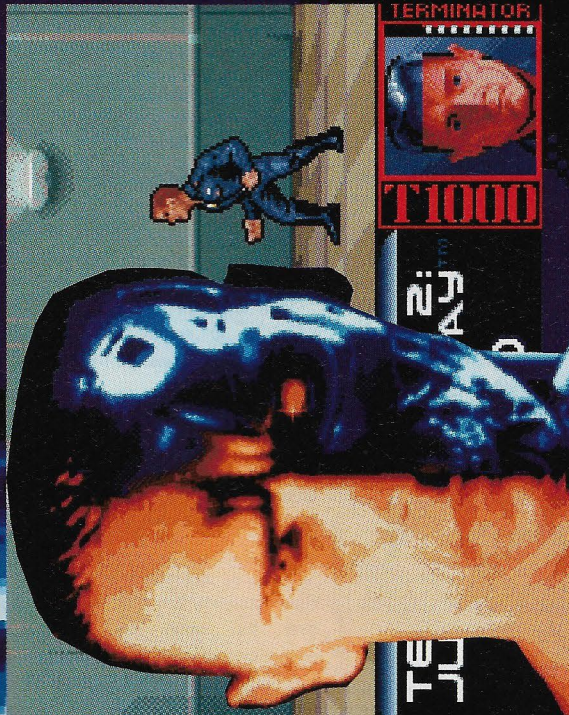


John

On August 3rd

1997, the Cyberdyne Skynet defense system took over all strategic decisions, thus removing all human interaction from military situations. On August 27th that year, it became self-aware and declared war on the Soviets. The battle that would eliminate the human race was to begin...

The first level puts you up against the T1000 and has you battling it out, trying to delay the Terminator before he goes after young John Connor



TERMINATOR 2 - JUDGEMENT DAY

From out of the ashes of the ensuing nuclear winter, a resistance force of humans who have survived the carnage, have to fight for their lives.

In automated factories, SkyNet has built huge, computer controlled hunter killers, designed to eliminate all known organic life.

One man has the strength to lead the resistance against this computerised threat, and that man is John Connor.

An attempt had already been made on his life when a Terminator was sent back in 1984 to destroy his mother, Sarah. (The first film for all you ignorant thickies out there).

Fortunately, a warrior was sent back to protect him. Now, in 1994, a second Terminator has been ordered back, and yet again the

resistance has reacted by sending someone to protect and serve the child who will save the human race. The new assassin is a highly advanced prototype T1000 series Terminator, made from a form of liquid metal that can mimic any simple object perfectly.

John Connor's guardian, on the other hand, is a T800 series cyborg, as seen in the original film.

I'LL BE BACK

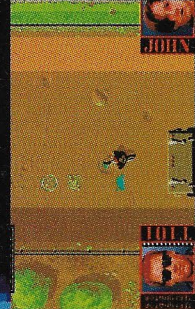
You play the part of the T800 as you battle your way through nine different levels in your attempt to destroy the evil threat.

Every stage incorporates different styles of gameplay, ranging from straight beat-'em-ups, to horizontally scrolling and driving platform scenes.

After every three levels, the action slows for a time, giving you the opportunity to have a well-deserved rest before it continues.

In these sections, you are presented with a graphical puzzle. You must shift shapes around to fix various mechanical and electronic parts of our cybernetic hero.

Gameplay is a reasonably simplistic affair, and although there



Dashing along on your huge brute of a Harley, you try to outrun the massive juggernaut with little JC in tow

is certainly plenty of scope in terms of style, with lots of thumping, running, climbing, shooting, clobbering, driving, and so forth, the game fails to capture much of the spirit of the film.

HASTA LA VISTA, BABY!

The game does take you through all the major scenes in the movie.

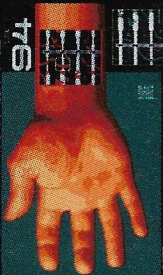
Notable places are the mental institution, the steel works, the road from the Cyberdyne building and the roads of Los Angeles.

However, there does seem to be something still missing.

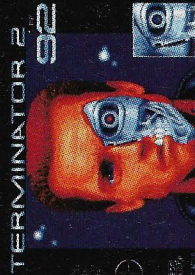
Like Total Recall before it, Terminator 2 appears, in my humble opinion, to be nothing more than a film conversion, just for the sake of converting a box office success to the small screen.

CYBERNETIC PUZZLEMENT

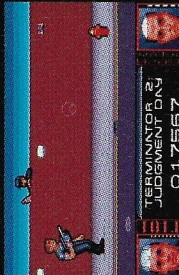
TERMINATOR 2 94



Within a fixed time limit, you must fix Arnie's cybernetic arm by shifting the pieces around



Careful and meticulous rearrangement of the big, ugly brute's face may make him feel a little better



Go for a nice stroll along the street with your tear gas gun, while trying to avoid all these tiresome policemen who insist on shooting at you



The T1000 chases after your stolen police truck in a helicopter he has managed to acquire from the bobbies



PRESS FIRE

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FACT FILE

Software House: Ocean
Development Team: Dementia
Sound: Jonathon Dunn

Graphically, this has some very impressive moments, especially the digitized portions of the film which are shown between the different levels.

Overall, the presentation is OK despite varying between complete excellence and utter pitiful.

Sound is eerie and atmospheric. The yips and yells of your foes as they fall to you fire are incredibly realistic.

However, as with most other film licences from Ocean, T2 doesn't hang together all that well.

It would appear that the concept of converting a big, money grabbing film to computer, is of far greater importance than the actual game itself.

X-RATING: XXX

Gameplay: 12/20

Lastability: 10/20

Presentation: 14/20

RELEASE INFO

Amiga	£25.99	Now
Atari ST	£25.99	Now
C64	£10.99	Sept
	£15.99	Sept
Amstrad CPC	£10.99	Sept
	£15.99	Sept
Spectrum	£10.99	Sept
	£15.99	Sept

THE CAST FOR A GREEK DILEMMA



The eagle riders are a fearsome bunch



A green dinosaur wields a mighty blade



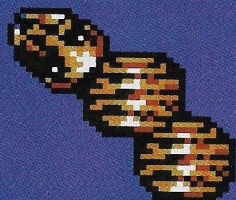
Percius, our hero, strides out on foot



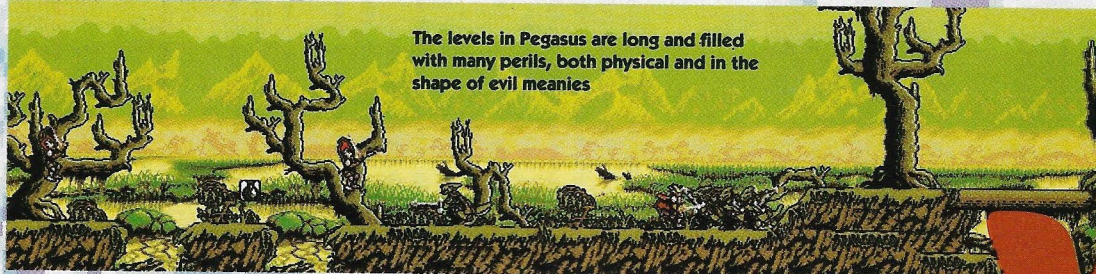
A gargoyle spews death and destruction



The Skull Dragon will snare you with its tail



The flying slug will chase you to the end



The levels in Pegasus are long and filled with many perils, both physical and in the shape of evil meanies

PEGASUS



John

Satan, that bad guy from downstairs, is having a whale of a time. Having wreaked havoc throughout history he's out to damage the very existence of the universe. With your flying nag, nip off to do battle with the bad guys and the big boss man himself...



A variety of power-ups can be attained which give you everything from outriders and triple shots to a wall of death

So! Old Lucifer's gone and got a bee in his bonnet about these annoying human thingies, has he? He's travelled through the planes of existence and gone and shattered the

magic crystals which hold the souls of the incarnations of each plane. Who's a naughty boy then!

The four great incarnations represent all that is important to Mr

Beelzebub and his minions, and it is for this reason that he's gone and done the dirty with 'em.

The first trapped soul is Death, the Grim Reaper, then it's Nature, the Green Mother, followed by War, the Master of Tactics and finally Fate, the Mother of Destiny.

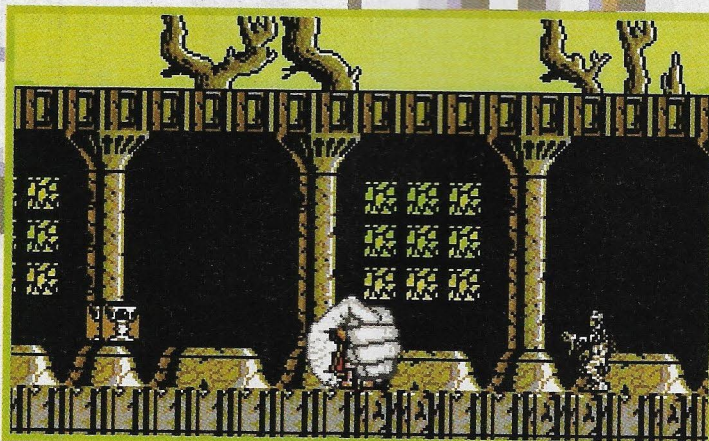
All of these must be freed if the world is to return to normal and goodness can again fill the land. How very pleasant, eh?

Everyone can be happy and free just as soon as the big evil guy downstairs has been sorted out by some suitably heroic and brave young laddie and his equine pal.

NEIGH LAD

Satan currently has a bit of a monopoly over the world itself. Being in possession of all the important bits he can pretty much do as he likes without anyone interrupting him and politely asking him to stop it.

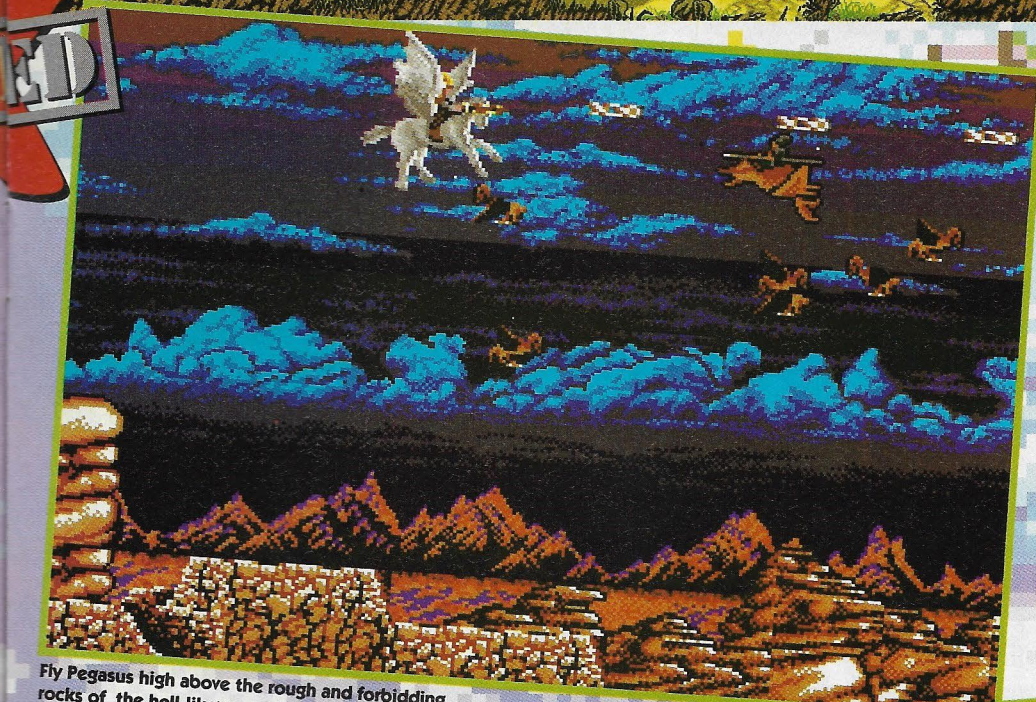
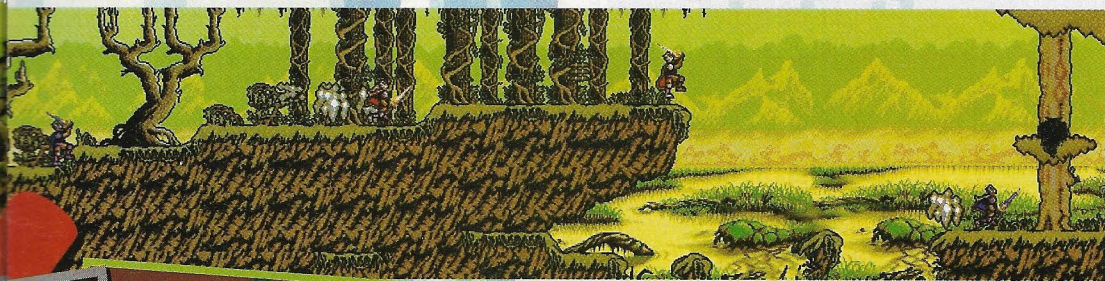
The only hope is you, (there's a surprise), Percius the great warrior and Pegasus your flying hoss. Apparently



A giant mystical hand takes you from the battle field and replaces you to let you fight one more time



Avoiding a zombie filled castle, Percius travels on foot searching for demons



Fly Pegasus high above the rough and forbidding rocks of the hell-like scenario. Use your weaponry to obliterate all of the Devil spawn and demons which choose to cross your path

only you have the ability to zoom away and give Lucifer the slap in the chops that he so readily deserves.

Your mission is to fly off on your faithful companion and retrieve the segments of crystal so that you can stick 'em back together with a suitable bonding agent and rescue all the nice soulful people who just happen to be ensnared in the nasty man's grasp.

The whole caboodle begins as you fly through the wilderness plane of nature, a lush and green domain that has been overrun with the chaos of evil.

Beneath you the land is dying and the minions of hell are gathering to give the world a new facelift. Upon Peggy's

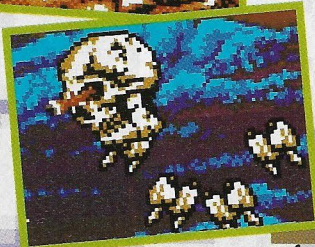
back you must shoot the nasty demons out of the sky and collect all kinds of power-ups to make your weapon big and threatening.

After completing the first part, your pal will land and kindly allow you to progress through the next level on foot.

GET OFF YOUR HOSS AND DRINK YOUR MILK

In true Ghosts n' Goblins style you dash about with your sword, belting meanies over the head, chopping off various parts of their body and shooting at them with magical weapons.

As you can tell, this is a pure and simple scrolling action game. There's



A large skull appears from out of nowhere and spews death and destruction from its jaws

lots of shooting, clobbering and dashing about in different areas.

It's all done with tremendous style and it uses some superb graphical effects. Another classic Gremlin game? Very possibly!



The eskimos pop out to have a look at what's going on!



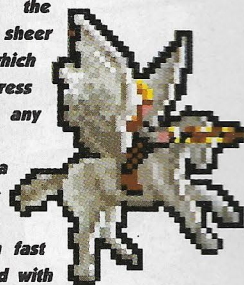
FACT FILE

Software House: Gremlin
Development Team: Optimus

Graphically, this is really quite a spectacular feast for the eyes, especially the backgrounds which are drawn exceptionally well. The sprites are all finely detailed and wonderfully coloured, giving a very Japanese 'console' type look to the whole game.

The three level parallax scrolling is extremely smooth and of a very high standard. As you play, the general appearance of the screen is one of sheer depth and scale which will doubtless impress the owners of any lesser machines.

To play, it's a pure and simple blasting shoot'em-up which is both fast paced and packed with loads of action.



You fly your winged old nag along, picking up as many bonuses as possible and blasting meanies while trying to find power-ups and extra weapons.

Every couple of levels the action shifts a bit so you get a nice refreshing change as you move into the Ghosts n' Goblins monster bashing, hack and slash type section. A bit of running about through some pleasant scenery never did you any harm!

Overall it's a very enjoyable little game which will doubtless follow the current trend of other recent Gremlin releases such as the successful SuperCars II and Switchblade II.

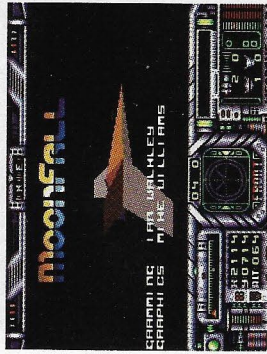
It is assured success just from the astounding graphics and effective gameplay which make this something worth looking out for. Especially if you're a fan of the shooty shooty genre of computer games.

X-RATING: XXXX

Gameplay: 15/20
Lastability: 14/20
Presentation: 18/20

RELEASE INFO

Amiga £25.99 Oct
Atari ST £25.99 Oct



FACT FILE

Software House: 21st Century Entertainment
Programmers: Ian Walkley
Graphic Artist: Mike Williams
Music/FX: Sound Images

Moonfall contains some of the smoothest filled vectors I have seen on the Amiga. All are brilliantly generated and move at quite a pace.

The sound effects are fairly pleasant and space age orientated, with plenty to add atmosphere to the action.

The gameplay is a great challenge and should keep you going for months, although strategically, it isn't really that complex, even the family budgie would be able to handle it!

The arcade elements are nice, but far too scarce. You feel good upon destroying enemy craft, but travelling between cities does take a long time and will maybe put people off playing.

This is a shame because the game could have been a little bit better without such long waits.

X-RATING: XXXX

Gameplay: 14/20
Lastability: 14/20
Presentation: 16/20

RELEASE INFO	
Amiga	£25.99 Oct
Atari ST	£25.99 Oct
C64	£10.99 Oct
	df15.99 Oct

Frontier Alpha is a moon no longer in orbit. Your Starship has landed here and your crew has been taken captive.

Realising that the place is controlled by evil trading pilots, you make the decision to buy the planet and subsequently become the supreme leader of the inhabitants.

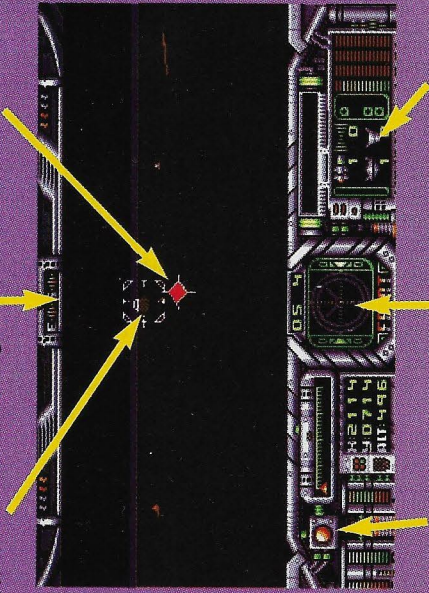
You may think this to be a simple task, considering the amount of traders around. I hate to tell you that you'd be wrong through.

AIR FREIGHT

The moon must be bought one city at a time, and the distance between each centre is very large, requiring gallons of fuel to get there.

The X-terminus freighter is the craft you will pilot during your mission. This is a hi-tech vehicle that will maintain a vertical holding,

Enemies travel round the moon sat in their little attack craft. When they find you they won't stop until they kill you or you kill them. They only appear near cities



The red light doesn't mean 'stop'; it means that boost can't yet be activated. When it turns green you may hit 'return' and you'll find yourself on your way to the next city

This mini scanner will show you what is in the surrounding area. You can take a wider look by accessing the Navigation Computer which will show you the entire moon

This read-out shows you how many of each weapon you possess. As you can see I'm not exactly well-armed at the moment, but I can always buy more at the next stop

This missile is certainly doing the business for you. It won't be long before that troublesome little enemy craft is wiped from existence. Sadly, you have to pay for it them

MOONFALL

How do you go about purchasing a planet? Well, you need a fair few wads of cash for a start. Becoming a great trader and selling things for higher prices than you bought them for may help you along the way. Business my friend, welcome to the real world..!



no matter what. It can move at great speeds across the sky to your destination and has two types of engines to power it along.

The normal engine runs on a chemical fuel, easy to obtain

anywhere. The other engine is a booster that will run on nuclear fuels that are fairly difficult to gather.

The cities are all situated underground, and are entered by finding landing pads on the moon's surface and lowering yourself through them.

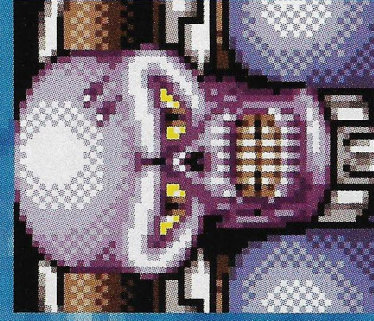
Once inside, you can walk round as you please. There are computer panels found in the walls and accessing these will allow you to buy various items.

TRADERS INTERNATIONAL

Obviously, you can also sell anything you are carrying in order to gain extra cash.

The graphics are represented in vectors. The planet's surface is very bland, usually flat and virtually empty, rather like a desert.

Mountains burst out of the surface and the X-terminus will bounce off them on making contact.



The shop keepers can be quite friendly if you purchase or sell them something



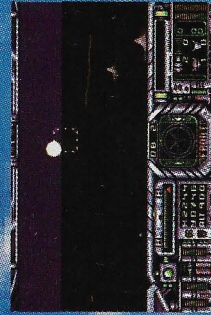
Arrival at the power station is fairly dangerous because roaming enemy ships will be scanning the area for any unwanted craft. That means you!

Journeying between cities can prove to be very dangerous, since many alien attack craft will attempt to blow you out of the sky.

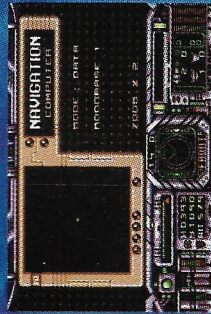
These are all state-of-the-art fighters, and although you may think that this is a little one-sided at first, you do have the option to

purchase many weapons in order to counter-attack.

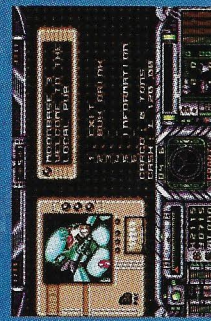
The strategy and arcade elements will, without a doubt, appeal to most gamers, while the scope of the challenge facing you should be enough to keep you going for absolutely ages.



The sun comes up at the horizon and a new day is that only a dare, brave hero can face



The navcom map is accessed by pressing the 'N' key. This will show you the surrounding area, up to a certain distance, and it can be zoomed in and out of with ease



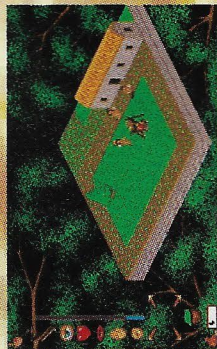
The barman won't help you unless you buy something to drink. Then, he'll let you know where the best place to purchase cargo is to be found

GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

Robin Hood Amiga

First Reviewed: Issue 18
Software House: Millennium
Programmers: Steve Grand, Ian Saunter
Graphic Artists: Steve Grand,
Rob Chapman, Paul Dobson
Sound: Richard Joseph

Robin Hood is a 3D isometric adventure where you, as Robin, must stop the Sheriff of Nottingham's plans to overthrow the king.



Robin Hood is totally icon driven, and is quick and simple to play once the controls have been learnt.

You might expect to see Robin dashing around the countryside, robbing from the rich to give to the poor. However, he spends most of the time sitting down moaning about the Sheriff!



On the whole, an addictive game which, although it doesn't adhere to the film, will appeal to most adventure fans.

X-RATING: XXXXX

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

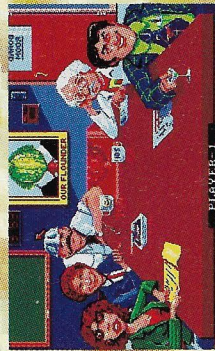
Big Business Atari ST

First Reviewed: Issue 21
Software House: Magic Bytes/
Digitak Software
Development Team: Off the Wall Productions
Programmers: Douglas E. Mackall,
James A. Dorssman, C S Wayne

Big Business is a humorous financial strategy game based on a fictional manufacturing company which builds anything from nuclear weapons to baby products, or a combination of the two!



Graphically, Big Business is bold and colourful, with the sound featuring excellent sampled bits and pieces.



Up to three human players can compete at once, allowing each player to play 'dirty' and force their opponents into liquidation.

Big Business is a basic strategy game with a sense of humour but it soon loses its appeal.

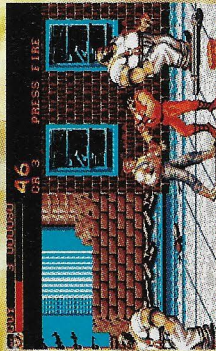
X-RATING: XX

Gameplay: 9/20
Lastability: 9/20
Presentation: 12/20

Final Fight Atari ST

First Reviewed: Issue 18
Software House: US Gold
Development Team: Creative Materials
Programmer: Richard Aglin

Slum areas and metros aren't what they used to be. Now you've got to beat the lining hell out of all and sundry, from 50 stone fat men to acrobatic punk ladies somersaulting across the screen.



The ST lacks much of the Amiga version's appeal. The graphics are faithful but the animation, which is slow and stuttering, is terrible in comparison. The sound is poor, as if it has just been tagged on.



A classic case of a good first release followed by a naff one. It claims to be a fast and furious arcade game - not quite! There are some good beat'em-ups around, but unfortunately this isn't one of them.

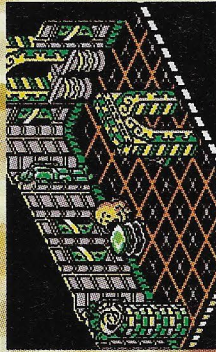
X-RATING: XXX

Gameplay: 9/20
Lastability: 8/20
Presentation: 12/20

Head Over Heels Atari ST

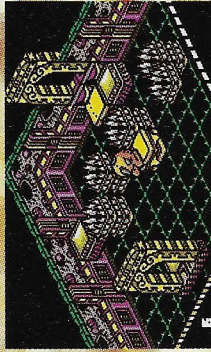
First Reviewed: Issue 21
Software House: Hit Squad
Original Concept: Jon Kilman,
Bernie Drummond
Programmer: Colin Porch

An all-time 8-bit classic is finally available for the more powerful machines. It sees two great fighters trying to escape from the clutches of an evil empire and neutralising the four enslaved planets on the way.



Graphically the game is pretty unimpressive when compared to the major releases around at the moment, but they are still better than some!

However the gameplay is truly top-notch stuff, giving you a very large and addictive challenge to keep you going.



If you can see past the presentation you'll find a great game well worth forking out the asking price.

X-RATING: XXXXX

Gameplay: 17/20
Lastability: 18/20
Presentation: 11/20

Magic Pockets Atari ST

First Reviewed: Issue 21
Software House: Renegade
Development Team: Bitmap Brothers

Gods is one of this year's best selling games and deservedly so. The Bitmap's latest release keeps them in the realms of platform games.



You control the Bitmap Kid in your quest to find your stolen toys, and this will take you through many large levels of challenging gameplay.

Kid is armed with an array of powerful weapons, all of which can be powered up and used for other things.



Instantly you can tell that this is a Bitmap Bros production. The graphics and sound are both excellently presented. The Bros have a style that is all their own. Magic Pockets is great and the Bitmaps rule the roost!

X-RATING: XXXXXX

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

A psychiatrist couch somewhere in Pinner: "It started out as a bit of a joke really, doctor. Some of them wore little red waistcoats and held fishing rods, while others, in green tunics, sat on red toadstools. B-b-but now there's hundreds of them outside the door!

Gnomes of all shapes and sizes with no explanation, except a label saying 'Love from Grobble'. I even wrote to Esther Rancid and that Roger Crook to investigate this Mr Grobble!

First the local paper found out, but now the whole of fleet street is camped outside the door. The wife's under sedation and we haven't seen the cat for weeks."

Obviously a man at the end of his tether. Who played this cruel joke on unsuspecting members of the industry? The perpetrator of this monkey business is Electronic Zoo, the game in question is Magic Garden.

GREEN FINGERED GAMES?

There are dozens of hack 'n' slay adventures, full of sliced bellies and decapitated heads, and there's enough alien ass-kicking contests to last well into the next Ice Age. But there's only one game which features mischievous little gnomes in a seemingly-placid English country estate - Magic Garden.

However, don't be misled into thinking this is a softy game, as these gnomes are the most conniving and wicked little blighters, who'll test your wits to the limit. So who came up with the idea?

Unusual ideas for a game became the topic of an after dinner chat between the game's graphic artist, Michael Jarry and project leader Deborah Isaac.



Deborah explains: "We were talking into the wee hours when we suddenly struck on the idea of the most unlikely theme for a game, a gardening simulator. At first we treated it as a joke. But then we started to think up all these great features, such as mischievous gnomes, magic wells and underground worlds."

What started off as after dinner chit-chat soon turned into a full-blown project. The theme of magic or secret gardens has kept the likes of Enid Blyton in typewriter ribbon for years. Now for the first time, magic garden mania is about to hit the 90's.

Deborah continued: "Michael works in the movie business designing sets and backdrops, and his skill at creating atmosphere and really interesting perspectives is obvious in 'Garden'.

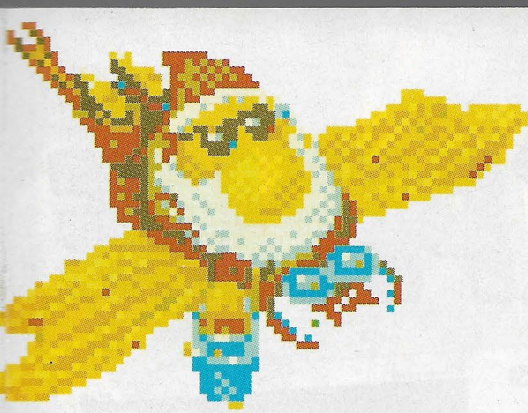
We started by writing a storyboard and introduced all these different characters. First Grobble the hero gnome, a mischievous but basically decent little chap. Then all these evil little creatures that run riot in the garden and underneath."

Grobble has been sent to tend the King Gnome's estate for punishment, and he must keep it perfect or

Gnome sweet gn



Electronic Zoo sent out hundreds of ceramic gnomes to publicise the forthcoming release of the Magic Garden. Victim of multiple gnoming, Jason Spiller, asks the poser: "Is this an ingenious publicity stunt or are they completely off their chumps?" Venturing towards the bottom of the garden, he investigated further.



end up in that great conservatory in the sky. Deborah: "Tending an ordinary garden sounded too easy and so we came up with these horrible characters."

Grobble has to keep all the flowers in the beds watered or they uproot and turn into psychopathic killers chasing him around the lawn. Then there's the perilous trip down the well, where Grobble has to fight off these nasty well dwellers with a hammer from the shed."

The shed has a wealth of tools and objects to help the hero gnome. Deborah continues: "Grobble must constantly replant seed packets for flowers and vegetables to eat. But evil subterranean beasts pull the veggies from beneath so time and again he has to go down the well to sort them out."

Meanwhile, the nasty gnomes rip up the lawn and flowers and Grobble must chase them, stuff them in his magic pockets and imprison them."

PHE-GNOME-MENAL

Crazed chrysanthemums aren't the only problem in the garden. If Grobble fails to keep the pond topped up the fish go on the rampage and Grobble must quickly find a net and catch them.

Deborah continues: "This is as much a game of discovery as a game of manic action. For example when the weather changes to winter the garden begins to die and Grobble must find a way of keeping it summer."

He does this by finding a solar panel and, using a ladder, placing it on the shed roof. Then he's got to link

gnome

it up to generators in the centre of the lawn, which keep the garden warm."

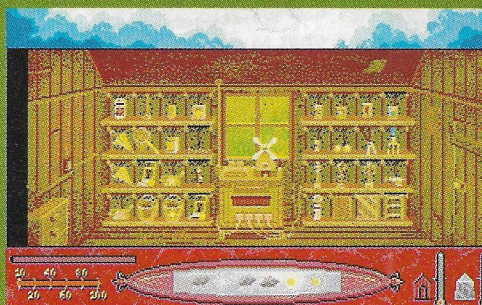
But perhaps the most ingenious discovery is finding a way of making the watering system more effective.

Deborah explains: "There are a lot of chain events in the game. One of them is when Grobble finds a caterpillar egg. He must place it on the bird bath and wait for it to turn into a dragonfly. Then he can jump on its back and fly around the garden like a duster plane."

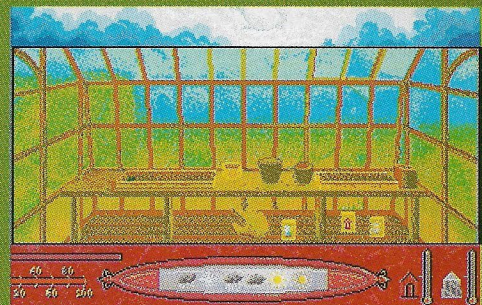
SIMPLY ASTRO-GNOME-ICAL

Beneath the ground the game's coder Steven Curtis filled this dark labyrinth with a constant flow of evil enemies in pursuit of our hero. Here the game becomes a more traditional horizontal scroll, and it is here that the adventure can so easily be brought to an abrupt close.

Steven explains: "You must discover a sleeping seed which you grow in the greenhouse. Then when you're up against the enemy you can throw the seed at them and leave them pushing Zeds - it's the only way you'll survive!" If you think Magic Garden is a soft option, think again! Guaranteed to give you green fingers, Electronic Zoo's Magic Garden is due out sometime towards the end of October. The game will be available on both the Amiga and ST.



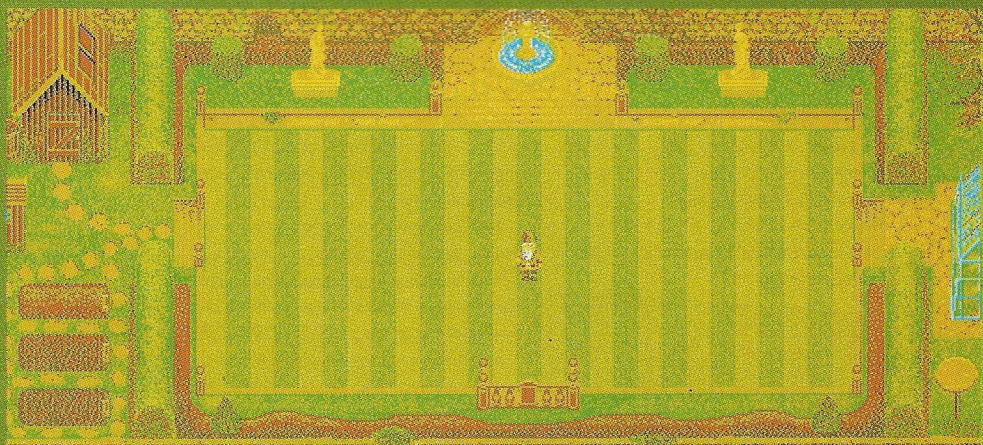
Who lives in a house like this? Well nobody actually, this is the garden shed. Crammed full of useful items there's all you're ever likely to need to make your garden bloom



The greenhouse is the best place to nurture all those glorious seedlings. Come to think of it, with all those bedding plants and the warm glow of the sun, it could be the ideal place for a nap



You'll need all sorts to keep your estate in tip-top condition. In the far top left hand corner of the garden is the old oak tree. Don't bother tying yellow ribbons though, you've got work to do! Hidden keys, fungi and all manner of godies lie hidden in the earth. Grab'em and get those green fingers working



Boy! Grobble's certainly got his work cut out here. Useful places to visit include the garden shed, the water closet (that's the toilet to you), the flowerbeds, the fountain, the bird table, the well, the greenhouse and the old oak tree. As the gnome ranger Grobble must keep the garden in pristine condition. It's upto you to help our bearded friend busy. Try your hand at watering the plants, mowing the lawn and weeding the beds. Of course, being enviro-gnome-entally friendly is really important so you'd better not use any pesticides. In addition to all the annoying bugs that frequent the garden, keep a close eye out for the naughty gnome. Should he strike he'll wreak havoc on your beautifully cultivated haven. At the end of the day you should succeed in putting Mary, Mary quite contrary to shame. Let's all hear it for Grobble

MINIMAL EXPENSE

Skint? Cashless? Yet desperate for a game fix? A look around the Public Domain library may be just what you need. For less than £1 you can often get a wide variety of games, from chess and innumerable Tetris clones, through to shoot'em-ups and adventures - the whole caboodle.

Of course, Public Domain games aren't always too impressive but there are some real gems out there to be discovered.

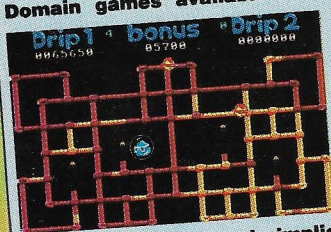
The games below are available from: 17 Bit Software, PO Box 97, Wakefield WF1 1XX. Tel: 0924 366982 & Public Dominator, PO Box 801, Bishops Stortford, Herts CM23 3TZ. Tel: 0279 757692

DRIP

AMIGA
FROM PUBLIC DOMINATOR
ON AMIGA GAME PACK 2.1

A brightly coloured happy game. You're a drip. Well aren't we all deep down? Your aim in life is to fill all the pipes with drip juice while avoiding all the nasties, electric points and pipe exhausts as you go.

A cross between Pacman and Pipemania, it is one of the most professional looking Public Domain games available. With slick graphics,



cutesy music and sampled sounds, it is well worth a gander.

Addictive to play, it has a really neat balance

between difficulty and simplicity, and is a very enjoyable and well presented piece of software.

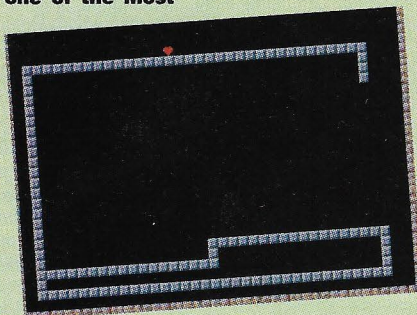
X-RATING: XXXX

AMIGA WORM

AMIGA
FROM 17 BIT SOFTWARE
ON GAMES GALORE 7

Without a shadow of a doubt, Amiga Worm has taken the Games-X office by storm.

What looks like a pitiful waste of space actually turns out to be one of the most



addictive games going. Although graphically, it's as basic as bricks.

Worm is simply a link of blocks which grows, segment at a time.

Your job is to avoid hitting the walls or head-butting your body, while collecting hearts which are randomly scattered across the whole screen.

Up to four people can play simultaneously. Whereas the aim of the one-player game is to get as long a worm as possible, the second game allows you to challenge and block off your opponents as they strive for the love hearts.

Like popcorn, it's awful to look at but irresistible to leave once you've tried a bit. Highly recommended.

X-RATING: XXXX

TINYBALL

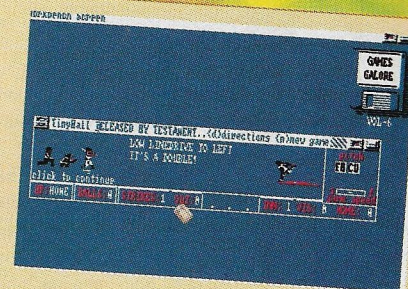
AMIGA
FROM 17 BIT SOFTWARE
ON GAMES GALORE 6

Busy messing around on your workbench screen? You don't want to load up a full-blown jobby but could do with something to while away five minutes of your time..?

Tinyball is a complete baseball game which fits into a small window on your screen. Playing against the computer or a friend, you take the position of either a pitcher or batters.

Slogging away at curve balls and the ferocious fastballs, you play, almost to a tee, the full fun of baseball without too much tedium.

The graphics aren't spectacular, but they are adequate, and although



the sampled sound effects tend to irritate after only a short time, Tinyball is, nevertheless, an effective baseball game on a disc.

I recommend this as a decent sports sim, which doesn't pretend to be one. It's like glorified rounders with all the razzmatazz on a tiny screen.

X-RATING: XXXX

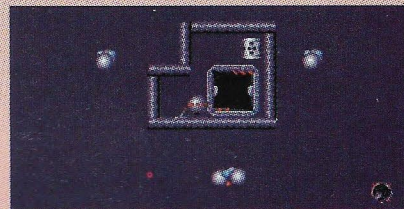
GORB

ATARI ST
FROM PUBLIC DOMINATOR
ON GAMES PACK 7.3

Gorb is a clever, but infuriating little game. You control a metallic sphere with sweeping legs and a Robin Reliant powered engine.

Graphically, it is crisp and clear and the scrolling is pretty smooth. It's just a shame that your little metal blob can't shift very fast.

Gameplay isn't too thrilling, all you do is open up portals, but it is good



enough to keep you returning for more every now and again, just to see what that next screen has in store for you.

Not the worst game you can find in a Public Domain library, by far.

X-RATING: XXX

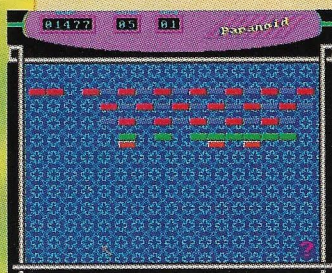
PARANOIA

AMIGA
FROM PUBLIC DOMINATOR ON GAMES PACK 2.3

What, a breakout clone? Don't scream! It isn't as good as the 'ol Arkanoids, but it is quite novel. On hitting the bricks, pills don't drop down, but a question mark icon still spins around at set intervals. Run over this and the ball or paddle is liable to act in a varied manner.

One of these makes the ball go mad, and it swerves to avoid everything on screen. Quite a laugh really.

Although not such an incredible game, it's worth looking at, especially if breakout clones are your faves.



X-RATING: XXX



A new partner in crime graces this page of extreme knowledge – Blob. Blob is another expert in the art of giving tips on games and would like to share its knowledge and wisdom with you. So write to: Tip-X (and Blob!), Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

PRINCE OF PERSIA
– DOMARK
PC

Now, I know I've put this one in before but I've got some extra little bits which make things easy for you. Load the game as PRINCE MEGAHIT and then during the game the following keys are very useful:

- K** – Kills swordsmen instantly (don't use on skeletons)
- U** – View screen above
- N** – View screen below
- H** – View screen to left
- J** – View screen to right
- SHIFT T** – Extra damage point
- SHIFT I** – Flips screen
- SHIFT L** – Advances one level
- SHIFT W** – No damage when falling off ledges
- SHIFT B** – Blacks out non-animated objects



ELF
– OCEAN



This one's a goodie! Many of you will be having problems with Elf, especially if you've become addicted to it, thanks to our recent lovely posters!
Well, help is now at hand, so you

can stop tearing your hair out. If you type in the word CHOROPOO at any point within the game, you'll be given 99 pets! Now you can go and buy any of the equipment you could possibly want.



BATMAN
– OCEAN

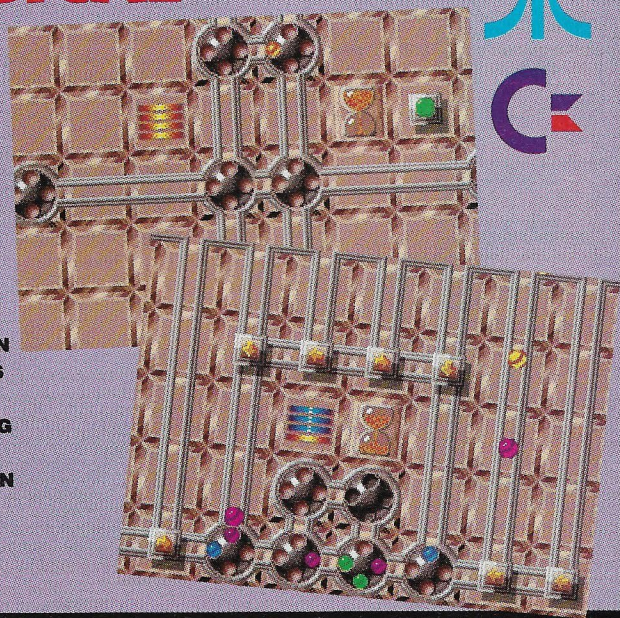
If anyone dares to send this cheat in ever again, I'm going to form a brute squad and send it round to the offending pimply little nerd's establishment and set it on him. I DO NOT WANT TO SEE IT EVER AGAIN OK?!?!?! I'm only printing it to shut you all up.

On the title screen type JAM and keep pressing M until the screen flips over. In the game you will now have infinite lives and f10 will skip levels.

LOGICAL – RAINBOW ARTS

Andrew Kay from Kent sent us a huge great wad of codes for the tremendously puzzling game Logical. However, seeing as I'm a lazy so and so, I'm not going to type in all the bloomin' codes for you! Ha!
Instead here are just a few of 'em...

- LEVEL 10: BAD DIRECTION
- LEVEL 20: OTHER THINGS
- LEVEL 30: A SIMPLE ONE
- LEVEL 40: SUN IS SHINING
- LEVEL 50: SHE IS GONE
- LEVEL 60: MORE POPCORN
- LEVEL 70: HER RAINBOW
- LEVEL 80: DA DA DA
- LEVEL 90: ITS LOGICAL
- EDITOR: THE FINAL CUT



SUPER HANG ON – SEGA MEGA DRIVE

To slow down time on this exceedingly popular racing game, hold down button A as you press start on the title screen.

This should make life much easier for you, so all you useless drivers might be able to finish the level for a change!

EXECUTIONER PLAYER'S GUIDE

As the imperial executioner, you haven't exactly been given an easy lot. Your life consists of dodging through tiny maze tunnels to collect parts of a lost key and pick up stranded enemy pilots. Not being such a friendly chap, you trade the pilots in and torture them for information.

Basically, there are 12 different galaxies in this universe, each one consisting of nine planets, a spaceship and a shop, but you only need to check out the four of the five galaxies shown below...

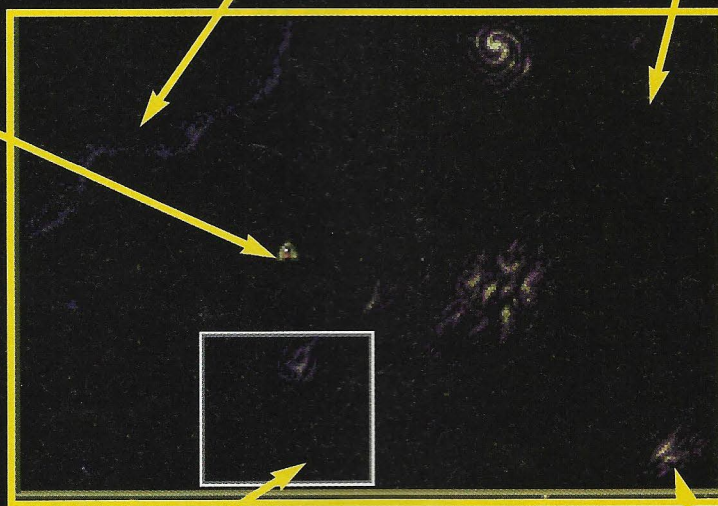


THE GALAXY A - Z

The top left galaxy hides the piece. Search for it and don't believe the feisty devils who try and deny its existence. The problem is, as with the others, it could be on any of the planets

The top right galaxy always seems to have the key in one of the first places you look. Try the icy planet Bhari first, it's an easy level and you may get a pleasant surprise with a key piece

The home sector where you start the game is a darned good spot for practice on all planet types. It may seem hard at first, but if you perish here, you won't have a smidgen of a chance on the other levels. Persevere, and your skills will zonk up



The universe of the executioner. This is divided into 12 galaxies, but the key parts are found in only four of them. Here they are, to save you lots of time

In the bottom mid left galaxy, the pieces tend to be located in the stony planets beginning with the word PAN, of which there are three. Maybe it is intentional that these are never the ones you originally search. Problems may emerge because they are all of a tough nature

In the bottom right galaxy the stranded enemy pilots deny any knowledge of a lost key. However, a questioned pilot under duress from a galaxy above or to the left will lead you in the right direction

ESSENTIAL TIPS FOR SADISTS EVERYWHERE



Don't dash around unless you know the terrain. Little pushes on the joystick will suffice. Your control will improve and you'll get to grips with those nasties lurking away in the corners



If pilots are stuck in a tight spot, avoid them. They'll be glad in the long run and you'll probably save your own skin into the bargain



Try to find the transmission pods at the first opportunity that arises and escape as quickly as possible. You'll only have to go through it again if you find it and die

The fuel pods can be ignored for most of the game, but to keep on the safe side, it is worth keeping your fuel tank at least half full at all times



Pieces of the electronic key can't be missed, they glow against the dark background. Collect them, escape, then leave the sector



When attacked by enemy ships, retaliate and then collect the pod they leave. Dash away quickly because another ship may appear, with either fuel or an enemy pilot



ATTACH THOSE ELECTRODES



By far the most relaxing section, and the most entertaining, is the torturing of your slaves. This is a vital part of the executioner's strategy in unearthing clues to the whereabouts of the key.

The slaves from each section always demonstrate the same response to your torturing, so exchange them for credits at the corner shop where they'll be flogged.

Try the soft approach first, but if this fails, dig in. Electrocuting, followed by a good punching can turn out to be fruitful

WHEELING AND DEALING WITH AKBAR



The shop keeper is your typical lousy no-good rascal who'll rip you off left, right and centre. However, his selection of goodies is far too tasty to overlook.

If you really desire the power and the gadgets to overcome all obstacles, you need to have accumulated quite a lot of slaves.

The terrain scanners are the most important to get first, followed by the power shot. If you're feeling flush, buy extra droids.

However, avoid the four way shooter as it could make you lose your bearings in relation to gravity

RELAX AFTER A HARD DAY'S BLAST



The simulation mode is ideal to test out your reactions before setting forth on your mission. You'll keep your cool without losing unnecessary lives.

A go on the simulator does actually raise your chances of survival by honing down your movement, well it did for me anyway

GETTING OUT AND ABOUT ON YOUR LOCAL PLANETS



RED DESERT PLANET
This planet resembles a desert and, compared to the others, is devoid of life. Nonetheless, it is crawling with nasties, intent on destroying one of your droids.

The range of creepy crawlies covers big spider creatures, little mites, and particularly obnoxious rockworms and earwig looking creatures which attack your pincers. Simply hover to avoid



ROCKY, LUMPY PLANETS

These are amongst the easiest to challenge early on because they're basically rock caverns, heralding very few twists and turns. Seldom do creatures attack you, but be particularly wary over the marsh - the bog monster may loom up

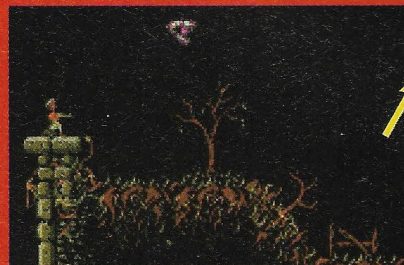


MOONY PLANETS
These planets are highly industrialised, with intricate scaffolding and moving pistons. Watch out for these as they tend to move when you least expect them.

By far the worst thing is the crossfire from a range of laser guns, cannons and tanks. The big ones are almost indestructible so timing is of the essence. Hover and observe the crossfire above or below before making your move



ICY BLUE PLANET
This is tricky to challenge because of the narrow passages and the jagged crystalline edges, not to mention the concentrated fire power. You've got to keep an eye on the falling icicles and forming ice crystals which appear out of the blue. Take your time and everything should be hunky-dory



SATURN-RINGED PLANET
This is the most familiar planet of them all, with landscapes close to that of medieval earth, dotted with little cottages and stone castles. However, it can also be quite deadly. You may be attacked with sticks and stones which are quite painful and trickier to dodge than the catapults and arrows



THE GREEN BLOB PLANET
This is a horrible place to visit, full of unexpected surprises, and not dissimilar to a rain forest positioned too close to Chernobyl. It's lush, but that doesn't make a lot of difference since you're attacked by all manner of things, from swamp snot, to grapplers reaching out. The most deadly danger comes in the form of those innocuous looking pretty lilac flowers, so remember to watch your back!

BEAST II PLAYER'S GUIDE PART 1

Due to the massive demand for help with *Shadow of the Beast 2* from Psygnosis, here is a comprehensive guide to the first part of the game. Look out for the following parts in forthcoming issues of *Games-X*...



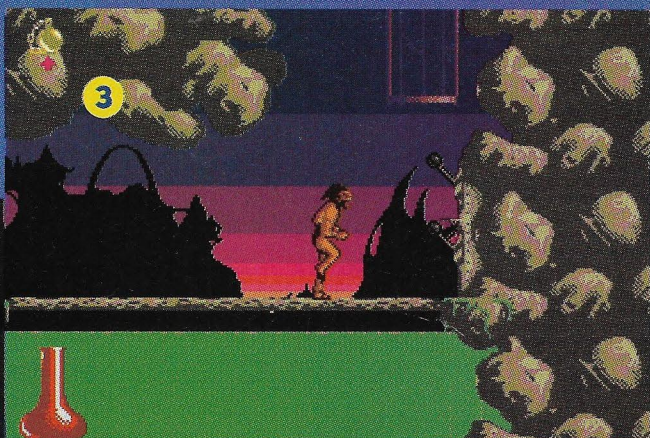
To begin with, run left to the corpse, dodge as many exploding balls as you can, and continue in the direction you were facing. Run across the bridge, avoiding any fish that leap at you, and continue until you reach the man being held captive by the flying demon.

Keep jumping and hitting the creature with your mace until it dies. Now that the captive is free, listen to what he has to say. Ask him about the traps, and make a note about which switch he heard the guards talking about



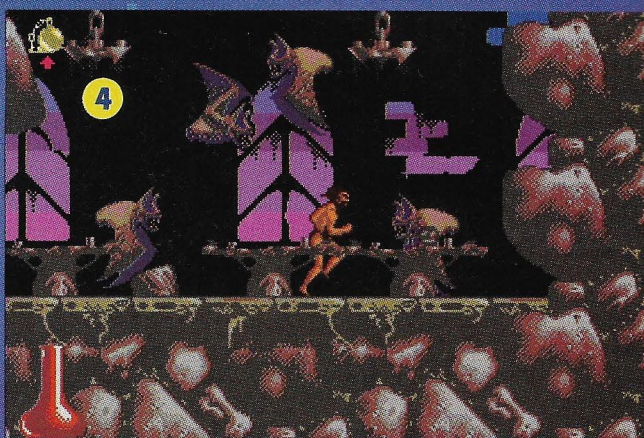
Run left down the branches, then take the first path left and quickly duck when the demon flies overhead. Now turn around and run back to the rope and kill the beastie that's cutting your escape route.

Wait until the monster that's pushing the spiked block nears the end, then keep striking at him with your mace. Once he's dead, go left under the falling traps. Destroy them with your mace, and dash past before another falls into place



Run up the hill, destroying the blocks that slide towards you. At the same time it is vital to kill the demon that hovers above and collect the key it drops. Take a left, and just before you reach the flat summit, duck and wait until the crane carries a block overhead.

Jump down and past the awaiting goblin – don't try to kill him – you can't. Climb up the first rope and open the door with your key. Keep going right, walking slowly and hopefully setting off the falling spike trap just before the bridge. Smash the spikes and continue right to the switches. Flick the switch that the captive told you about. Stand in the cage and wait for it to rise to the top



Exit the lift right, jump onto the chain and off the other side. Whatever you do, don't fall down! Run right, down the steps, and pick up the key. Head back and from the second step, jump onto the chandelier.

Climb up and leap right. Break open the chest and collect the potion and coins. Use the potion now if your energy is low



Back down, go left to the chain you leapt on moments before. Carefully climb down, but stop before you fall off the bottom. Jump off left so you land just outside the monster's cage, while avoiding the sleeping guard.

The next section you must do quickly; open the cage with the key, then change back to the mace, hit the bottom switch then jump onto the chain above and head back to the lift on the left. Go down



Run left, over the bridge and jump the acid pools. When you reach the switches, stop. Flick the middle switch to move the crane over the rock. Next, move the claw down and stop it just above the rock using the bottom lever. Close the grabber with the top switch, then lift the rock with the lower lever.

Move the boulder to the right using the middle knob, and open the claws with the top switch. The boulder should drop and smash into pieces on the spike, leaving you with a smaller rock



Jump across the acid pool and push the small rock to the right and onto the bottom of the see-saw. Climb the rope to just below the top and jump off, landing on the other side of the see-saw. The rock will be catapulted into the air, so quickly, rush left and walk into

the nearby cage. Wait a few moments and you'll be carried up.

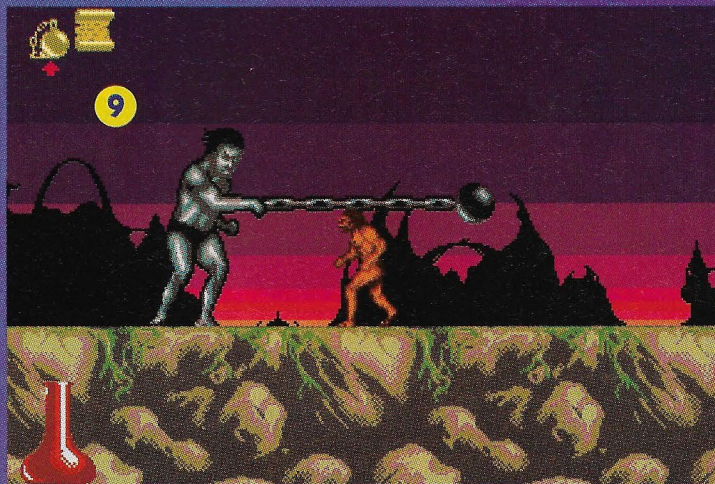
Walk out to the left and kill the dragon with your mace, then repeatedly hit the bag hanging from the branch. There is a man inside who will give you a password which you should remember



Backtrack down on the branches and run right back to the rope which the demon was cutting earlier. Climb down and jump off to the right. Clamber down the first hole and walk right to the castle.

You will be confronted by a huge gate and a dragon. Whisper the

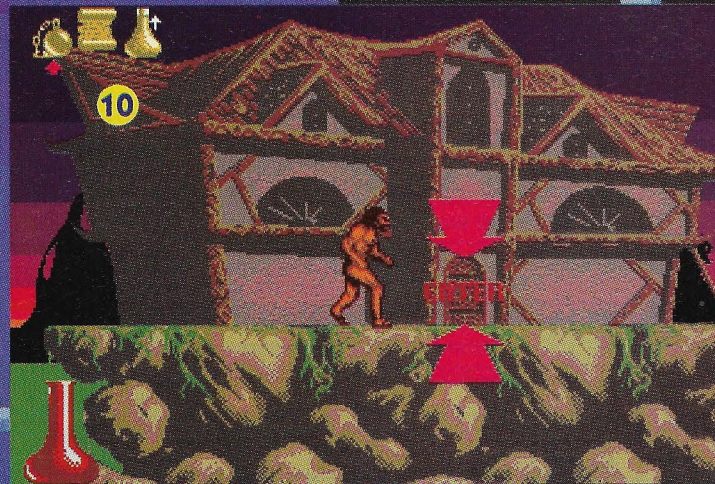
password you were given a few moments ago, and walk inside when the rock door is raised. Walk over to the right, open the chest and collect the contents, remembering to use the potions if needs be, then climb the chains and grab the scroll which is lying at his feet



Leave and head back up the branches and over to the rope. Cross over the acid pool using the rope, and head left once more. When you come to the first nastie, keep knocking him back with your mace, and finally he'll disappear into an acid pool. You cannot destroy him without using the acid.

Repeat the process with a similar guy found off to the left. He is a little tougher than the previous fellow, so make sure every hit counts.

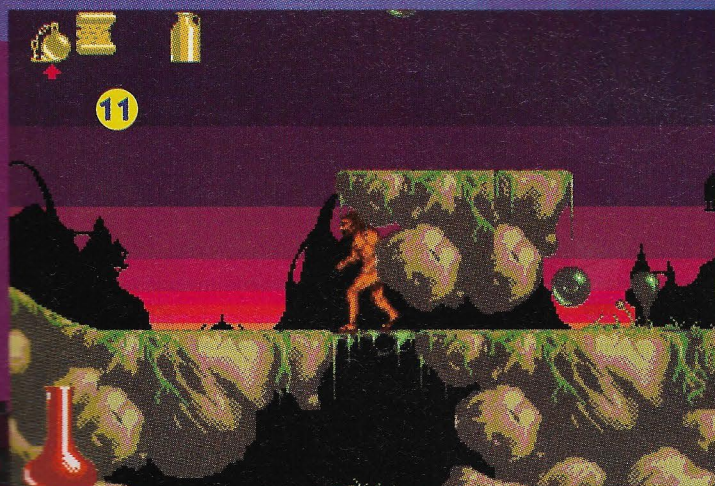
Go back and open the chest that contains both coins and a potion. By now you will probably need more energy so use the coloured vial



Enter the Karamoon Oasis pub, run upstairs and collect the ale before leaving. Head back to the rope, climb to the very top and run off right. Go back past the bridge and the corpse and fight your way through the forest men.

Over the log bridge, jump up the rock platforms on the right, and kill the

monster that carries an awesome bubble gun! Try kneeling and attacking - it is usually best. Collect the throwing axe he drops. Keep going up, using the platform and the rope, and break down the slime barrier with your mace. Run to the right and open the chest to pick up a potion and some more coins



Having collected the various bits and pieces from the chest, head back the way you came, down to the bottom and across to the platform on the left.

Just before you reach the log bridge, stop. Underneath is a thin platform which can be broken if you

jump hard enough. This may take some while, as you have to leap so the Beast reaches just below the rock.

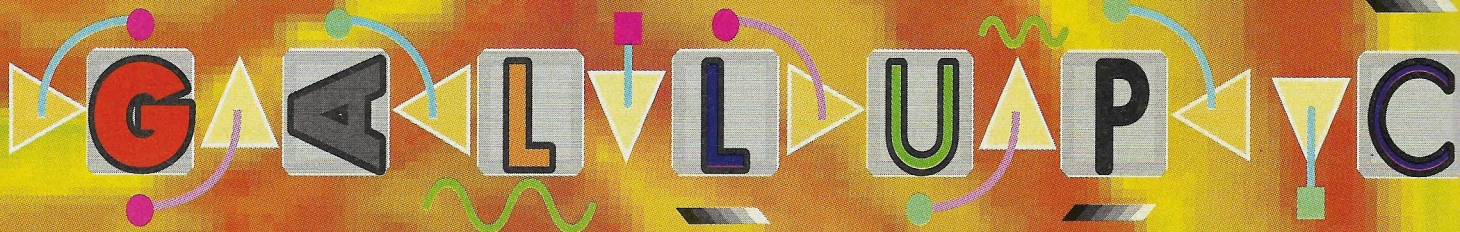
Having broken through the flimsy floor, go down the steps to the left. You will soon be entering the Goblins' cave so watch your back!



Now that you're accustomed to the dark cavern, walk left. Every time you jump over one of the pools, a crystal shard will jut out of the water and skewer you! It is possible to smash them just before you are wounded, but it's hard! Remember, practise makes perfect.

Midway there is a chest containing coins and potion. When you pick these up you'll probably lose your mace, but you can get it back after drinking the potion. Run left, crossing the pools of water as you go, but stop before you reach the guard. Now wait for part 2!

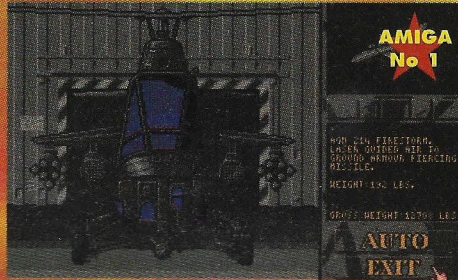
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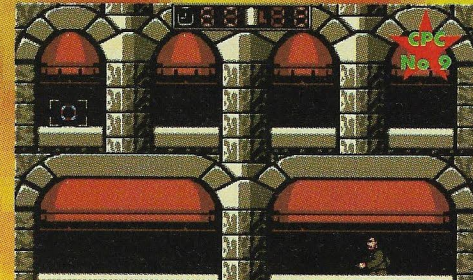
A real battle is taking place at the top of the C64 chart. Two compilations are really going for the numero uno position. CodeMasters' **Dizzy Collection** and Ocean's **Rainbow Collection**. Personally, I prefer the one at the top this week, but then I can't stand Dizzy!

The Bitmaps' **Gods** leaps over everything in the ST chart this week to land right at the top of the heap. An over-exposure to player's guides has obviously made a difference in the sales. **Magic Pockets** hits the shops in a couple of weeks so look out for it then.

Ocean's **Darkman** conversion, a naff game of a fairly naff film, enters the Amstrad 10 at number nine proving that you just buy games for their titles and not



because they're good. Thankfully, **Man Utd** is back at the top which shows that some of you actually have sense when it comes to money.



From out of nowhere (good song that! - by Faith No More in case you wondered!) Psygnosis' **Lemmings** storms back into the top spot of the PC

1	◆	THUNDERHAWK House: CORE DESIGN Team: MARK AVORY
2	▲	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
3	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
4	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
5	▲	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
6	▼	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
7	▲	GODS House: RENEGADE Team: BITMAP BROTHERS
8	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
9	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
10	★	ELF House: OCEAN Team: NIRVANA SYSTEMS

1	▲	GODS House: RENEGADE Team: BITMAP BROTHERS
2	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
3	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
4	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
5	▼	MIDWINTER 2 House: RAINBIRD Team: MIKE SINGLETON
6	▼	FLIGHT OF THE INTRUDER House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
7	★	WHEELS OF FIRE House: DOMARK Team: VARIOUS
8	▲	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
9	★	LIFE AND DEATH House: MINDSCAPE Team: SIMON J BEAL
10	★	TOKI House: OCEAN Team: OCEAN FRANCE

1	▲	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
2	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
3	▲	CREATURES House: THALAMUS Team: APEX BROTHERS
4	◆	BIG BOX House: BEAU JOLLY Team: VARIOUS
5	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
6	▼	HEROQUEST House: GREMLIN Team: 221B
7	◆	SUPREMACY House: VIRGIN Team: PROBE
8	★	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
9	★	FUN SCHOOL 3 (OVER 7) House: EUROPRESS SOFTWARE Team: IN HOUSE
10	◆	TURRICAN 2 House: RAINBOW ARTS Team: FACTOR 5

1	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
3	◆	HEROQUEST House: GREMLIN Team: 221B
4	▲	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
5	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
6	▲	MULTI-PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
7	▲	GOLDEN AXE House: VIRGIN Team: PROBE
8	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
9	★	VIRTUAL WORLDS House: DOMARK Team: INCENTIVE
10	★	BIG BOX House: BEAU JOLLY Team: VARIOUS

are charts exclusively from Gallup

H A R T S

chart knocking **Secret Weapons of the Luftwaffe** off the top after two weeks of dominating the chart.

The amount of good games in the top 10 is astounding and it seems PC owners have a lot more sense than most other computer owners.

I almost died of boredom when I looked at the Speccy chart this week as nothing has really happened. Two new games are there at the bottom but the rest have just done a reshuffle. Mind you, at least the **Turtles** have gone down!

Elf springs into the lower end of the top 10 in the Amiga chart. Check out the exceedingly 'elf-ful' (groan) poster map in issue 20 if you're stuck.

Meanwhile the game of my nickname, **Eye of the**



Beholder, stuns us all by staying near the top for another week - I never was on the same wavelength as my friends! (You don't say - Ed).

TEAM TALK

Hugh is a 'bronzed hunk' (as said by Scoop Clarkson) after returning from a holiday in sun-drenched Greece. Apparently he has a sunburnt belly button but I wouldn't know as I don't look for these things!

Nick's sanity has taken a turn for the worse as he has now obtained a couple of Simpsons dolls! The sad man... However, at least he tortures Bart by hanging him off the monitor by his arm with a piece of sellotape.

For the eighth week running Alex has got out of doing the washing-up at home. The lazy tyke obviously thinks that the rubber gloves don't go with his Depeche Mode T-shirt! Little does he know that Martin Gore's fave piece of clothing is a studded rubber skirt!



1	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	▲	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
3	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
4	▼	HEROQUEST House: GREMLIN Team: 221B
5	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
6	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
7	★	MINI OFFICE 2 House: EUROPRESS SOFTWARE Team: IN HOUSE
8	★	EMLYN HUGHES INTL SOCCER House: AUDIOGENIC Team: IN HOUSE
9	★	DARKMAN House: OCEAN Team: MICK WEST
10	★	NORTH AND SOUTH House: INFOGRAMES Team: IN HOUSE

1	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▼	SECRET WEAPONS OF LUFTWAFFE House: LUCASFILM Team: IN HOUSE
3	▲	GAUNTLET 3 House: US GOLD Team: SOFTWARE CREATIONS
4	▼	LINKS House: US GOLD Team: SSI
5	★	SIM EARTH House: OCEAN Team: MAXIS
6	▼	CASTLES House: ELECTRONIC ARTS Team: INTERPLAY
7	▼	JETFIGHTER 2 House: US GOLD Team: BOB DINNEMAN
8	★	DAILY DOUBLE House: CDS Team: IN HOUSE
9	★	ELITE PLUS House: RAINBIRD Team: IN HOUSE
10	★	FUN SCHOOL 2 (OVER 8) House: EUROPRESS SOFTWARE Team: IN HOUSE

1	◆	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
2	▲	SHINOBI House: MASTERTRONIC Team: BINARY DESIGN
3	▲	MOONWALKER House: KIXX Team: IN HOUSE
4	▼	CABAL House: HIT SQUAD Team: SPECIAL FX
5	▼	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
6	▼	DIZZY PANIC House: CODEMASTERS Team: OLIVER TWINS
7	▲	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
8	▼	QUATTRO SKILLS House: CODEMASTERS Team: VARIOUS
9	▲	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
10	▲	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS
11	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
12	▼	IMPOSSAMOLE House: GBH Team: CORE DESIGN
13	▼	FOOTBALLER OF THE YEAR 2 House: GBH Team: IN HOUSE
14	★	TREASURE ISLAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
15	▼	THE GAMES: SUMMER EDITION House: KIXX Team: EPYX

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

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A stunning display of sword and sorcery with Empire's **DEATHBRINGER!**

19th century pyrotechnic partying with Palace's **BOSTON BOMB CLUB!**

Domark's successful arcade conversion of **SUPER SPACE INVADERS!**



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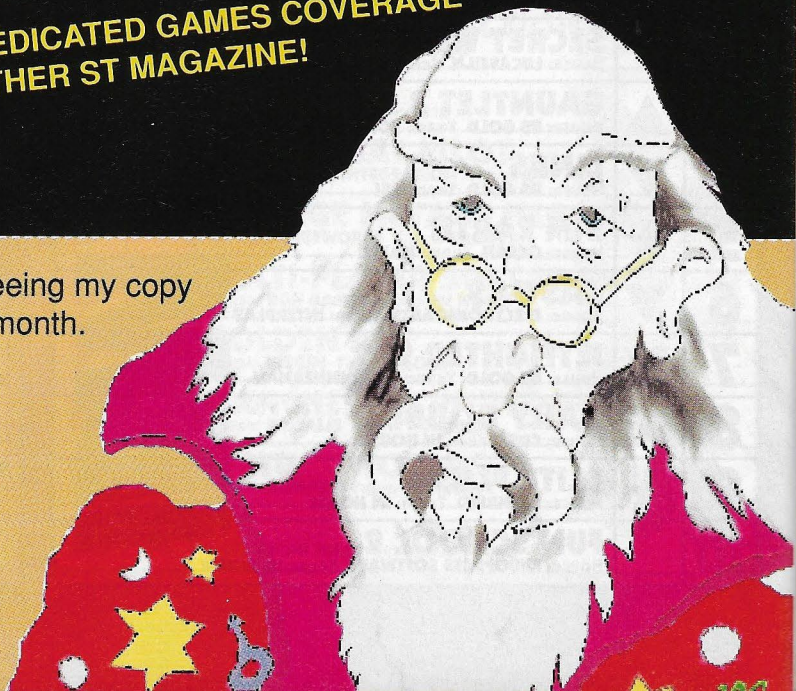
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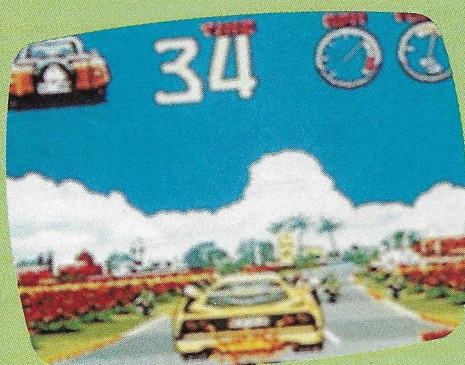
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ARCADE EXTRAVAGANZA



Capturing criminals and repulsing robots are the orders of the day in Taitsumi's Round Up 5

With the summer almost drawing to a close and seaside resorts seeing the last of the holiday visitors, arcades are now eagerly awaiting the new video games which will be ready for sale in October.

Traditionally, arcade owners take a look at the new games when they are launched in the autumn and then buy them in January and February, ready for Easter and the summer season.

Most arcades will only take on two or three of the best new games, placing them in prime positions at

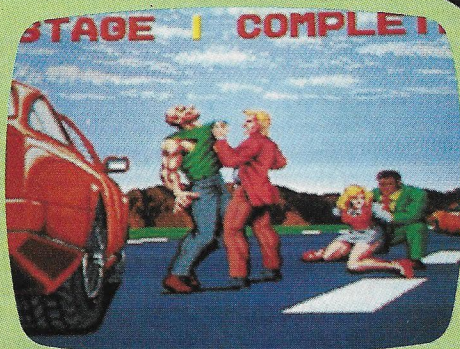


the front of their premises. The best performing games of that summer are kept and moved further to the back of the arcade, where they will still take a good amount of money.

Two games which will be kept by most arcades after the summer season are Jaleco's **Big Run**, reviewed here last week, and Taitsumi's **Round Up 5**, both of which have been performing exceptionally well throughout this summer.

Round Up 5 is a three screen simulator or upright game where the player must chase a gang of criminals, try and repulse a group of robots and arrest the gang leader.

The use of three screens has become increasingly more common on sit-down



Having rescued the hostage, it's time to arrest the outlaw in Taito's Special Criminal Investigation

simulator games, offering the player an added dimension of reality and a wider panoramic view.

In this game the player drives a course through Seattle, Los Angeles and New York, and if he manages to spot one of the gangs his game time is extended. When the player catches up with a gang he must overtake them, and by dodging and crashing into them, stop the offender's car and make an arrest. When he does this he clears a game stage.

The game comes equipped with standard steering wheel, brake, accelerator and gear stick controls. The game is more basic than Big Run but is still popular with players especially in the sit-down format which comes in a particularly attractive cabinet.

Another good driving game out in most arcades at the moment is called **Special Criminal Investigation**. The game, from Japanese giant Taito, is a typical goody vs baddy chase as you, the cop, must

arrest the escaping outlaw and rescue the hostage.

You must follow the bad guys in your high powered car and try to arrest them. You can shoot them at any time and blow up objects that get in your way, since your ammunition is unlimited.

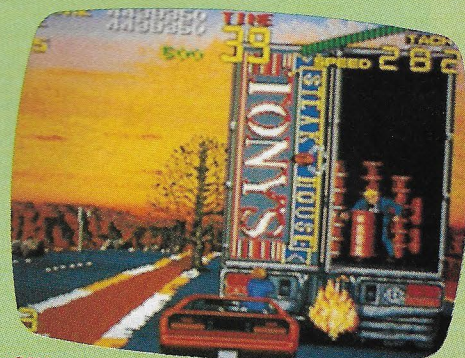
If you do manage to catch items that are dropped from the helicopters that occasionally pass overhead, then you can fire a bazooka which will instantly destroy the enemy vehicle.

Play is extended when you track down the outlaw and his gang. If you manage to catch up with the villain's car and demolish it completely, you are able to arrest him and the round is then cleared.

There are a total of five rounds plus one bonus round. The game is over when you either arrest the criminal or run out of time. Graphics on this sit-down game are really superb.

There is no way you can miss it in an arcade with the flashing red light on top of the cabinet!

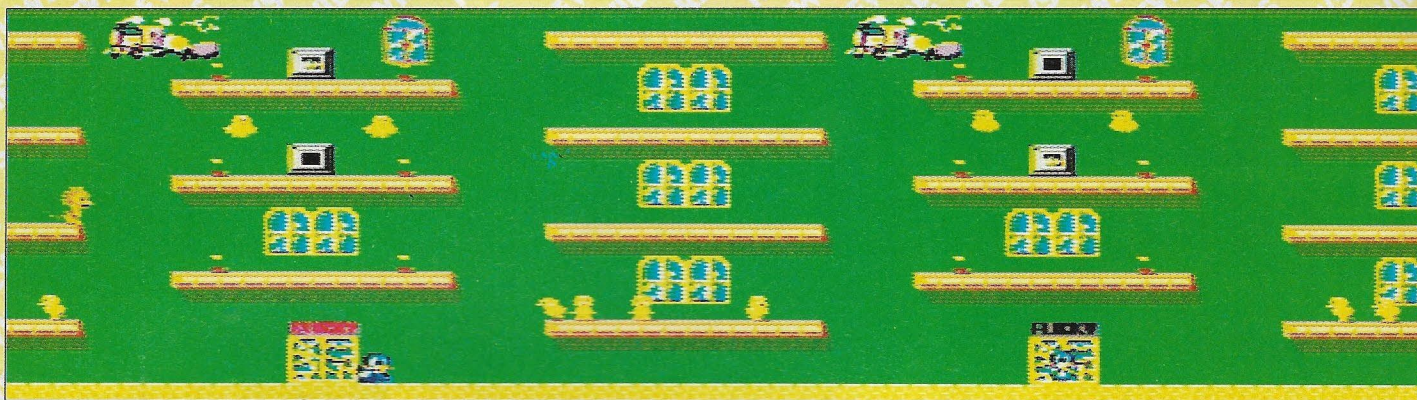
Both of these games will undoubtedly be out on site throughout the winter and for the next summer season. In the meantime, a crop of new games will be released over the next few weeks which will be reviewed on this page as soon as they come off the production line!



SCI is packed to the seams with high-speed car chases and fast-paced shoot-outs

CONSOLE CONNEXIONS

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



GAME: FLICKY
MACHINE: MEGA DRIVE
PRICE: £34.99
SUPPLIER: SEGA

Flicky is a game of cat and mouse in which you, as a little blue bird who drives all the cats crazy, must fly around numerous levels and collect the little yellow, fluffy chicks before escorting them to the exit.

It would all be very simple if it wasn't for Flicky's enemies, the dastardly tigers and the yukky lizards who chase after the wee thing in search of a tasty morsel to fill their empty tum!

The chicks will follow our feathered friend whenever he flies



past. However, if he jumps out of the way to avoid the charging tigers, the chicks will wander around quite aimlessly until the next time.

Rather than leap out of the way, Flicky also has the option of collecting objects which he can lob at the enemy.

These include telephones, bottles and flowerpots which stun the enemy if a successful hit is made.

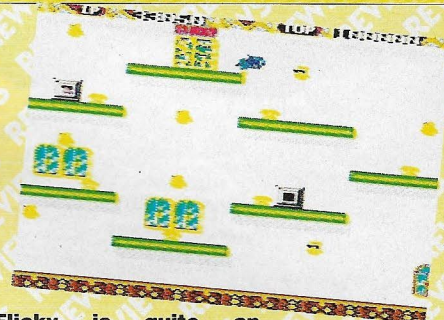
Buttons A, B and C are used to make Flicky jump, or if he is carrying a would-be weapon, he'll just throw it in the direction he's facing.

Bonus points are awarded if you collect more than one bird at a time and see it safely through the exit.

Your score is boosted even further if you complete the round quickly, or collect the diamonds scattered around.

Every so often, you are transported to the bonus level where you must save the chicks from certain death.

Two cats pile the chicks onto saws before lobbing them in the air. Armed with a net you must run around attempting to catch the birds before they splat on the ground!



Flicky is quite an addictive game, but I found it too monotonous. You are faced with level after level of rescuing chicks, the only change being that of the layout of the mazes and the background.

Although I enjoyed playing the game briefly, I found the initial appeal soon wore off, and for over £30 you only get a particularly average game.

X-RATING: XXX

Gameplay: 16/20
Lastability: 11/20
Presentation: 14/20

Having ventured into Earls Court 2 for the CES show, we now have the low-down on the most recent console releases and EA's Mega Drive titles.

EA'S BOX OF DELIGHTS

Electronic Arts has announced its forthcoming release schedule for the Sega Mega Drive. It includes some of the hottest titles ever to appear on the 16-bit Sega.

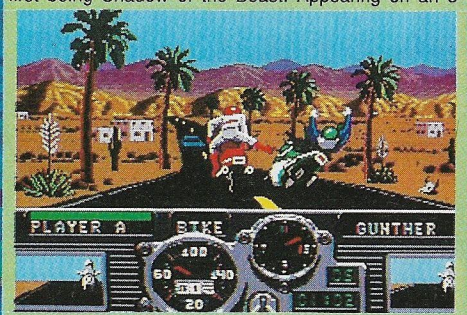
The first product is Road Rash, due for release in early October. It blends the speed of motorbike road racing with the excitement and danger of a street fight.

Set on the public highways, there are no rules to slow the racers down, nor any time limits, just fast, manic action, and you in the saddle. With one hand on the throttle and the other ready to punch the opposition for all you're worth, politeness wins you absolutely no points here. It's every rider for himself, desperately

competing and battling it out across five stages of highway hell.

The player races for cash which can be used to pay off speeding fines, repair damage and, most importantly, upgrade to a bigger bike. Road Rash, when released, should retail for around £39.99.

Two Psygnosis titles are to be released soon, the first being Shadow of the Beast. Appearing on an 8-



megabit cartridge, you are placed in the role of a vengeful beast, out to get even with your creator.

BEASTLY SHADOW

The aim of the game is to reach the heart of the creator's stronghold, by fighting your way through numerous different levels of increasing difficulty.

The other Psygnosis release is Fatal Rewind, formerly known as The Killing Game Show. Set in the distant future, this game is the 21st century version of Blankety Blank, with the blood hungry audience watching while you negotiate 16 pits of death. Success wins you one prize only - your life.

You are, in fact, a convict, sentenced to death. However, you do get the option of entertaining people on the Killing Game Show. If you succeed in coming up trumps in all 16 pits, you are free to go. Fail, and your last living memory will be the sound of the crowd cheering wildly while savage creatures rip you to

shreds! The game will be released in October and will retail for £34.99.

THE IMMORTAL

The Immortal was released on the ST and Amiga way back in 1990 and was an excellent role-playing game. It features slick 3D isometric graphics, and although the game remains essentially the same as the computer version, a number of enhancements, such as full screen combat and sampled sound effects have been added.



As a wizard, you are searching for your long lost teacher, Mordamir. The adventure begins deep within the dungeons, with eight challenging levels to explore. Superbly animated creatures lurk around every corner, and traps and other obstacles also make the going extremely tough. With an epic plot of sorcery and betrayal, the Immortal will be available in November for £44.99.

MARBLE MADNESS

Marble Madness was probably the first arcade conversion on the Amiga, and in November you will be able to experience all the thrills and spills of this loony game for £34.99. Battle through six crazy stages, beat the clock, and fend off the obstacles thrown from the side of the course, liable to send you plummeting down to your death.

STARFLIGHT

Starflight is a space strategy game of immense proportions. The player captains a powerful starship in a bid to seek out strange new worlds, establish contact with aliens, and to boldly go where no man has gone before. (Sounds familiar!)

Vast improvements over the Amiga version have been made, including a highly polished space combat sequence, planets that actually 'live' with visible weather, and atmospheric conditions, that improve the old windows operation system.

You have access to an arsenal of missiles and lasers to use in combat. Additional equipment includes an on board starmap and a computer that talks to you using digitized speech!

The game is extremely in-depth and will offer hours of addictive fun to the budding strategist.

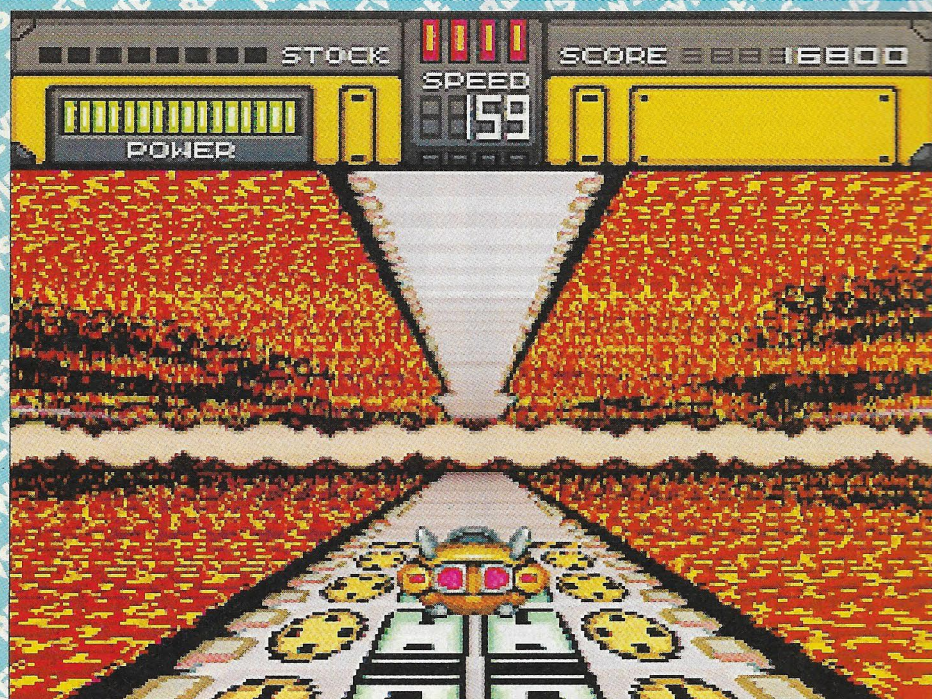


Starflight will feature a battery backup save facility and will appear around the end of September for £49.99.

JAMES POND

The Mega Drive version of Robocod is set to coincide with the release of the home computer versions around mid November. Once again, you, as James Pond, must defeat the villainous Dr Maybe. Having been beaten by Double Bubble Seven in the first escapade, the Doctor has once again turned mean.

Dr Maybe has raided a giant toy factory and sabotaged the entire stock. He is now planning to send



**GAME: HYPER ZONE
MACHINE: SUPER
FAMICOM
PRICE: £41.00
SUPPLIER: CONSOLE
CONCEPTS**

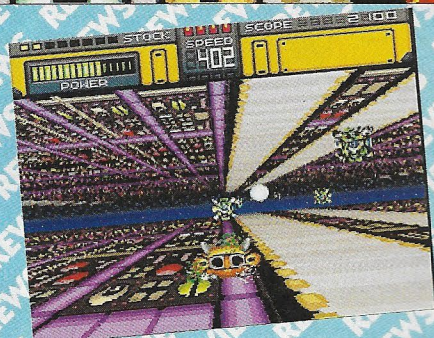
Hyper Zone is a shoot'em-up version of F-Zero, which has sacrificed some of the breathtaking speed for a horde of enemy robots which attempts to blow you to pieces!

The game includes seven levels of blasting mayhem, each one set on a different planet and therefore a different landscape. You start in the old capital, where the main obstacle is scattered debris, which must either be destroyed or dodged.

Later, you will enter the grassland area where huge cabbages spit boiling white plasma on your comparatively weak ship!

At the end of each stage waits a guardian, which must be competently dealt with before you can progress on to the next world.

Each meanie will bombard you relentlessly with an array of weaponry and will score a few hits before finally crashing to the ground and burning.



Use the direction pad to control the steering of your space vehicle, while up and down allows you to change the altitude at which you fly.

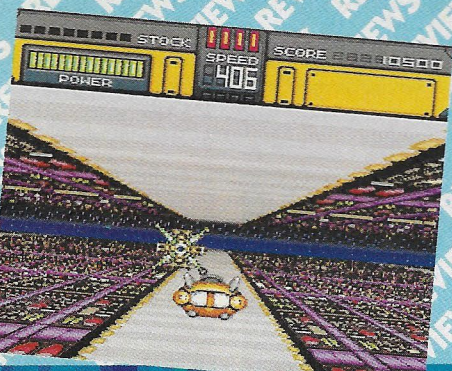
When tapped, buttons A and Y will fire your front laser cannon, with X and B pressing down the brake, thus slowing down your ship.

You have an energy level which is knocked down every time you receive a hit, but can, nonetheless, be restored when you cross over the green refuelling points.

I was hoping to see something as visually stunning as F-Zero. Although the scrolling is smooth and still impressive, it lacks the immense speed which the afore-mentioned had.

To rectify this, the game is based around hectic and often addictive shoot'em-up action.

The game is quite difficult to get to grips with, which may put some games players off, but on the whole, if you persevere for long enough, Hyper Zone is a playable racing shoot'em-up.



X-RATING: XXXX

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

the naff toys to the kids and hold the world ransom. Underwater intelligence FISH has learnt of Maybe's plan, and Pond is considered to be the only agent capable of pulling the job off.

Our agent's vital organs have been replaced by microchips, leaving him with turbo-gills and metal fins. Pond is no more, only Robocod exists!

This turns out to be a super-smooth scrolling platform romp à la Sonic the Hedgehog/Mario, and will feature a variety of intricate levels as well as humorous little touches that will have laughing as you play!

HINT & TIPS

MOONWALKER - MEGA DRIVE

There is an easy way to pick any of the stages, except level six, and this is how you do it.

On controller 2, hold down UP, LEFT and button A, then press START on Controller 1. The words 'round 1' will appear, then just use the D-pad to pick your stage.

SUPER MARIO WORLD - SUPER FAMICOM

Ever needed help in this truly amazing game? Well, did you know there's a way of collecting 99 Marios? Go to

the right of the ghost house world five, then beat the level. Restart the level, then collect the invincibility star. Now run



through the enemies collecting the 1-ups. Once at the Hammer man, hold START and press SELECT. Re-enter and continue until you have enough lives.

Thanks to:

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



**GAME: M1 ABRAMS
BATTLE TANK
MACHINE: MEGA DRIVE
PRICE: £34.99
SUPPLIER: SEGA**

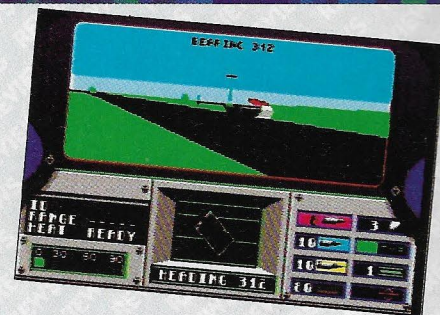
The world is on the verge of another World War, and victory hinges on the performance of the primary weapons system in non-nuclear mechanized warfare.

The ultimate piece of military hardware in this field is, incidentally, the M1A1 Abrams MBT Main Battle Tank.

You, as commander, are assigned to stop the advance of the Soviet troops. In your Abrams, you must keep your calm, stay on top of the situation, and plan each move tactically, in order to successfully complete your missions.

The D-pad is used to move through the various pull down menus, selected by pressing button A.

This button also fires weaponry when loaded, with B operating the target acquisition and designation system, (TADS) and helping to lock onto



a framed target. Finally, C allows you to open the station control menu for the correct screen.

There are eight missions set in the World War III campaign. During these, you have to face some of the Soviet's most deadly weaponry, while also achieving specific goals to progress.

The only guide line to adhere to is that when attacking, destroy and shatters the enemies' will to fight. When on the defensive, create any opportunity you can to attack.

M1 Abrams Battle Tank is a competent simulation which first appeared on the 16-bit home computer and was gratefully received.

I'm glad to say that the Mega Drive version is equally as good, and offers tank buffs hours of fun.

It manages to mix strategy with a little action, combining the two superbly to form an excellent game.

X-RATING: XXXX

**Gameplay: 14/20
Lastability: 16/20
Presentation: 15/20**

**GAME: BURAI FIGHTER
MACHINE: NES
PRICE: £29.99
SUPPLIER: BANDAI UK**

The Burai's are a super-intelligent race of aliens, who are using their knowledge to become powerful and gain total control of the Universe.

To aid them in this enormous task, they have built huge armies of robo-mutants, and it is the factories in which they are constructed that become your prime targets.

It is up to you to attack the seven bases, defeat the huge guardians and save the world from certain oblivion.

Most of Burai Fighter is a shoot'em-up viewed from the side, although the game does include two levels where the action takes an overhead perspective while you attempt to destroy some of the enemy installations.

At the end of each level, you will be confronted by a huge robo-mutant. The first is a relatively harmless Giganticrab, but you will soon progress onto the most deadly of them all - the feared Slimedragon!

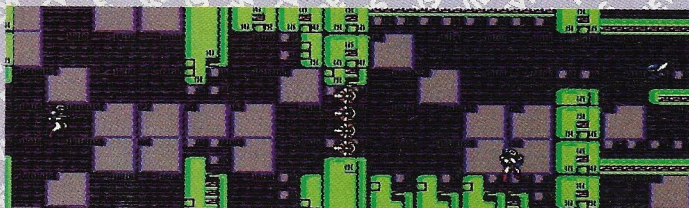
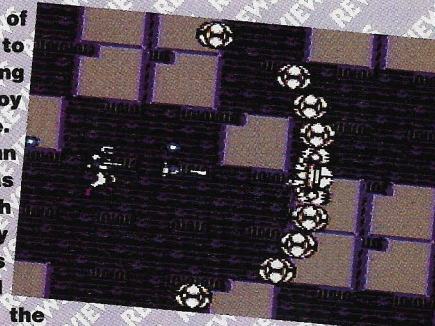
There are three levels of difficulty at which to compete, each including more meanies to destroy and more bullets to dodge.

The Burai Fighter can fire in eight directions with his little laser, which can be increased by collecting the power-ups left behind by dead aliens. Button B fires the main weapon and A the Cobalt bomb.

A number of hidden rooms can also be found, inside which you will be able to collect all manner of goodies, such as extra men and speed-ups, to boost your power.

Burai Fighter turns out to be a pretty dull shoot'em-up for the NES, and although it offers a few moments of exciting action, boredom soon creeps up on you, especially since the game is fairly tough.

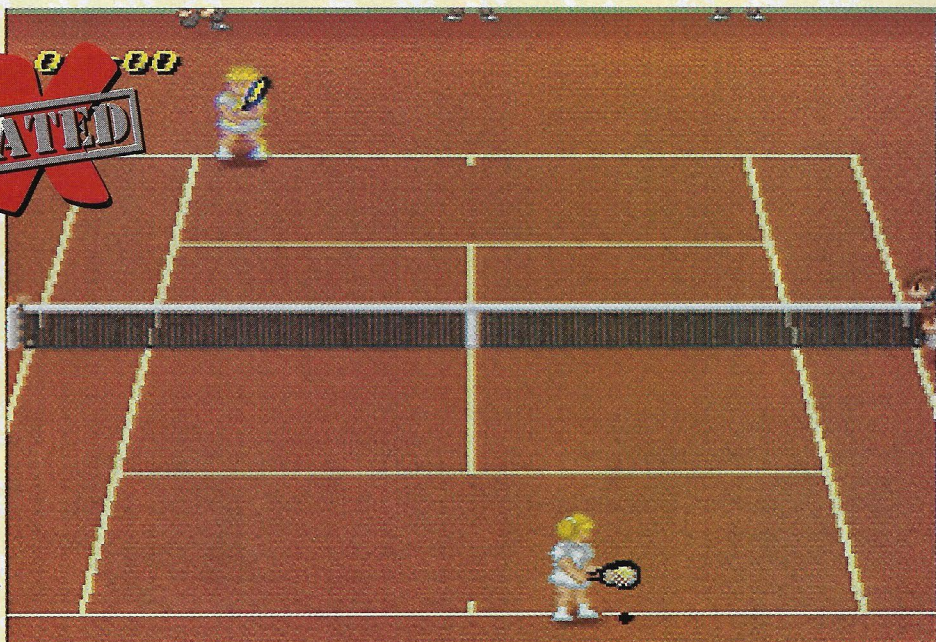
The different viewpoint perspectives is nice, but sadly not enough to keep you coming back for more.



X-RATING: XX

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

GAME: SUPER TENNIS
MACHINE: SUPER FAMILICOM
PRICE: £41.00
SUPPLIER: CONSOLE CONCEPTS



Now that the tennis season is well and truly over, the Japanese have released a sports sim based around the grass court antics of the famous international tennis stars.

Super Tennis is a playable simulation of the sport loved by millions. It includes three different types of game; singles, doubles and circuit.

Singles and doubles are single exhibition matches, whereas selecting circuit will give you the opportunity to play a full season.

There are 20 different players to choose from, 10 male, 10 female. Each character is slightly different from the next, and therefore it is best to select the player most suited to your own style of play, what ever that may be!

There is a two-player option in both the singles and doubles. Obviously, when playing a human opponent in a singles match, the game will be one-to-one.

However, you have the choice as to whether the extra human player is on your side or is playing with the computer in the doubles game.

The three different courts to compete on are hard, clay and lawn. These affect the way the ball spins and bounces.

Having started the game, button B is used to serve, with a combination of timing and holding the D-pad to execute the shots. On the return, most of the buttons play the standard waist-high shot, with Y lobbing the ball.

Spin can be added by holding in either direction on the D-pad, the amount being determined by the length of time it's held down.

Each match can be held over one, three or five sets, and the majority of the rules are featured, including let and changing ends every odd game.

Put simply, Super Tennis is excellent. The game is extremely playable and therefore proves very addictive.

Graphically, the scrolling, sprites and options screens are colourful and most impressive to watch.

Neat little touches, such as the players cursing when they lose a point are humorous. (Be warned, they swear!)

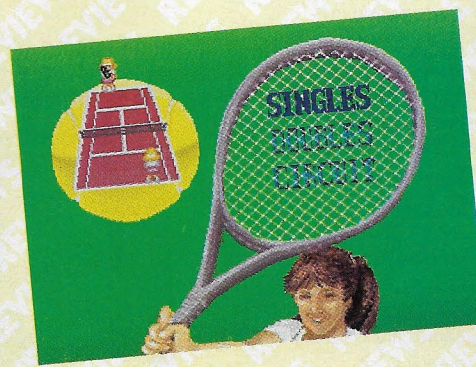
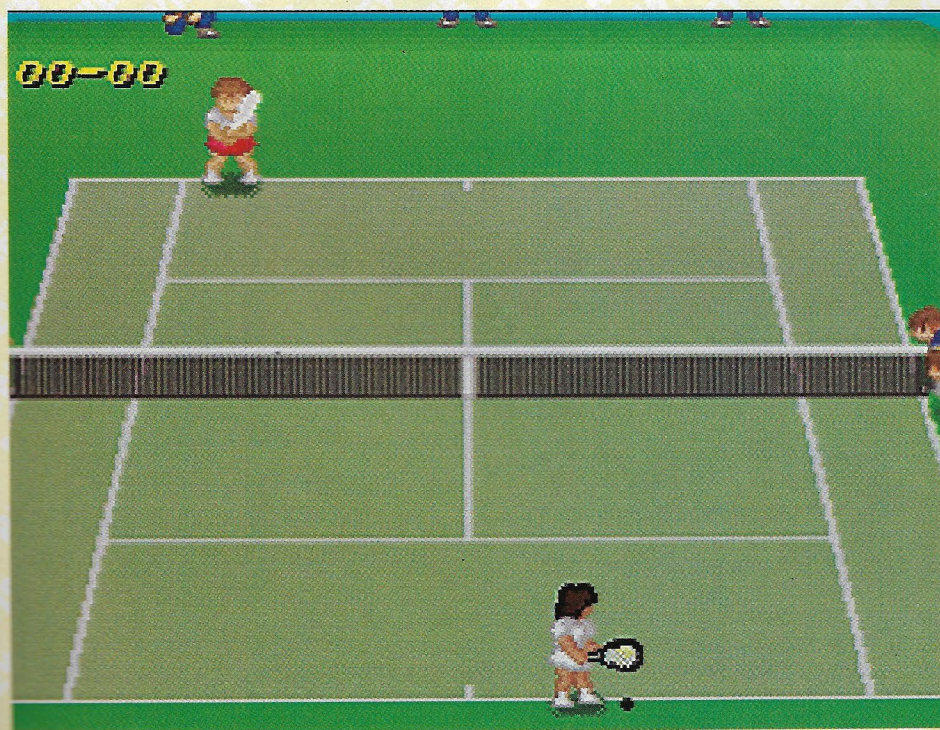
Players smashing their rackets to the ground and other such little touches of detail are also superb, making this game a sure fire winner. For just over £40, buy

Super Tennis, since it is by far the best tennis sim to appear on the Super Famicom for am long time.



X-RATING: XXXXX

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



This week we're off to one of the biggest entertainment retail shops in the UK. Yes, you might have guessed, Virgin Megastore in Oxford Street, London. So what was the main attraction? Of course, Games-X was there to reveal all...

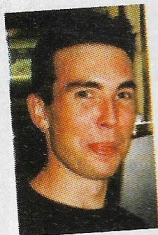


STREET TALK

Mark Coomey (23)

Hi, I've got an Atari STFM. Actually it's alright. My favourite game at the moment has to be Lemmings.

I'm on holiday with my girlfriend. Well, it's a working holiday - I'm going to be staying here for another two or three years. We've come from New Zealand. I'm working at Heathrow airport.



My hobbies include playing the guitar - my favourite guitarist is Slash from Guns N' Roses. I went to see them at Wembley the other week - they were really good.

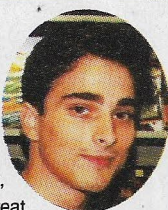
Robert Khovry (17)

The Sega Mega Drive is great; I've had mine for a year now. I will be getting the CD ROM drive for the Mega Drive when it comes out.

My favourite game is Strider, it's got good graphics and it's a great coin-op conversion, but there is a bit of flickering on the scrolling.

I enjoy snooker, football, and of course, women. I've got a girlfriend and her name is Linda. Can I say hello to her?

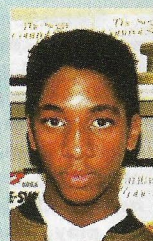
I spend about £20 a month on software. I think software is very expensive.



Nicholas Meikle (17)

The Amiga is excellent but I don't think that it's used to it's full capabilities. Speedball 2 is the latest game I bought. I think it's pretty good.

I support Arsenal - they're definitely going to be at the top at the end of the season and they're going to win a major trophy too.



Oliver Ashmole (19)

My favourite STE game is Hard Drivin'. The graphics are great and the updates are fast. The sound is good too.

I watch a lot of TV and I collect science-fiction videos, in fact I've got over 2,000.

I've also got most of the Carry On films. Carry on Abroad was the best one they ever made.

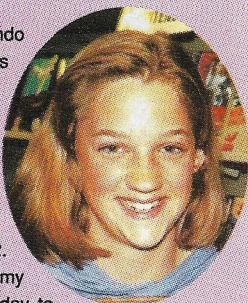


Helen Lindsay (13)

I think that my Nintendo Entertainment System is great - but the games are much too expensive.

I haven't had it long, it was a present at Easter. I've only got a few games - my favourites are the Mario games and Double Dragon 2.

We, that's me and my mum, have come up for a day to do some shopping - we've come from Berkshire.



Paul Anson (14)

Out of the Game Boy, ST and a Sega Master System I own - the ST is definitely the best, but I play with the Game Boy a lot.

My favourite games have to be Tetris on the Game Boy, Kick Off 2 on the ST and Fantasy Star on the Master System.

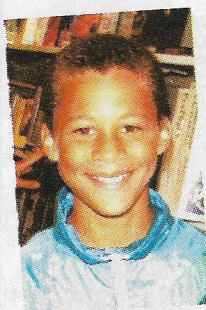
Kick Off 2 is great. It's by far the best football game around. It's fast and really addictive.

Marcus Wilson (12)

At the moment I'm sharing a C64 with my brother - it's not too bad. I like Multi-Player Soccer Manager. There's a lot of things you can do on it.

I might go out and get a Game Boy soon, well if they bring a colour one out. If not I'll get myself a Lynx or a Sega Game Gear.

I like rap and dance music a lot - I think MC Hammer is cool.

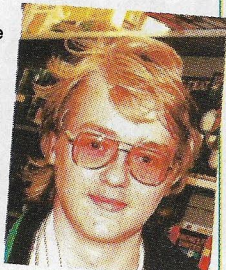


Chris Knight (17)

Hi, I've got an Amiga, Mega Drive, Game Boy and a Lynx and enjoy them all. The Lynx is pretty good. It's better than the Game Boy as the speech is clear and the games are better.

My favourite games for the Game Boy are Super Mario Land, Gargoyle's Quest, Tetris and F1-Racer. This last one is great - it's nice and fast.

My favourite system out of them all is the Mega Drive. The games are brilliant. I really enjoy playing them.



SHOP TALK

Ian - The Manager

Believe it or not, the PC is our biggest selling format. Anything to do with the Game Boy, NES and Mega Drive also sells extremely well. The Atari ST is starting to die a little bit now.

I've been working in the shop for about three years now and I really enjoy it as I get to play all of the games we stock.

I've got an ST, PC Engine with CD ROM, Lynx, Game Boy and a Nintendo Entertainment System. The PC Engine has got some great games - they're very playable - but the graphics are not as good as the ST.

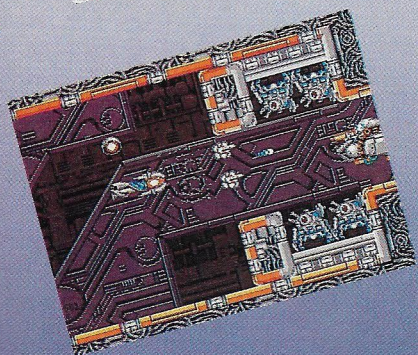
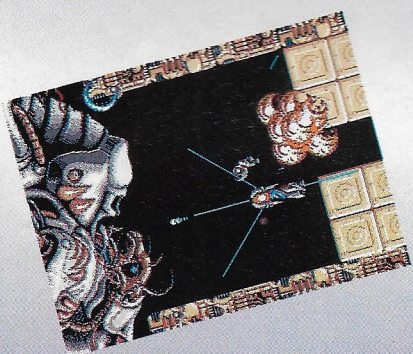
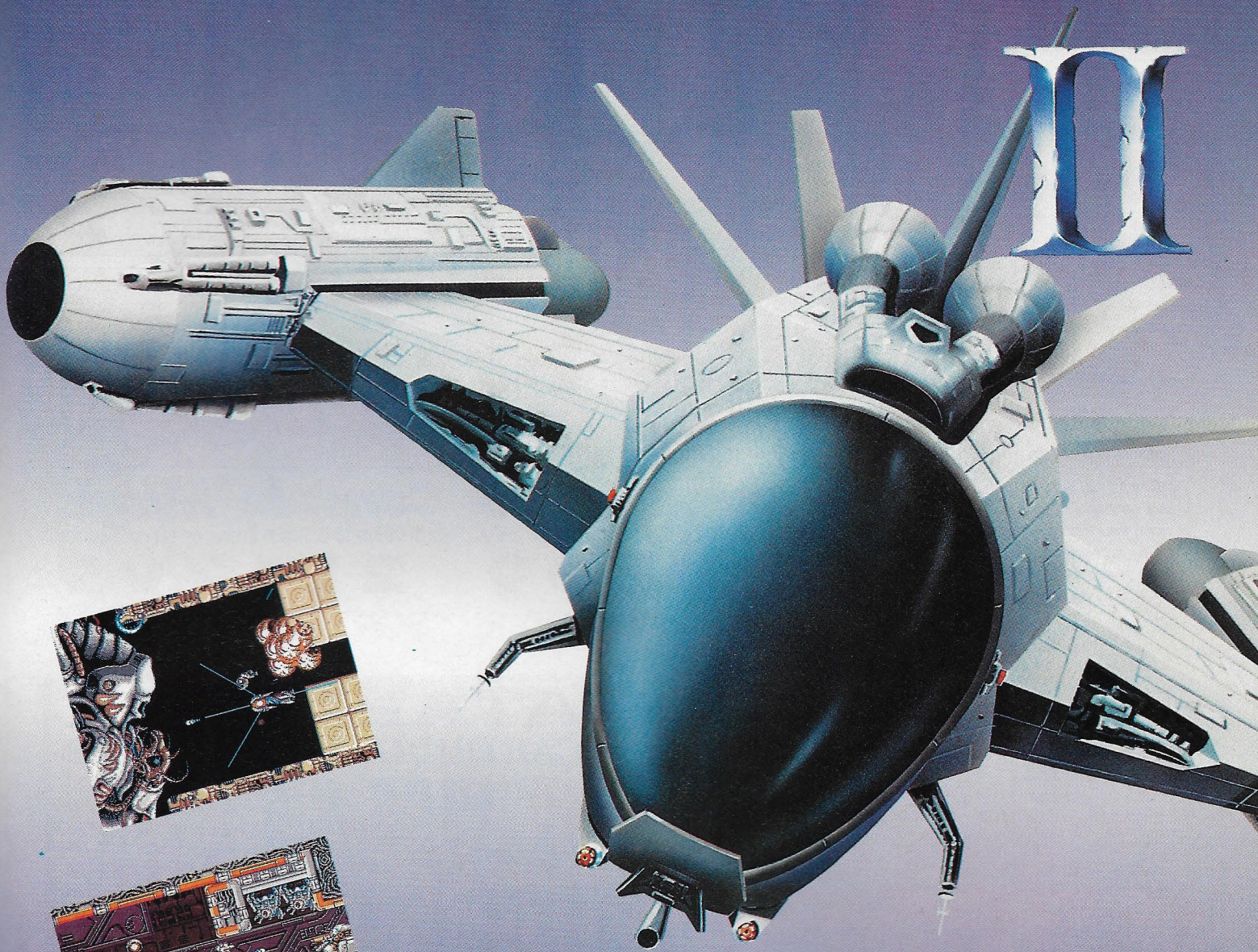


Top sellers on each format:

- MEGA DRIVE** Sonic the Hedgehog
- MASTER SYSTEM** Mickey Mouse
- NES** Super Mario 2
- GAME BOY** Super Mario Land
- ATARI ST** Lemmings
- AMIGA** Thunderhawk
- PC** Jetfighter

R•T•Y•P•E

III



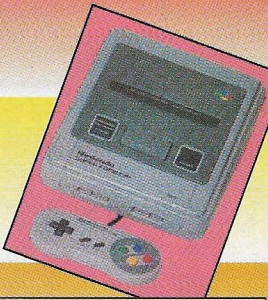
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THE SECOND WILL DROWN YOU.**

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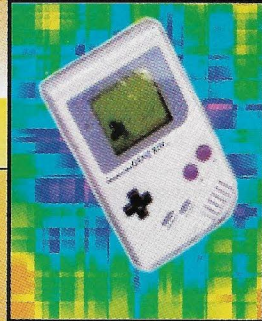
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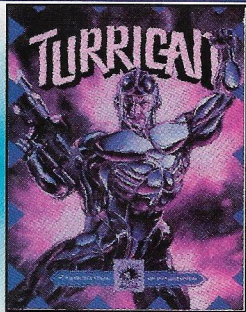
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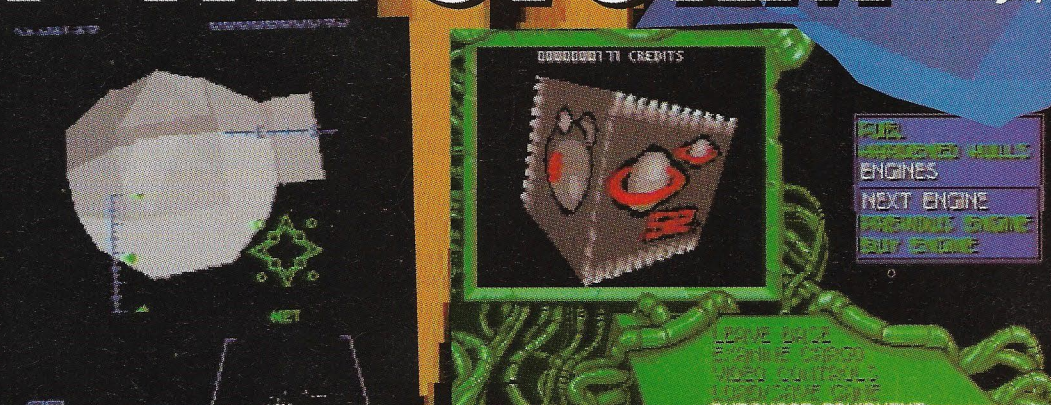
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Sneaky Peek

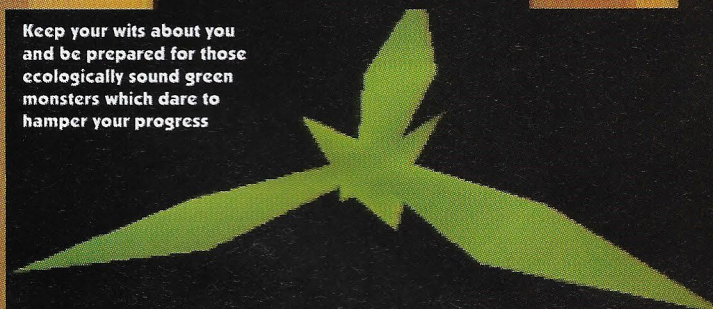
EYE OF THE STORM

Published by
Empire
Designed by
Jason Kingsley

With an atmosphere
10,000 miles thick, filled
with violent winds, electric
storms and acid clouds,
Jupiter's not the place to
take your hols – unless
you're booked into the Eye
of the Storm motel...



Keep your wits about you
and be prepared for those
ecologically sound green
monsters which dare to
hamper your progress



We have discovered many
solar systems other than
our own in the vastness
of space, and each has one or more
of a type of planet called a gas giant.

In our system there is Jupiter
which, like all gas giants, can be
identified by a giant spot or eye.
(Thank you Patrick, now get back to
the preview – Ed).

Jupiter's atmosphere is one of
violent electrical storms and acid
clouds which boil and swirl in a
turbulent wind.

There is no life, nothing can exist
here unless, as this game suggests, it
is within the red Eye of the Storm,
about the size of Earth's surface.

The discovery that this area
yields life has left it, and it's
inhabitants, open to exploitation from
other civilizations.

Some just come to study the
extraordinary biology, some to hunt
the inhabitants of the Eye, while
others simply gather to watch.

Jason Kingsley (Blade Warrior),
employed the swift 3D graphic

environment first seen in Star Glider.
With his team, he has updated the
effect by using Gouraud shading,
which creates a light source for the
polygons, with shade and colour
creating a rippling, polarised effect.

The game is one of adventure,
arcade action and mercenariness.



and the program is being designed in
a way so as not to dictate to a player
what to do or the tactics to employ.

KEEP YOUR EYES PEELED

The key character is a maverick
scientist, who fights steadfastly for
control of the eye by maintaining a
vigil of the area.

He also gains money and riches
from the visitors in order to buy more

of the land within the eye for
preservation purposes.

However, there is no law here.
The visitors have made this a violent
and ruthless place.

Flying over the terrain, you can
survey movement from your craft,
leaving you better equipped to hunt
the hunters and rid the Eye from the
grip of evil and corruption.

Your ship has full, 360 degree
movement with quick mouse control,
and you have eight engines to choose
from, featuring greater speed, agility,
or flying range.

You can trade with the visitors,
harvest crops, mine for minerals,
watch and plan, or attempt to defeat
the visitors with force.

The atmosphere of the Eye is
divided into zones and each area has
a different environment.

In some areas conditions are so
adverse it could crush the ship, but
fortunately your engines cut out
before you ever get there.

BATTLE STATIONS

You carry drones on the fuselage and
each position corresponds with a
function key on your computer.

These drones or pods have
different purposes, such as salvage
or reconnaissance.

For example, a pod will attach
itself to fuel vessels, weaponry, or
new engines, and transmit back its
position to the ship.

Meanwhile, a tagger pod will
follow an enemy at a discrete distance

and report back its final position,
once it has run out of fuel. You are
able to collect pods with a so-called
Net function.

In battle, your ship has a fore-
mounted cannon and sophisticated
radar equipment, such as Jammers,
which work like decoys.

The most effective way of
staying alive though, is to perform a
service like eliminating a threat to a



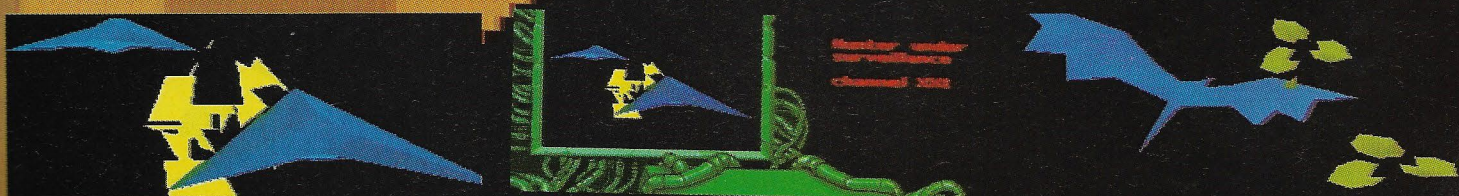
Learn to
be a dab hand
with the missiles
at your service

hunter. This way, you can earn money
and work towards your objective.

Eye of the Storm is not a
shoot-em-up with an A to Z route, nor
is it an adventure with a specific
objective. It is an eco system in real-
time and is totally spontaneous.

With many ways of competing,
the game is open-ended.

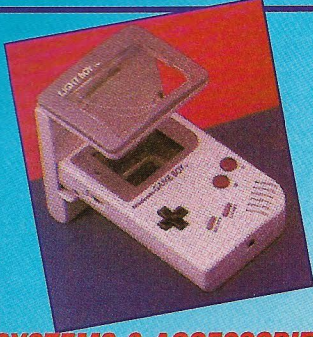
Technically, the program is a
major advance in 3D environment
games and the theme proves itself to
be most original. Eye of the Storm is
to be released on the Empire label in
late September.



Be a Whizz-Kid, phone

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 **Whatever happened to all those photos? Surely you can't all be THAT ugly! So come on, if there's any issue which you feel ought to be aired, here's your chance. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. If your letter is up to the 'Unc Standard' you may win a Games-X T-shirt.**

X-IT

WOT, NO MAG?

"Games-X is released on Fridays not Thursdays, the cover must be wrong." That's what my newsagent says. Is it released on Thursday?

Please tell my mum that the Amiga is a good computer because I want one for Xmas, and because I have bought every Games-X mag.

Can I have a T-shirt?

Bruce Aitken, Northampton.

Do you really think that our cover is incorrect every week? If the cover says that the mag is out every Thursday then you should be able to find GX at your newsagent every Thursday. Got it?

The Amiga certainly is a great machine, but then again so is a Lotus Esprit so how about it Ma?

Oh, about the last point. I thought about it and... no you can't have one.

COMPLETELY DOTTY



I have now bought your magazine since it first came out and I think it's the best. I used to buy up to seven mags a month until Games-X arrived. Now I only read yours with a few exceptions. I have given you my address so that you can send both me and my mum a T-shirt, as she reads your mag as well.

PS Could you please recommend a good cheap black and white dot matrix printer as I am thinking of getting one for my Amiga.

James Pawlowski, Menston, Ilkley.

Affluent young chap aren't we? Seven mags a month, how much pocket money do you get? I've got the answer to that one: too much. I remember when I was a youngster... (oh, shut up you old goat - Doc). Asking for two T-shirts blew that request for you. Shouldn't be greedy now should we?

The cheapest 9 pin dot matrix

printer around is the Seikosha SP-1900 which you can pick up for £125.00. You'll be able to get one from Silica Systems on 081 309 1111.

MISSING READER

I have got two things to say and they are;

Firstly, what a brill, fab mag you run and secondly, please could you send or write some pokes for the Amstrad CPC 464.

PS Is Afterburner good for the Mega Drive?

Lee Hill, Nuneaton.

Glad you like it, we aim to please. If you'd been reading GX regularly you'd have seen the review of Afterburner in issue 17. Obviously there was a major catastrophe which prevented you from seeing this beautiful piece of prose, so being the kind person that I am, Alex thought the game was pretty good and gave it an X rating of three and a half.

There were more blank faces than usual in the office when I asked about the pokes, so if anyone out there knows any just write in to Tip-X.

JOIN THE CLUB



I'm just writing to inform you of how fab your mag is, other mags should be as perfect and humorous as yours.

The guys in the photo are members of the Bridge Centre Computer Club and I'm sure you will agree that they deserve a T-shirt for standing still long enough for this photo.

PS I had to bribe them a read at Games-X in order to get them to take this photo.

DEEK, Haddington, East Lothian.

All this praise, ooh I love it, do carry on. I've never been famous for being agreeable, so it makes it easy to disagree with you on the issue of the T-shirt. As for the bribery I'm not sure if I

PRIVATE EYE



I have unravelled the mystery of the 'demon box' and who's responsible for it. I think he is called Captain X and he is paid by Hugh Gollner to seek out and destroy people who skive.

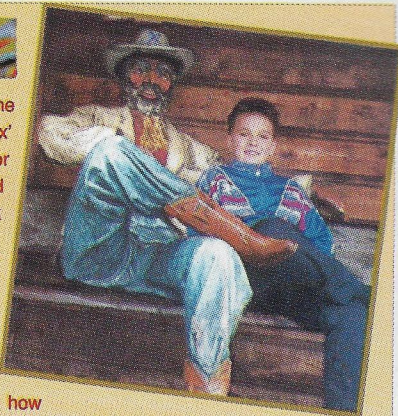
I also have a couple of questions to ask. When will the CD ROM drive be available for the A500 and how much will it cost?

Also is the Dizzy Collection coming out on the Amiga and if so how much is it? Will you bring Go-Global back? I would be grateful if you could answer my questions.

PS My brother hates Dr X (I'm not too keen on your brother either - Doc).

PPS Send me a Games-X T-shirt (I wondered when that one was coming - Unc) pretty, pretty please with strawberry ice-cream on the top, bottom, left and right.

Bartosz Borek, Burton upon Stather, Scunthorpe.



Well, I'm afraid you are as wrong as a very wrong thing. The fact is that if your hypothesis was correct Hugh would be the first victim of the Demon Box. Phillips is the company which is developing the CD ROM drive you are looking for. I can't however, give you a release date.

The Dizzy Collection is coming out on the Amiga in November priced at around £20.00.

Because your grovelling was of a particularly high standard I'll give in and a T-shirt is on its way.

condone such an act so make them buy their own copies.

OWACKERS



Like the photo? It's me! I know you will not believe me, but I have got 67,800 on Vigilante on the Sega Master System. You won't believe it because I could not get hold of a camera (had both hands full then? - Ed). Could you also tell me if Final Fight is coming out on the Sega and the Game Boy. I would like to know because I keep spending all my game money on it.

Shaun 'Mrs X's boyfriend' Farragher, Wolverhampton.

Handsome chap aren't we? Do they all look like you there. I must remember not to visit the area because it might be contagious! Al, our resident console and hand held expert, informs me that as yet there are no plans for Final Fight to be released on either of the machines mentioned. So I'm afraid you'll have to look around for something else to keep yourself occupied. Keep an eye on Console Connexions.

CAT LOVER

I own a Lynx and was hoping to see a lot of Lynx reviews and info when I started to buy this mag. But every week I go and buy my Games-X mag, open it at the first page, look at the column called Inside Info to see if there's any Lynx reviews. But usually there's nothing, just ST and Amiga reviews. Please include more Lynx reviews in Games-X in the future.

Also do you know any Lynx games

which will soon be out and does the new smaller Lynx take the same size as the bigger version?

Please, please print this letter (Creep - Doc) and send me a Games-X T-shirt.

Paul Wood, South Norwood.

The Lynx reviews are found in Console Connexions. At the moment the number of Lynx games released isn't very high, but don't despair, there's good news in the form of more games looming in the not to distant future. So when we get 'em we'll let you know.

Before Christmas you can expect to find Viking Child, Links, Stun Runner, Vindicators, NFL Football, Turbo Sub, Chequered Flag and Shanghai all available for the Lynx. Watch out for reviews in GX. Oh, the carts are compatible.

SPANISH INQUISITION

I own an NES and a C16, but I also play games on the BBCs at school. My favourite game must be Dare Devil Denis by Dave Martin.

1. Why don't you do much on the NES?
2. Why don't you do much on the BBC?
3. Why don't you include the history of computers in Games-X?
4. Will you send me a Games-X T-shirt?
5. Why not?
6. Will you give me £10,000,000?
7. Giz a kiss?
8. How old are you?

Shane Watson, Skelton, Cleveland.

Have you always been this annoying or is it just a recent character trait?

1. It all depends on how many games are released.
2. See above.
3. Hmm, that would be interesting. Where shall I begin?
4. Yes.
5. Ahh well, I'll forget it then.
6. Yes, and a flock of pigs is due past the window any second.
7. Certainly not, you'll have to see Fungus about that.
8. Go away.

SHOW OFF!

I'm writing to complain about Dr X. He's brilliant, but he's such a show-off. I bet half the games he says he's completed are lies. He couldn't even beat me at a game of Tetris. He couldn't beat my baby brother either.

By the way could you please give me some ideas about what games to get next. I need to know some good games. I own an Amiga 500 (the best computer made). Please, please could you send me a T-shirt, please. Put this in and I'll get all of my massive family to buy it. PS I won't send my picture because I'm just too handsome, people wouldn't be able to take it.

David Shield, Downham, Kent.

Why start off a letter saying that Doc is brilliant? It only makes him much worse you know. We have the same problems with him.... (you're all just incredibly jealous of such an amazing human being as myself - Doc).

What do you think our reviews are for? Yes, that's right. To give you some idea of what games to buy. Everyone's taste in games is different so we try to keep our reviews as objective as possible. It wouldn't be much use to you if I were to tell you what my favs are, would it?

SENSIBLE CHAP

I've only just begun reading Games-X. I've only become really interested in my Atari STE since I began reading your brilliant magazine. I think it's an excellent mag because it keeps me in touch with the latest news. I'll be joining the club

GET SERIOUS!



Why don't you put in posters of a computer or console each week instead of the games? Oh yeah, we console owners had so much fun with the cover disks. Why don't you put a Neo-Geo cart on the front of an issue, just for me?

James O'Connell, Upper Norwood, London.

Oh, witty devil aren't we! OK, if you really want a Neo-Geo cart on GX that's no problem. Well, that is if you could afford the extra £150.00 which we'd have to put on the cover price.

Special Reserve very soon coz it's got some great games.

The real point of this letter is please, please, please could you tell me how I could possibly get Hawk (the athletics game). I've got the demo but I want the full game. Could you please give me the price of it and also how to get the full version?

Could you send me a T-shirt (grovel, grovel)?

Graham 'don't forget me' Alder.

Once read, forever addicted! That's what we find here at GX. The fact that we are a weekly means that we can be really up to date with all our news and reviews. Hawk is available now for £19.99, so get down to your local computer shop and grab yourself a copy.

You had to go and spoil it all didn't you? I thought you were such a nice chap and you go and ask for a T-shirt. Why does everyone always want something off me? (Beats me, they never get it - Doc).

ORIENTAL FLAVOUR



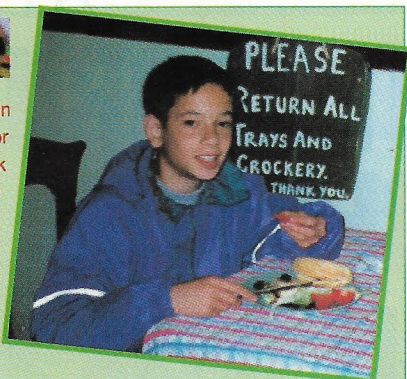
This must be the best postcard you would have received this week! I am now in Beijing, staying at the Holiday Inn. It is very hot over here. I think I deserve a T-shirt since China is over 12,000km away from the UK.

Ché Tsim, No fixed abode.

Yes it certainly... (excuse me! I seem to remember sending a postcard from Greece which arrived on your desk this week - Pam). OK, what I was going to say was it certainly would have been if it weren't for another one. No I don't think you deserve anything for knowing that China is a long way from the UK.

X-IT COMPO

OK, you've all been away on your hols and so those hand holds of yours must've been used in some pretty strange places. So all you have to do is send a photo in to us. The best entry will win an elusive Games-X T-shirt.



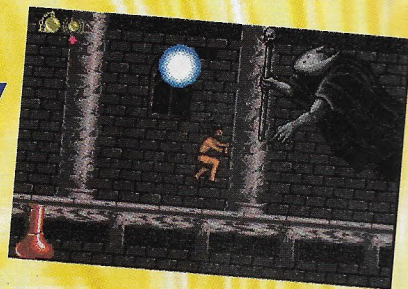
NEXT ISSUE

out Thursday 26th September

★ **Game of the Week is Strike II, exclusive to Games-X**

★ **Jason Spiller meets Probe, the people behind Turtles 2**

★ **A whole six pages of hints and tips including Heart of China, Rolling Ronny, Beast 2 and Full Contact**



★ **Street Talk hits the town of Newport in Gwent**

★ **GX takes a peek at Mega Twins from US Gold and Death or Glory from Activision**

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PUBLISHED BY

Europress Interactive Ltd,
 Europa House,
 Adlington Park,
 Macclesfield,
 Cheshire SK10 4NP.
 Tel: 0625 878888
 Fax: 0625 876669
 Printed by BPC, Colchester,
 tel: 0206 851665
 Distributed by UMD,
 tel: 071 700 4600

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