

only  
**TOP**

# GAMES-X

25th-31st July '91  
Issue 14

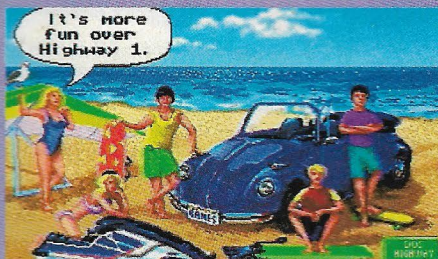
Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

Electronic Arts' Castles



**EXCLUSIVE:**

- ★ JIMMY WHITE'S SNOOKER
- ★ CASTLES



California Games 2

- ★ CALIFORNIA GAMES 2
- ★ CAPTAIN PLANET
- ★ PROVOCATOR
- ★ ARCADE TRIVIA

## POT THAT BLACK! EXCLUSIVE REVIEW JIMMY WHITE'S WHIRLWIND SNOOKER



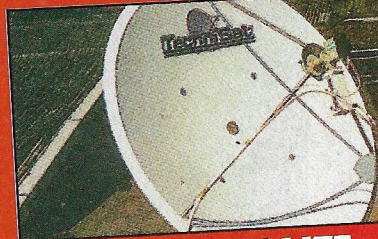
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**THE KREMLIN AT LARGE p.34**



**NEBULUS 2 p.43**



**WIN A SATELLITE SYSTEM p.42**

EXCLUSIVE TO GAMES-X - FULL PRICE MACHINE SPECIFIC CHARTS







## BIG RUN

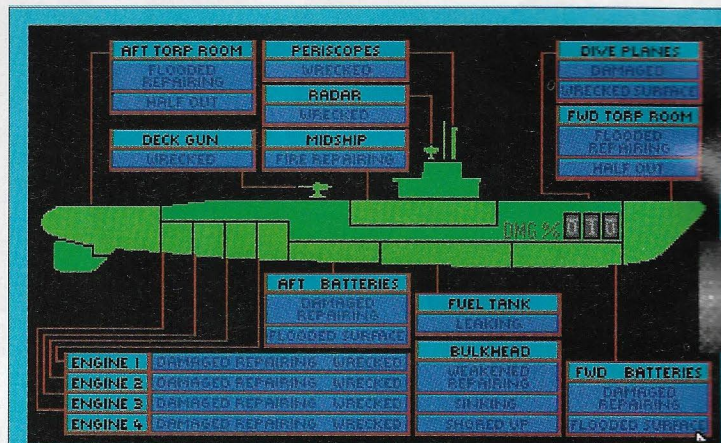
Yet again, Storm has scooped one of the hottest coin-ops in the arcade, Jaleco's road race hit *Big Run*. Forget the useless Paris to Dakar rally games from the past, you're guaranteed to feel every bump and pothole in this game - you can almost taste the dust and exhaust fumes.

The game actually features the last six stages of the race. After the long and arduous trek across Europe, *Big Run* will begin in the hot and dusty land of Tunisia, with the toughest terrain ahead - the Sahara Desert. Both car and driver are pushed to the brink of destruction in each progressively difficult stage, as you storm through Tozeur, Tumu Agade, Bamako, St Louis and Dakar.

As the Sirocco whips up the sand, you strain to see through the dust, you struggle to keep your position as every collision and wrong turn costs precious time - you've got to qualify for the next stage or be disqualified.

Technically, Storm is using the very latest conversion tools and techniques in order to convey the speed of this game. Road-side objects are large, defined and variable, and the graphics up-date is the fastest we've seen.

*Big Run* is heading for a December release on the Amiga, ST and Commodore 64 disk.



## BUDGET GOING UP!

Major UK chain stores are attempting to create a £3.99 standard for 8-bit software.

A vast majority of publishers such as **Kixx**, **Hit Squad** and **Code Masters** have already moved up to £3.99. Only **Virgin Mastertronic** and a number of smaller labels seem to be holding on to the cheaper price tag.

WH Smiths has stated that it will sell all 8-bit budget software at £3.99, regardless of the RRP from the manufacturer. Boots has also taken

steps, and sources say that the firm will only be stocking £3.99 budget games.

Virgin Mastertronic will dabble with the £3.99 price when it releases *Shinobi* in the summer.

This could mean the end of £2.99 games.

## BUZZ

Oracle is to re-launch its popular teletex youth magazine **Buzz**, giving over more

## RODLANDS

We did a preview on this one way back, but here's a few new piccies and a bit of extra detail on the gameplay of this sickly sweet new cutesy.

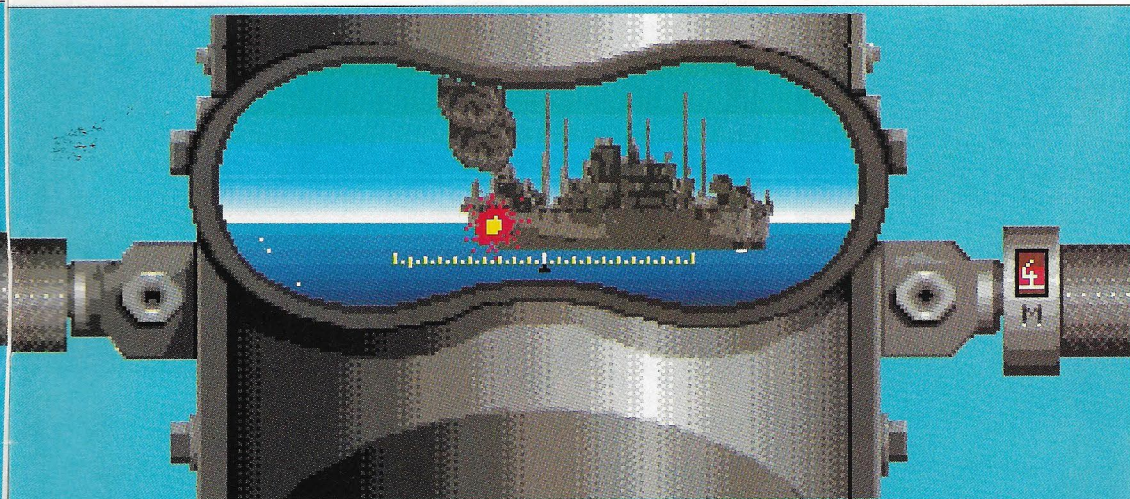
Platform action dominates this game set in an airy-fairy village far, far away. Through some evil experiments, the chummy chappies of the land have turned into monstrous, fluffy fiends. These cute, but desperate, monsters have kidnapped the beloved 'Mom' of the fairy folk. She is imprisoned at the top of a tower waiting for you to rescue her.

In this one or two-player platform romp you take on the guise of either Tom or Rit. Equipped with rainbow boots given and armed with the rods of sheesanomo, your task is to move up the tower to rescue Mom.

Her rescue can be achieved by constructing ladders. You must take care to avoid a relentless barrage of fire from busheys, monkeys and polymorphs. Don't be fooled by the giggling starfish or the shark.

*Rodlands* is due for release in September on the Amiga, ST, C64 disk and Spectrum.





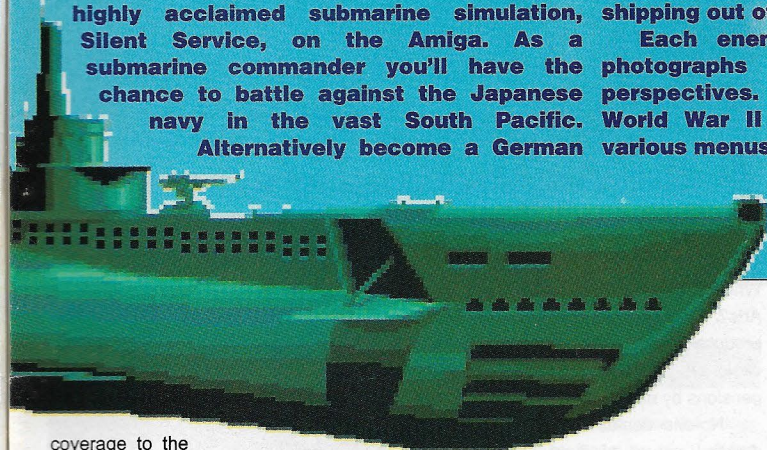
## SILENT SERVICE II

Microprose is set to launch the sequel to its highly acclaimed submarine simulation, *Silent Service*, on the Amiga. As a submarine commander you'll have the chance to battle against the Japanese navy in the vast South Pacific.

Alternatively become a German U-Boat commander and try to blast allied shipping out of the North Atlantic.

Each enemy is portrayed in digitised photographs taken from 24 different perspectives. Digitised archive photos from World War II serve as backdrops for the various menus.

**Silent Service II is due for release in September and will cost Amiga owners £35.75.**



coverage to the popular computer section.

From July 22nd, the computer section will be known as FX and will increase to run seven days a week. Weekdays will concentrate on the home formats whilst the weekends will be based on the consoles and hand helds.

To get the pages of FX all you have to do is dial 560 on your teletex system on the TV.

### C64DX

Commodore is certain to launch a new 3.5 inch disk based C64 next year.

Games-X understands that the machine, which had been code-named the C65, will appear as the **C64DX**. It will retail at £149.

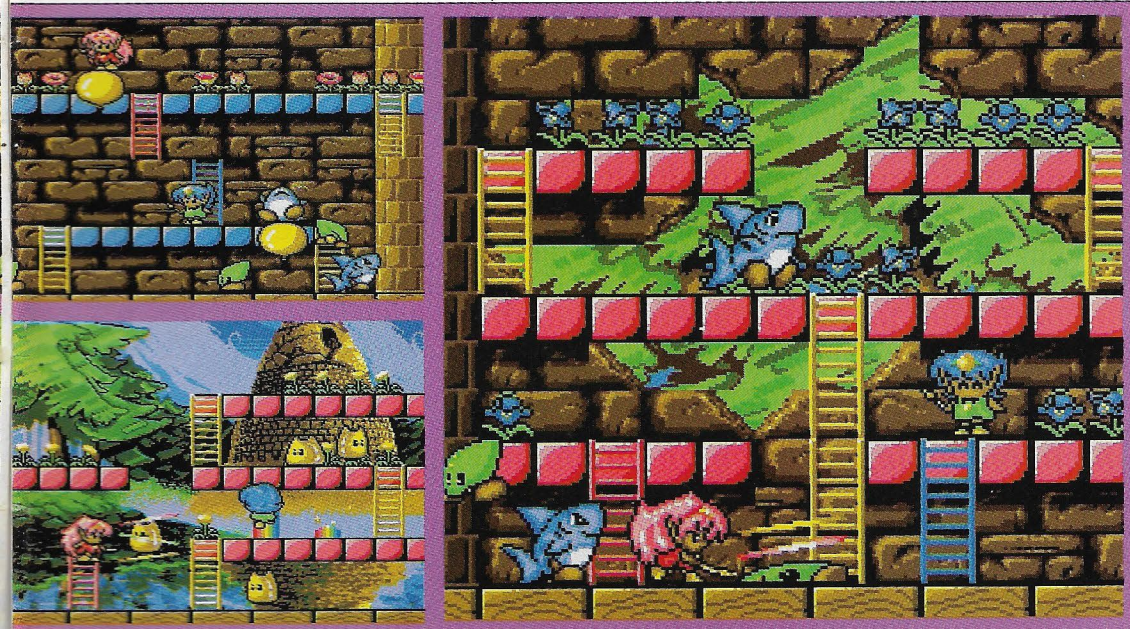
It will feature an improved operating

system and is ISS compatible – meaning that it can produce Amiga standard graphics.

### THALAMUS

Thalamus is going to re-run its successful Willy Wonka style promotion for the summer. The firm will be hiding special gold cassettes and disks inside the packs of *Creatures*, *Summer Camp* and *Winter Camp*.

Meanwhile, Thalamus is currently involved in talks to become a NES publisher and is also optimistic about a similar licence from Sega.



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## Best of the Bunch

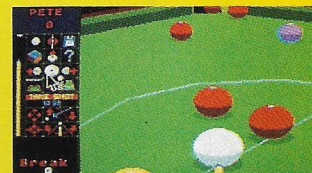
### The Kremlin 34

Fun in the Surrey countryside with those loons from *The Kremlin*, creators of such masterpieces as *RBI 2 Baseball* and *CDTV Trivial Pursuits*.

### Win a dish 42

This week we're giving away a satellite system for a bit of a rest between games.

## Game of the week



### 3D Snooker 16

"Probably the best simulation of all time" said one of our reviewers – make your own judgement.

## Regulars

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Ever heard of Dunstable? We hadn't until it was *Street Talked!*

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We've got it, now you have too!

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He's back! Not that he ever went away – pity about that.

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Console variety is the name of the game.

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# MASTERGOLF

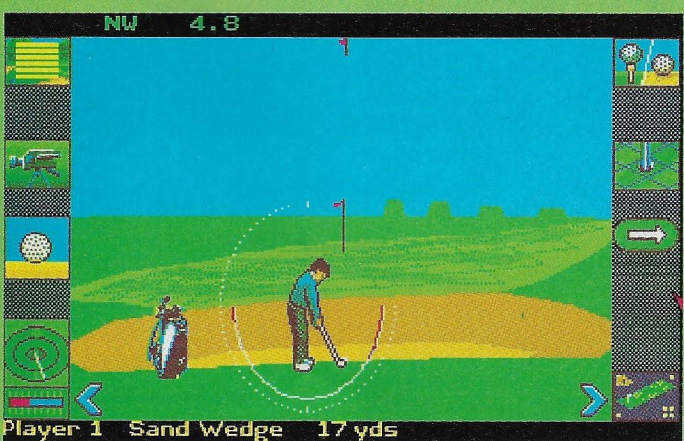
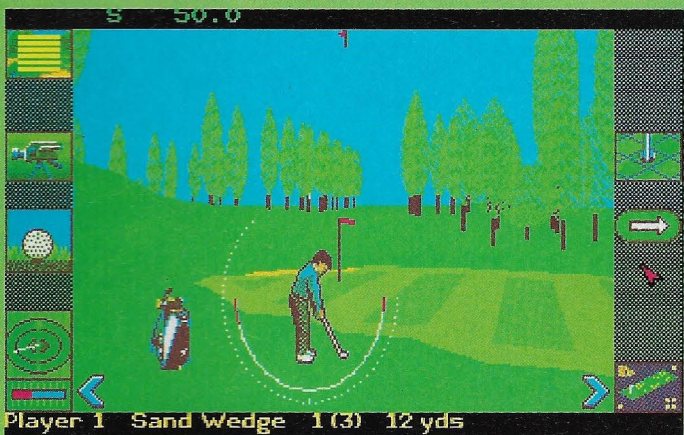
Microprose has long been known for its true to life simulations and now the company has applied all of the flight sim style techniques to a very realistic golf simulator.

Last time we mentioned *Mastergolf* we printed some pretty awful piccies. Now, here in glorious technicolour are three full screen grabs - completely unadulterated - to show you just how spectacular the graphics on this new golf game are.

There will be four different playing levels in all, allowing you to play as anything from a novice to an out and out professional. As well as the main game, you are also given the opportunity to practise your shots in a driving range where you can correct any problems with your stance, feet position and club choice.

All of the courses have been custom created and to appreciate the contours of the land you can view each of your shots from a variety of different cameras, which will track your progress.

*Mastergolf* has been programmed by The Thought Train and will be available for the ST and Amiga in October with the PC version following in the new year.



## DELAYS TO FLIGHTS!

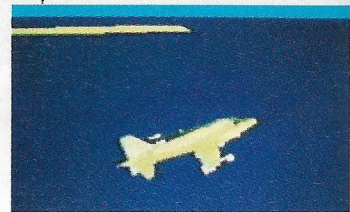
Where's *Birds of Prey* from Electronic Arts? The game has taken so long to produce that the original game designers are probably drawing their pensions by now!

No-one denies that the intricately-detailed nature of flight simulation is time-consuming, but in the case of *Birds of Prey*, Jez San and his Argonauts have actually been working on the project for four years.

Many moons ago, I did a work-in-progress report on *Prey* - that was before I'd started shaving! It would seem that this hotly-awaited air sim could be in for a dogfight of supremacy as *Flight of the Intruder* is set for release at the

end of July, just before *Birds of Prey*.

Electronic Arts stated that Jez and the team are ironing out the last wrinkles - after four years, *Birds of Prey* must have less wrinkles in it than Jonathan Ross' suit.



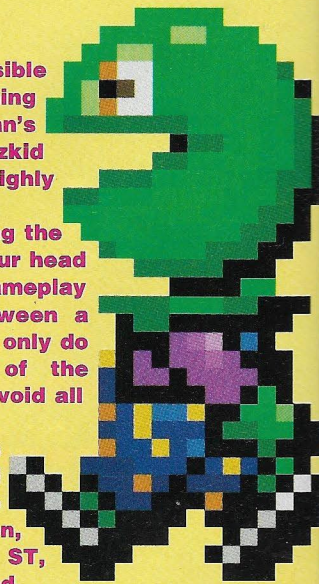
Atari has finally started to ship its new-look *Lynx* in the US.

## WIZKID

Ocean together with Sensible Software is putting the finishing touches to *Wizkid*. One of Ocean's most original games to date, *Wizkid* is the follow-up to the highly acclaimed *Wizball*.

The action sees you controlling the odd-looking kid as you bounce your head around the screen. The actual gameplay can be likened to a cross between a breakout and platform game. Not only do you have to destroy pieces of the scenery, but you'll also have to avoid all manner of creepy crawlies.

The game also contains hundreds of hidden levels that'll keep players guessing all the time. Available from Ocean soon, *Wizkid* will be available on the ST, Amiga, C64, Spectrum and Amstrad.





# FINAL BLOW

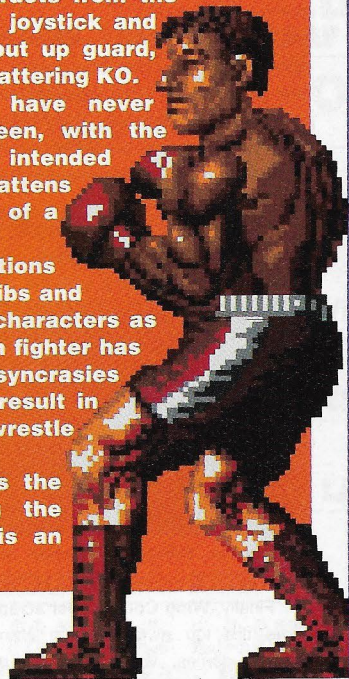
The console unit on Taito's punchy boxing coin-op, *Final Blow*, had to be built extra tough to withstand over-zealous arcaders. Now Storm is developing a conversion of this arcade hit and it's every bit as big and powerful.

In the ring, the boxers stand an amazing seven sprites high, but this size in no way detracts from the speed and reaction time between joystick and fists. The controls allow you to put up guard, jab, hook and swing for that jaw shattering KO.

In the past, boxing games have never translated well to the little screen, with the punch rarely connecting with the intended joystick movement. *Final Blow* flattens this tradition with the conviction of a Tyson hook.

There's one or two-player options and you'll be able to pummel the ribs and shatter the jaws of such unlikely characters as Krusha Kev and Demon Dave. Each fighter has his own strengths, speed and idiosyncrasies and eliminating these giants will result in blood, sweat and blisters as you wrestle with the joystick.

The sound FX are as good as the arcade version and considering the sheer size of the fighters, this is an amazingly accurate conversion.



The new hand held is be smaller and more modern looking with a number of new features. These include a freeze-frame facility, an off switch for the backlight - extending battery life - and an improved case.

There are currently around 30 software titles available for the Lynx, with another 20 due to arrive by the end of the year.

## THUNDERJAWS

Domark has held back the release of its big summer title, *ThunderJaws*.

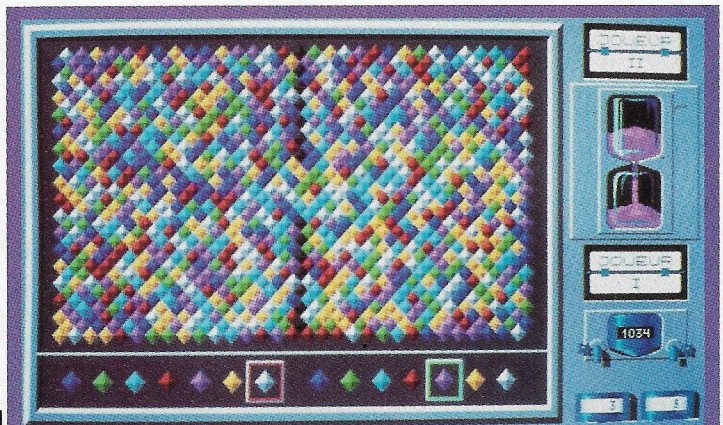
It will now arrive across all formats during the first week of September, having originally been planned for release in July.

## ATARI PRICES UP!

Atari has been forced to raise the prices of two machines because of a strong dollar in the US.

The two machines affected by the new increase will be the **520 STE**, from £299 to £329 and the other is the **Lynx**, which rises from £79 to £84, but the £99 (bundled game), and £129 (game and adapters) are unchanged.

The price rise took effect from July 1st, but Atari will review the change in September this year.



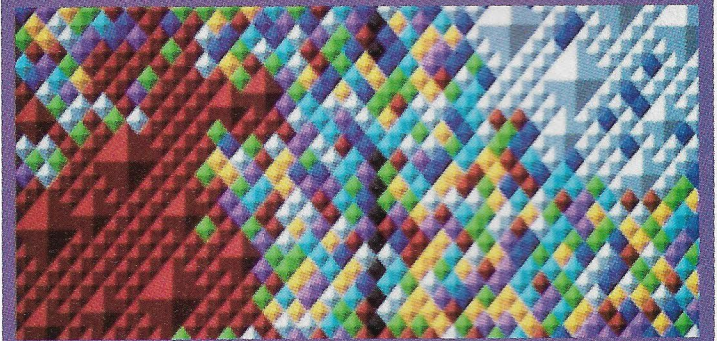
# 7 COLOURS

Puzzle games by Russian authors are becoming increasingly popular since the advent of Tetris. Now, thanks to those lovely people at Infogrames you now have the opportunity to play the latest in Soviet brain teasers.

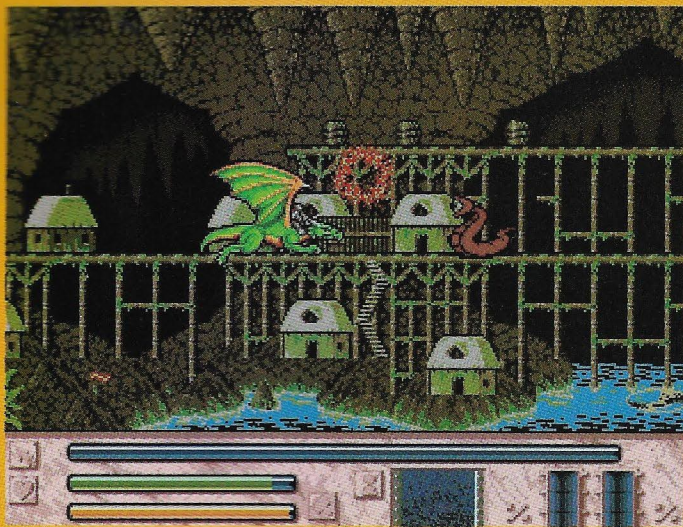
The main playing screen of *7 Colours* is a large collection of diamonds, which are all one of (guess what?) seven different colours. The object of the game is to capture more than half of the screen by turning as many of the diamonds as possible to your colour.

Easy enough, but there is a catch. There always is, isn't there? While you are trying to capture as many diamonds as you can, either another player or the computer is also trying to nab as much of the screen as possible. From what we've seen it looks to be incredibly addictive and will certainly appeal to all you Tetris nuts out there.

*7 Colours* will be available on the Amiga & PC in September and on the ST in October.







## DRAGON FIGHTER

In the five lands of Manhur the dragon-riding knights hold a tournament once every 10 years. The winner of this tournament becomes the king of the five lands and reigns over the vast empire for the following decade.

As one of the fearless Dragon Riders, you must accumulate money and points by negotiating perilous caverns and tunnels, zapping the denizens of the underworld as you go. Obviously you'll be able to buy extra power-ups for your beast, but power alone won't win you the crown.

*Dragon Fighter* is a fantasy-style game that combines deft joystick work with strategic planning. Available from Idea Software, the game will be available on the Amiga and C64 in September.

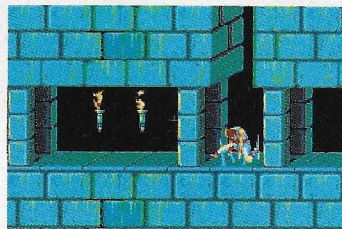


## WHAT A BLAST!

Isn't the *Games-X Game Show* on Radio Luxembourg something else? We certainly think it's pretty darned good and from the response during the phone-ins you do as well - RTL tell us that the switchboard was jammed solid during the last show.

Onto the results - what in the opinion of Radio Luxembourg were the best games in the three areas reviewed on Tuesday - 23rd July. The Platinum Disk award went to *SWIV* in the shoot'em-up section, with *Xenon 2* and *Simulcra* getting gold.

In the arcade adventure arena, the immensely popular *Captive* and *Shadow of the Beast 2* took the Gold



Disk, while *Prince of Persia* won platinum.

Finally, *Wing Commander* scraped home the top award among arcade strategy games, with *Midwinter* and Infogrames' wonderful *North & South* taking the runner-up positions.

What have we got to look forward to in the next and final - of this series anyway - *Games-X Games Show*? Puzzle, platform and 3D games are on the agenda next week, so if you're a hyper-intelligent, three dimensional ladder climber, tune into 208m/1440KHz on the medium wave at 9pm next Tuesday and freak out!

If you want to join in the fun, grab the latest copy of *Games-X* and dial 010 352 1381 when you get the go-ahead.

## PLAN 9 FROM OUTER SPACE

"Oh no, we need to fill some space in the news section. Got any ideas?"

"No. I haven't got anything of interest."

"Well what about some drivel just to fill the gap?"

"Okay, I guess we could use this..."

Gremlin isn't very proud to announce the signing of the least sought after movie licence ever. *Plan 9 from Outer Space*, winner of the prestigious Golden Turkey award for the worst film ever. The game is being programmed by Pixel Productions, formally with Cinemaware, and is due for release early in 1992.



The final package will include a video of film clips introducing game players to the terrible movie and helping them through the game.

Watch out for more info as we can be bothered to tell you about it.

## 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...

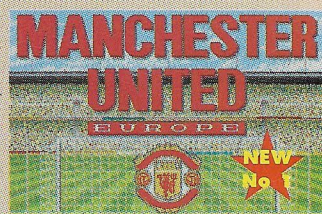
Product	House	Team	Format	Price	Date
Armour Alley	Electronic Arts	360	PC	£29.99	31/7/91
Battle Chess II	Electronic Arts	Interplay	Amiga	£25.99	31/7/91
Conflict Europe	Mirrorsoft	In house	Amiga, ST	£9.99	31/7/91
			PC	£9.99	31/7/91
Double Double Bill	Mirrorsoft	Compilation	Amiga	£35.99	2/8/91
Flight of the Intruder	Mirrorsoft	Rowan Soft	ST	£30.99	31/7/91
Grandstand	Domark	Compilation	Amiga, ST	£29.99	31/7/91
			PC	£29.99	31/7/91
			Amstrad disk	£19.99	31/7/91
			Amstrad cass	£14.99	31/7/91
			C64 disk	£19.99	31/7/91
			C64 cass	£14.99	31/7/91
			Spectrum disk	£19.99	31/7/91
			Spectrum cass	£14.99	31/7/91
Keys of Maramon	Electronic Arts	Mindcraft	Amiga	£25.99	31/7/91
Might & Magic	Electronic Arts	New World	Mega Drive	£49.99	31/7/91
Rules of Engagement	Electronic Arts	Mindcraft	PC	£29.99	31/7/91
Rainbow Collection	Ocean	Compilation	Amiga, ST	£15.99	29/7/91
			PC	£29.99	29/7/91
			Amstrad disk	£15.99	29/7/91
			Amstrad cass	£9.99	29/7/91
			C64 disk	£15.99	29/7/91
			C64 cass	£9.99	29/7/91
			Spectrum disk	£15.99	29/7/91
			Spectrum cass	£9.99	29/7/91
Sands of Time	Electronic Arts	360	PC	£29.99	31/7/91



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

1	★	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
2	★	<b>SONIC THE HEDGEHOG</b> House: SEGA Team: SONIC TEAM
3	▼	<b>HEROQUEST</b> House: GREMLIN Team: 221B
4	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
5	▲	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
6	▼	<b>F15 STRIKE EAGLE 2</b> House: MICROPROSE Team: MPS LABS
7	★	<b>SUPER MONACO GP</b> House: US GOLD Team: ZZKJ
8	★	<b>SUPER MARIO LAND</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
9	▲	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
10	▼	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
11	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
12	▲	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
13	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
14	★	<b>SHINOBI</b> House: SEGA Team: SEGA ENTERPRISES JAPAN
15	▼	<b>POWER UP</b> House: OCEAN Team: VARIOUS
16	★	<b>MICKY MOUSE</b> House: SEGA Team: SEGA ENTERPRISES JAPAN
17	★	<b>F16 COMBAT PILOT</b> House: DIGITAL INTEGRATION Team: DI
18	★	<b>TRACK AND FIELD 2</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
19	★	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
20	★	<b>MICKY MOUSE</b> House: SEGA Team: SEGA ENTERPRISES JAPAN

ALL FORMATS TOP 20



## CHART FAX

"Ere we go! Ere we go!" Manchester United Europe has literally scored a hat trick by entering the All Formats chart at number one, very shocking indeed. Has Kick Off 2 finally been beaten? Extremely doubtful!

Sonic smashes back in at number two, the UK official release has boosted the sales incredibly, all I can say is, WOW! There are also a fair few console-only games. Has the war between these and home computers begun?

Gremlin's HeroQuest hasn't stopped altogether and holds on at number three.

The Turtles are finally going and a hearty cheer goes out from yours truly. Hopefully the second game featuring those green ninja turtles will



be better than the first! It will probably be as popular no matter what the game is like!

After my prediction last week PGA Tour Golf has gone back up again! Looks like I can't be right all the time. (You never are! - Ed)

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

Turn to page 32 for our specially compiled machine specific charts



'ERE PAL, DID YER KNOW THERE'S A BRAND NEW  
COMIC COMIN' OUT SOON?....WELL THERE IS,  
'N' IT AINT LIKE YER ORDINARY PONCY

CHILDRENS RAGS!

IT'S GONNA BE THE FIRST ALTERNATIVE COMIC  
FER KIDS!....UP TER DATE, WIV IT, HIP, COOL,  
WICKED ETC....'N' IT'S MEGA FUNNY, WELL IT'S

BOUND TER, BE COZ IT'S GOT ME INNIT!

SO YER BETTER BUY IT....OR ELSE I'LL COME  
ROUND 'N' PUNCH YER LIGHTS OUT....RIGHT!



**ON  
SALE  
JULY 27<sup>TH</sup>**

**THE  
ALTERNATIVE  
COMIC  
FOR  
KIDS**

**OGONE**

UK DISTRIBUTOR: COMAG - 0895-444055



**In this week's Street Talk we're popping along to a shop called Faxminster in downtown Dunstable, Bedfordshire. We waited, ready to spring out on some gamers. Was it worth the wait? Of course it was!**

# STREET TALK

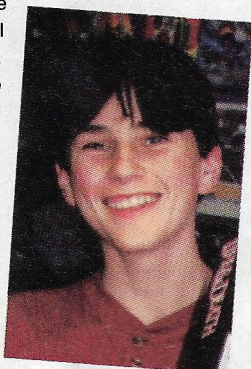


**Ben Robinson (15)**

I've got an Amiga 500. I use it for playing games. I'm starting to get in to the music things and stuff. I bought Sound Tracker and I'm getting a sample program soon.

I'm into The Fall and Ride, I like guitar music. My favourite game is Kick Off II. It's different every time you play it.

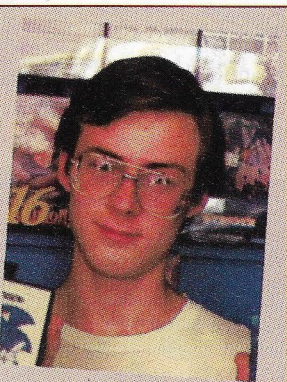
The mags I buy are Vox, Select and I occasionally pick up a copy of NME.



**Gary Regan (20)**

Actually I've got two machines; a Mega Drive and an Atari 800 XL. The Mega Drive is by far the better of the two. The cartridge system is great. It loads instantly and you don't have to wait at all.

Sonic the Hedgehog is my favourite game. I've completed it, and without the cheat-mode. My main hobby is keeping parrots. I've got two at the moment and both are Golden Mantles.



## SHOP TALK

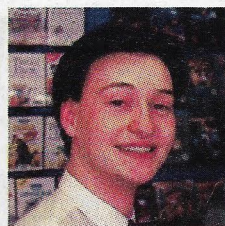
**Steve – the manager**

We've been open for eight years in Hemel Hemstead. This shop has only been in business for a year, we've also got a shop opening in Hatfield in September.

We stock the CDTV, because we feel you have to be at the forefront of technology. Everybody is waiting for the CD Drive for the Amiga.

Sonic the Hedgehog is flying high. It's really pushing the Mega Drive sales as well. The Game Gears are going OK, it was a bit slow at the start but it's picked up now.

If Sega could release a Sonic II before Christmas it would reach the top without any trouble at all. Another big title will be Wing Commander II. It looks really superb.



### The ones that sold the most

1. **Sonic the Hedgehog**
2. ....Navy SEALS
3. ....Midwinter II
4. ....Super Mario Land
5. ....Prehistorik
6. ....Monkey Island
7. ...F-15 Strike Eagle II
8. ....F1 Racer
9. ....Shinobi
10. ....Mickey Mouse



**Nicky Kemsley (17)**

I'm in here buying a computer game for my brother's sixth birthday. He's got an Acorn computer. I don't know anything about computers and the software, all I know is that I've got to spend £10.

I like listening to music a lot, and it's mostly chart stuff. I like Bryan Adams and I enjoy going out with friends.



**David & Jodie Kendrick (both are 14)**

We share an Amiga 1000. It's a really decent system and it also has some very playable games. The latest game we've bought is MERCUS it's pretty good. We hate games like Rainbow Islands. There's no violence involved.

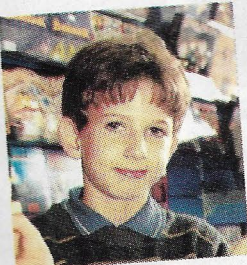
Our hobbies are using our crossbow it's a laugh, (I get the violence angle now – Ed) collecting stamps, train spotting and bird watching – we caught sight of a very rare Dartford Harrier last weekend! Our Dad's got a huge model railway layout.

**Alan Kimber (12)**

Well, I own a C64. Some of the games are OK, but there's nothing outstanding about it at all.

I really want an Amiga for Christmas. You don't have to wait long for it to load, and it's far better than the C64.

The best game I've seen on it has to be Shadow of the Beast. It's really good.



**Adam Cassidy (7)**

My parents and I share an Amiga. I like playing it a lot and my favourite game is Golden Axe, I like knocking the people off the dragons. The last game that we bought was Monkey Island, it's quite hard.

**Ashley Acton (12)**

My machine is a Speccy. I don't like it at all. The graphics are bad the sound is bad, but the games are OK.

My favourite game is Gary Lineker's Super Soccer, and the worst I've ever played has to be River Raid.

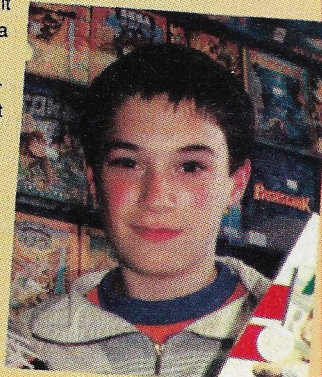


**Barry Lesurf (13)**

The Amiga is fun to play on. One of my favourite games is Kick Off II Final Whistle Data Disk. I spend a lot of money on games, and it works out at about £25 a week.

I've got a paper-round which helps, but my mum gives me a bit of money.

I want to do motor cycle racing, but my mum thinks it's too dangerous, and expensive. I have to be content with watching it on TV a lot.

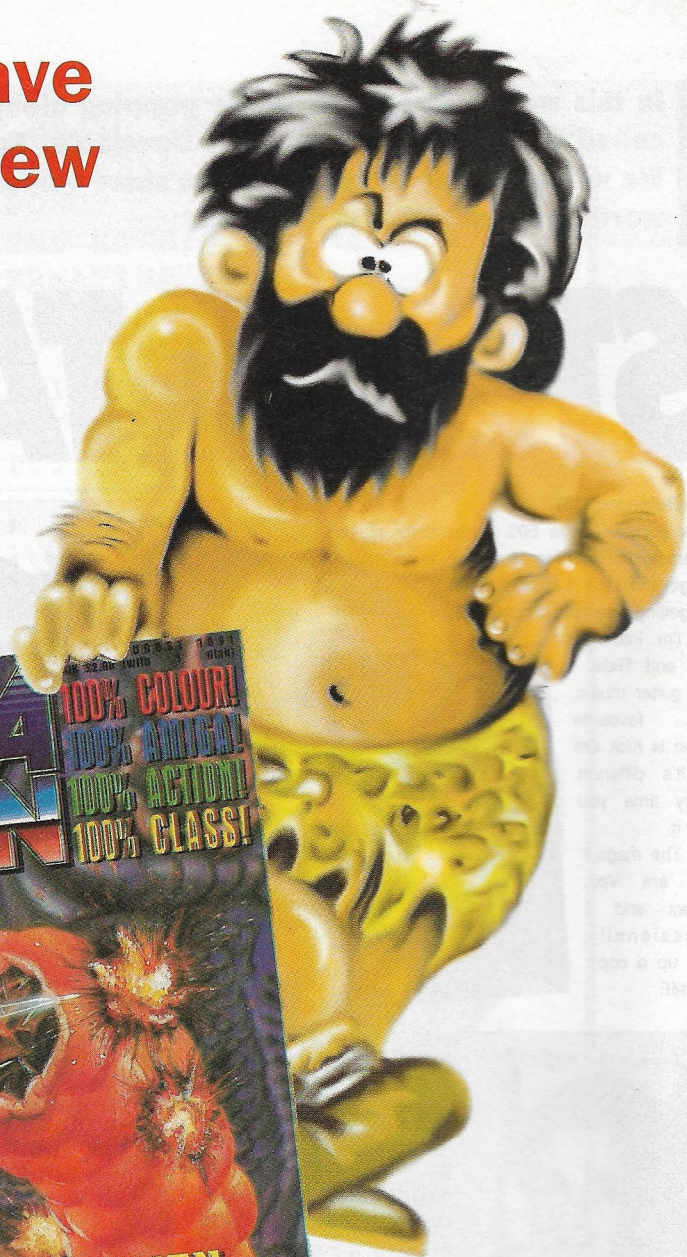




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As well as an exclusive review of Psygnosis' stunning **Amnios** shoot'em-up, this month's mag also features a sensational competition offering a visit to the TVS television studios in Maidstone, courtesy of Renegade and the Bitmap Brothers.



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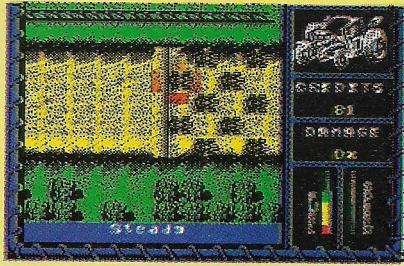
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## DIRT TRACK RACER ZEPPELIN PLATINUM £2.99 OUT NOW

Ever wondered what the already classic racing game, Nitro, would be like on the humble old Speccy?

Well now you can see because Dirt Track Racer bears more than a passing



resemblance to this oldie.

Racing around five tracks in a rather fast ATV is the aim of the game. You have to drive through a village both during the day and at night, a forest, a quarry and across country.

There is more than one route to the end of the levels, but try to stay on the correct one or you'll get points deducted at the finish for being a cheat.

The graphics are fairly colourful and the cars move smoothly around the track. Unfortunately the game is too hard as I found myself blowing up at the same place on level two every

time. A good game that falls just short of the mark.



X-RATING: XXX

**Well howdy doody, and welcome to your special page. This week we have more news and reviews that you can shake a dead kangaroo at, racing, coin-ops and also warm weather. What more could you ask for?**

Summer is the time for all things golden, so it comes as no surprise to find a great wad of games coming from US Gold. Alien Storm is converted from the smash Sega coin-op of the same name.

It is basically a Golden Axe in the future where you run around and shoot various enemies with a large gun.

Between levels there is an Operation Wolf style section inside a building. It's looking very good indeed and will be available in September.

Who remembers our review of the Mega Drive game Bonanza Bros in issue six. Well now you lucky Speccy owners can enjoy playing the parts of the bungling cartoon thieves as you try to rescue precious items from the clutches of the good people who bought them.

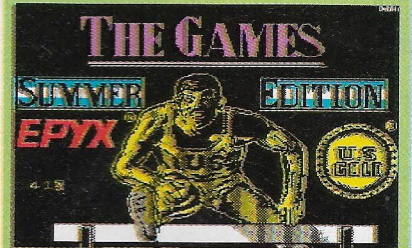
This won't be available until November on 128K machines only, but I thought it was so good it needed mentioning.

Out Run made you scream out in sheer joy in the arcade, with Turbo Out Run you came to a near cardiac arrest. Now the third game is looming.

It may have been a long time coming but Out Run Europa is nearly upon us and looking good. Not only do you race in a fabulous car but also, bikes, boats and all sorts of other vehicles. Look out for it in September at a store near you.

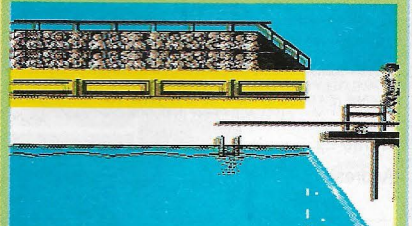
## THE GAMES: SUMMER EDITION KIXX £2.99 OUT NOW

This is another US Gold re-release. Next in line is one of Epyx's classy sport compendiums.



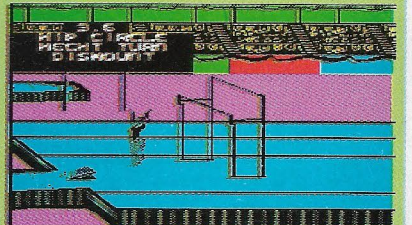
Timed beautifully to coincide with the warm weather this is a rather good game with eight events to test your skill and timing.

Can you vault over a bar 16 feet high? Run the 400m while jumping over a few hurdles? Can you chuck a



hammer a long distance into a field? All doubtful in real life but very possible thanks to Epyx.

The usual Epyx standard is applied to all events and the graphics are excellently drawn and animated. If you fancy yourself as a bit of an athlete/gymnast then this is the game for you.



X-RATING: XXXXX

## QUATTRO COIN-OPS CODEMASTERS £2.99 OUT NOW

Those CodeMasters chaps are very generous aren't they, giving away four games for the price of one!

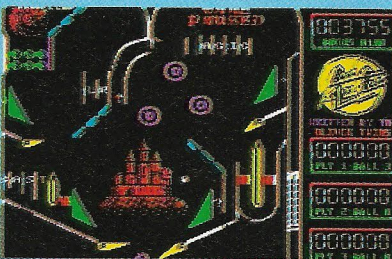


Coin-ops isn't a collection of classics such as Space Invaders and so on. It is in fact an arrangement of other machines found in an arcade.



First off is Pinball Simulator, which as the name suggests is a pinball game. The graphics are colourful, but as you would expect the game lacks gameplay. One screen isn't enough in a game of this type.

Then there's Pub Trivia and Fruit



Machine Simulator, both of these are pretty self explanatory.

Finally we have Fast Food, a Pac-Man clone with Dizzy as the main character. It isn't exactly fast, in fact it's more like Slowish Food. This game however, saves the compilation from being totally awful.

X-RATING: XXX



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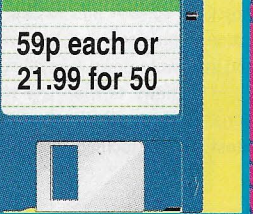


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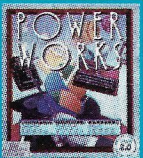
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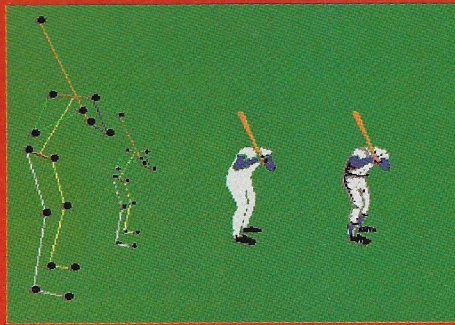
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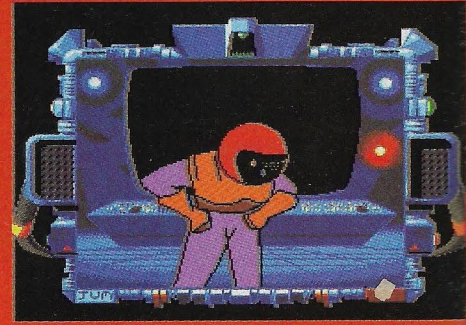
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**Red Alert! The Kremlin is planning a daring spy mission and, as we speak, it is perpetrating despicable, mutating human experiments and a space invasion! I thought the Kremlin was in Moscow not Surrey – Jason Spiller sorts out the confusion...**



The Kremlin's incredible attention to detail saw it tracing every movement of a baseball player



You are destined to save the world from a new horde of Space Invaders

**D**isguised as a computer games journalist from *Games-X*, I infiltrated the Kremlin's high security HQ somewhere in Surrey. There I witnessed evil experiments on humans, resulting in lizard women – code name operation ThunderJaw. Then, deeper into the vaults, there was an advanced space programme called Super Space Invaders.

I spoke to the head of The Kremlin, Premier John Kavanagh. With all the James Bond games you've produced, is this a cover up by The Kremlin, to hide a more sinister spy involvement?

"All the team is crazy about Bond, and so we were really lucky working for Domark, we had the opportunity to turn the films into

want to make a Bond game in which you control the agent himself rather than a car, boat or plane."

### QUESTION TIME

The Kremlin is on the leading edge of game design and presently, it is actively involved in the very latest technology. John described some of the projects that this 15 strong team is embroiled in.

"We're working on projects for CDTV. One in particular will literally sell CDTV, Trivial Pursuits. This isn't the simple 2D board, dice and cheeses. We've

**Chimp**

created this animated character of Disney cartoon quality, with over 2,000 animation frames. The little guy walks around the board and when you select a subject, he'll ask the question with this incredible digitized speech.

"If it's a visual question, like: 'Can you identify this bird?', an animated picture of the bird appears. My favourite is the question about how genetically different is a human to an ape, and this chimp appears munching on a banana. The little guy will communicate with you. If you take a long time on a question, he'll knock on the screen and tell you to wake up, or say 'I think you're cheating'.

"There's some great gags written by Chris Langen, who worked on Not the Nine O'clock News and Smith and Jones. At the moment I've got one guy down at the Radio Times archive library writing the questions full time. Meanwhile, another of the team is designing the question screens.

"The great thing about CDTV is the almost limitless memory. Already we've got enough questions so that if you played the game for two weeks non-stop, there wouldn't be a question repeated."

### THE RETURN OF 007

With the early Bond projects, John and the team had the obvious advantage of having the movies on video. However, with *Licence to Kill* starring Timothy Dalton as Bond, The Kremlin was actually working on the game at the same time as the movie was being filmed.

John explained: "In February 1989, the Bond movie team was filming over in Mexico, and I was invited to EM Productions. I was led into Cubby Broccoli's office. The room was dominated by his desk, which is covered in green leather and just about big enough to land a light aircraft on. I was searched beforehand and then a secretary opened a safe and brought me the script, went out and locked the door. I could take notes but the script had to remain under lock and key."

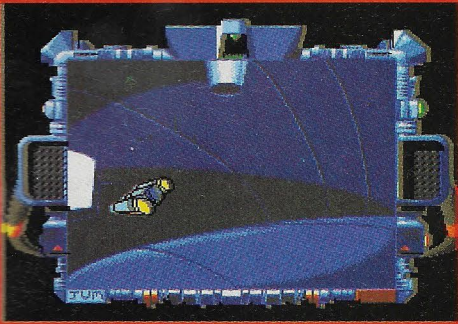
John spent the next four hours ploughing through the script which contained the most intricate filming information and jargon. John: "The script was hundreds of pages long each comprising three columns of camera direction, speech and location detail. I was looking for action sequences, but that was just about every scene and so I wrote down everything."

The news is that The Kremlin is planning a new Bond game for next year. John continued: "Using the latest design techniques that we have developed, we

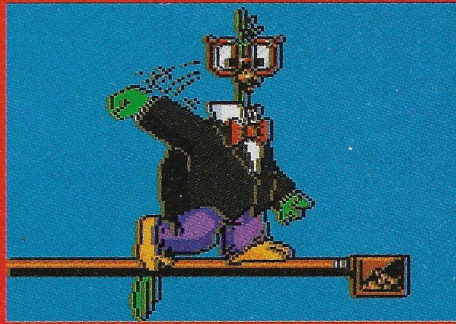
### TEETH AND LIZARD WOMEN

*ThunderJaws* is the latest of many coin-ops produced at The Kremlin. John continued: "In the old days, you were happy if you achieved even a vague approximation of the coin-op.

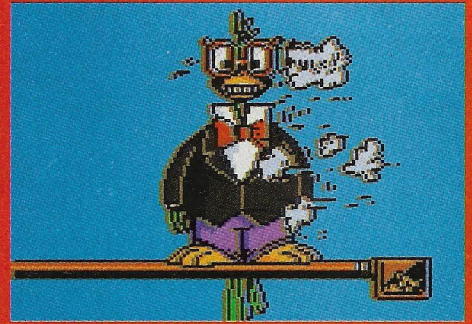




Bay doors open, you launch your ship in a frantic effort to protect the Earth and its cows



The bird demonstrates the humour that the Kremlin has built into Trivial Pursuits



After his over-active demo, bird collapses in a pile of steam

However, nowadays we've developed techniques which can produce games as good and sometimes better than the original."

John described a major difference in arcade games of the past and coin-ops of today.

"In the old days, the difficulty of a game and the structure was designed to induce you to plug more money into the machine and start all over again. Now you can put more money in the game to buy extra lives or more time, and this is one of the reasons that some recent coin-op conversions have failed.

"We just rebuild the structure back to the old days and that seems to work better. We've developed sprite

the joints, muscles and body movement. By the finish, we had this skeleton swinging perfectly and using DPaint we just drew the flesh and clothes on. There was a bit of a disaster with the pitching sequence – the ball hit and broke the camera."

### THE ORIGINAL VIDEO GAME

Space Invaders launched the electric arcade industry, and now The Kremlin are working on Super Space Invaders. John explained:

"This is to Space Invaders that Arkanoid was to Breakout. We spoke to Toshihiro Nishikado, who's aged 47 now. He told us it was the only game he ever wrote, or had to – he's incredibly rich!"

Invaders will have 13 levels each with an end-of-level alien and loads of bonus screens. John described one level from the coin-op: "We honestly reckon the Japanese have gone mad! In one bonus screen, you have to stop your cows being taken by the aliens. This is based on the cattle mutilation story from the States. Apparently, these Alabama farmers found their cattle dead with tiny micro incisions in the carcasses. The verdict was death by advanced

beings from another planet – it must be the most bizarre insurance scam ever!

"We're using CDTV technology in the project. There's loads of variety in the attack patterns, an advanced mystery ship and incredible weaponry. For a laugh, we were going to design the game in black and



white and have coloured strips to stick on the screen, but half the people would be too young to get the joke."

Glasnost rules OK! at The Kremlin – Surrey Branch. We at Games-X look forward to the next release.

He with the raised hand prepping to throw the ball is David Quinn.

David is a programmer who likes children and meeting people.

Matthew Hicks, graphics artist, is on the right ready to cave in David's skull. And finally, the peacemaker in the middle is head honcho John Kavanagh

### BASEBALL BASICS

The Kremlin is rightly proud of RBI Baseball. Using the very latest technology, the team set new standards in sports simulation, John describes the techniques: "We wanted the players to look and move totally realistically and so we used Rotoscoping. First, we videoed one of the lads swinging the bat. Then we split the video and computer signal so that you could see the image on screen.

Then using acetate plastic sheets up against the screen, we paused the sequence dozens of times and marked all the positions of





# GAMES-X SCORING SYSTEM EXPLAINED!

By now you should know exactly how the Games-X scoring system works. This week however, there has been an addition to clarify our ratings just that little bit more. So read on and enjoy...

**X-RATING: XXXXX**



The higher the rating the better the game

**ALEX** our resident ecologically sound games reviewer has been among the ranks of Captain Planet's Planetears this week. Doubtless he now frequents the Body Shop wears recycled turquoise underpants!

**2**

**BRIAN** 'my middle name's Michael' Sharp has, for some unknown reason, started calling his work disk Clint due to overuse of the dreaded Spectrum. Could this be an end to his sanity?

**JOHN** has been a complete botty this week. He is rather jammy at playing The Games: Summer Edition from Epyx and has beaten both Bri and Al. Now, he thinks he's the best thing since Jimmy White's Snooker, when in fact he's really a complete wheeler!



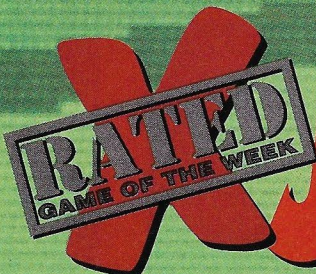
This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

## RELEASE INFO

**C64** c£11.99 Now  
**Atari ST** £24.99 Now



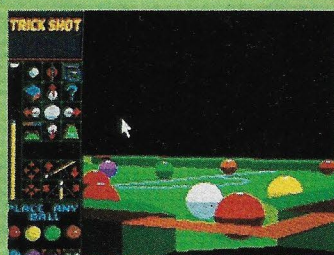
What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk



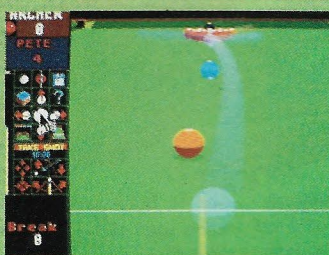
# JIMMY WHITE WHIRLWIN



Archer MacLean has long been respected as one of the games world's foremost software authors. His latest effort, a stunning 3D snooker game, is without a doubt the most impressive simulation yet produced. It will unquestionably go down as a classic - one of those titles which you simply MUST have...



Setting up trick shots is very simple indeed. Just place the balls where you want them to be on the table and off you go!



You have total control over your balls and so you can even manipulate them in such a way that they swerve off at an unusual angles

Since the dawn of the home computer, there have been literally hundreds of different snooker and pool games from which you can choose.

Initially, they provided you with a simplistic view, looking down on the proceedings as the balls seemingly randomly bounced around the baize covered table.

After all these years, how do you fancy something just a little bit different? How about a game which provides you with a true, perspective view of your game, eh?

You do? Well now, thanks to good old uncle Archer, you can view your game as though you were really standing by the table.

### MATHEMATICAL MASTERPIECE

The game you see before you on these pages has been more than two years in the making.

Many of you will have heard numerous rumours about it, but undoubtedly will have wondered if it would ever see the light of day. Well, now it's here and from just glimpsing at it briefly, it's more than obvious what took so long.

For a start, everything was done by one man. Fair enough, nothing unusual about that, eh? What you must take into account however, is that this is certainly the most mathematically correct simulation of the game of snooker ever to be commercially released.

Every tiny, little detail about the way which the balls react and move is carefully and accurately simulated, right down to the way in which they bounce off the cushions around the pockets. In fact, so accurate is it, that it's extremely doubtful that you'll ever be able to make the same break twice!

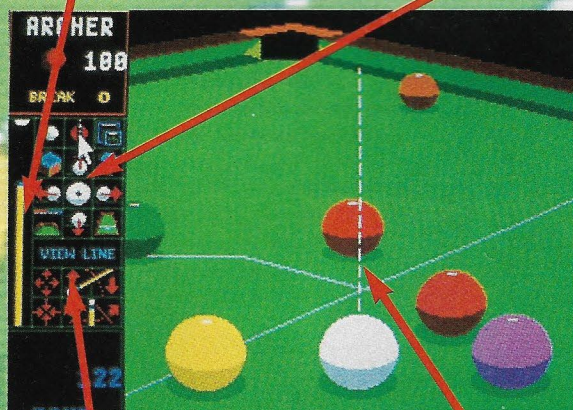
### MULTIPLE VIEWS AND MULTIPLE CHOICE

The sheer scope of the number of shots you can take is utterly astounding. This is pretty much a case of, if you can perform it for real, you can do it in this game.

One of the single most impressive features of Snooker is the way which you can view your game. You are given

The cue icon determines the strength of your shot

The icons for changing the way which you will address the ball

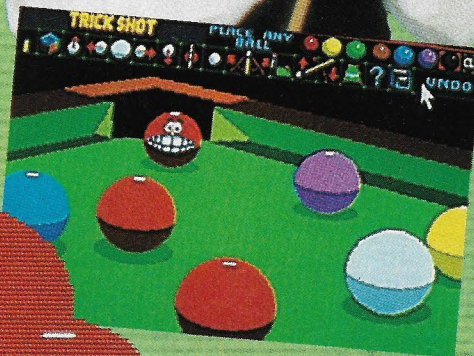
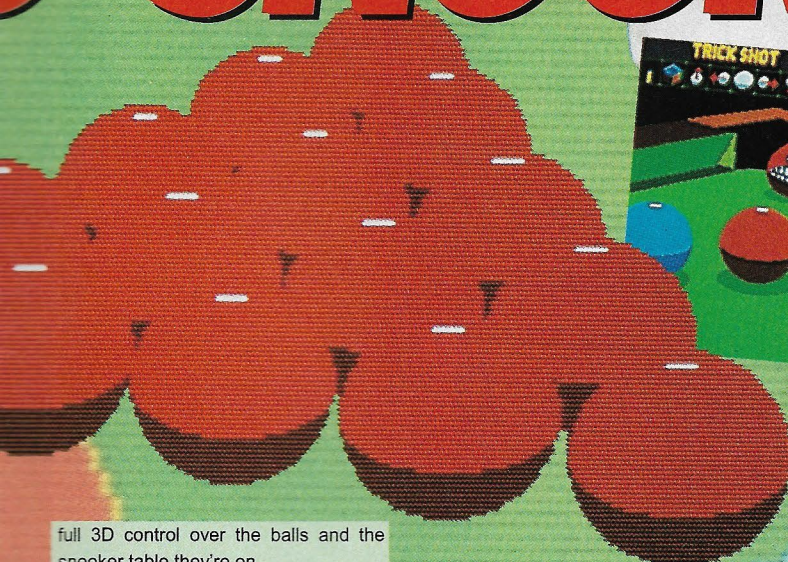


The icons for rotating and tilting the player's view of the table

The game will assist you if necessary, by plotting a line from the cue ball showing you where the ball will go



# WHITE'S D SNOOKER



Leaving the game alone for too long will encourage the balls to get just a little agitated! Each ball has a different character and will do anything from a big cheesy grin to sticking its tongue out

full 3D control over the balls and the snooker table they're on.

For example, while taking a shot, it is possible to watch either from behind the cue ball, as it bounces around, or from the point of view of the target ball.

The speed which the 3D environment moves is utterly incredible and has to be seen to be believed! Not only can you track the balls, but it's also possible to change your vertical view of the proceedings.

You can either look along the table from behind the cue ball, or from above the table looking down and every conceivable interval in between!

## THE FUN OF THE GAME

Beside the countless different viewing options, the game also incorporates a plethora of playing choices. Obviously you can have your bog standard single or two-player game, but supplemental to this, you can play practice games, where shots can be set up and repeated.

As well as this, there's a trick shot section where you can pretend to be a famous player and show off a bit! All of the play options are presented in the same way using the excellent 3D environment.

Those of you who have ever played a game by dear Mr MacLean will doubtless be aware that he has a rather over developed sense of humour - to say the very least.

This is the man who included an option to drop your fighter's trousers in IK-! Well, you will be pleased to know

that Snooker doesn't escape from the man's whacky wit!

If you leave your game for longer than a few moments will activate any one of a number of different little features.

Firstly, a gaggle of little flies will swarm onto the screen, drawing your attention to the balls and if this fails to stir you into action, the balls will then begin to pull daft faces at you!

It's not often that you see a snooker ball with big eyes and fangs sticking its tongue out at you, is it?

So is this a game that the likes of Jimmy White will enjoy playing? Well,



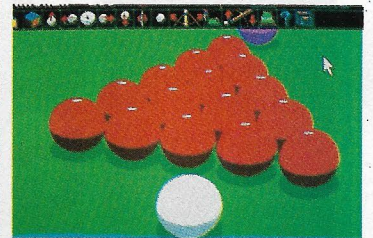
Here we see our Jason hobnobbing with none other than Mr White!

apparently the man was utterly gobsmacked by it.

It's doubtful you will ever see a sports simulation as intelligent as this. Wonderful.



Whack the ball into that pocket! A few more like that and you may even win!



## FACT FILE

Software House: Virgin Mastertronic  
Programmer: Archer MacLean  
Graphic Artist: Archer MacLean  
Sound: Archer MacLean

Graphically, the speed of this game is quite incredible. I have never seen a product on the ST quite as fast as this. The 3D view of the table will actually move as quickly as you can move the mouse. None of that namby-pamby re-drawing rubbish! This is pure class.

On top of the incredible presentation, what we have here is an astounding simulation of the game of snooker.

It is so realistic that it's literally like playing the real thing using a computer. The balls behave in the same way, and you have to use the same tactics as you would in a real game.

There are numerous options to choose from and it will keep you occupied for hours, whether you're playing a two-player game or against the incredibly intelligent computer player.

Apparently, in the game's highest difficulty level it's so intelligent that it will actually score a break of 147! According to Mr MacLean, this is the only snooker game capable of achieving this feat.

Nevertheless, however impressive the features, the most important factor is playability. Well, it scores very highly in this department too.

It's a very friendly game to get along with and the easy-to-use icon system means that you will soon get to grips with the controls.

Overall, I can honestly say that I haven't been this impressed by a game since seeing Star Raiders on the Atari 400/800! It is really amazing and doubtless will become a true classic.

**X-RATING: XXXXX**

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

## RELEASE INFO

Atari ST	£24.99	Sept
Amiga	£24.99	Sept
PC	TBA	'92



The aliens are clever little blighters. Not only have they sussed out the fact that the humanoids shouldn't be in their space, but they've also clicked onto the fact that humans need oxygen.

The convoy maintains its vital atmosphere from a series of domes on the largest of the ships.

The aliens, being the crowd of vicious vindictive yobbos that they are, have decided that to really noble these funny human things they really ought to destroy the domes.

Until very recently though, the humans had the edge. "Ha ha, matey", they thought, "you can try and noble my domes as much as you like, but we're wearing a protective shield!".

**OVERWHELMING ODDS**

Unfortunately though, in a staggering display of unmitigated horridness, the aliens thought, "Sod this for a lark, I'm going to noble their shields!", and proceeded to do just that! After which the humans weren't feeling so cocky!

After watching a large number of 'Battlestar Galactica' re-runs, the humans decided that sending a single ship to defeat the alien armada was probably the best idea. Brilliant, eh? Tiny, little ship; huge, great, multi-mile convoy; thousands of big, meanie, enemy

# PROVOCATOR

A giant convoy of spacecraft is lumbering its way across the cosmos in search of a new home for your people. Inadvertently, the procession has entered alien territory - and they aren't all that chuffed...



**BATTLE**

Your mini-space fighter with its turbos activated

Your scanner displays the entire human fleet

The enemy ships with 30 slippy can'ts obliterate the domes

The domes are home to vast rain forests which supply the fleet with oxygen

The huge lumbering spacecraft contains all that is left of your civilization

ships - of course it's a good idea. The scrolling shoot-em-up is always a sure-fire winner, but how many of you have seen one on the Acorn Archimedes?

Up until now, we haven't

actually seen any releases on this latest BBC micro so what's it really like? Well, basically the game itself draws ideas from both Defender and the TV series Battlestar

Galactica. You control a tiny little spacecraft which nips about between the huge motherships attempting to remove all of the threatening alien craft.

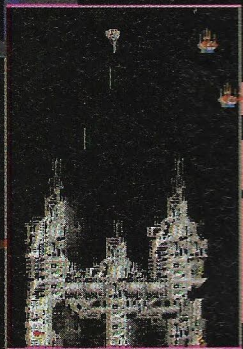
Along the way you will also be



One of the aliens has spotted the all important life-giving domes and begins to melt it... you must act quickly!



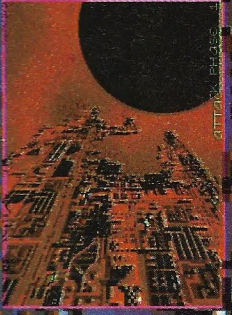
A well aimed blast of laserfire and the little blighter is space dust. You then kick on the turbo boost to destroy any further intruders



Smashing past the aliens, you return towards your base for refueling and a quick cuppa



Extra weapons can be obtained by collecting pods which are guarded by fleets of aliens. Here your ship is equipped with triple shots



These little pictures inform you when you've obliterated the way to vicious aliens

able to pick up various weapons to help make your job that little bit easier. Zip about, hold down fire and you're well away. Nay problem!

**RADDE BASHING**

The convoy has bunched up for protection - fair enough, it's a good idea - however, this means that not only will you have to blast the bad guys but you'll also need to negotiate the pathways formed by the shying space ships. This makes things very difficult, although not impossible!

The presentation of this is really something. The game boasts eight way multi-level parallax scrolling which, at its slowest, runs at 50 cycles per second. Darned impressive, huh?

Coupled with this, it contains a multitude of sampled sound effects as well as some superb background graphics.

**Software House:** CIS  
**Development Team:** RAGE Software  
**Programming:** Chris Lloyd  
**Graphics:** Russell Hughes

It's not often that we see an Archie game in the office, so it's something of an event when it happens. Provocator from Isle of Wight-based Rage Software is a most impressive introduction to arcade style games on this much maligned beastie.

Graphically the game is superb, the excellent backdrops are finely detailed and extremely well drawn, whilst the multi-level parallax scrolling is incredibly smooth.

Sonically, the game is let down only by the quality of the Archie's ridiculous built-in speaker.

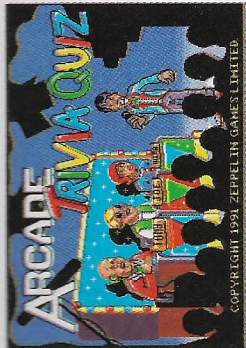
Gameplay is what you would expect from a scrolling blaster. It's fast and furious, but the fact the Archie doesn't yet have a decent joystick available for it tends to make it a bit too difficult.

Keyboard controls are all well and good, but, like the original Defender, you need more fingers than you actually possess to be able to cover everything!

**X-RATING: XXXXX**  
**Gameplay: 15/20**  
**Lastability: 15/20**  
**Presentation: 17/20**

**RELEASE INFO**  
**Archimedes £19.99 Aug**





## FACT FILE

**Software House:** Zeppelin Platinum  
**Programmer:** Ian Copeland  
**Graphics:** David Taylor

**T**o start with, the main problem with all games of this type is that sooner or later they are bound to run out of new questions. Don't worry though, in this game there will be enough questions to keep you going for some time.

The graphics on Arcade Trivia are great to look at and are drawn in cartoon style. The sound consists of many up-tempo piano tunes all of which are pleasant to listen to but can get annoying.

Playing the game is very easy and quick, in two or three-player mode it can become quite infuriating when a friend has more money than you. It is thus surprisingly addictive to play.

At budget price, I can recommend this to anyone with the correct amount of dosh in their pocket and knowledge ranging from Robocop's real name to the chemical symbol for gold.

**X-RATING: XXXX**

**Gameplay: 12/20**  
**Lastability: 11/20**  
**Presentation: 15/20**

**RELEASE INFO**  
**Amiga £7.99 Now**  
**Atari ST £7.99 Now**

In round one you are faced with a pyramid of cards which the computer will randomly arrange before you play.

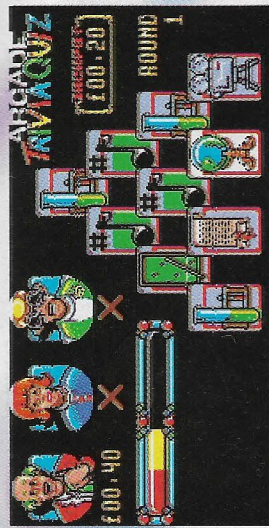
Each card poses a question which, if answered correctly will give you another chance to progress. However, every question answered incorrectly will cost you 20 pence if you wish to continue.

Hidden among the cards will be a jackpot card. This gives the chance to boost up the jackpot cash prize by answering some simple questions.

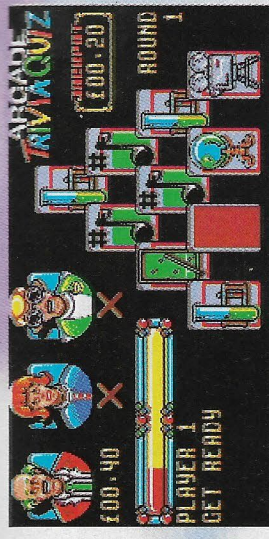


For each question you are given four possible answers and you must move your

## HERE'S YOUR STARTER FOR 10 POINTS...



Having answered one question you are now on the second row. In your eager state you select literature by mistake...



The question was definitely too much for you. There is however, another chance of answering correctly

joystick in different directions to select each one. It couldn't be simpler. But don't forget that there is a time limit - if this expires you cannot answer.

You get exactly one round to begin with and you can build up your money to huge amounts or alternatively, bankrupt yourself. Should you make it to the top

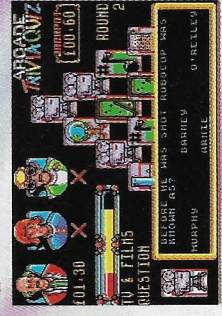
of the pyramid and answer the final question, round two will await you. This is your chance to go for the big cash prize of no less than five pounds (Whooooo!) in the Cash

# ARCADE TRIVIA QUIZ

**Hello and welcome to the newest, fastest, most testing game show in Britain. I'm your host, Clinton Poppie, and I have in my hand thousands of questions ready to test your knowledge on six main categories. Let's go and meet the contestants...**



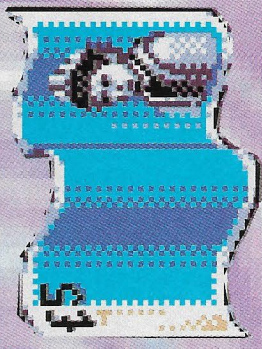
**PICK A CARD**  
 At the start of the quiz you get a 15 card pyramid. Luckily only five questions will have to be answered



The questions come in two categories: easy or very difficult. This one as you can see is of the easy variety



The Cash Run is where you acquire a few more chances in the game. The more money you have, the longer you can last in the competition



The game ends when you run out of reads. You can opt not to continue after you finish a Cash Run, but the gamblers among you will try to last as long as possible for you.

Run. By answering four questions you can boost up your cash prize. Unfortunately the computer selects the category of the questions so let's hope your general knowledge is good.

Should you complete this, you are given the chance of either returning to tomorrow's show to boost your cash even more or sticking with what you have.

That is basically what Arcade Trivia Quiz involves. Control is very simple and via the joystick. The fire button will stop at the category card you wish to answer.

## WHAT DO POINTS MAKE?

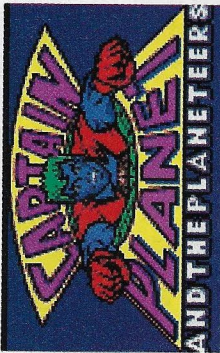
The question areas are: film and TV, music, science, arts and literature, sport and finally, geography and history. Obviously, each person will experience problems with different categories.

If you're one of those people who 'accidentally' leaves the TV on after the lunch-time edition of Neighbours and then find yourself glued to Going for Gold, this is sure to be the ideal game for you.

So if you buy this be prepared to test your knowledge of trivia. Do you dare to meet the challenge?







## FACT FILE

**Software houses:** Mindscape  
**Programmer:** Jason Kingsley  
**Graphics:** Jason Kingsley  
**Music:** We music the return

**Y**et another cartoon conversion – will Captain Planet be able to beat the riotous Bart Simpson in the popularity stakes?

Sadly, I think not. The game, like The Simpsons, takes a while to get into, but it doesn't really offer the addictive little puzzles like the other does.

Similarly, the game seems impossibly difficult, but after a few moments of play, you soon work out the general gist of things.

Upon completion of a level you are awarded with numerous continue options to complete the next scenario.

The graphics are very impressive, with the colour being used subtly and carefully. The animation is very smooth on both character and backdrops, although the music is not particularly awe-inspiring.

On the whole, an average game that does not really warrant the \$25 price tag.

**X-RATING: XXXX**

**Gameplay: 11/20**

**Lastability: 11/20**

**Presentation: 15/20**

**RELEASE INFO**

**Amiga £24.99 Soon**

**Atari ST TBA Imfm**

# CAPTAIN PLANET AND THE PLANETEERS



**Dr. Nukem**  
**Alex**  
**BLACK**  
 The people of Earth are becoming

increasingly aware of the current state of our planet, but most of the damage has already been done. There is only one man who can put it right.

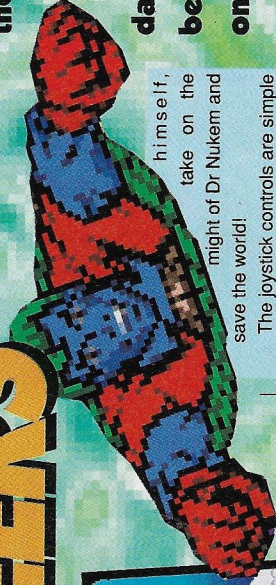
**Thank heavens for Captain Planet!**

filled canisters.

Captain Planet does not start with a weapon. Instead he must fly over and collect any of the Planeteers abilities he can find, in order to destroy the evil Nukem. Will the Captain save the planet?



In search of the captured dolphins your adventure takes you deep beneath the ocean. Thankfully your sub can deal with the deadly canister on the seabed



himself, take on the might of Dr Nukem and save the world!

The joystick controls are simple – nudge back to climb down a ladder or net and press the fire button to activate the Planeteers' special weapons.

Wheeler's fire destroys radiation, Gi can make ice blocks and Linka can cast a tornado to destroy the bombs.

Ma-ti can use the power of the heart to make the shrivelled plants grow again, and finally, Kwame can fire boulders to crush the pollution-



The characters are controlled via the joystick, using the stick for movement and tapping the button to activate one of the Planeteers' special weapons

Having destroyed all the radioactive containers, Wheeler climbs into the Geo-Cruiser to try and repair the ozone layer



First make your way to where Looten Plunder is holding captured dolphins, before leading them out through a safe route to the exit.

Each level follows a similar pattern, with every task relating to important environmental issues.

### OZONE FRIENDLY

Rescue the elephants from the grasp of Hoggish Greedly before saving the pyramids from destruction by clearing away Dr Blight's powerful bombs.

Finally, as Captain Planet

Captain Planet and the Planeteers is the name of the award-winning cartoon series, based on and around the current environmental issues about which we are hearing more and more.

During his exciting half-hour adventures, Planet zooms across the Earth, cleaning oil spills, stopping air pollution and saving various endangered animals.

Both the Captain and each of his Planeteers has a level devoted to a special challenge.

Each of the Planeteers has a special power – fire, wind, water, earth and finally, the love of a heart.

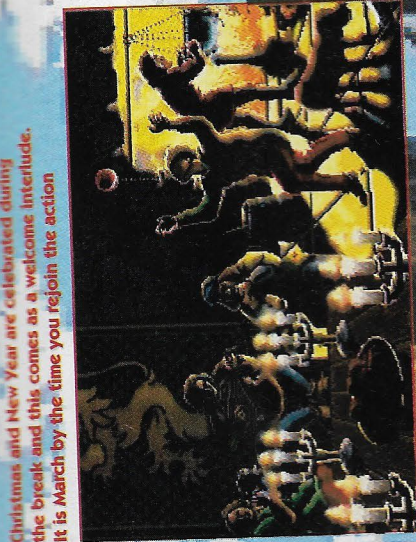


Having defeated the CFC-shooting ozone from the pipe and restock the ever-depleting layer that encircles the Earth





Designing your castle is an important part of the game during later levels. You can make the plan as wacky or as boring as you wish but it must be strong enough to stop the enemy.



Christmas and New Year are celebrated during the break and this comes as a welcome interlude. It is March by the time you rejoin the action.



A battle is commencing, neither of the two armies are particularly big at the moment as this is an early stage. Later on however they will be pretty huge.



# FACT FILE

**Software House:** Electronic Arts  
**Development Team:** Interplay  
**Programmer:** Byron Garrabrant  
**Graphic Artists:** Arlene Caberto, Dave Nelson, Meghen Rowntree  
**Music:** Dave Govett

**B**rilliantly drawn pictures and colourful scenery coupled with a sound card makes Castles a stunning, atmospheric game.

This is initially very complex, but if you persevere Castles will become very enjoyable as you try to control the Celts.

If you get bored with the standard game you can move onto a fantasy version. Here, there are dragons, goblins and elves after your blood.

Non strategy players will be better off practising on the likes of Defender of the Crown for a while before approaching this more advanced game, but when you do you won't be able to leave your computers for a few weeks at least.

An absolutely amazing game which is guaranteed to keep you riveted for ages. Immediate purchase necessary!

**X-RATING: XXXXX**

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

**RELEASE INFO**  
**PC £34.99 Now**  
**Amiga £25.99 Oct**

# CASTLES

Everyone must be familiar with these stunningly large stone buildings with the dark damp corridors and narrow slits for windows. Well, now you have the chance to live out your life in one of these magnificent dwellings.

Taking on the role of a King you have to make lots of important decisions directly affecting your livelihood. To start with, your castle must be constructed giving you a base from which to command your armies and also a warm place to live, well... a place to live at least!



Lots of strapping young men are set to work constructing your castle. A moat is already defending you from invasion so they won't have anything to worry about.

Before beginning your quest you can select a skill level - anything from a lowly peasant to a full blown King of the realm, the peasant level being the easiest.

The peasant already has a castle planned and half built, leaving the player nothing but the really small decisions.

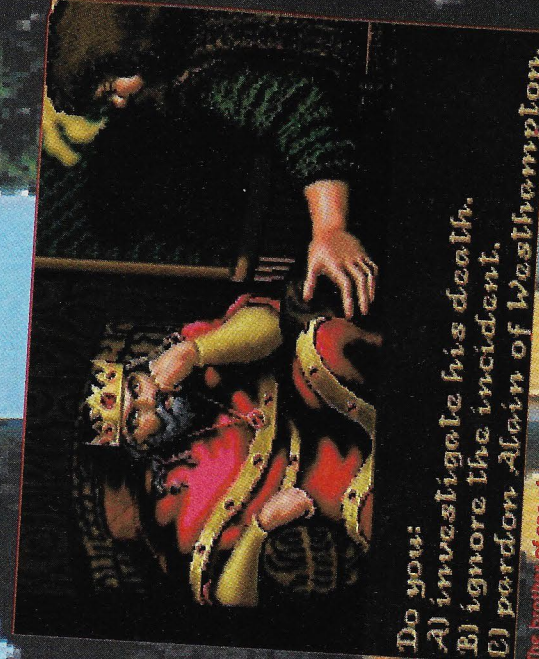
## MEDIEVAL MORONS

At random stages throughout the game your adversaries, the Celts, will decide to launch attacks on your place of residence.

Construction will stop and your soldiers must be placed strategically if the battle is to be won.

Luckily, there are no air vehicles or fast land transport and the enemy will take a few days to arrive at your castle, thus giving you plenty time to prepare.

Being King of the castle, you will have to keep the members of the local church happy with your actions. But as a reward for your



**Do you:**  
**A) investigate his death.**  
**B) ignore the incident.**  
**C) pardon Alain of Westhampton.**

The brother of one of your vassals has been murdered. You now face a tough decision - whether to investigate the crime or pardon him and his yourself of the burden.

kindness and humanity, performers sometimes appear at your home to entertain you.

The seasons all play a part in the game. In winter, snow will fall and your construction work will have to cease due to inclement weather.

A Christmas party marks the end of the year, skipping the long winter months. Then it's back to the grind for all your labourers.

Wages are also one of your

prime concerns. Your castle is always your first priority and this must always have some construction in progress or your opponents will beat you.

## CRAZY CELTS CRUSHED

You can control Castles with either joystick, mouse or keyboard. There is a rather hefty sized manual to leaf through before gameplay can be fully understood, but believe me it will all be worth it in the end.



had a high profile. Recently we've had Mario Andretti and Chuck Yeager.

Can it keep up the high quality with the latest release, Castles?

This is a game where you must build and defend erm... castles!





# FACT FILE

**Software House:** EPYX  
**Programmer:** Gil Colgate  
**Graphic Artists:** Art Koch, Matt Craydale  
**Music:** Chris Ebert, Chris Grigg, Matt Householder

California Games number one was praised by the public for being refreshingly different in the world of sports simulators. It was bound to spawn a sequel and here it is.

The sound is pretty bog-standard as it comes from the internal speaker of the PC, an immediate minus. However, the graphics are humorous and well drawn to the usual Epyx standard.

Little touches such as the sharks and other animals appearing intermittently are nice to see and raise the odd chuckle. The skateboard death happens to be my particular favourite!

Unfortunately the sequel is too similar to the original in terms of gameplay and each event soon becomes boring. A shame really considering the quality of the first California Games package.

The skateboarding stands out as the best in a mixed bunch, but it still doesn't save the game from being decidedly average. If you have some friends it's worth looking at!

**X-RATING: XXXX**

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

**RELEASE INFO**  
**PC** TBA July

EPYX has been renowned for its competitive sports games over the years, through the likes of Summer Games right up to the first trip to California. This time you have a few more events in which to partake.

Sport number one is skateboarding, slightly different from the original version. This time you'll have to negotiate a course containing half pipes and the awesome full pipe, allowing plenty of stunning loops to be performed.

The course is very dangerous and you could find yourself ending up as a pavement pizza if you aren't careful!

## BODACIOUS!

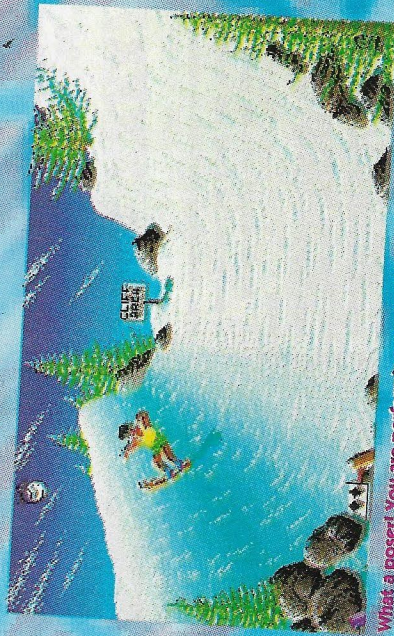
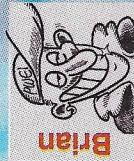
Then it's time to take to the water on a rather powerful jet ski as you try to negotiate several different courses. There are many skis for you to ride, which vary in power.

Pressing your fire button to accelerate, you must whizz between a number of buoys. Keeping inside them will increase your score while slipping off line will reduce your total.

Staying with the water sports, you now move to bodyboarding. This is basically the same as surfing except that by lying on the board you are being extremely boring (but safer! - Ed).

# CALIFORNIA GAMES 2

*It's time once more to head down to the beach and compete in the most exhilarating sports of all. Can you hold your own on a skateboard, jet ski or hang glider? I think not, but it's certainly worth a try...*



What a poser! You are performing some of the most radical stunts known to the surf dude while eating mouthfuls of snow. Awesome!



Jumping off a cliff face strapped to a kite is not exactly my idea of fun. Looking at the hungry sharks below is enough to turn anyone off!



An embarrassed surfer has been washed ashore like, after a bogus effort

are three stages to this event: black diamond, snowbowl and obstacle course.

The first and third trials are quite similar. In these, you race

down the slopes avoiding everything in your path. The Snowbowl however, is reminiscent of the half pipe from the original game. Performing excellent moves here will be rewarded with a hefty points tally.

## TRIUMPHANT!

Finally, you are faced with hang-gliding. The graceful sport of hurling yourself off a cliff. Again, performing stunts will gain points.

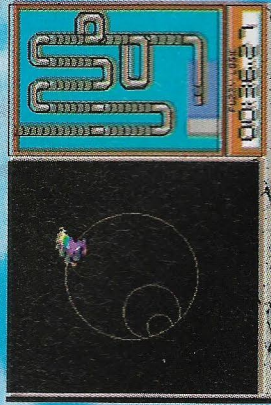
Air pockets must be found to stay airborne or you'll become shark bait! You can also drop water bombs onto targets positioned in the sea.

Up to eight players can compete against each other, so get ready to go crazy in the sun and party dudes!

You have to catch a wave and perform a few radical stunts before racing for the beach. Oh, do remember to dodge anything that gets in your way, won't you?

Back on land once more it's time to head up the mountain in a helicopter before dropping onto the snow topped peak and racing down the slope on a snowboard. There

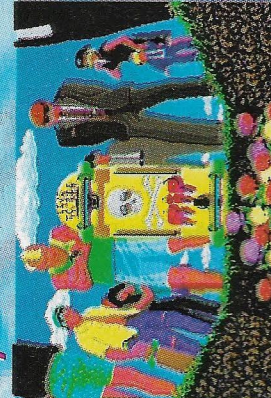
## LIKE DEATH'S MOST NONE TRIUMPHANT, DUDE!



As a skating dude you can prove your skill in the full pipe and try for a complete loop. Don't go too fast or you'll stumble and fall



Uh-oh! Your head has been squashed with the impact you made on this wall. Try to be a little more accurate with the kick turns next time!



Still, at least all sorts of people attend your funeral. Luckily it isn't 'game over' as you can move onto the next event - excellent, eh?



# GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

## Armour-Geddon Atari ST

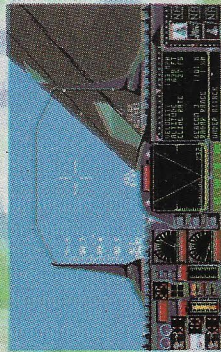
**Software Houses:** Psygnosis  
**Programmers:** P Hunter, Ed Scio  
**Graphic Artists:** Jim Bowers, Lee Carus

The classic simulator/adventure/shoot'em-up crossover from Psygnosis (phew!). An excellent game



requiring both good reactions and a considerable amount of both thought and logic.

The ST version differs very little from its Amiga counterpart. The graphics are superb and the action is incredibly smooth. Even the stunning introduction sequence is present, albeit



without the sound effects, but it's still fascinating to watch. The only difference is in the sonics department, an area in which most ST conversions suffer.

A highly recommended challenge which is immensely playable.

**X-RATING: XXXXXX**

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

## Beast Busters Atari ST

**First Reviewed:** Issue eight  
**Software Houses:** Activision  
**Development Team:** Images

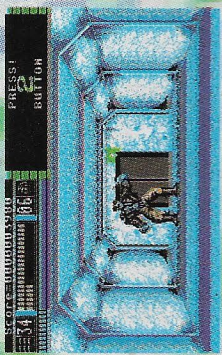
The Amiga version of this game was a credit to Activision, as it managed to successfully convert the coin-op onto the 16-bit Commodore machine.



However, the ST incarnation is poor in comparison. The game is far too easy, and should take a matter of hours, if that, to complete.

When the action begins the screen soon clutters up. When this happens the scrolling noticeably slows to a crawl and the sprites begin to flicker.

Okay, everything that the arcade offered has been included apart from



the three-player option, but because everything has been slowed down, the result is a second-rate game.

**X-RATING: XXX**

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

## F-15 Strike Eagle II Atari ST

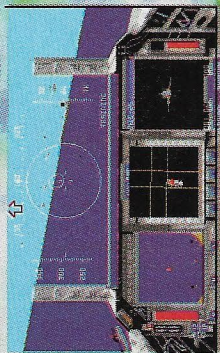
**Software House:** Microprose  
**Development Team:** NPS Labs  
**Programmers:** Adrian Scomey, Tim Walker  
**Graphic Artists:** Mark Scott

Microprose is perhaps the best flight simulator producer for the home computer, but I must say F-15 II seems to be a step in the wrong



direction. F-19 was a truly excellent flight simulator and a superb attempt at recreating the feel of a real aircraft.

F-15 II combines more shoot'em-up action than realism, and for that simple reason arcade fans would probably



enjoy this more than F-19. However, the graphics are identical to that of Stealth Fighter, as is the overall feel.

Great, you may think, but owners of the original F-19 will simply be buying an identical game with different missions and less real life action.

**X-RATING: XXXX**

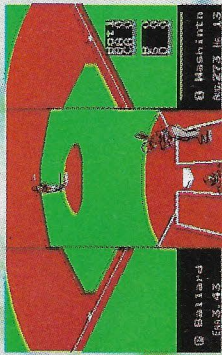
**Gameplay: 13/20**  
**Lastability: 13/20**  
**Presentation: 15/20**

## RBI 2 Baseball PC

**First Reviewed:** Issue 11  
**Software Houses:** Domark  
**Development Team:** The Kremlin  
**Programmer:** Paul Margrave  
**Graphic Artists:** Tony West

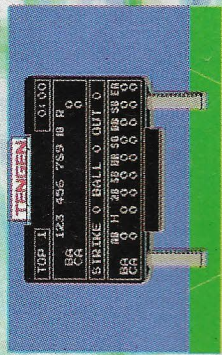
Having been successful on the Amiga and ST, RBI2 Baseball from Domark makes an appearance, but unlike the other 16-bit counterparts, the PC version has a couple of minor drawbacks.

Plugged as the Kick Off of the baseball world, RBI certainly has a lot to



live up to, and in my opinion the game falls short of the mark.

The game is graphically very poor, and I wonder why there was no inclusion of a VGA mode. Overall, the PC version



of the game is closer to the Spectrum than the 16-bit machines, and fails to justify the price tag.

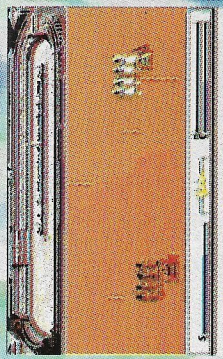
**X-RATING: XXX**

**Gameplay: 10/20**  
**Lastability: 7/20**  
**Presentation: 7/20**

## Centurion - Defender of Rome Sega Mega Drive

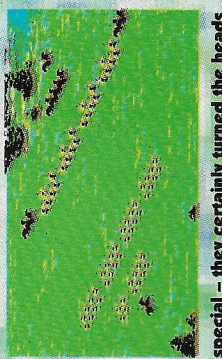
**Software House:** Electronic Arts  
**Development Team:** Bits of Magic  
**Programmers:** Euan Robinson  
**Graphic Artists:** Scott Wallin, Jim Sachs  
**Sound:** Jon Newton, Michael Bond

The Amiga version has been acclaimed almost everywhere and Nick Clarkston has practically played it to death. The basic aim of the game is



to build the Roman Empire. You can fight in many battles and hold tournaments/chariot races. As strategy games go, this is one of the best.

The graphics are fairly good and show clearly what is going on. The sound effects are really something

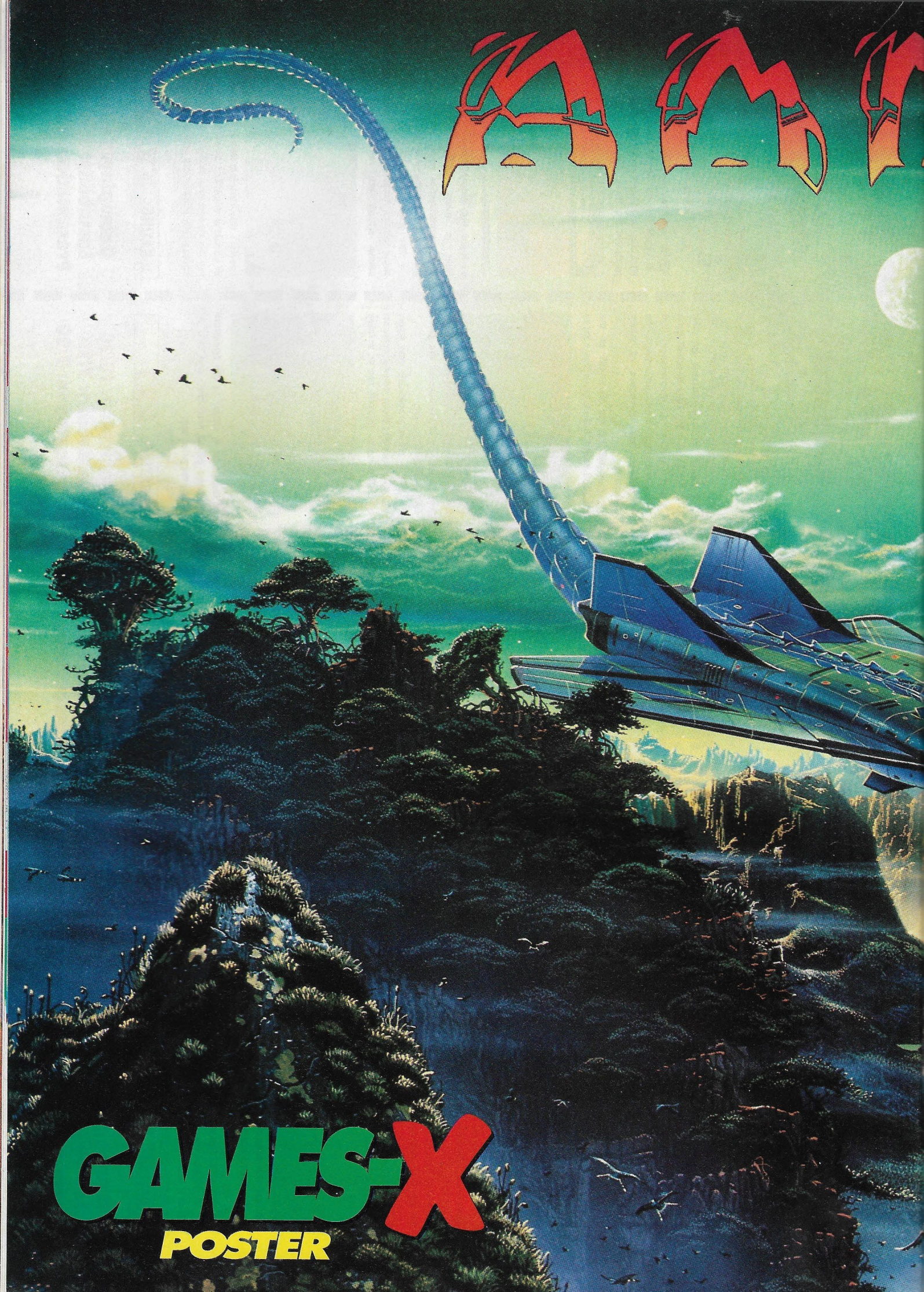


special - they certainly turned the heads of people in the office. Strategy fans will lap this up and even people who are not strategically minded will give it a go.

**X-RATING: XXXXX**

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

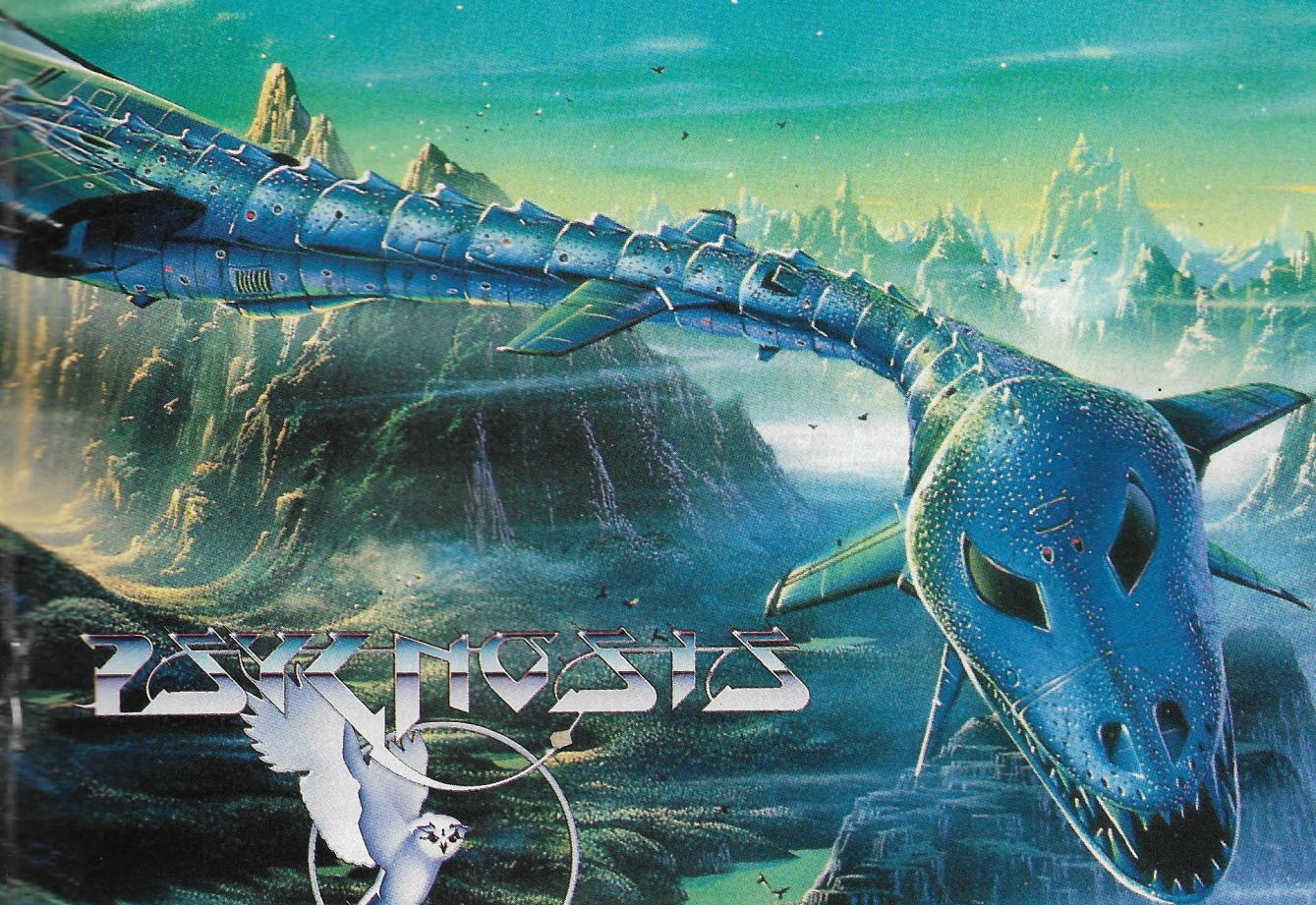




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WINGS



WINGS







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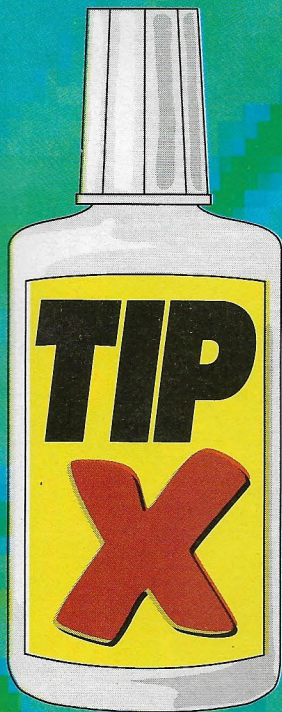
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**I'm getting an awful lot of letters which are of absolutely no use whatsoever. It would appear that most of you are more interested in the free gifts you want us to send to you as opposed to parting with tips of any consequence - you bunch of complete wheelers.**

**Send your tips to Tip X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**

## SONIC THE HEDGEHOG

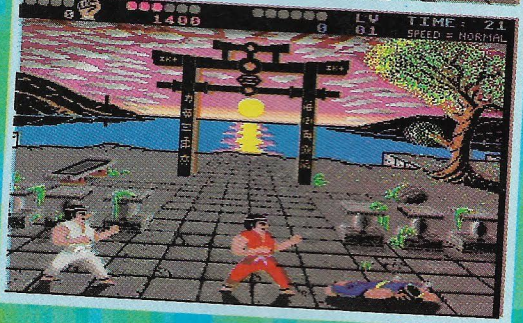
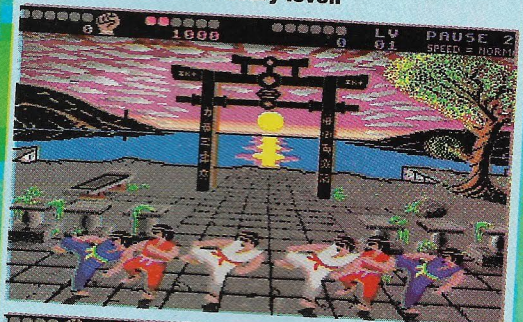
SEGA MEGA DRIVE

There must be hundreds, nay thousands, of you who dashed out to buy this when it was released a while back. So, if any of you have still failed to complete it, here's a cheat to help you. If you press Up, Down, Left, then Right, hold down button A and press START (on the title screen), you will be able to skip to any level of your choice - great eh? Thanks must go to John at Fantasy World in Stevenage for that one. Cheers mate!

## IK+ - HIT SQUAD



Nice little tipette here for one of the all-time greatest beat'em-ups. When you've been knocked over, press the space bar to pause it and then press fire. Now you can no longer be touched. Ha! Great stuff! However, you must repeat the cheat on every level.



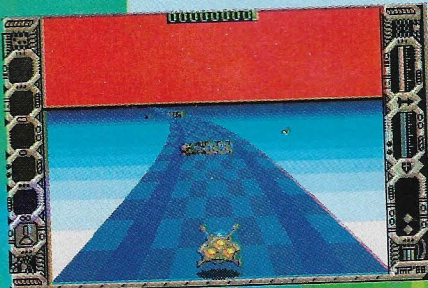
## ELIMINATOR

HEWSON



An old game, but a real goodie - especially on the ST. Once the game has loaded, press help and enter the following passwords to skip to later levels.

- |                 |                  |
|-----------------|------------------|
| Level 2: AMOEBA | Level 9: HANDEL  |
| Level 3: BLOOP  | Level 10: ICICLE |
| Level 4: CHEEKI | Level 11: JAMMIN |
| Level 5: DOINOK | Level 12: KIKONG |
| Level 6: ENIGMA | Level 13: LAPDOG |
| Level 7: FLIPME | Level 14: MIKADO |
| Level 8: GEEGEE |                  |



## SHINOBI

SEGA ARCADE UNIT

It's not often that someone sends us a cheat that can be used on an arcade machine! I was so intrigued by this from Stephen 'Rusky' Russell from Middlesex that I just had to print it!

Apparently - I haven't had the opportunity to try it - you have to quickly put

another 20p in when you've died and then press the one and two-player buttons simultaneously before the continue timer reaches 0. Game Over will then come up on the screen, and Shinobi will begin.

All being well you should have infinite lives. Young Rusky swears it works.

## MICKEY MOUSE II

NINTENDO GAME BOY!

Jason Quest from somewhere with an unusual name has kindly informed me that he has completed Mickey Mouse II in a mere three days. What a complete and utter hero! Fortunately he has provided us with all of the level codes, so you too can complete this mediocre platforms game!

- |                |                |
|----------------|----------------|
| LEVEL 1: TIME  | LEVEL 15: ZERO |
| LEVEL 2: TEST  | LEVEL 16: FIRE |
| LEVEL 3: GAME  | LEVEL 17: ROOT |
| LEVEL 4: SHIP  | LEVEL 18: READ |
| LEVEL 5: RACE  | LEVEL 19: TAPE |
| LEVEL 6: WORD  | LEVEL 20: UNIT |
| LEVEL 7: SHOP  | LEVEL 21: SONG |
| LEVEL 8: SIZE  | LEVEL 22: TYRE |
| LEVEL 9: QUIZ  | LEVEL 23: LOVE |
| LEVEL 10: DOLL | LEVEL 24: NOTE |
| LEVEL 11: DATE | LEVEL 25: JAZZ |
| LEVEL 12: ZOOM | LEVEL 26: HELP |
| LEVEL 13: DISK | LEVEL 27: KING |
| LEVEL 14: GOLD | LEVEL 28: GIFT |

## LEMMINGS

PSYGNOSIS



So many people keep telling us about this cheat but I haven't got a clue what it actually does! Apparently, if you type FQUIGGLY on the title screen it activates the cheat mode. Wow, great. Try this, then work out what it's actually done. Anything? If you know, tell us! Something must happen cos so many people have written in telling us about it!





# SHADOW DANCER PLAYER'S GUIDE

*Dancing in the shadows is quite a hobby of mine so this game turned out to be the ideal choice for me, even if it has nothing to do with the Hot Shoe Shuffle... (Just get on with it - Ed.)*



## THE WATERFALL

Perhaps one of the hardest levels of the game is the waterfall section, this is due to the fact that if you put one foot wrong you can fall either back to the bottom or to your untimely demise

## MEANIES - DO THEY EVER GIVE UP?

**Stage 1.3** - A rather weak but large man stands between you and level two. He'll throw bouncing balls in your direction. Duck to avoid these or jump over them. His shoulder is the weak spot on his body

**Stage 2.4** - A train makes its way towards you and this must be shot at the front. A gun moves up and down and this is the only place where it can be shot

**Stage 3.4** - The well built woman has a shield generated in front of her. She will rip pieces of the scenery away and throw them at you. When she does the shield will drop and you can blast away

**Stage 4.4** - The final nasty who stands between you and completion of the mission is actually rather easy to defeat. Once he appears from inside his protection bubble blast him with everything you have until he curls up and dies

## GENERAL TIPS

- 1 The dog is extremely useful as he can leap onto an unsuspecting guard with ease
- 2 The end-of-level meanies are best killed using any ninja magics that you possess and then shoot at the flashing bit until it blows up
- 3 Take your time through the levels as many nasty people have a habit of jumping up at you or appearing directly in front of you
- 4 If a detonator is guarded well on the floor above don't be afraid to go backwards as this is usually the safest direction to go
- 5 On the bonus stages the ninjas follow a set pattern. Try to learn these and the extra lives'll be yours



**7** The swordsmen can be killed with ninja magics as they would be very hard to kill otherwise

**8** Take your time when collecting the last detonator as there are two men guarding it. If you have one, a ninja magic would be the easiest option

**9** Prepare for the final level before one mega-meanie at the end of the game. This is impossibly hard to beat, so good luck!

**6** Jump up and chop the first man before ducking the shots from the other two. Shoot the lowest of these first, then set the dog onto the remaining one

**5** This shield thrower is a real pain. You should jump and fire when you are on the platform at the same height. Hurry, and the shots will hit him as he appears

**1** Don't worry about Rover if he falls as he will appear a few seconds later, jumping in from the top of the screen

**2** A rather unfriendly chap will be standing here, throwing fire bombs onto the platform to the left. Jump up and kill him when the flames disappear

**3** To kill this annoying sniper just set the dog on him and shoot him when he is battling with the mutt

**4** Shoot the man with the shield before jumping up and across to get the detonator. To do this you should duck and fire



# GHOST BATTLE PLAYER'S GUIDE



**Being a strapping young barbarian isn't all it's cracked up to be, especially when your girlfriend's been nabbed by some evil chappie. Off you go and rescue her, there's a good boy. Level One coming up...**

Shooting the plant creature here is recommended. It conceals a bomb in its back to your advantage. These come in very useful later on in the game.

You will have to lead the guards here before going to the right as the ugly, screaming bloke has to be killed. He holds the key to the exit of the underground section, so to kill him either lob a bomb at him or blast him repeatedly.

Spiders when on the ground and you must jump over them as they may end up impaled on top of one, just like when you're bumping them is really easy. As they fall you'll blow the floor, jump and you will sail over them.

These eyes are a real pain but they are still very easy to get past. It's all about wasting the amount of energy you lose will be equal to a minimum. Warning: Once you have passed them, it is impossible to get back.

If you want to rid yourself of the very pathetic little rocks you've been throwing, run over here and shoot another bouncing man. He will give you an axe for your troubles. These weapons are more powerful than the rocks.

Spiders are quite annoying as you have to bend down to shoot them. They must be far away for you to reach them with your shots or you will have to jump over the arachnids.

These spikes and slights are deadly. Jump over them as they are halfway into the ground again. Luckily there are only two.

Patience and timing is required for you to cross the water because it is very easy to fall in if your concentration falters a second.

Bouncing bunnies are all you have and luckily they are very easy to pass. Don't try going under them for as long as possible. Stand around a while to catch the bunnies until they pass you at least 15 feet.

Green heads fly above you and spit rocks down onto you. They don't make you lose much energy and the really patterned ones you will hang around to shoot. Castshot them.

Before you go to the second level you must kill 16 rather large birds. They will fire small hot balls at you which are deadly on touch. Lob the bomb and the bird will stop dead and fall to the ground. Strength is important.





# WARZONE PLAYER'S GUIDE

Core has produced yet another cracking game for you to enjoy. This classic shoot'em-up is one of its hardest to date, but with the help of this guide you'll be able to progress further than ever before. So duck those bullets and pull that trigger...



**7 Train:** Stand at the bottom of the screen on the left hand bridge and fire directly upwards. Remember to move up occasionally to avoid the rockets which are launched if it takes you too long

**6 Machine-Gunners:** Although these are your bog-standard soldier, they are also a severe pain in the botty. They fire downwards, but break off every three bullets allowing you to blast them

**5 Tents:** These are, for some reason, rather more solid than the huts. This time, though, the non-too-clever soldiers lurking inside run straight out towards you. Stand directly below and fire constantly until the tents explode

**4 Barrels:** Some of these hold useful items - weapons, first-aid packs and such like - that can be picked up. Shoot each one you come across to find out whether or not there is something hidden inside to be grabbed

**3 Eight-Way Guns:** These fire three bullets at you wherever you happen to be. When they break from firing run at them and attack!

**2 Huts:** Some enemy wimps have hidden inside these wooden huts and refuse to come out. They fire diagonally out of the windows but you can destroy the hide-out by shooting it either from directly below or from the side

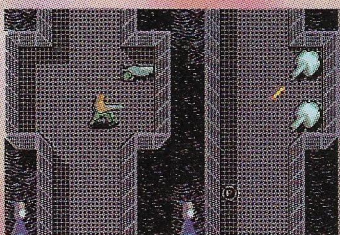
**1 Bushes:** Some of the enemy are really cunning and hide in the bushes. Fortunately, they ruin their disguise by launching a constant hail of machine-gun fire at you. Keep moving and shooting at them while avoiding the bullets



**8 Logs:** These roll down the screen after appearing and cannot be destroyed in any way. Therefore this hazard must be avoided



**9 Rocket Launcher:** These troops carry huge weapons on their shoulders, but they won't actually harm you if you stand as far away as possible while shooting them



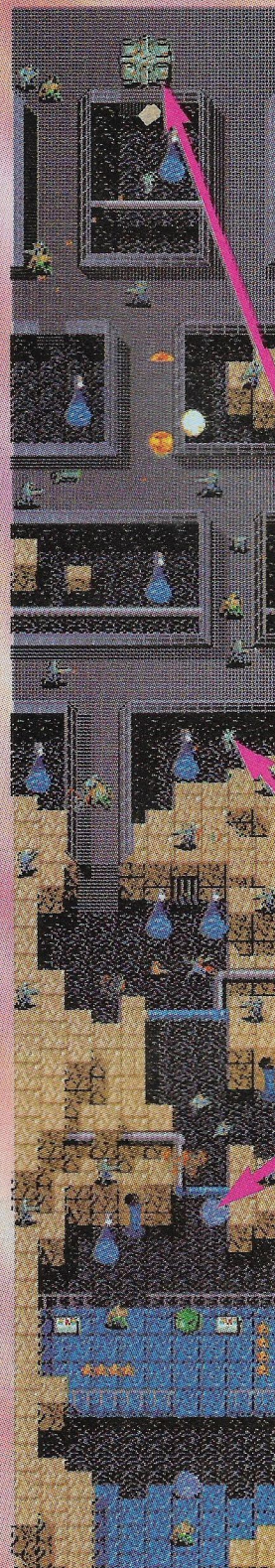
**10 Armoured Guns:** These fire diagonally downwards and the easiest way to destroy them is by shooting from the side at the opposite edge of the screen. However, this isn't always possible



**11 Tanks:** These are really easy to destroy as the rockets don't reach you no matter where you stand. Take them out from either the bottom or the side of the screen



**12 Helicopters:** Their guns are set on constant fire and you must shoot back with equal determination. The stream of bullets is aimed at your current position so don't stand still



**16 Tank Two:** These fire in a rotary formation through the four corners but they only use normal bullets. They don't have to be destroyed but there's a smart bomb in it for you if you do!

**15 Eight Way Gun:** When they break from firing, run at them and give them what for!

**14 Toxic Waste:** This floats around in the water and will reduce your energy if you touch it. However, if it doesn't move it won't kill you

**13 Rotary Gun:** This lays down a carpet of bullets covering half the screen. Stand just to the side at the bottom. When it fires, move towards it and shoot constantly





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# G A L L U P C

**W**hat is it with the Dizzy Collection, eh? Why is it like a yo-yo bouncing to and from the top of each of the 8-bit charts? I'm not knocking the games, they're very playable and stunningly addictive, but they must have been bought by everyone by now!

Krisalis' officially endorsed footy game, **Manchester United Europe**, has stormed to the top of the Amiga and ST charts. This proves that the Reds are without a doubt the most popular football team in Britain (that's your opinion! - Ed). The game is rather good.

Rainbird's **Flames of Freedom** has smashed in at number two in the ST chart and John has been



slaving away for the last couple of days at a player's guide which will be winging its way to you soon - as long as he can complete one island that is!



Irem's **R-Type** is at the top of the Game Boy chart in the US and I have to admit that it isn't half bad for a Game Boy. The clone of **Midnight Resistance**,

1	★	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
2	▼	<b>F15 STRIKE EAGLE 2</b> House: MICROPROSE Team: MPS LABS
3	◆	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
4	▲	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
5	▼	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
6	▼	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
7	▲	<b>TOKI</b> House: OCEAN Team: OCEAN FRANCE
8	▼	<b>SWITCHBLADE 2</b> House: GREMLIN Team: G ALLEN AND P GREGORY
9	▲	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
10	▼	<b>HEROQUEST</b> House: GREMLIN Team: 221B

1	★	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
2	★	<b>MIDWINTER II</b> House: RAINBIRD Team: MIKE SINGLETON
3	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
4	▼	<b>HEROQUEST</b> House: GREMLIN Team: 221B
5	◆	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
6	★	<b>OIL IMPERIUM</b> House: RAINBOW ARTS Team: IN HOUSE
7	★	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
8	★	<b>SUPERCARS 2</b> House: GREMLIN Team: MAGNETIC FIELDS
9	★	<b>F19 STEALTH FIGHTER</b> House: MICROPROSE Team: MPS LABS
10	▼	<b>PRO TENNIS TOUR 2</b> House: UBI SOFT Team: BLUE BYTE

1	◆	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
2	★	<b>CREATURES</b> House: THALAMUS Team: APEX BROTHERS
3	▼	<b>NORTH AND SOUTH</b> House: INFOGRADES Team: IN HOUSE
4	★	<b>SUPER MONACO GP</b> House: US GOLD Team: ZZKU
5	◆	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
6	★	<b>HOLLYWOOD COLLECTION</b> House: OCEAN Team: VARIOUS
7	▼	<b>SUPREMACY</b> House: VIRGIN Team: PROBE
8	★	<b>SCI</b> House: OCEAN Team: ICE SOFTWARE
9	▲	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
10	★	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP

1	◆	<b>HEROQUEST</b> House: GREMLIN Team: 221B
2	▲	<b>VIZ</b> House: VIRGIN Team: PROBE
3	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
4	▲	<b>F16 COMBAT PILOT</b> House: DIGITAL INTEGRATION Team: DI
5	▲	<b>ROBOCOP 2</b> House: OCEAN Team: SPECIAL FX
6	▼	<b>MULTI PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE
7	★	<b>NAVY SEALS</b> House: OCEAN Team: IN HOUSE
8	★	<b>SUPER MONACO GP</b> House: US GOLD Team: ZZKU
9	▼	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
10	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE



are charts exclusively from Gallup

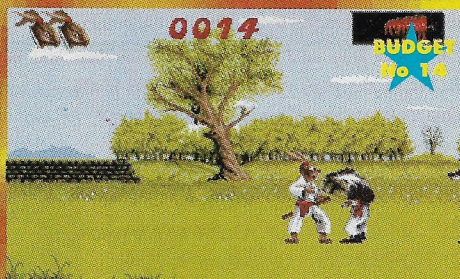
# H A R T S

Operation C manages to hold on for another week.

The popularity of games written by Probe is finally beginning to wear off. **Turtles**, **Back to the Future 3**, **Viz** and **Supremacy** are all running out of steam, thankfully as these are the worst games from the programming team.

Compilations are definitely in vogue at the mo with no less than six in all the charts alone. With more on the way it looks like a good summer sales wise.

CodeMasters games are dying. With the highest game being only number four on the budget chart we can safely assume that they are going through a bad patch. One of our old player's guide games, **Ninja Rabbits** is new at number 14.



With no big new releases until September we can expect a lot of re-entries over the summer months much to the disgust of everyone.

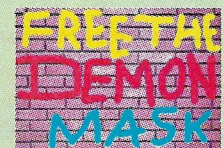
## TEAM TALK

Not much has happened once more this week. What a boring life we lead, eh? But we have to get the work done before our free time begins, or you wouldn't have a mag to read! (But of course! - Ed)

John thinks that Whirlwind Snooker is the best thing around at the moment and says that it will be for a long time yet. He has the best ball control in the business.

Nick's been playing Nebulus 2 which looks to be the greatest platform game since Gods. Sounds like a goodie so look out for a review soon!

Thankfully the heat has died down a bit making everyone - especially Alex - slightly less irritable. Roll on winter!



1	▲	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
2	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
3	★	<b>HEROQUEST</b> House: GREMLIN Team: 221B
4	★	<b>POWER UP</b> House: OCEAN Team: VARIOUS
5	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
6	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
7	★	<b>PREDATOR 2</b> House: IMAGEWORKS Team: ARC
8	★	<b>DAN DARE 3</b> House: VIRGIN Team: PROBE
9	★	<b>SEGA MASTER MIX</b> House: US GOLD Team: VARIOUS
10	★	<b>FISTS OF FURY 2</b> House: VIRGIN Team: VARIOUS

1	◆	<b>R-TYPE</b> House: NINTENDO Team: IREM
2	▲	<b>MEGA MAN WORLD</b> House: NINTENDO Team: CAPCOM
3	▲	<b>CASTLEVANIA 2</b> House: NINTENDO Team: KONAMI
4	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: NINTENDO Team: KONAMI/ULTRA
5	◆	<b>METROID 2</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
6	▲	<b>OPERATION C</b> House: NINTENDO Team: KONAMI
7	▼	<b>GARGOYLES QUEST</b> House: NINTENDO Team: CAPCOM
8	▼	<b>NEMESIS</b> House: NINTENDO Team: KONAMI
9	▼	<b>DOUBLE DRAGON</b> House: NINTENDO Team: TRADEWEST
10	◆	<b>ULTIMA: RUNES OF VIRTUE</b> House: NINTENDO Team: FCI

1	◆	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
2	★	<b>PROFESSIONAL FOOTBALLER</b> House: D&H GAMES Team: IN HOUSE
3	▲	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
4	▲	<b>QUATTRO CARTOON</b> House: CODEMASTERS Team: VARIOUS
5	▼	<b>MAGIC LAND DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
6	▲	<b>SPIKE IN TRANSILVANIA</b> House: CODEMASTERS Team: IN HOUSE
7	▼	<b>DOUBLE DRAGON</b> House: MASTERTRONIC Team: BINARY DESIGN
8	▼	<b>MULTIMIXX 1 GOLF</b> House: KIXX Team: ACCESS
9	▼	<b>DIZZY PANIC</b> House: CODEMASTERS Team: OLIVER TWINS
10	★	<b>FANTASY WORLD DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
11	★	<b>TREASURE ISLAND DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
12	◆	<b>CAVEMANIA</b> House: ATLANTIS Team: IN HOUSE
13	▼	<b>QUATTRO COIN-OPS</b> House: CODEMASTERS Team: VARIOUS
14	★	<b>NINJA RABBITS</b> House: MICRO VALUE Team: IN HOUSE
15	▼	<b>XENON 2</b> House: MIRROR IMAGE Team: BITMAP BROTHERS

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

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



# EXPRESS YOURSELF 3!

## THE RETURN OF THE SEQUEL

**W**e at *Games-X* try hard to give you the kind of magazine you want. We use these surveys to assess the type of readership *Games-X* has, and then attempt to adjust the content of the mag accordingly.

Over 800 people responded to our last survey, Express Yourself – The Sequel. With the results of that *Games-X* has tried to build in additional pages to cater for what is becoming a more varied readership.

Fill this in and return it to the address below and you could win yourself one of 50 T-shirts. Send it to:

**Express Yourself 3, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

### 1. How old are you?

- Up to 12       12-14  
 15-19       20-25  
 26-35       36-50  
 over 50

### 2. Are you a student/at school?

- Yes       No

### 3. If not, what is your occupation?

.....  
 .....

### 4. Which computer/console do you own?

- Amiga  
 Amstrad CPC  
 Archimedes  
 Atari Lynx  
 Atari ST/STE  
 BBC Micro/Acorn Electron  
 Commodore 64  
 Nintendo Game Boy  
 Nintendo Entertainment System  
 Nintendo Super Famicom  
 PC Compatible  
 PC Engine  
 Sega Game Gear  
 Sega Master  
 Sega Mega Drive  
 Spectrum  
 SAM Coupé

### 5. Which computer magazines do you regularly buy?

.....  
 .....  
 .....

### 6. What types of games do you like?

- Action games (eg, shoot'em-up, platforms)  
 Adventure games  
 War/strategy games  
 Simulations  
 Role-playing games (RPGs)  
 Puzzle games (eg Tetris, Puzznic)

### 7. What proportion of the games that you buy are budget and full-price?

- |            |                          |                          |                          |                          |
|------------|--------------------------|--------------------------|--------------------------|--------------------------|
|            | 25%                      | 26-50%                   | 51-75%                   | 76-100%                  |
| Full price | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Budget     | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

### 8. How do you rate – Great to Naff – the following *Games-X* articles?

- |                          |                          |                          |                          |                          |                      |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|----------------------|
| Great!                   | Good                     | Average                  | Poor                     | Naff!                    |                      |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | News                 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Game of the week     |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Game reviews         |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Feature              |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Interview            |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Poster               |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Dr X's clinic        |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Player's guides      |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Tip X                |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Console Connexions   |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | C64 page             |
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| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Charts               |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | X-it                 |

### 9. What are your three favourites from the above articles?

List them in order of preference

- 1 .....  
 2 .....  
 3 .....

### 10. How many people read your copy of *Games-X* (including yourself)?

- Just myself  
 Two including myself  
 Three including myself  
 Four including myself  
 More than four

### 11. Tick three of the following as your main reasons for buying *Games-X*.

- Price  
 Up to date  
 Weekly  
 A good read  
 Attractive layout  
 Adverts  
 First with reviews  
 Detailed info  
 Fun

### 12. Have you bought any games after seeing adverts or reviews in *Games-X*?

- I have bought games by mail order  
 I have bought games from a shop  
 No *Games-X* has not influenced me

### 13. How often do you buy games for your machine?

- More than once a week  
 Once a week  
 Once a fortnight  
 Once a month  
 Less

### 14. How much do you spend on software each month?

- nothing  
 up to £25  
 up to £50  
 more than £50

### 15. This is issue 14 of *Games-X*, how many of the last 10 issues have you bought? Tick those issues you purchased.

- Issue 4 DMA Design interview  
 Issue 5 The cost of games feature  
 Issue 6 Games for girls feature  
 Issue 7 Magnetic Fields & Lotus 2  
 Issue 8 Chicago CES show report  
 Issue 9 Multi-player games  
 Issue 10 Mario Vs Sonic  
 Issue 11 Grey import feature  
 Issue 12 Fun in the sun  
 Issue 13 Bart Vs the Space Mutants

### 16. How did you find out about *Games-X*?

- Stumbled on it in a newsagents  
 Through a friend  
 Preview copy in another mag  
 Advert in ST Action  
 Advert in Amiga Action  
 Advert in another mag  
 Advert on TV

### 17. Should *Games-X* have any more cover mounted disks?

- Yes       No

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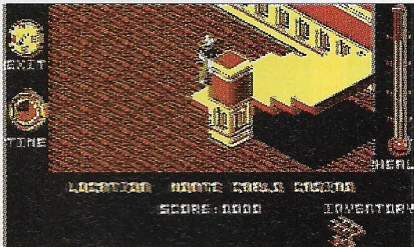


**Attention Commodore 64 owners! This page has been devoted to you, and we've got hot news on Indy 4, so don't turn the page, whatever you do!**

**T**his week's C64 column is packed with reviews of the latest games, so read on to discover the GX verdict and also some handy hints for popular 8-bit games...

### INDIANA JONES IV

Lucasfilm has already started the Indiana Jones and the Fate of Atlantis adventure, and now US Gold is progressing nicely with the 64 version.



The fourth episode is promised to include more depth than the past adaptations, and is going to be a 3D isometric arcade adventure.



You can play the part of either Indy or his new sidekick, Sophie Haggood, in an attempt to seal the fate of Atlantis.

### ATOMINO

After the success of the 16-bit version, Psygnosis has finally announced the release of the molecule puzzle game, Atomino.

The game is set against the clock, and you must construct groups of molecules using the atoms you're provided with. The game will also feature bonus levels that add more variation.

Due for an imminent release, Atomino is going to be available on cassette and disk, costing £9.99 and £14.99 respectively.

### THE GAMES: SUMMER EDITION KIXX £2.99 OUT NOW

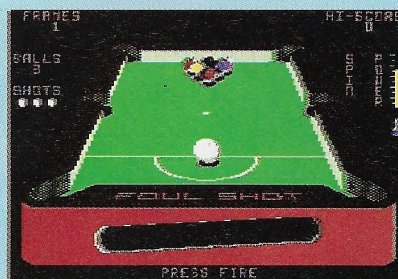
**Y**up, more joystick waggling in the vein of Daley Thompson's Decathlon! Actually, the only event to include intense joystick destruction is the 400m hurdles.

Other events include diving, a fairly boring adaptation of the popular water sport. Archery is a game of skill rather than stamina, as are both the uneven parallel bars and the rings.

The pole vault is a tough event to master; the same applies for the graphically impressive cycling and the hammer throw.

Up to eight players can compete at

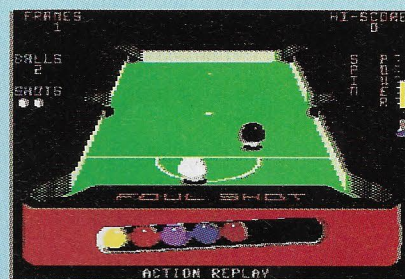
### AMERICAN 3D POOL ZEPPELIN £2.99 OUT NOW



**P**ool, Billiards and a trick-shot simulator have all been included in American 3D Pool. There is also an option for either a one or two-player game.

Pool can be played versus the computer, which has nine difficulty settings. Billiards is a game played with three balls - two cue balls and one red.

To score points, you must hit your



American 3D Pool is an excellent simulator that incorporates Pool, Billiards and a superb Trick shot editor that lets you plan your shots

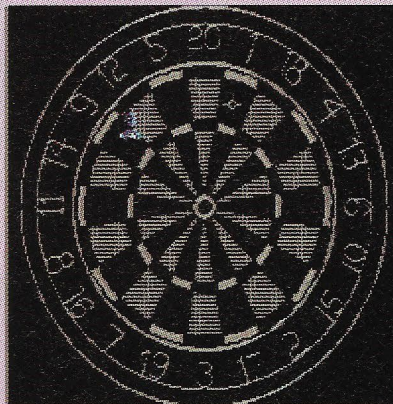
opponent's cue ball and/or the red in various combinations.

Lastly, the trick shot simulator is a simple but fun sub-game that allows you to plan or play previously constructed trick shots.

Individual joysticks are required for each player.

**X-RATING: XXXX**

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



Jocky Wilson's Compendium of Darts includes six different arrow events, but sadly you have to provide your own beer-belly!

**D**art games have been extremely popular on the 64, starting off with the excellent budget game 180 many years ago. Now, Zeppelin brings you Jocky Wilson's own compendium of darts, which includes matchplay

501 darts, football, dart bowls, scam, shanghai and ten dart century.

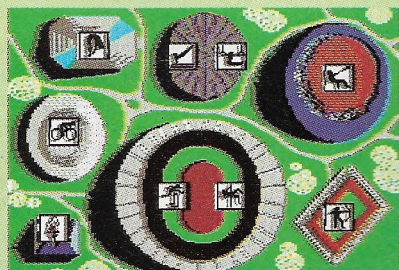
Obviously, the 501 is your basic game of arrows, football is a simple game, the winner being the one scoring the most 'goals' by hitting doubles.

Dart bowls is pretty dull and boring, Scam is an inventive two-player game and ten dart century is a race to score exactly 100 points with 10 darts.



And it's Jocky to the oche with three darts to throw. You managed to muster up a mere 48 against Jockey's mighty throw of 140!

**X-RATING: XXX**



Participate in any of the eight events

any one time, with the joystick or keyboard being used for control.

**X-RATING: XXXX**

### MINI-TIPS

#### RED HEAT - OCEAN

Type 'Poke 3108,165' before you begin loading the game and you will be blessed with infinite Arnies with which to defeat the enemy.

#### R-TYPE - ACTIVISION

Games-X has received bundles of letters asking for tips for the C64 version of this shoot'em-up, so here we are. To gain infinite lives, type 'Poke 13140,173' before loading the game, or for unlimited time, enter 'Poke 13054,173', once again before you boot up the game.



# ARCADE EXTRAVAGANZA



**Spectacular airborne evasion in Thunder Blade. Someone has obviously got to grips with this one**

**Getting away from it – the exclusive Games-X cure for sun, sea, sand and holiday tummy has arrived. Slot in your credits and read on...**

**W**hile on holiday in sunny Gran Canaria – a little piece of Spain off the coast of Africa – we did not sunbathe our time away, instead we checked out the arcades to see what was on offer for the games player abroad. So here it is, the world's first video player's guide to gaming in the Canary Islands.

Our initial thought was that the arcade scene had been frozen in time for around two years. Some newish games are hitting the market, but at the moment tourists and Spaniards alike are enjoying various gems that can also be found right here in Blighty.

In Spain, the name for games is undoubtedly Sega, which is dominating the arcades. Driving games are in abundance, the finest being

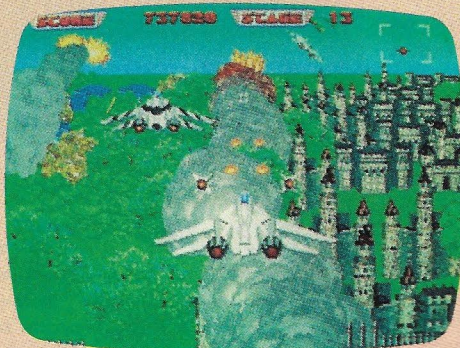


## Super Monaco Grand Prix and Out Run.

The former takes you through the streets of Monte Carlo behind the wheel of a Formula One racing car. A preliminary race enables you to test your driving ability as well as qualify for a place on the starting grid in a Grand Prix.

By finishing third or higher, there is continued play on the track but in wet conditions it's a stiff challenge. The air drive suspension system creates a realistic experience – you feel every turn, bump and curve. An authentic Formula One wing shift system is available if you fancy a four or seven speed manual transmission instead of the automatic gear change.

**Out Run** is a simpler road racer with five stages. Each stage has its unique surprises – you need good concentration and reflexes to negotiate the



**You too can be like Tom Cruise in After Burner, an all-action combat flight sim**

sudden curves, obstacles and lane changes. This is your chance to drive a high performance car within a fine game. Well worth a try.

Two flight-action simulators proved popular in the Canarian arcades. **Thunder Blade** features a fully armed jet helicopter gunship engaging hostile fire from an assortment of surface and aerial targets. You command the craft through alternating horizontal and vertical perspectives using realistic controls for lift-off and landing, as well as steering left and right.

The throttle lever allows you to accelerate or hover while winding through the training mission and four increasingly challenging gunship raids. All controls, including trigger and missile launch, respond with simultaneous on-screen movement for complete pilot control.

**After Burner** is the forerunner to G-Loc – a game that you may be more familiar with. This combat flight simulator in the Top Gun mode puts



**A big and chunky machine.**

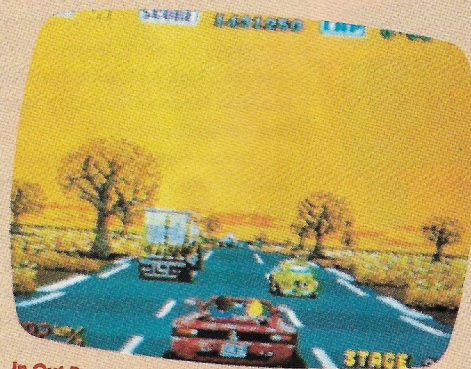
**Guaranteed to sort the men out from the boys**

you in control of an F-14 Tomcat through a series of challenging dogfight situations.

At your fingertips are controls for machine-gun fire and missiles with a lock-on target feature. The cockpit capsule banks in all directions, providing full motion sensation as you complete intricate manoeuvres in the quest to be best.

Finally, a game for the potential pugilist, **Heavyweight Champ** – a must for boxing fans. Pit your skills against three high-ranking heavyweights, but be prepared for a pasting. This game is very addictive, so if you like a bob and a weave or a jab and a hook then have a bash at a knockout challenge.

There you have it, boys and girls. The definitive run-down of the hottest games in the Canaries. Remember, they can all be found in Britain too – so don't waste any credits on plane fares!



**In Out Run, a cool dude and chick follow the grey and white brick road**



**September** – Astralius [CD], Davis Cup Tennis, Impossamole, Gunboat.

**October** – Panza Kickboxing, It Came From the Desert [CD], Silent D'Buggers, TV Sports: Hockey, Falcon.

**November** – Addams Family [CD], Darkwing Duck, Champions Forever Boxing, Shadow of the Beast [CD].

**December** – Lords of the Rising Sun [CD], Loom [CD].

### STRIDER HINTS AND TIPS

To get through level five, you need to cling to the bottom portion of the screen and move carefully to avoid the spikes.



Before getting on the bottom part, grab onto the top and move right a little bit. Kill the two walkers on the bottom then backtrack to the left and begin moving along the bottom area.



Don't do any wild jumps or you'll go flying off into space. Continue to cling to the wall and you'll eventually reach the gravity pod, one of the main guardians you must fight on this level.

### TAITO IN A HUFF

Strange isn't it? Sometimes you wonder why certain games don't appear on certain consoles, why certain companies do not support certain consoles and so on ad infinitum.

Take Taito, for example. Until recently it had apparently, ignored the PC Engine. Not so, it seems. In fact the company has been falling over itself trying to get its games onto the machine. So what's the reason for the discrepancy?

Apparently Taito has had a tiff with NEC in Japan. So now both parties are sulking with each other. However, as soon as third party outfit, Working Designs, stepped in Taito gave it a host of PC Engine games like a shot.

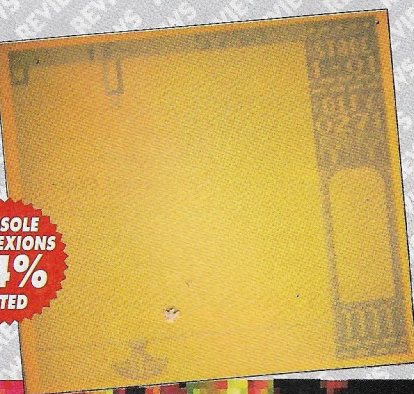
Daft, I call it. There are an initial two titles (un-

## GAME: QUARTH MACHINE: GAME BOY PRICE: £21.00 SUPPLIER: PC ENGINE SUPPLIES

**Q**uarth is a new puzzle game in the tradition of Tetris. A total of 10 different odd shaped block patterns fall from the top of the screen. The object of the game, as in Tetris, is to stop them from reaching the lower edge of the play area.



CONSOLE  
CONNEXIONS  
**74%**  
RATED



named) on the way with an option for six or seven more. One of the titles is slightly dubious – on political grounds, say my sources. Among them are some tempting RPG titles.

### CASTLE OF ILLUSION HINTS & TIPS

Max out your lives! Play the game until you are on level 2-2. Just before you get to the exit, you'll see a jack-in-the-box. Kill him and walk to the left and you'll get a bag of power-ups and 1,000 points.

Now walk back to the right and stop at the question mark. Go back to the left and get another 1,000 points. Mickey gets an extra life every 50,000 points so repeat this trick until you have ten lives, then away you go.

### WANNA JOB?

Activision is interested in hiring an artist to create graphics for a new video game. This game will feature the use of images captured from video. Activision need someone who knows Photoshop (MAC) and has

experience working with natural images. Experience shooting video and working with UNIX is also a plus.

This is an immediate contract position in the San Francisco Bay area in the California that could lead to a permanent position. Contact Keith Kirby on 0101 415 617 8023 – this is a United States phone number so be warned.

Thanks to:

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

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

Our grateful thanks also goes to Paulus "The Wood Gnome" Rigby, who after several weeks of great console columns, has decided to venture forth to forests anew, never to cast a shadow in our glades again.

Next week Alex "I beat Sonic the Hedgehog in two days" Simmons takes the helm of Console Connexions to add his own brand of humour to the wide world of consoles – watch out all you Lynx owners.

## GAME: ADVENTURE ISLAND MACHINE: PC ENGINE PRICE: £35.00 SUPPLIER: PC ENGINE SUPPLIES



CONSOLE  
CONNEXIONS  
**77%**  
RATED

**A**dventure Island, from Hudson Soft is a sideways scrolling action/adventure game with those cute graphics that we all know and love/hate, depending on your gaming tastes. If you are familiar with the Wonder Boy series then this game should be familiar.

Items can be collected during your travels, some of them are deposited by slain enemies. You can toggle to a menu screen, which pauses the action, to use items in certain areas. For example, a key to open a door to enter a room or corridor, or a heart to increase your life force.

In Adventure Island you must hunt after the evil Witch Doctor who has kidnapped Princess Leilani. There are plenty of enemies to keep an eye out for

including skeletons, clouds that drop fireballs, raging octopi, and so on.

Overall, what makes this game appealing is the gameplay – it keeps you coming back for more, time after time. The graphics are average, as is the music, but they are good enough not to really detract from the game. Not bad and recommended for quest freaks.





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# CLASSIFIED ADVERTS

This is the space in the magazine where you can advertise any bits and bobs that you don't want or need anymore.

If you're changing your machine or you've finished a console game then why not give other readers a chance for a bargain and make some cash in the process?

The only rules are that we do not accept adverts for software - either sales or swaps - on software formats that are copyable - that means disks and cassettes. So if it's software it must be on cartridge. Oh and no trade ads either!

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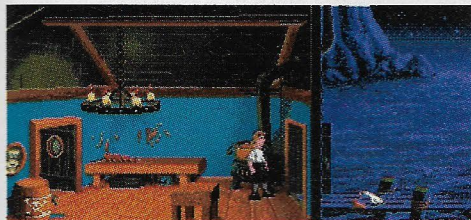


## TROLL FISHING

*I am having trouble getting the fish from the seagull in Monkey Island. Reading your player's guide the only way to get past the troll is by giving him the fish, but I can't get it. I have jumped on the wobbly plank but I have never had time to change options. Do you have any suggestions on how I can get past the troll please?*

**Thomas Ward, Lincoln.**

**Dr X:** You are in fact trying to get the fish correctly. However, there's one small problem. You need to walk on the plank three or four times and each time the bird



As long as you've got faster reactions than my Grandmother you should be able to collect the fish. Simply jump on the plank to scare away the feeding gull

will circle higher and higher. When the gull is in mid-air, switch quickly from 'walk to' over to 'pick up' and click on the fish. Providing your reactions are faster than that of a tortoise with arthritis, you should easily succeed.

## IBM 500

*I have got an Amiga 500 and I was wondering if you could get anything to make it IBM PC compatible and how much does it cost. Also, when is Crude Busters coming out because I've been looking forward to it for ages. Your mag is so brilliant I am going to buy it every week.*

**Craig Reader, Staffs.**

**Dr X:** Why is that if there is the slightest chance of receiving some goodies you always rave on about how good the mag is? Let me get one thing straight. I only award prizes if I am feeling particularly generous, and seeing as this is a very rare occurrence I will not bow down to people slobbering over the mag.

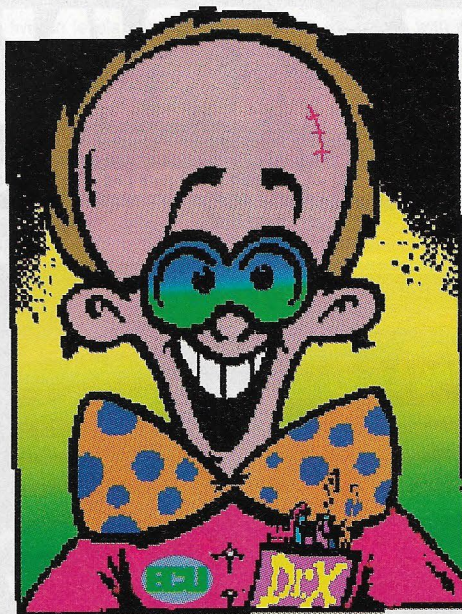
As for an IBM compatible Amiga – not that I've heard of. Of course, if anyone knows of any interface that makes the Amiga PC compatible, let me know. As far as I'm aware the licence for Crude Busters hasn't been taken up, so don't expect a conversion for ages.

## BEAU-TIFUL TIPS

*I have an Amiga 500 and I am desperately trying to get a little further with the coverdisk on issue 10 (Little Beau). Please, please, please can I have a ch\*\*t or tip. I can get to the end of section two on the ice*



Take your time when playing Little Beau. Use your weapon wisely, leap from platform to platform and above all, don't waste time with the arcade machine on the first level



# Dr X

**F**licking through the last few issues of GX I've noticed that the posters are changing from game artwork to piccies of the programmers. Long gone are the days when a programmer was a spotty little oik sitting in his bedroom with a C64 and an inferiority complex. Now we have these intelligent chaps bursting over the centre spread. The question is, would you pin up a spread of five guys huddling in a circle on top of a hill, or would you rather have a picture of an international star like myself? Send in your reply, along with your problems, to Dr X, Games-X, Adlington Park, Europa House, Macclesfield SK10 4NP.

*island but my health always runs out there.*  
**Claire Lavery, Manchester.**

**Dr X:** The coverdisk only featured the first two levels, so what might be happening is when you think you've lost all your life force you have in fact completed the demo. If this is the case a listing of the programmers, designers and so on should appear.

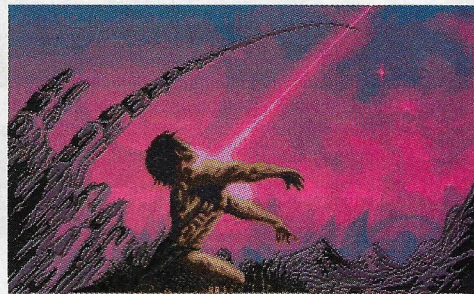
However, if you get stuck on the teddy bear at the very end simply jump over him or, if you so desire, attack with your sword.

## SLOBBERING BEAST

*Please, please, please, please, please, please, please, please, please, please... can you send me your guide for Beast 2?*

**John Souter, Dundee.**

**Dr X:** I've had sooo many letters asking for my excellent Beast guide that I've had to buy up a spare patch of rain



**Yet another sobbing reader pleading for the solution to Shadow of the Beast 2. It's a damn good job that I'm superb at games otherwise half of our readership would be up the proverbial creek without a paddle**

forest to supply the reams of paper needed to print it out. It is for this reason that any request for a guide must be accompanied by crisp 50 pound note.

By the way John, scrawling 'please' all over your letter won't help, it'll just waste your ink!

## SHEEPSKIN UNDIES

*Please could you send me £150 worth of Nintendo softwear (Softwear? Hmm, I thought it was spelt software - X) for no reason whatsoever, no siree.*

**Daire Kane, Eire.**

**Dr X:** You're no relation to David Cockram of Chinley (Dr X issue 10) are you? You both appear to be scavenging little ponces! I'm not sure what you mean by Nintendo softwear. Perhaps a pair of sheepskin undies endorsed by Mario. I think it is pitiful to see someone begging for freebies.

When I was a lad I had to work for a living, and I still do (is that what you call it? – Ed), so why don't you get a job as a paperboy or something? Okay, you may be young, but I was working down the pits at the age of six and that was only my day job! In the evenings...

## MORE SOFTWARE?!

*I have just recently received an Amiga 500 with no software. I'm a great admirer of your magazine and would be very grateful if you could send me any Amiga game.*

**Dr X II, Jarrow, Tyne and Wear.**

**Dr X:** No, no, no! I am not a software house.

## DR X AND FRIENDS



**Roonzo H, aka Rowan Hackett from East Kilbride has sent in this rather excellent cartoon of my good self, and yet again he has thrown a pair of bermudas around my masculine legs. One thing, Rowan, why do you think the squid adds a touch of surrealism?**



# CONSOLE CONNEXIONS

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

**GAME: SAINT SWORD**  
**MACHINE: MEGA DRIVE**  
**PRICE: £36.00**  
**SUPPLIER: ELECTRO GAMES**

CONSOLE CONNEXIONS  
**81%**  
RATED

**T**aito has released this new side scrolling action/adventure game which features detailed, multi-level backgrounds, huge enemy guardians and a quest similar to Rastan.

Get the life capsules, which appear from some of the monsters you defeat, for more energy and search for the stronger swords that will help you as you progress through your quest.

As you journey through each level you will see a clock counting down. Once it reaches zero your hero dies and must begin that level again.

In addition, progress increases your strength and powers. You will see the improvements by the change in colour of your armour, from silver, to a bronzy colour to gold. You can also semi-metamorphose adding various beasts'



limbs to help you overcome certain obstacles. Icons with the beast's shape are collected when you slay certain enemies.

There are seven chapters or levels to Saint Sword. Each level is finite and,

because it involves a certain amount of back-tracking keeps the interest up. Good graphics and sound, although the animation is only average, Saint Sword is, nevertheless, an enjoyable game with plenty of addictive gameplay.

...riding off into the sunset, on his push-bike, scarf trailing behind him, console guru Paul Rigby ponders life while achieving a high score on his cheese and pickle sandwich.

## I DREAM OF GENIE

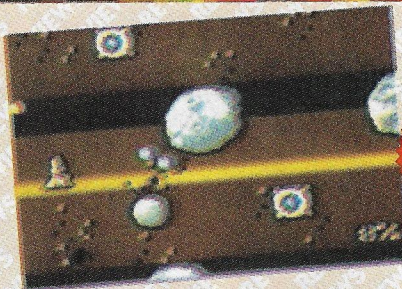
While Acemore get its Nintendo cheat cartridge act together – see exclusive story last issue – Galoob, the American toy company, appears to have come up trumps with its Game Genie, by fending off Nintendo's threatening court action.

The Game Genie, designed by the likely lads at Codemasters here in Blighty, is similar to the Acemore device in that you can merrily cheat your way through any Nintendo NES game. Thus enabling you to get past those tricky bits that have been driving you up the wall.

Nintendo was angered when this device hit the news so it promptly took Galoob, who wanted to sell the thing in the States, to court to prevent it hitting the streets. However, now Galoob has won the case it is free to spread the Game Genie far and wide. Nintendo however, may appeal against the decision.

## NES CHEAT DEVICES – THE FUTURE

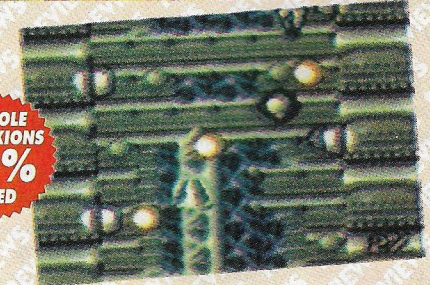
In the meantime Acemore, with its Game Action Replay device, will be all smiles at the court's decision. Acemore initially intended to get official Nintendo approval for its cheat device. However, even if Nintendo give it the thumbs down Acemore may just sell the GAR without Nintendo's approval, with no fear of reprisal.



CONSOLE CONNEXIONS  
**80%**  
RATED

**GAME: HALLEY WARS**  
**MACHINE: GAME GEAR**  
**PRICE: £24.00**  
**SUPPLIER: PC ENGINE SUPPLIES**

**T**here is not a great deal of true blue shoot'em-ups on the Game Gear. There is not a hell of a lot of vertically-scrolling shoot'em-ups on any format. Yet here we have both genre types hitting the Game Gear in the form of Halley Wars from Taito.



The game can be played under different modes selected from the introductory menus. You control a small space ship which flies over planets and deep space while blasting everything that comes towards it. There are a number of asteroids to be destroyed. Other obstacles include comets that stream past you in blue flashes.

Graphics sprites are small but detailed, sound is pretty good. Halley Wars might not be a novel idea but the gameplay is good enough to keep you interested and blasting into the night.

One other scenario is that Nintendo may snap up the Acemore cheat device and sell it as an official Nintendo product. The reasoning being that if such a cheat device is inevitable then why not sell an official device under their own terms, while raking in the profit?

## NEC DEPRESSION

Christmas 1991 will be a decisive period for NEC and

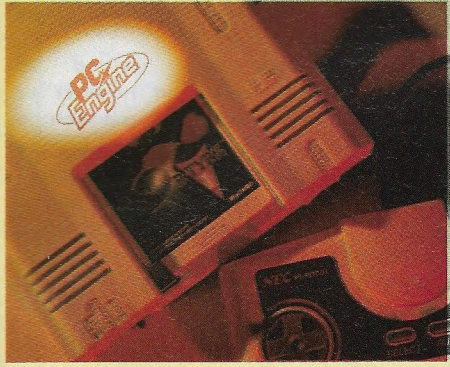
its ailing PC-Engine/TurboGrafx machines. Many gamers from all over the world consider that the machines already have one foot in the grave. Take the States, for example, where NEC distribute the TurboGrafx (the American PC-Engine) machines. Games-X polled many console enthusiasts and received comments such as,

"...NEC has done an absolutely atrocious job of marketing this product. With early aggressive pricing,



particularly on the CD unit, NEC could have owned the market here." and,

"NEC has never seemed to care about market share. The company seemed to be content with



maximizing profit from the first."

But what about the recent price cuts?

"...too little too late." was the general reply.

There is no doubt that Nintendo and Sega are piling on the pressure with their new consoles/CD units, etc. If NEC wishes to stay in the game it had better find some new players. Otherwise it'll be an early bath for NEC.

### SHINING AND THE DARKNESS - HINTS

Well, I don't know how I do it. I amaze myself sometimes. Not only did I bring you an exclusive review of the best RPG ever to hit the Mega Drive, but now I can bring you first hints!

1 - What's the mirror for?

The mirror is used to bounce enemy spells away. After limited use it will need to be fixed, like rings, by Arab.

2 - What's the deal with the knight made of stone on the first level?

Forget the Knight statue on Level One. This is just a prelude to many more who come alive on the later levels of the tower. This one does nothing.

3 - What are those square door-type structures scattered around on the floor of different levels?

Those square doors are fountains. Ignore ALL of the blue ones. Much later you will find the gold water ones. These are neat.



4 - I've got my characters up around level 20. I've seen screenshots from Japanese magazines showing characters up to level 90! Will this game take years to finish? Any general help?

You can finish the game with characters at level 30. On the fourth and fifth levels of the tower, each monster encountered can yield 2-5000 experience points, so my characters were jumping levels like popcorn. Level is not



so important, getting and making the right armour and weapons is though. Search very carefully. Luckily, there are no false walls to confuse you.

The closest things are the living walls (see numero five) in levels four and five, but each is obvious with a shimmering centre giving it away. Exciting non the less, though, eh?

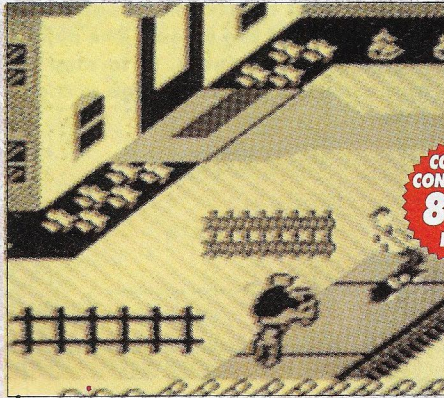
5 - I've even met a wall that grew arms and attacked me!?

Try and kill the wall because it opens another area of the game.

### UPCOMING NEC

Here's a list of the latest NEC PC Engine releases, including those elusive CD titles, that will appear over the next few months. All will appear on card unless stated otherwise.

August - Bonk's Revenge, Yo Bro! [CD & Card], Ballistix, Paradroid.



CONSOLE CONNEXIONS  
83%  
RATED

**GAME: PAPERBOY**  
**MACHINE: GAME BOY**  
**PRICE: £24.00**  
**SUPPLIER: PC ENGINE SUPPLIES**

**Y**es, this classic Atari game has finally hit the Game Boy. Through sleepy eyes, you deliver newspapers to your loyal customers. Sounds easy, but you will need all of your driving skills to navigate past the many hazards that you will face.

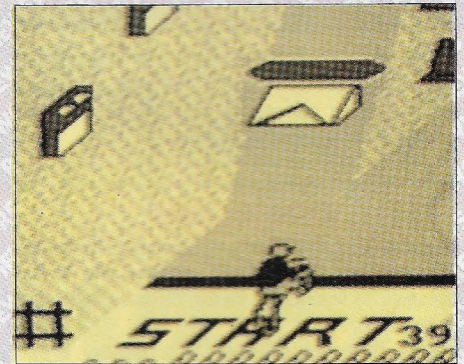
At the end of each day your boss will review your performance. If you did well you get to wake up the next day to do your rounds. If you didn't make the grade

you are out on your ear.

Paperboy is a one or two-player game. Once past the intro you will see a screen showing the route and your customers. The non-customers are then shown so the correct route is as much a memory skill as good bike-riding.

You'll also get points for breaking any non-subscriber's windows, plus bonus points for hitting bins, lamps, bushes and tombstones. Obstacles include workmen, skateboard fiends, trees, lawn mowers, fire hydrants and grates.

Paperboy is a timeless classic that provides many hours of play. It can be a tough challenge too, so you should get value for your money.



CONSOLE CONNEXIONS  
70%  
RATED

**GAME: CASTELIAN**  
**MACHINE: GAME BOY**  
**PRICE: £24.00**  
**SUPPLIERS: PC ENGINE SUPPLIES**

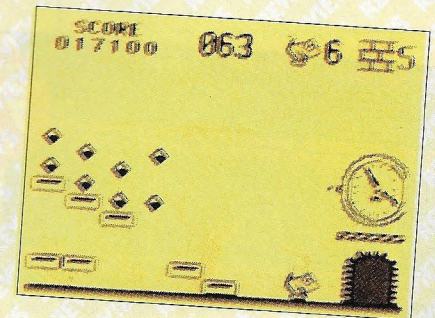
**T**here are eight towers to be demolished before Julius, our hero, can return to his Sunday snooze. You must guide him to the top of each tower to detonate his D-bomb and destroy it.

Your mission begins with Julius at the bottom of the first tower. He can move from ledge to ledge, although some are rather weak. Gravity plays a part in this game it might be difficult to

walk up steps as you may be dragged down again. Jumping up may be easier, while elevators are even more so.

Many obstacles turn up and often your only defence is to run away! When you demolish the tower you can enter a bonus level studded with jewels.

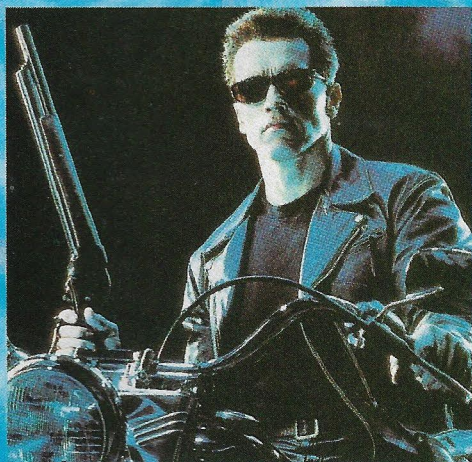
Castelian is the type of puzzle game you either love or hate. I never really got into the swing of things, unfortunately.





# REACH FOR THE SKY

**YOUR CHANCE TO WIN A FAB SATELLITE DISH PLUS OODLES OF OCEAN SOFTWARE**



**T**his time, I promise I won't kill anybody!", mutters Arnie at the outset of Terminator 2. Thankfully, his target is not a living creature - he's out to stop an even more advanced Terminator from assassinating Jon Connor and his mother. Like the movie, Ocean's game is action packed and will have you permanently on the edge of your seat.

In order to celebrate the imminent release of the game, we're offering you the chance to win a state-of-the-art Sky satellite dish.

Instead of receiving just the usual four TV channels, you'll be able to tune into around half a dozen new stations. Naturally, that includes the Sky Movie Channels for all your favourite films!

In addition to the dish, we are also going to give away 25 runner-up prizes. Ocean is soon to release the Rainbow Collection on the Amiga, ST, Amstrad, Spectrum and C64.

The compilation is brilliant and includes Bubble Bobble, New Zealand Story and Rainbow Islands. We've got five copies on each format.

### TUNE-IN...

All you have to do in order to win a fabulous prize is to answer the following three simple questions.

- 1** Bart Simpson Vs the Space Mutants features the antics of America's most outrageous family. How many members of the Simpson family are there?  
A. Four  
B. Five  
C. Six
- 2** Ocean is soon to release a game based around the capers of a certain type of fantasy character. Name the game.  
A. Elf  
B. Ogre  
C. Dwarf
- 3** Ocean is currently working on another major film licence. Featuring excellent 3D graphics, the game follows the adventures of which future law enforcement officer?  
A. Judge Dredd  
B. Batman  
C. Robocop



**"I REALLY NEED A SKY SATELLITE DISH!"**

Answer 1 .....

Answer 2 .....

Answer 3 .....

Name .....

Address .....

.....

.....

Post Code .....

Machine Type .....

#### Rules and regulations

No employees of Interactive Publishing or Ocean Software are eligible to enter. In the event of any dispute the editor's decision is final. No correspondence will be entered into regarding the results of this competition.

All entries should be sent to: Dishing Out the Goodies, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. The draw will take place on the 9th August 1991 and all entries must arrive no later than the first post on that day.



# Sneak Preview

# NEBULUS 2

# POGO-A-GOGO

**Back from retirement Pogo-a-Gogo is out to defeat the evil one known as Uncle. This bad guy has escaped from jail and is now attempting to turn off the air-filtering towers. This Nebulus sequel from 21st Century Entertainments is due out in the autumn and is set to be a winner.**

**H**aving already saved the world once, Pogo had decided to take life a little easier. He had actually handed in his notice to the Tower Destructor Inc. Despite the pleas of his boss, Pogo was determined to quit.

The task had become more and more hazardous and it was only a matter of time before he might lose his life.

So, having collected the compensation for the loss of both his arms, Pogo slid happily into a life of rest and relaxation. Boy, retirement seemed good.

For the next 12 months or so, Pogo found himself drifting in and out of bars. Sure, all the brochures told him how to

grow old gracefully, but Pogo wanted more. It seemed that life was simply passing him by.

As he sat at the bar a familiar-looking figure entered the room. It was a Jewal, one of the most intelligent creatures known to mankind. The Jewal moved closer and greeted Pogo. It was his old boss from the Tower Destruction Inc.

He explained to Pogo that the evil Uncle had escaped from jail and was up to his old tricks.

The Jewal went on to tell him how Uncle had taken over the air-filtering towers and was planning to turn them

off unless the people paid him an unfeasibly large ransom demand.

Pogo listened as the Jewal told him how a map indicating the location of the towers, had been stolen.

He pondered as the Jewal explained about the new weapons and life-saving gadgets that they'd designed to make defending the towers easier.

### POGO POWER

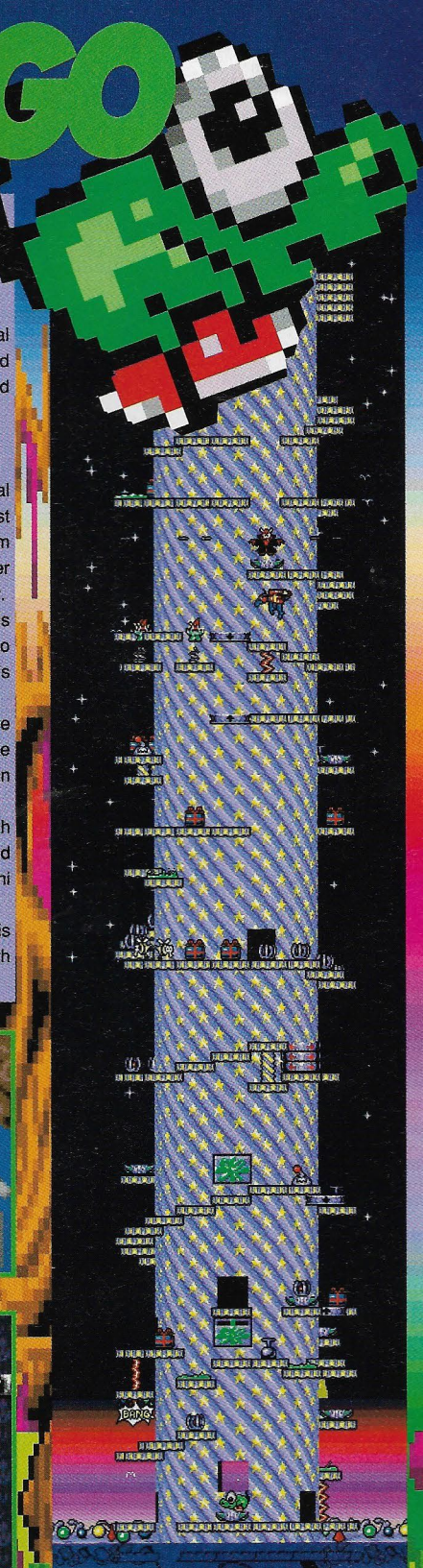
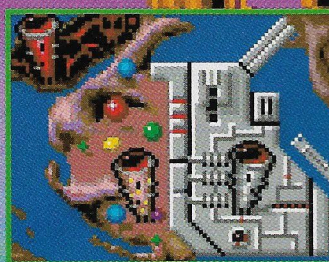
Finally, he gasped as the Jewal explained how Pogo would have to first capture the towers by ascending them and then repair them on descent. After his speech Jewal waited for an answer.

Doing his best to imitate his favourite 20th century movie star, Pogo replied: "I'll be back!". So began Pogo's return to Tower Destruction Inc.

21st Century Entertainments have called upon the talents of Infernal Byte Systems to create the follow-up to John Phillips' all-time classic, Nebulus.

Sub-games see our hero flying high in his 'copter, riding a strange beast and descending into the depths in his mini submarine.

Nebulus 2 is due for release this autumn and will be available for both the Atari ST and Commodore Amiga.





# Sneak Preview

## BATTLE CH

When design house, Interplay, produced the excellent Chess simulation, *Battle Chess*, the purists were ready to scoff... then they played the game! The impressive list of titles to Interplay's credit include *Bard's Tale*, *Nacromancer* and *Lord of the Rings*, so you'd expect something a bit special. Now Jason Spiller brings you an exclusive report on this challenge from the Orient.



If chess ever had a stuffy image then Interplay blew the dust and cobwebs away with what is undoubtedly the most witty, ingenious and sometimes disrespectful interpretation. The team did no less than add to the conventions of chess for the first time in hundreds of years.

Particularly memorable scenes from the game occur if a Pawn is taken and he is standing near a Bishop – he turns to the holyman, drops to his knees and pleads for the last rites.

Also, the Rook picking up his heavy blocks of stone and trundling heavily across the board is an incredible sight.

### STEEPED IN HISTORY

Now, Interplay is designing *Battle Chess II*, which simulates in that inimitable style, Chinese chess, which is the distant predecessor to Western chess as we know it today.

As in all forms of chess, the



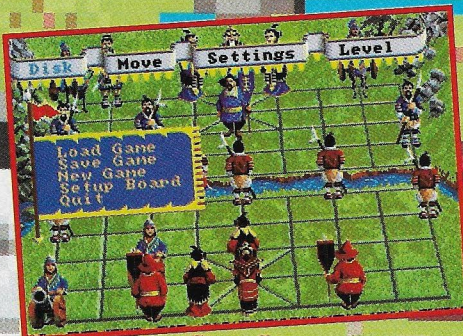
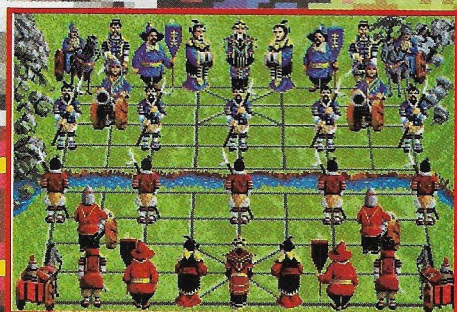
traditional Chinese version is a representation of war. Both sides begin the battle with identical strength, and apart from the privilege of moving first, all is equal.

The similarities are obvious, but where the Chinese version really differs from its European counterpart is the way it portrays and reflects the culture and

philosophy of China. An example of this is the Cannon piece, which would be equal to the Knight in Western chess.

As we all know, the Chinese developed this historically significant invention. In fact, each piece on the board has a unique historic association.

Another link with ancient Chinese ritual is a river which runs through the





# Review CHESS II

centre of the board. This represents the Yellow River which divided the Northern and Southern territories.

The objective in Chinese chess is akin to conventional chess – eliminate your opposition and place your opposing emperor in checkmate. Each player has one King, two Rooks, two Cannons, two Ministers, two Counsellors and five Pawns or Guards.

## STRATEGIC MOVES

Unlike Western chess, Chinese chess is played on grids rather than squares. You can only move one piece per move and only the Cannon can jump over another piece.

The board itself consists of nine vertical and 10 horizontal lines. Each side has an Imperial Palace made up of nine points in the 3/3 square. The open section is the Yellow River which runs through the centre.

"Nothing is more difficult than the art of manoeuvre. What is most difficult about manoeuvre is to make a devious route the most direct and to turn

misfortune into advantage" – Sun Tzu.

The Emperor lives in the Imperial Palace and for his own protection he is restricted to that area. He may only move one point back and forth and can never move diagonally.

Not only that, the Emperor may never move into check or directly face the enemy Emperor across the board with no pieces in between.

The Emperor's Counsellors may move one point diagonally within the Imperial Palace. The Ministers may move two points in a diagonal direction along the same line, but they cannot jump the river or other pieces.

The Rooks, which are represented by donkeys drawing carts, have the exclusive ability to move the entire length of the board but their power diminishes towards the end of the game as they require the help of more aggressive pieces to advance.

The Cannons move much like the Rooks but in order to capture an opponent, they must first jump over a piece from either side.

The incredible animation is even more prominent in this sequel. When the Cannon takes a piece, he fires a ball at the victim and every different piece has a different death scene.

Meanwhile, when the little donkey pulling the cart moves to take a piece, it turns into a mighty dragon.

## SMACK IN THE CHOPS

For me, the highlights are the brawls between two Pawns. They fight with staves until the attacking Pawn gets fed up, drops his staff and smacks the other in the chops.

But surely the most amusing sequence is when the fat Minister attacks a Cannon. He sticks his chubby rear into the cannon, the cannon operator fires and blows himself up.

Hilarious, often insolent, irreverent, Interplay have successfully placed Pythonesque humour in the most traditional of games.

It is strange to see usually inanimate objects, such as marble or wooden chess pieces, suddenly turn


into life, move and react to their predicament.

Purists of chess need not fear – like Battle Chess, this is a complete simulation with both variable playing difficulties and two-player action.

On top of that, the conventional 2D view of the board will allow you to play the game in the traditional way. Battle Chess II is due for release late this summer. One to watch for!





 **Loads of letters this week, but not many photos. Come on let's see what you look like, you wonderfully attractive people you, I need something to make me laugh. Don't forget those holiday postcards either. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

# X-IT

## THE LAST WORD

I'd like to add my opinion to the Caroline Machin debate (oh, it's a debate now is it? - Unc) although I suppose it's more of a fan club.

I agree with your stance that GX is not a dating agency and feel those readers writing in for her address/phone number/full poster should concentrate on trying to find a suitable partner in their own area instead of chasing clouds. I can understand the attraction, but all those letters are taking things a bit far. (Are you listening Paul Hart and Carlo Zimbello? - Unc) However, I'm pretty sure that all the compliments have done her the world of good.

Before I go I'd just like to say that the mag has improved vastly since the beginning and my friends share the opinion.

**Buckaroo, Lancashire.**

Right, now listen! I think Kevin has just about closed the Caroline Machin issue. This subject has begun to get a bit boring so let's call it quits right now. Thanks for everything Ms Machin, write in sometime.

## RIP-OFF

Please could you review some Atari Lynx games. I have all your mags and in none

do you review a Lynx game. All you seem to do is the Game Boy, Game Gear and the Mega Drive. Also, the Lynx has more games out than the Game Boy and the Gear. (Who taught you to count? - Unc)

I have another thing as well (surprise, surprise! Yawn - Unc). I think the coverdisk was a rip-off for C64 owners like myself, because you have to send back all the disks and two quid, so I'm not bothering. How about giving a free Lynx game away with your mag?

**Mr Mystery, Anytown.**

*Tell me, oh anonymous one, do your parents like you?*

*Take a gander at page 20 in Issue one - forgive me but that looks very like a Lynx game to me! The reason that few Lynx games have been reviewed is that none too many have been released in recent weeks. However, I have seen some new ones in the office during the last few days so watch out!*

*You may be right about the number of Game Gear games - the machine has only just been launched - but since when have there been more games on the Lynx than the Game Boy?*

*I personally thought you 8-bit owners came out better than the others on the coverdisk deal. I mean the Amiga and ST lads only got little bits of games, you're being offered a choice of two first*

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

**Name** .....

**Address** .....

**Post Code** .....

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

## MR HAPPY



I've got an Amstrad 6128 (that's all right we still love you - Doc) and a Speccy. I don't use the Spectrum (disgraceful! - Bri) and I'm trying to flog it. (Surely that's not so difficult... you just get a big stick and wap it one! - Unc)

Please could you include the odd Amstrad review (would be odd too - Dr X) and some hints as they are in short supply.

While you're at it how about a graphics corner maybe called X by Y? You could offer prizes for the best picture each week.

Which computer is used most in the office?

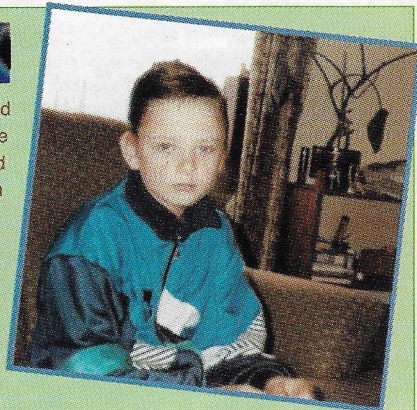
**Craig Harrodine, Solihull.**

*Tell me Craig, does no one water the plants in your house?*

*Anyone else want any Amstrad reviews? Mr Tip X is currently trying to hunt down some hints and tips for you.*

*I quite like your idea about a graphics page, we'll seriously consider that - like the suggestion for the title too!*

*The computer most used in the office is probably the Amiga, but it does rather depend on the current in-game. For instance, when Sonic came along you just couldn't get your hands on a Mega Drive.*



*class full games for £2 and the return of the disks - seems pretty fair to me! We only ask you to return the disks as proof of purchase so what's the big deal?*

## THE GX RAP

I went down the shops looking for a mag, I dodged in and out, like I was playing tag.

As the crowd gathered round all trying to buy,

There was one mag left, I started to sigh.

Then out of nowhere came a grimy hand,

It was a seven foot punk, but he looked pretty bland.

With no Games-X, the shelf was all bare, The newscie was calling, in his hand it was there!

Then I remembered, it was ordered for me,

With its new coverdisk it's a must to see. I took out a pound, as it's wise to invest, In the coolest weekly, most surely the best!

**Mark Sparrow, Littlehampton.**

*Hope you don't mind, but I changed it a bit here and there to help the meter a little.*

*Had a natter with MC late last night and I think I've persuaded him to have a go at it next time he's in the studio - he's needs some fresh material apparently. Give me a ring and then we can discuss royalties and my commission.*

## FUN 'N' BRICKS

Games you can play without a computer - No 1. The Puzzle Game.

Did you know you can play Tetris

without a computer? All you need is a 'friend', a tall building - the taller the better - and some ordinary house bricks tied together in different shapes.

I don't think I need to explain the gameplay, but I had a game with my mate Dibs the other week and look forward to many more when he gets out of hospital...

Betcha can't guess Dibber's real name, eh?

**Mr Mad, Hull.**

*I thought you didn't rate the Game Boy as a computer? Tried your idea in the dog kennel, but had trouble making the bricks disappear when I got a row - my Dalmatian was none too happy either!*

*Dibber? How about Harry!*

## X IN THE SUN



Hi! Just thought I'd write a card for you while sunning myself in Corfu. The weather is great, over 100°F every day. (And we have to put up with 55° and rain! - Unc)

I have bought every issue of Games-X and am enjoying reading through some issues that I saved for my hols. It's a great mag - best value for money there is, and up to date! Any chance of subscriptions or binders? And what about some merchandise?

I think all your reviewers are great (what - even Bri? - Dr X) and I agree with you that Fi is a cracker!

Any chance of a free, exclusive, sought after by millions Games-X T-shirt? One comment, you could do with more cheats in X-it.

**Johnny Graham, Belfast**

*Thanks for the postcard, Johnny, made*



the whole team green with envy, except the Doc of course, who never ventures to sunny climes – something to do with a preference for a screen and keyboard. Always had my doubts about him!

The binder business is being tackled by our marketing lass, the delectable Debbie, but if you want to receive GX on your doorstep every Thursday why not cut out the little coupon on the opposite page and hand it to your newsagent.

Fiona was well chuffed about your comment and sends you her fondest! As for the T-shirt, no chance – especially as you decided to holiday away from those wonderful shores of dear old Blighty.

No cheats on the X-it pages – wait a sec, I'm beginning to sound like old misery guts (watch it, ratbag! – Dr X).

## BLUEY FROM IRAQ

Here's a quick bluey to thank you for producing such a brilliant magazine. I have been on Operation Haven in northern Iraq for two and a half months now, and my only way of keeping up with the latest in computer games is to read Games-X.

When at home I use a one meg Amiga, but out here I have an Atari Lynx (and an endless supply of batteries, I hope – Unc). My favourite game on the Lynx is Paperboy.

You asked for postcards to be sent, but you'll have to make do with this bluey. I just thought you'd be interested to know that your mag is being read from cover to cover every week in Iraq.

I'm not going to ask you for a T-shirt. It's not that I don't want one, I do, it's just that everyone who does ask doesn't get one!

**Sgt Martin Moyse, Iraq.**

It was great to get your letter, Martin. It's nice to know that we can do something for someone even in a place like Iraq.

For the uninitiated among you a bluey is one of those single sheet, fold-up and stick together airmail letter-envelopes.

I see on the news that troops are now pulling back into Turkey – here's hoping that by the time you read this, you and your colleagues will be out of the war zone and possibly even on the way home.

Someone's twigged on the T-shirt front at last – you've got yourself one old son!

## HIDE IT!



As this is obviously going to be a short missive (why? – Unc) (cos it's to you, donut! – Doc) I'm going to get straight to the point. (Hold me back, I can't contain the excitement! – Unc)

Would you please stop printing those posters of programming teams. I don't mind the articles on the various groups as they deserve their fair share of recognition, but please no more posters! Let's stick with games posters.

**Kevin Buchanan, Accrington.**

Not a pretty sight are you Mr B of Accrington!

So who agrees with Kevin, shall we go back to the games posters or maybe something completely different?

## BYE FOR NOW

You know those little bits of card in the bottom of game boxes that you're supposed to return to register your name? Well, do send them back and write on them that you read Games-X!

Oh, and the first person to win a Game Boy from a packet of Quavers will get themselves a GX T-shirt!

## GIVEAWAY?

CHEEK LETTER

Feeling fwe, Unc? (Kids these days say the strangest things – Unc.) No? It's probably because you practically gave away the identity of Dr X in issue 11.

You called him and I quote "a jumped-up Depeche Mode freak" and that just made me think of Alex 'I clocked Sonic the Hedgehog in two days' Simmons. I mean he seems to be DM's greatest fan. So he's the geezer that pesters you, and I reckon you're Brian Sharp!

Hope you like the piccy, it was taken in 1988 at Uxbridge tube station.

**Stephen Russell, Hillingdon.**

What's the point of sending me a three-year-old photo – no one will recognise you!

True, Alex is one of the Mode's greatest fans, but so are two other members of the team and their names will remain a secret – for obvious reasons really, who would proclaim that from a tall building!

As for Unc being Brian Sharp, do me a favour! If I was a foot shorter, a year or two younger, went to an uglifying clinic once a week (don't you mean a beauty salon? – Dr X) and lost my game playing abilities, I could just pass for Brian!



# IN NEXT WEEK'S ZANIEST MAG

★ **Exclusive interview with System 3 of Last Ninja III and Myth fame, and perhaps fortune**



★ **Boxes of tips, including a page of hints on Ocean's Navy SEALs**



★ **What do you reckon on those C64 and Speccy pages? Bri and Al bring you the best of the 8-bit scene**

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**Advertising Artwork:** John Fellows  
**Feature Photography:** Ian Fox (061 499 3605)  
**Interview Photography:** Stephen Hepworth (0433 21624)

### COMMERCIAL

**Group Ad Manager:** Nadia Lawlor  
**Ad Manager:** Steve Darragh  
**Circulation Director:** John Burns  
**Production Manager:** Carolyn Wood  
**Ad Consultant:** Rita Keane

**Marketing Manager:** Deborah Ford  
**Mktng Consultant:** Michael Meakin  
**Publisher:** Hugh Gollner  
**Managing Director:** David Hirst  
**Chairman:** Derek Meakin

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THIS FANTASTIC  
PETROL-POWERED  
SUZUKI QUAD!



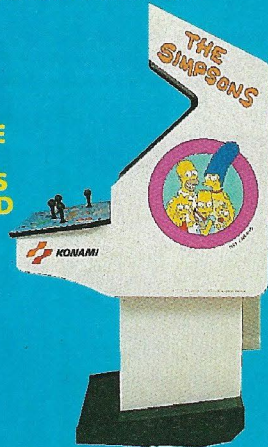
THIS MINI QUAD HAS A  
50cc PETROL ENGINE  
AND CAN BE RIDDEN BY  
ANYONE OVER THE AGE  
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IT'S FOUR WHEELS OF  
FUN, FUN, FUN!

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ARCADE GAME

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GENUINE  
THING IT'S  
MASSIVE!  
IT'S JUST LIKE  
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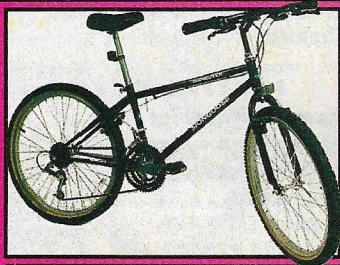
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SCOOTER!

HERE'S ONE FOR MUM!



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MOTORBIKE!



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