

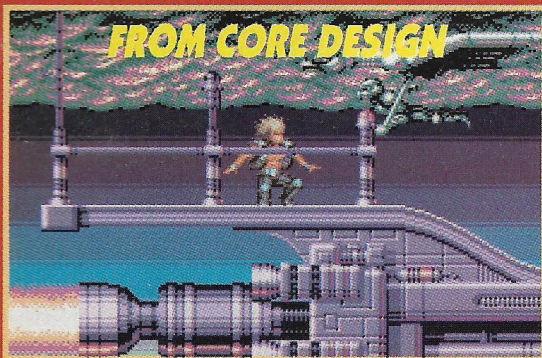
75p
Every Thursday

GAMES-X

19th - 18th
Dec '97
Issue 34

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

SNEAKY PEEKED: WOLFCHILD



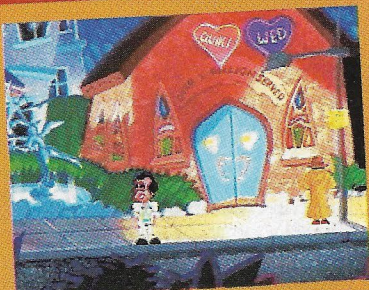
BIRDS OF PREY



THIS WEEK...

**PACMANIA CHALLENGE
AT SOFTWARE CITY, WALSALL
PLUS...**

- ★ BONANZA BROS
- ★ VOLFIED
- ★ DOUBLE DRAGON III
- ★ JOE MONTANA II
- ★ AWESOME GOLF
- ★ SPACE 1889
- ★ AND MANY MORE...



LEISURE SUIT LARRY I GUIDE
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SYSTEM GUIDE p26



INDY HEAT SNEAK
PREVIEW p44

**GET BEHIND THE WHEEL OF
A RACING CAR
OR WIN A
REMOTE-
CONTROLLED
RALLY CAR**



EXPLORED THE LEGEND OF DARKMOON



STEALTH STICK

The race is on, it seems, to design a joystick that looks as little as possible like a conventional stick. The new *Stealth* 'Games Controller' from Ktron looks like a cross between a Klingon attack craft and a plastic croissant.

You hold the *Stealth* like a water divining rod. One handle is packed with directional microswitches and both 'wings' have fast action, clicky firebuttons. There's even an extra long lead for those with good eyesight.



I understand the challenge is now on. Rumour has it that one company is attempting to come up with a stick that resembles an elk's private bits!

INTRODUCING IMUSE

The Secret of Monkey Island 2: LeChuck's Revenge will be the first game to include Lucasfilm Games' revolutionary music driver. Entitled **IMUSE** (intelligent Music and Sound Effects), the system allows the accompanying music to change mood automatically depending on the player's actions.

All future Lucasfilm Games adventures will feature the **IMUSE** system. In the meantime, it looks increasingly likely that ST versions of future Lucasfilm Games titles will not appear!

ULTIMA 'VIRTUALITY'

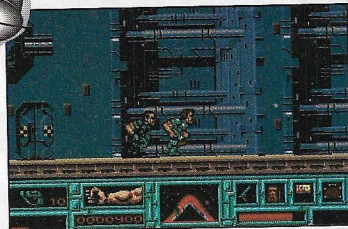
Origin's cinematic story-telling techniques in the *Ultima* series has gained worldwide popularity and acclaim.

Now Origin is set to take the effect a stage higher by combining the 3D technology from its smash air-sim *Wing Commander*, with the detailed world and compelling RPG aspect for which *Ultima* is renowned.



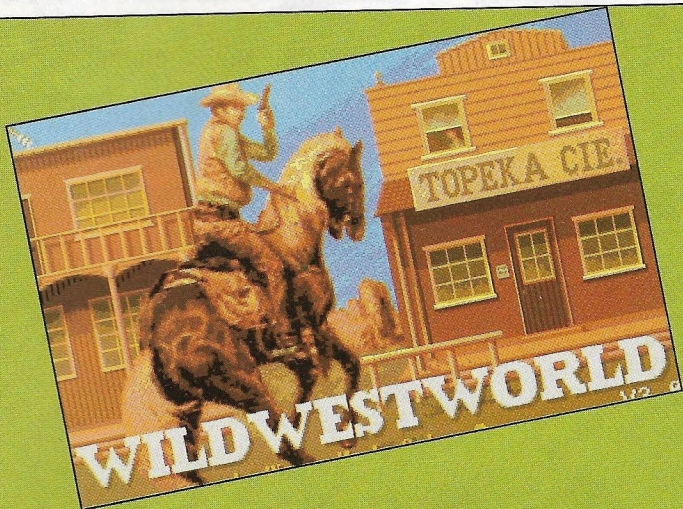
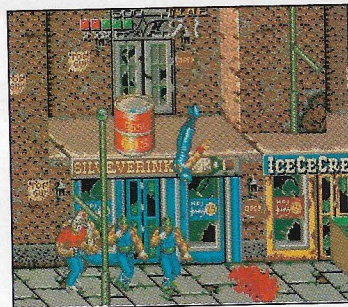
The Project is called *Underworld* and adopts a first-person 3D perspective similar to *Dungeon Master* and *Eye of the Beholder*.

In addition, the game world introduces its own version of 'virtual reality'. The first Origin title will be the *Stysian Abyss*, release date unknown.



TOO HOT TO HANDLE

Ocean is releasing *Too Hot To Handle*, just in time for Christmas. Available for the Amiga, ST, Amstrad, Spectrum and C64. The pack contains four top-selling titles; ninja action in the form of *Shadow Warriors*; hack 'n' slay fun with *Golden Axe*; sci-fi thrills with *Total Recall*, and radical races in *Super Off Road*!



WILD WEST WORLD

Howdy pardner, welcome to *Wild West World*, a roughie-toughie business simulation set in the heart of the new world. Playing as Jack Putter or Arthur Dent your task is to become the most powerful and respected citizen in the entire region.

In order to become the head honcho you'll be responsible for buying land, raising cattle and growing crops. In addition you'll also be able to trade your mineral resources and, if you feel the need, rob your opponents!

Wild West World can be played against a friend or several computer opponents.

The game will be available from US Gold in January 1992 and will be released on the Amiga and PC.

MARCH, 1ST 1741
ARTHUR DENT



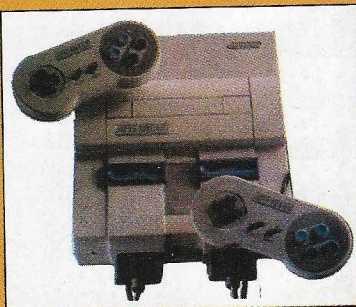
EARLY ARRIVAL SUPER NES

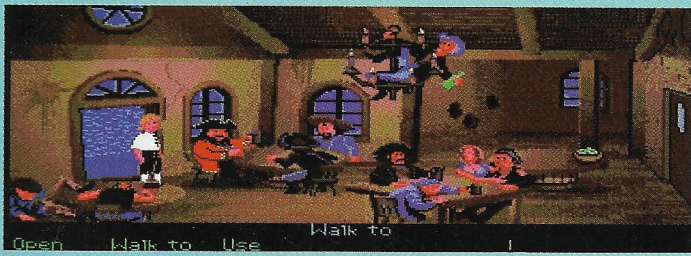
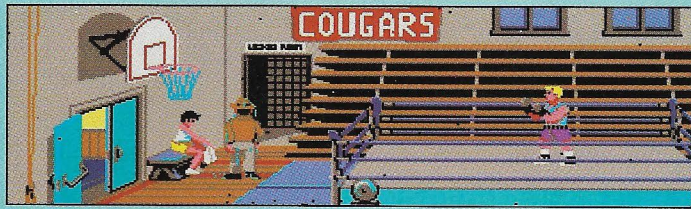
Get ready, the *Super NES* will be hitting the streets of the UK in the Spring of '92, with the price expected to be £149.

Earlier indications were that we would be waiting for much longer before the machine arrived, but it appears that Nintendo feels that the time has come to enter the 16-bit market, after achieving huge successes with its 8-bit and hand held machines.

The machine is expected to be shipped with *Super Mario World*, but that has yet to be confirmed.

There are developers working 26 hours a day to get games ready for the *Super NES*'s arrival, and a number of Nintendo's titles will be available.





INTERACTIVE TALKIES

Games-X has already reported on the CD version of *Loom*. Now however, having actually seen the article in question we can report that it's well worth asking Santa - very nicely - for.

Players have the option to turn off the on-screen prompts and simply listen to the dialogue. The effect is a game into which the player becomes much more engrossed.

In addition to *Loom*, Lucasfilm has also announced it will be producing both *The Secret of Monkey Island* and *Indiana Jones and the Last Crusade* onto the PC CD.

SOFTWARE 2000

Bundeslig Manger Professional from Software 2000 (recently signed up by US Gold) has already received critical acclaim in Germany. Software 2000 is now working on English, Scottish, French and Italian versions.

The game will feature each country's top three divisions and up to four players can compete. The game will be available around May on ST, Amiga and PC.

ARCHER'S POOL

Game design supremo, **Archer Maclean**, recovering from his recent brush with the Teflon-slick Robert Kilroy Silk is embroiled in a follow-up to his excellent Snooker Simulation, Jimmy White's Whirlwind Snooker.

The aim of the project is to accomplish in the field of Pool what Whirlwind achieved in a snooker simulation.

Using a similar but enhanced interface Archer is doing his research in the many variations of the game, and the little quirks and peculiarities that pool players like to talk about in the pub.



SPEED MOUSE

Logic 3, the company which previously only produced joysticks, has just made a move into the area of mice with the release of the Speed Mouse. It's a switchable mouse for the Amiga and ST and will cost you £17.99.



WING CO ON CD

Mindscape's highly popular aircraft simulation has been produced on CD ROM and to accompany the highly acclaimed title, is the extra sortie *Secret Missions 2*.

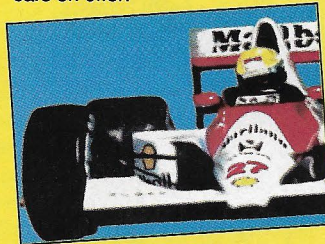
Other Mindscape titles are destined for release on CDTV including Origin's *Ultima 6*, and there is the possibility of the other titles in the *Ultima* range making their way onto CD.

INSIDE INFO

Best of the Bunch

GX Compo 8

Win a day out at the John Watson Race Driving Centre and learn to drive a single seated racing car. Plus five remote-controlled rally cars on offer.



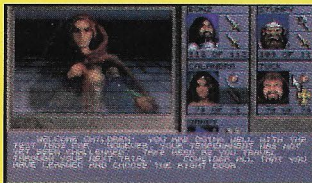
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Once again the *Games-X* guide to the best and cheapest software available returns to aid you.

Street Talk 40

The Pacmania Challenge comes from Software City in Walsall. But there was a slight problem!

Game of the Week



Legend of Darkmoon 12

The sequel to *Eye of the Beholder* is set to stun.

ON YOUR MACHINE THIS WEEK

AMIGA

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<i>Double Dragon III</i>	19
<i>Indy Heat</i>	44
<i>Legend of Darkmoon</i>	12
<i>Space 1889</i>	20
<i>Volfied</i>	18
<i>Wolfchild</i>	42

ATARI ST

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<i>Double Dragon III</i>	19
<i>Indy Heat</i>	44
<i>Space 1889</i>	20
<i>Volfied</i>	18
<i>Wolfchild</i>	42

PC COMPATIBLE

<i>Birds of Prey</i>	14
<i>Legend of Darkmoon</i>	12
<i>Space 1889</i>	20

WOLFCHILD FROM CORE



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Particularly cynical and unhelpful - must be something to do with the approach of Christmas.

Tip-X 31

Alien Breed, Oh No! More Lemmings, Rodland, Sly Spy, Bugs Bunny, Lotus 2, plus...

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Magiworld Dizzy part one and Leisure Suit Larry 1.

Console Connexions 22

Beast Warriors and Joe Montana II on the Mega Drive; Awesome Golf and Tournament Cyberball on the Lynx; Master System Bubble Bobble guide; the latest news, and much more.

Sneaky Peeks 42-44

Wolfchild from Core Design, the same team which bought us Rick Dangerous. Plus *Indy Heat*, racing action from Storm.

X-it 46

Unc, Doc and the classifieds.

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GAME GEAR

<i>Putt and Putter</i>	23
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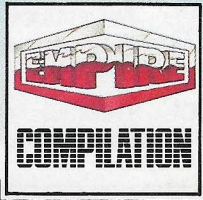
SOCCER STARS



FOUR GREAT GAMES !! ONE BIG VALUE PACK !!

AVAILABLE FOR: COMMODORE AMIGA, ATARI ST, IBM PC & COMPATIBLES*, COMMODORE 64, AMSTRAD CPC AND SPECTRUM.

* IBM PC VERSION INCLUDES THE FOLLOWING GREAT GAMES: KICK OFF 2, MICROPROSE SOCCER, WORLD CHAMPIONSHIP SOCCER.™



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SWOTL TOURS OF DUTY

Lucasfilm Games has announced the first of four data disks designed to expand its World War II air combat simulation, *Secret Weapons of the Luftwaffe*.

Each of the add-ons will feature a new aircraft to test your flying skills, together with different missions and campaigns.

The first data disk will be based around the P38 Lightning. Lawrence Holland, creator of SWOTL had this to say: "The P38 was the first long-range allied fighter capable of escorting the bombers into the heart of the Third Reich. The Lightning was called upon to fulfil a dual role, flying not only bomber escort missions, but also as a low level ground attack aircraft."

The twin-engined P38 was one of the allies' most radical designs, and despite its weight it could easily outpace and outclimb the Luftwaffe's Bf109 and FW190 fighters. Due for release over the next couple of months the P38 Tour of Duty disk will be available on the PC.

Future additions include the P80 Thunderbolt, plus two, as yet unnamed, German jets - watch this space!



QUATTRO FIGHTERS

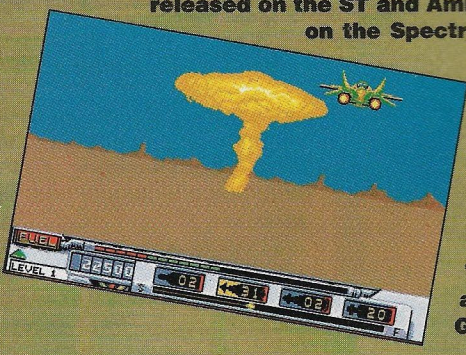
W hoo mama! Here comes the CodeMasters with another action-packed compilation! Titled *Quattro Fighters*, the package contains four games in total.

Guardian Angel is a beat'em-up in crime-ridden Manhattan. It's a nice neighbourhood with thugs wielding baseball bats and flick-knives.

Kamikaze puts you in the oh-so enviable position of a kamikaze pilot in an aircraft packed with dynamite, as you set out on a suicidal mission. Be warned, it's a very short game!

Meanwhile, *MiG-29* is an air-to-air combat game which pits you against enemy jets and helicopter gunships! Finally *SAS Combat* is an overhead scroller jam-packed with troops to blast and beat up.

The *Quattro Fighters* compilation will be available from CodeMasters on the 2nd of January 1992 and will be released on the ST and Amiga at £7.99, and on the Spectrum, Commodore 64 and Amstrad CPC at £3.99.



Amstrad owners will notice that *MiG-29* and *Kamikaze* are replaced by *Turbo Chopper* and *Operation Gunship*.

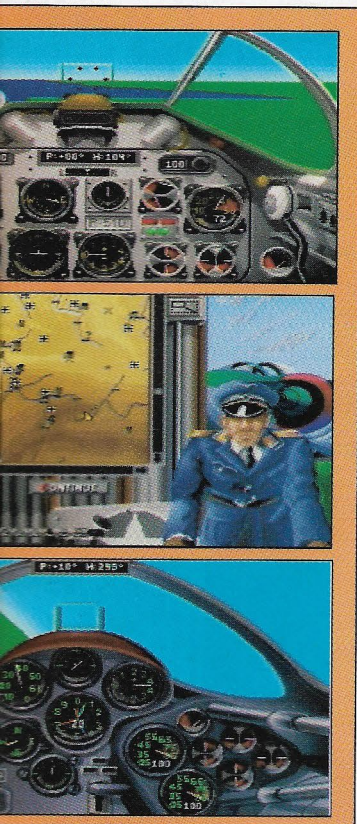
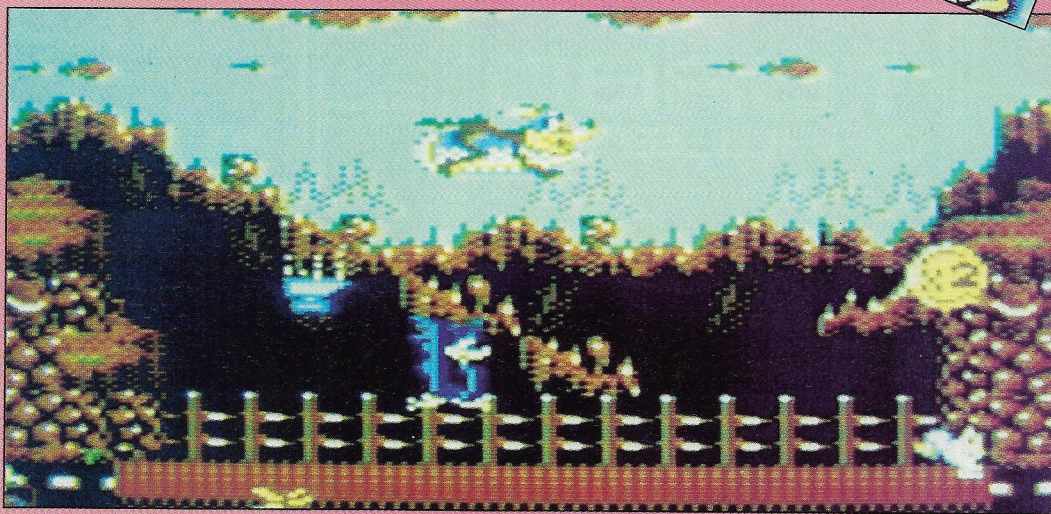
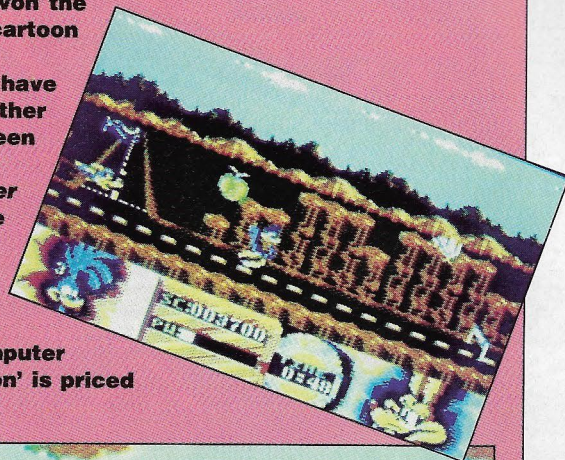
LOONY TOONS

Beep, beep that's not all folks! Publisher Hi-Tec was the envy of the industry when in 1987 it won the rights to feature any *Hanna Barbera* cartoon character in a game.

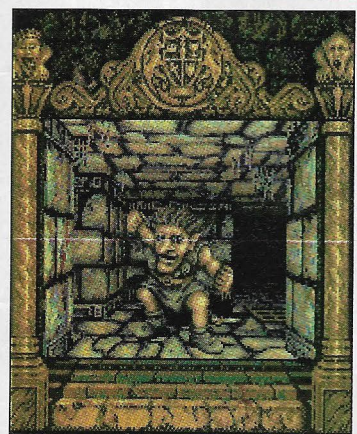
Since then the likes of Yogi and friends have been yabba dabba doin' good business. Other *Hanna Barbera* characters which have been pixelised include Scooby Doo and the Jetsons.

Now Hi-Tec has the rights to use any *Warner Bros* cartoon character, which includes the likes of Daffy Duck, Bugs Bunny and "Ah sai bo...oy" Foghorn Leghorn. In fact there are 120 *Warner Bros* characters to choose from.

But what is the best news is Hi-Tec's commitment to reducing the price of computer entertainment. The so-called 'Premier Collection' is priced at £12.99 on 16-bit and £5.99 on 8-bit.



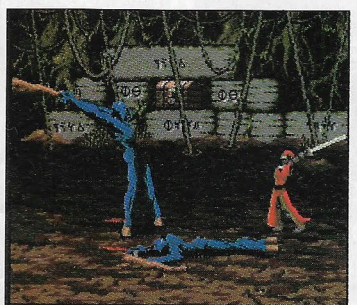
MINDSCAPE'S IDEA



Mindscape has come up with a wizard wheeze! A total of 5,000 copies of *Moonstone* will come complete with a demo of Tony Crowther's latest game, *Knightmare*.

Meanwhile the same princely number of *Knightmares* will have a demo of *Moonstone* in them.

If the whole exercise proves successful, Mindscape intends to include demos in a larger number of its forthcoming releases, matching up certain types of games.



PLACE DELAYS

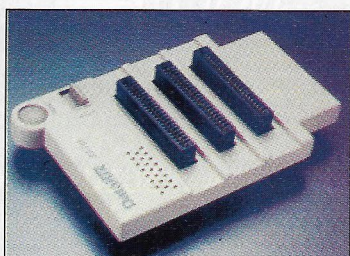
Crazy Cars 3, previewed a while back in *Games-X* and *Barbarian 3*, both to be published by Palace in the UK, were scheduled for a Christmas release.

But a Palace spokesman has said that we'll have to wait until spring '92 for both games. The next Palace game will be *Hot Rubber* expected in January '92.

C64 EXPANSION

Spectravideo is launching a cartridge expander for the **Commodore 64**. The expander will allow C64 owners to plug up to three cartridges into it at once.

Spectravideo believes that it will also prolong the life of its machines because wear to the cartridge slot will be drastically reduced. Costing £16.99 the cartridge expander should be out now.



ON THE SHELF!

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

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

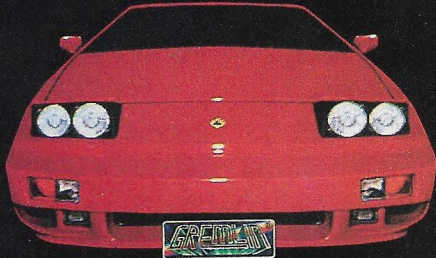
Product	House	Format	Price	Date
Big Deal 2	Capstone	PC	£34.99	18/12/91
Birds of Prey	Electronic Arts	Amiga	£34.99	15/11/91
Burning Force	Sega	Mega Drive	£34.99	19/11/91
Captain Planet	Mindscape	Amstrad, Spectrum	£10.99	13/11/91
Castles Data	Electronic Arts	PC	£14.99	14/11/91
Falcon 3	Mirrorsoft	PC	£49.99	19/11/91
First Samurai	Mirrorsoft	ST	£25.99	15/11/91
Knightmare	Mindscape	ST	£39.99	13/11/91
Kwick Snax	CodeMasters	Amiga, ST	£7.99	18/12/91
Laser Ghost	Sega	Master System	£29.99	19/11/91
Line of Fire	Sega	Master System	£29.99	19/11/91
Magic Candle 2	Electronic Arts	PC	£34.99	19/11/91
Microprose Grand Prix	Microprose	Amiga	£34.99	14/11/91
Phelios	Sega	Mega Drive	£34.99	19/11/91
Poker	Accolade	PC	£14.99	18/12/91
Reach for the Skies	Mirrorsoft	PC	£35.99	18/12/91
Shadow Dancer	Sega	Master System	£29.99	19/11/91
Sleepwalker	Codemasters	Amiga, ST	£7.99	18/11/91
Spike in Transylvania	CodeMasters	Amiga, ST	£7.99	18/12/91
Star Trek	Electronic Arts	PC	£34.99	15/11/91
Taking Beverley Hills	Accolade	PC	£29.99	18/12/91
The Emperor	Infogrames	PC	£39.99	19/11/91
Top Gun 2	Mirrorsoft	PC	£35.99	19/11/91
Turtles 2	Mirrorsoft	ST	£25.99	18/12/91
		PC	£29.99	18/11/91

AWHEEL Drive

LOTUS ESPRIT



TURBO
CHALLENGE

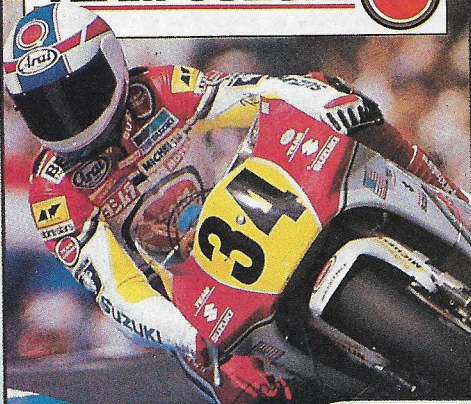


TOYOTA
CELICA
GT

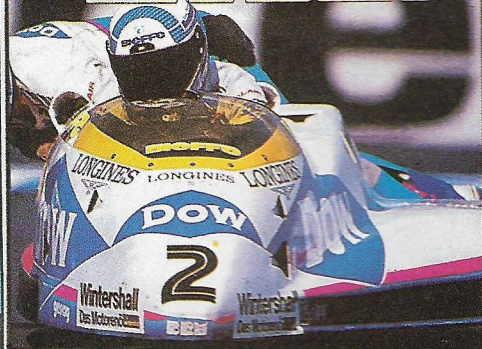


TEAM SUZUKI

TEAM
SUZUKI



COMBO
RACER



4 stunningly real but remarkably different racing simulations-together for the first time in the fastest, most exciting compilation pack ever produced!

- Featuring:
- LOTUS ESPRIT TURBO CHALLENGE
 - TOYOTA CELICA GT RALLY
 - TEAM SUZUKI • COMBO RACER
- Available on: CBM Amiga, Atari ST/STE.

CLEARLY OUT IN FRONT

GALLUP CHARTS

It's here, your weekly look at what's up, what's down, what's new and what's what.

1	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
2	★	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	▲	PITFIGHTER House: DOMARK Team: TEQUE
4	▲	HEIMDALL House: CORE DESIGN Team: 8TH DAY
5	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
7	▼	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
8	★	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
9	▼	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
10	◆	BIG BOX House: BEAU JOLLY Team: VARIOUS
11	▲	WORLD CLASS RUGBY House: AUDIOGENIC Team: DENTON DESIGNS
12	▼	MOVIE PREMIERE House: ELITE Team: VARIOUS
13	▼	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
14	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
15	★	CARTOON COLLECTION House: CODEMASTERS Team: VARIOUS
16	▼	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
17	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
18	▲	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
19	▼	BOARD GENIUS House: BEAU JOLLY Team: VARIOUS
20	★	FIRST SAMURAI House: IMAGEWORKS Team: VIVID IMAGE DESIGN

1	◆	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
2	▲	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
3	▼	CHASE HQ House: HIT SQUAD Team: TEQUE
4	▲	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
5	▲	BATMAN THE MOVIE House: HIT SQUAD Team: OCEAN
6	▼	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
7	★	DIZZY PANIC House: CODEMASTERS Team: OLIVER TWINS
8	▼	TURBO OUTRUN House: KIXX Team: ICE SOFTWARE
9	▼	MOONWALKER House: KIXX Team: IN HOUSE
10	★	SCOOBY DOO AND SCRAPPY DOO House: HI-TEC Team: IN HOUSE

1	▲	HEIMDALL House: CORE DESIGN Team: 8TH DAY
2	▼	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
3	★	FIRST SAMURAI House: IMAGEWORKS Team: VIVID IMAGE DESIGN
4	▼	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
5	★	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
6	▼	ALIEN BREED House: TEAM 17 Team: ANDREAS TADIC
7	★	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
8	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
9	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
10	★	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN

1	★	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
2	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
3	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
4	★	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
5	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
6	★	SOCCER STARS COMPILATION House: EMPIRE Team: VARIOUS
7	★	PITFIGHTER House: DOMARK Team: TEQUE
8	▲	TERMINATOR 2 House: OCEAN Team: DEMENTIA
9	▼	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
10	▼	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS

1	★	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
2	★	BOARD GENIUS House: BEAU JOLLY Team: VARIOUS
3	★	STRIKE 2 House: MILLENNIUM Team: BRIAN POLLOCK
4	★	CHUCK YEAGER AFT 2.0 House: ELECTRONIC ARTS Team: IN HOUSE
5	★	FLOOR 13 House: VIRGIN Team: PSI
6	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	▼	AIR COMBAT ACES House: UBI SOFT Team: VARIOUS
8	★	TERMINATOR 2 House: OCEAN Team: DEMENTIA
9	★	FUN SCHOOL 3 (UNDER 5) House: EUROPESS SOFTWARE Team: IN HOUSE
10	▼	GUNSHIP 2000 House: MICROPROSE Team: MPS LABS

★ 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.

**BE A RACING DRIVER FOR THE DAY,
OR WIN ONE OF FIVE
BRILLIANT HI-TECH
REMOTE-CONTROLLED
RALLY CARS.**



BURNING RUBBER

As Storm completes its two excellent racing games; the rally spectacular, Big Run, and the burning rubber action of Indy Heat, Storm and Sales Curve, in conjunction with Games-X, present a competition that will have car racing fans reaching out for their Fandango driving gloves!

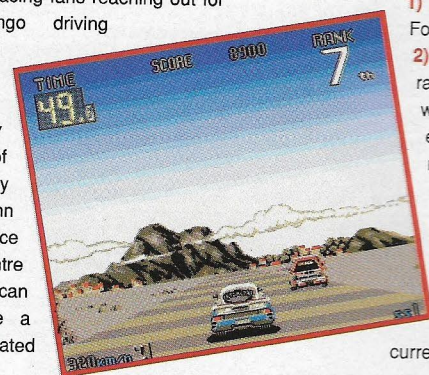
Perhaps you could be the extremely lucky winner of a fabulous day at the John Watson Race Driving Centre where you can learn to drive a single seated racing car.

claimed, which prove to be so life-like it's hardly feasible.

GUESS THE RIGHT FORMULA

All you have to do to enter is answer these racing questions:

- 1) Who won the last Formula 1 Grand Prix?
- 2) In the old days of racing (when the Ed was a youngster!) each country had a racing colour for their cars. What was Britain's colour?
- 3) For which racing team does Nigel Mansell currently race?



NOTE: This part of the compo is only available to readers with a driving licence – for obvious reasons!

However if you don't have your little pink piece of paper yet, don't despair because there are also five fabaroonny remote-controlled rally cars to be

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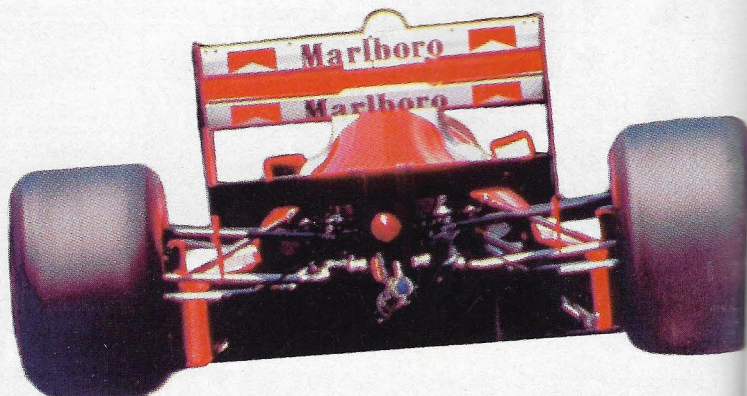
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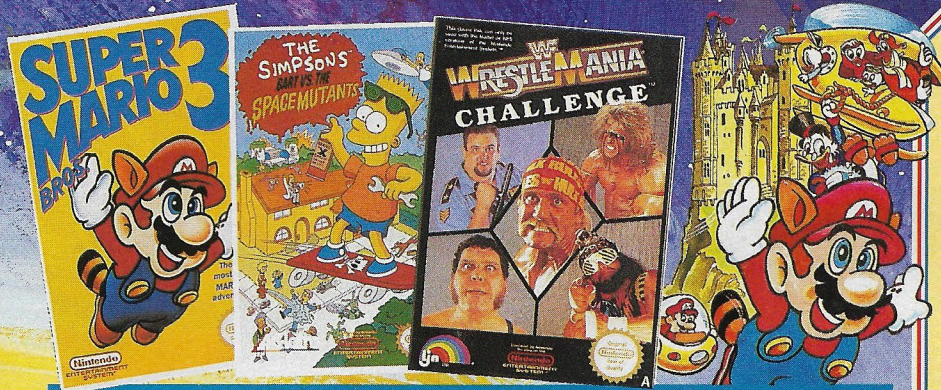
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No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.



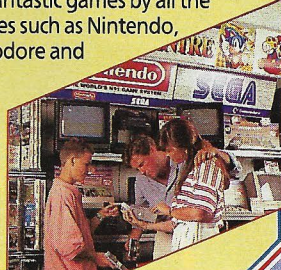
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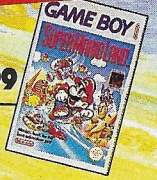
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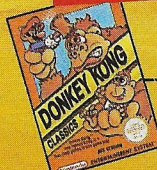
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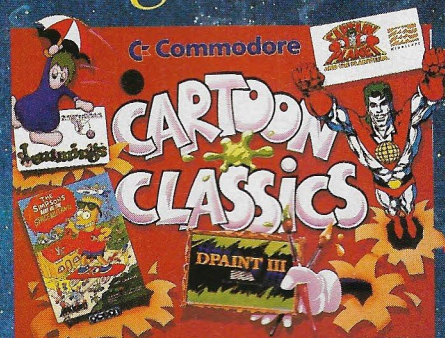
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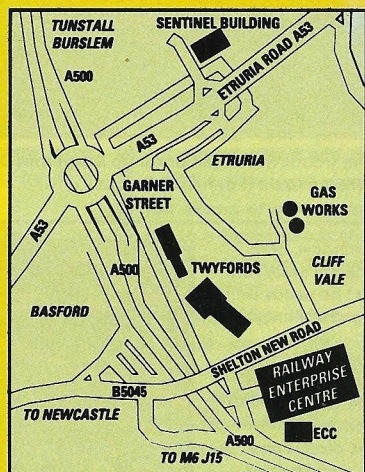
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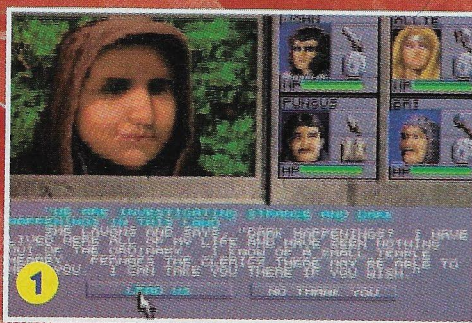
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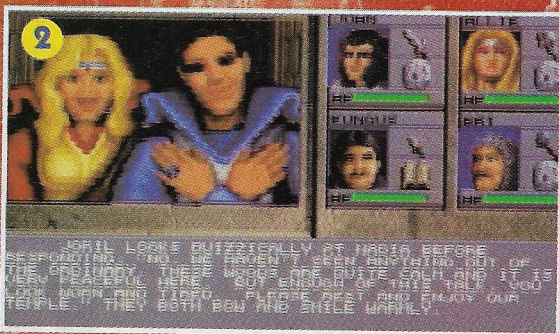
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IF YOU GO DOWN TO THE WOODS TODAY, YOU'RE IN FOR A NASTY SURPRISE... DE DUM DE DAH, DE DE DE...

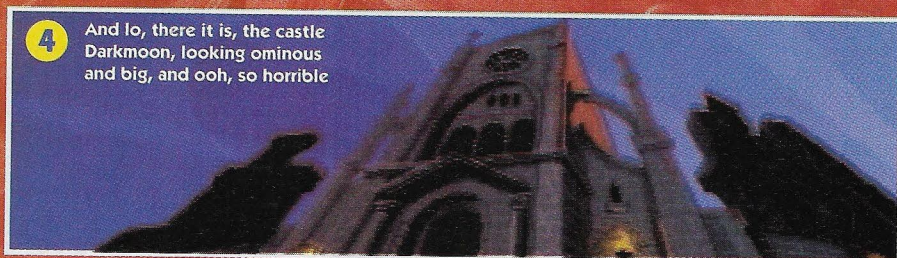


1 Lost in the forest, like true adventurers, you have to ask dubious old hags the way



3 Of course not. Unfortunately these pansies in fancy gowns are pretty tough, having already dispatched both John and Allie. What a start!

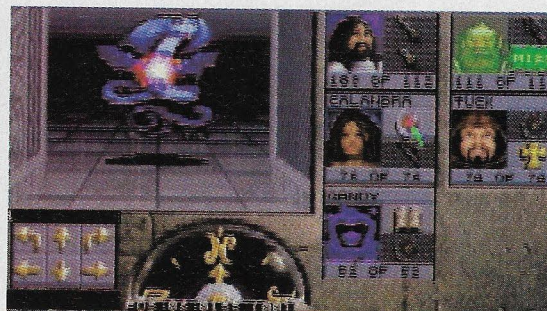
(Above) You enter, and are faced by two smarmy looking priests. Would you buy a second hand car from them?



4 And lo, there it is, the castle Darkmoon, looking ominous and big, and ooh, so horrible



Scraping in the woods with mean dogs. No Dangerous Dog Law here, so either muzzle it or hack it to bits



Give the dragon some of its own medicine. Fireballs all round, please barman

The viewing window, here with a particularly nasty Ant monster, what he needs is the great sword of Rentokill

The party windows depict all the characters, the top two being the toughies who are in the front of the battle. Shows piccies and strength remaining before death

Movement icons, allow dashing around with the mouse if you can't be bothered to use the keyboard



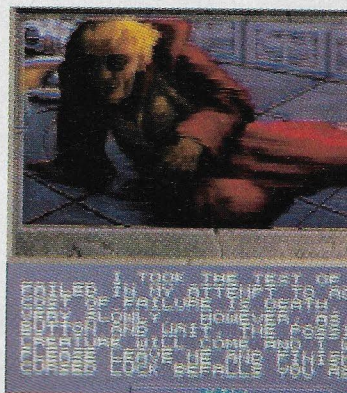
The spell book spells, show which level spell you are using and which you have memorized, here he's used up his level four spells

The message window comes up with damage, and also comments made by various members of your party depending on your actions

Weapon selections. With more experience you can use two weapons, or a magic book, or even a shield to hide behind

When you're attacked a splat appears showing the damage you've received in hit points

The camp icon allows you to recover both energy and spells, and also to save and load the game



Poor lad, looks a bit knackered. It's prob...

THE DAR

Never content with releasing a game as a one-off, SSI has gone the whole hog and released a follow-up. It must have taken some gall in the first place.

After all Dungeon Master was, and still is, up there with the all-time computer game greats. Together with equally high-quality graphics and the licence of TSR's Advanced Dungeons and Dragons rule system, the original was a corker.

Now, with sequel time amidst us, Eye of the Beholder II has been launched and it slightly improves on both classics.

You start the game by designing each of the four characters for your party. Here you decide on the profession of your adventurers, from Paladin to Thief, Cleric to Mage, and you are then asked which race and sex you wish to be.

Races depend on your chosen profession, or mixed profession, and can be as varied as Elves or Gnomes, Humans and Dwarves.

Once this has been decided, you must decide on the alignment of your characters. This is more important than it may at first seem.

The game actually does take this into account, for instance if you decide to desecrate a grave, a



FACT FILE

Software House: US Gold/SSI
Development Team: Westwood Associates

PC **IBM PC** The Legend of Darkmoon is the best role-playing adventure I have played since Dungeon Master. With less puzzles, it has more story-line and atmosphere than the original classic, so if you liked that then you'll more than enjoy this.

Graphically, it is far superior to any pretender on the market, with animated sequences and attacking moves, even the backgrounds and mug shots look like the programmers actually put some effort into the game.

Sonically, it isn't the most stunning PC game, but the general sound effects and music are worthwhile for general background effects.

Gameplay is enjoyable without being too taxing. Initially, fighting causes problems but with experience it's no problem because you'll soon discover the monster's weak spots.

Puzzlewise, it has some intriguing numbers, but these are relatively few and far between. However, don't expect the game to be whizzed through in no time, the few puzzles will put a red light on your antics.

In summary, it's one of those games which are worth having. You'll return back to it again and again until you have it sussed. It may be days, or it may be months, but you'll enjoy every minute of it.

£34.99 OUT NOW

AMIGA When this is released, expect a mad rush for it at the computer store, it's surely that good. Looking like the original with additional improvements, it obviously has a certain slowness with disk loading and such, however the gameplay will be as fast and engrossing as the PC original.

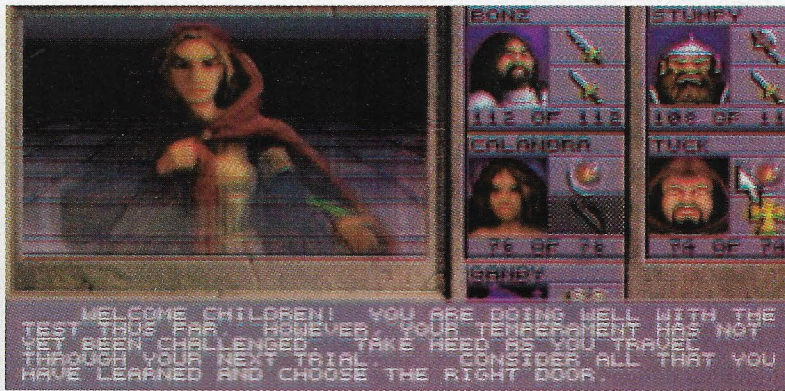
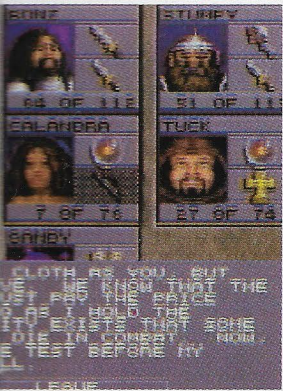
Sound effects and music will be of a high calibre, and graphics will be as you expect of a Dungeon Master clone, but to a higher standard. Utilising AD&D rules, it clings to this system extremely well indeed.

The Amiga version obviously will lack in certain respects, especially compared to the VGA quality graphics, but should hold its head up proud in gameplay. Never mind the cost, just feel the quality.

GTBA OUT FEBRUARY

X-RATING: XXXXX

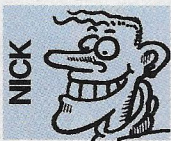
Gameplay: 17/20
Lastability: 17/20
Presentation: 18/20



best to put him out of his misery

You meet good folk occasionally. Here a ghostly apparition tells us to choose the right door

THE LEGEND OF DARKMOON



Oh no, not another SSI sequel. They must grow on trees, I'm sure of it. So if romping through dungeons, getting hot and sweaty, is your idea of fun, then have a look at the Legend of Darkmoon.

good priest may take offence, whereas someone evil will take great delight in it, using the bones as toothpicks afterwards. Having chosen the characteristics

and decided on the mug shot of your party you are then launched into the strange, mysterious world of the Legend of Darkmoon.

This is set in a mixed and varied landscape, unlike the original, and consists of outside scenes, grim catacombs, temples and towers. Thus it holds more appeal.

As you progress through the game, the story-line unravels at a blistering pace. You discover this in all manner of people in distress who tell you a tale before you decide to let them go, kill them or join you.

Non-player characters abound in this game and can be a hindrance or a bonus. Letting them join your party is a touch-and-go affair.

They may help for a while before stealing your goodies, or they could have the power to beat foes to a pulp.

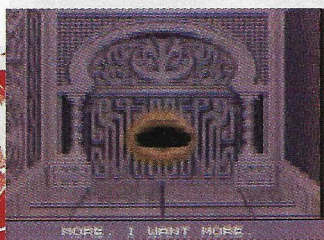
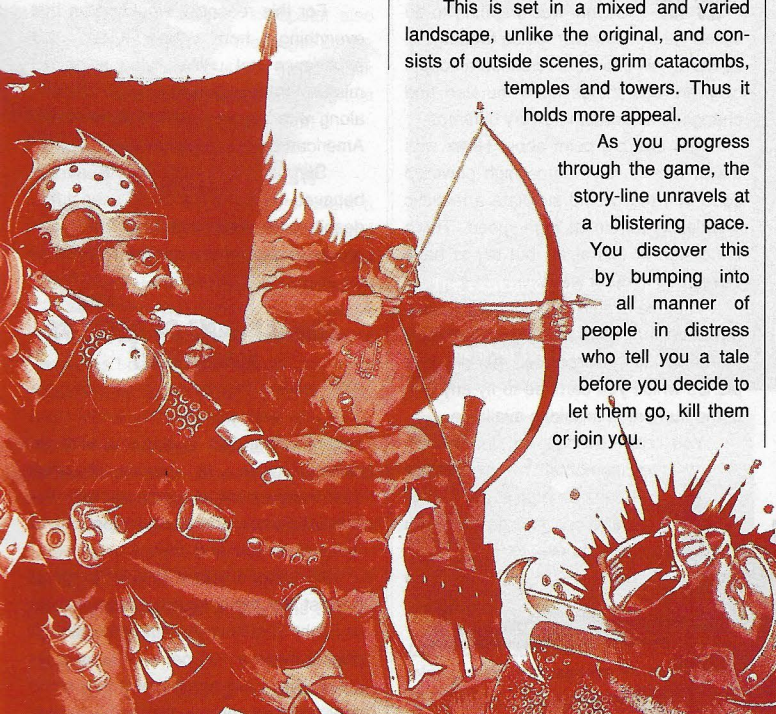
DODGY DRAGONS

Movement is via keyboard, or mouse, and it really is a piece of cake once you've got used to it. Battling away does take some more time though, but although it may seem a tad fiddly messing with weapons and spell books, you'll be storming through the evil hordes in no time.

There is quite a variety of monsters around, from dragons to wizards. The monsters do show some intelligence, although usually it's on a par with a dishcloth.

So if you're looking on the shelves for a good and accurate RPG game, you can certainly pick out this one from the dross. It's a stonking good axe-wielding romp and, as a bonus, you've got some nice graphics for a change.

A gob in the wall obviously takes its artistic licence from Charles Dickens. Greedy sod keeps on asking for more. Oh well!



GAMES-X SCORING SYSTEM EXPLAINED!

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

X-RATING: XXXX



The higher the rating the better the game

JON - Our Jon travels between the cold north and tropical south every week. Last Sunday, however, while attempting to join the M40 he got a flat tyre. Being a skilled mechanic, the change took a mere 40 mins and the use of a mini TV???



ROB - Wanna know what's on at the cinema? Look no further than our resident oracle, Rob. Among his fav films are: Cinderella, American Tale 2 and The Rescuers Down Under. What a softie!



NICK - Old sicko Walkland has decided to come back off his holiday... I mean illness. Meanwhile the mystery of the disappearing Game Boy has been solved - the thiefing gyppo took it to hospital with him!



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

PC
IBM PC

Out in October £25.99



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

A RIPPLED LANDSCAPE WITH A SMOOTH



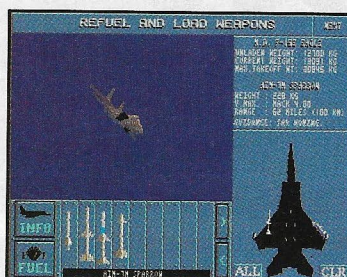
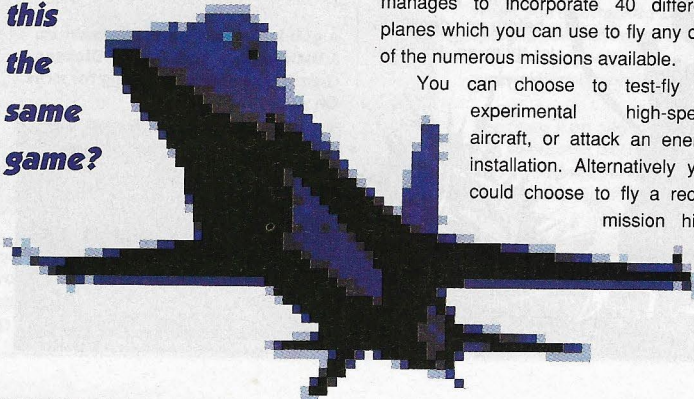
The intro sequence to Birds Of Prey is a very impressive (and quite long) affair which is very much in the vein of the Psygnosis Planetside CD-TV demo



BIRDS OF PREY



Many moons ago, a team by the name of Argonaut was working on a super flight sim called Hawk. Hawk was going to be a totally new experience and would include undulating terrain and loads of snazzy graphics. Now, many years later, a flight sim is released by said team, but is this the same game?



Arming an F-15 Eagle at your own discretion. Couple of Sidewinders, sir?

Well, for a start I can safely tell you that Birds of Prey IS what was originally to be called Hawk. However, since the original specs of this title were released a couple of years ago things have mutated and changed into something very different.

The one big point about Hawk was that it was to have some high powered code in it that would simulate a realistic undulating terrain at high-speed. There is no sign of this at all, but things have developed in other ways...

The main selling point of this has got to be that Birds of Prey successfully manages to incorporate 40 different planes which you can use to fly any one of the numerous missions available.

You can choose to test-fly an experimental high-speed aircraft, or attack an enemy installation. Alternatively you could choose to fly a recon mission high



This happens a lot until you get used to the controls!

above enemy territory or protect a wing of bombers as they head in for the kill.

For this reason it would seem that everything from the X15A (an experience not unlike flying a guided missile) to the Jumbo Jet is present, along with all manner of European and American fighter planes as well.

Surprisingly, each of the aircraft behaves much as you would expect it to despite the fact that the on-screen representation of the cockpit is identical for each.

COMBAT GAME OR REAL LIFE SIMULATOR?

After playing this for some considerable time it becomes more and more apparent that this is a game with an identity crisis. In places it tries desperately hard to compete with the likes of Falcon and Secret Weapons in terms of combat and options.

In others it seems to want to go up against the more realistic sims like Jet or Flight Simulator 2. At no time though does it make a 100 per cent assault on either. OK, I will admit that it has some very accurate controls that make it much

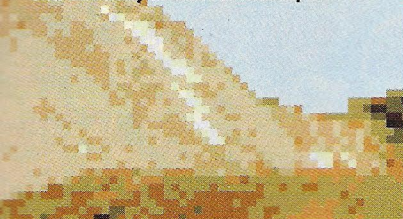
UNDERSIDE



The planes break off, flip over and zip about as they roll over the undulating and smoothly animated landscape.



Looks very flash doesn't it? This, incidentally, is the only place where these sort of graphics can be found within the game



like SubLogic's Jet but it is let down in many areas.

Likewise with the combat sequences the opportunity is there, but the execution seems to be a half-hearted attempt.

Despite this though, Birds of Prey is an extremely impressive achievement which attracts a great deal of well deserved attention.

The sheer number of options and features is truly incredible. If a game could be commended just for its menus then this would score extremely highly!

Unlike many sims, as well as being a realistic simulator, the computer also calculates distances to the target (to the nearest centimetre!!!) and it keeps track of the G-force, speeds and highest altitudes experienced by the pilot!

A PLANE WITH A VIEW

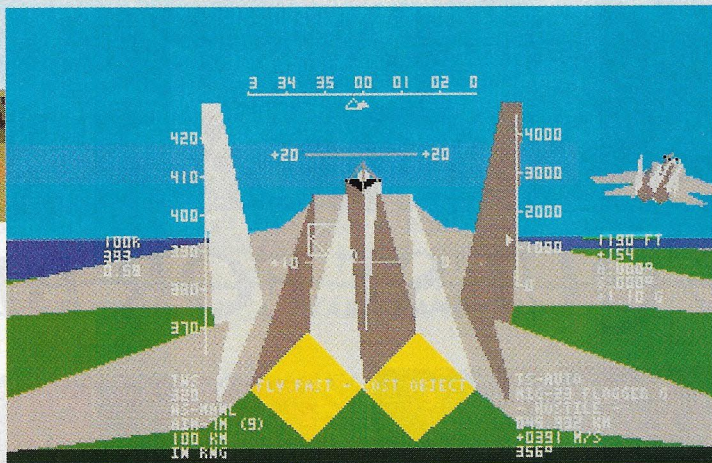
Like many simulators of the moment a great deal of emphasis has been placed on the numerous tracking and 3D viewpoints along with the 3D graphics.

You can view any of your aircraft from just about wherever you wish, and as far as I can tell the representations of each are fairly accurate.

My only complaint in this area is that the screen update is quite unnervingly slow when you have the highest level of detail activated.

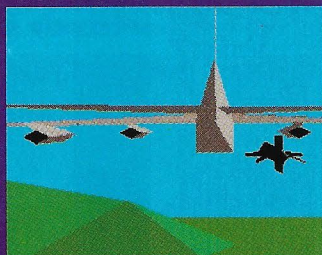
For all the years in development I'm sure Argonaut could've made things just a tad smoother. Now I know that it's doing a lot of things at one time but I'm certain that Starglider 2 was smoother than this!

Against something like Falcon this looks a wee bit primitive. Never mind!

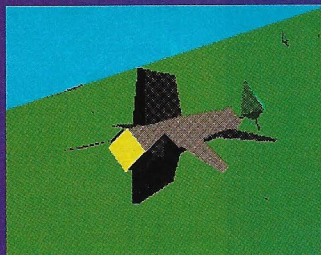


Of course if you want to go the whole hog, here's one of the many external views

PUT YOUR HEAD BETWEEN YOUR KNEES AND KISS YOUR BUM GOODBYE



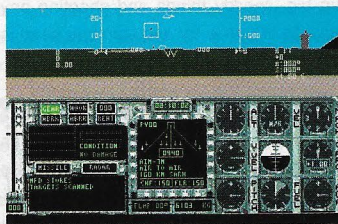
The experimental X-15A hangs precariously from beneath a large lumbering aircraft that I can't quite remember the name of



After launch the X-15A screeches along like a bat out of hell as you fight to keep it airborne. All you've got to do now is land it!



Using drop down menus you have a plethora of options with which to manipulate the various parameters in the game



All reviews of flight sims have one of these. This is the boring old 'I haven't done anything yet so here's a grab of the plane on the runway' shot

FACT FILE

Software House: Electronic Arts
Development Team: Argonaut Software



The sheer number of options available is quite incredible and the real fun in this is choosing the right plane for the right mission and then going out to do what has to be done.

Of course, if you're feeling ridiculous it's possible to place craft into completely unfeasible situations. For example, you send a Jumbo on a troop drop, or try a spot of air interception with a Hercules!

In terms of control this is best described as 'a real bugger', there's no other term for it. Getting to grips with the basic controls is easy but once you get to landing the damn things you'd probably be safer pointing it at a mountain than trying to land on an airstrip. The controls are just much too sensitive to control.

The presentation is of top quality though! As with the admittedly few other Argonaut releases the graphics and sound are both incredible.

The game comes complete with a nice intro bolted on the front (looking uncannily similar to the CD-TV Planet-side demo) and incorporates some super digitized sound throughout.

Overall it is a superb release which will appeal to the more experienced flight buff with many hours of computer flight time already under their belt.

£34.99 OUT NOW



As with the Amiga version the biggest plus point is that this is similar to most other war based flight sims except you have 39 more planes to muck about with than usual. Graphically it's of a good quality, but like the Amiga version it suffers from sluggishness.

£29.99 EARLY '92



The higher powered PC's lend themselves to this sort of thing. Where the ST and Amiga struggle to keep things going, something like a 486 PC could speed things along by using just sheer brute force and processor power.

If you've got a 286 then expect similar problems to the Amiga version. However, lucky (and rich) 386 or 486 owners can expect a real visual treat.

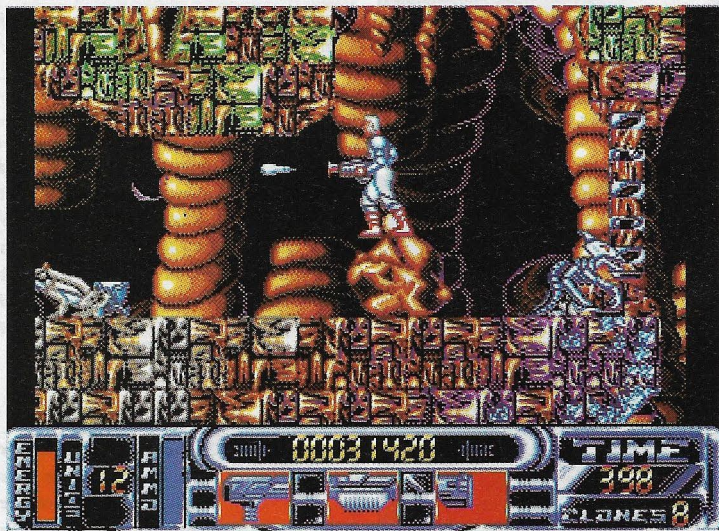
£34.99 EARLY '92

X-RATING: XXXX

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



AND THE QUEST FOR BLOOD...



In the darkened dungeons all manner of weird creatures come crawling out from behind the rocks with the sole intent of biting your botty

O K, first things first! Now I'm all for originality and all that but Thalamus has hardly found itself a catchy title, has it? Borobodur! How on earth are you supposed to pronounce that?

Is it Boro B Odour? Bor O Bu Dur? Bo Robo Duh? Borrowed Bum Odour? It's a fairly poor start if the average punter can't even pronounce the name of the game being played! All of us here got so cheesed off that it eventually became known as 'that thing from Thalamus'.

Basically 'that thing from Thalamus' is a parallax scrolling platform game

where you adopt the role of a big 'part-robot part-man' warrior chappie.

You must jump around while picking up big, sparkly things and shooting any nasties that may try and stop you dead in your tracks.

STRIDER, TURRICAN AND F-ZERO?

After having explored the different areas and collected said sparkly objects you can leave via the exit and hop onto your turbonutterbike to experience the inbetween racing bit as you whizz to the next platform section.

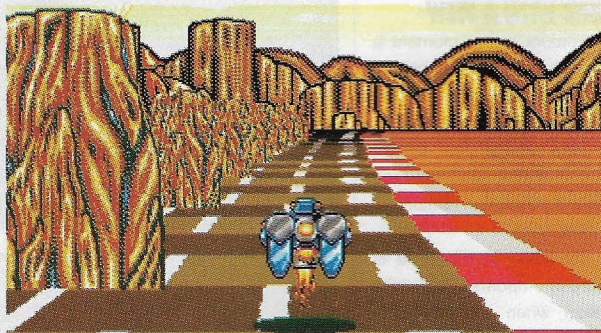
This section of the game looks

BOROBODUR



John

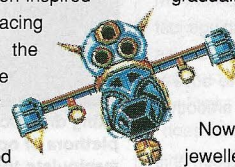
Thalamus, renowned for titles of a more than reasonable quality, has recently been grinding out some neat Amiga games, with the emphasis placed on difficulty. First was Armalyte, and now Borobodur...



The road sequences are really quite incredible. The speed is blinding and the parallax scrolling is very smooth indeed

suspiciously like it has been inspired by a certain Famicom racing game as, tearing along the highways, you are attacked from all sides by hostile vehicles.

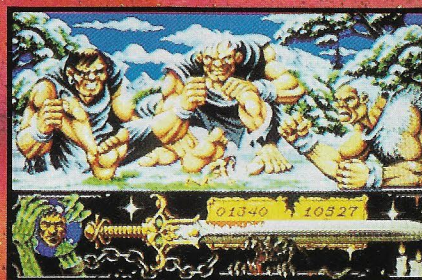
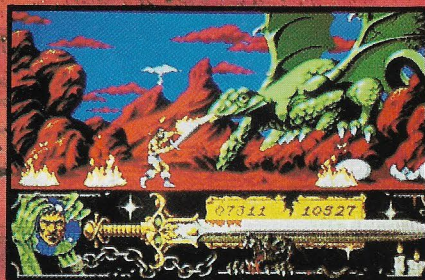
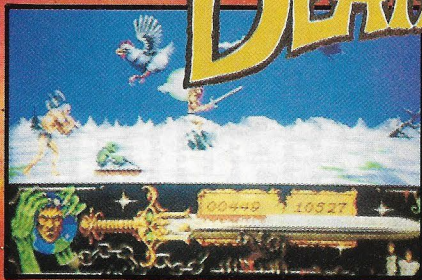
Staring open gobbed at the gorgeous multi-layer parallax and



gradually shaded backdrops you'll find that this bit looks rather splendid, with blinding speed too! It's just a shame about the gameplay and all that...

Now then, now then, (rattle, rattle, jewellery, jewellery), here's where the extra twist comes in. If you've been a

DEATHBRINGER



△ "HAS TO BE THE MOST ADVENTUROUS PROGRAMMING EVER TO BE SEEN ON HOME COMPUTERS."

A Demon has been willingly trapped in a magic sword called Deathbringer. The sword has fallen into the hands of Karn The Barbarian, and together they set out to kill the evil wizards, leaving death and destruction in their wake...

- 30 inter-connecting levels
- Horizontal scrolling to 20 screens per level
- Each level offers the option to exit and proceed to a new level in either direction
- Colourful and detailed backdrops

- Multi-speed parallax scrolling
- Over 600 scenes to explore
- 2 Megabytes of graphics
- Animated backgrounds
- 64 frame animation of hero
- Digitised sound effects

△ST Action

The One:
36 levels of parallax, more than has ever been seen before!

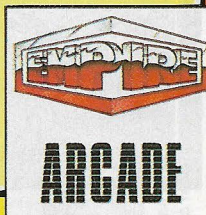
Games X:
Meticulous graphical details is enhanced by the deepest parallax scrolling ever!

Classic action to look out for.

- 36 levels of "Perfect Parallax" with Parallax effective on every raster line.

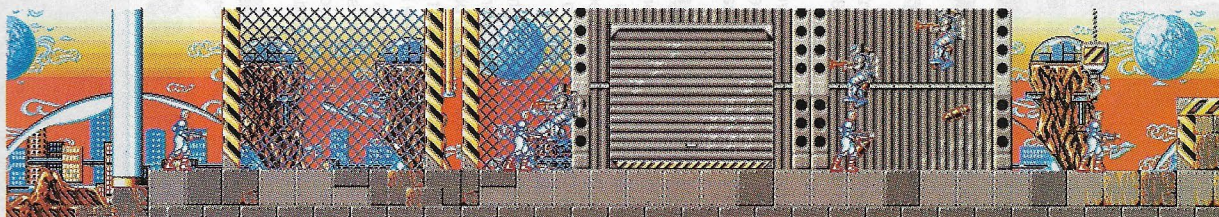
4 THE STANNETS LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ TEL No. (0268) 541126 FAX No. (0268) 541125

THE SCREENSHOTS ARE ONLY INTENDED TO BE ILLUSTRATIVE OF THE GAME PLAY AND NOT THE SCREEN GRAPHICS WHICH VARY CONSIDERABLY BETWEEN DIFFERENT FORMATS IN QUALITY AND APPEARANCE AND ARE SUBJECT TO THE COMPUTER SPECIFICATIONS. SOME FEATURES MAY ALSO NOT BE AVAILABLE DEPENDING UPON THE COMPUTER SPECIFICATIONS.



AVAILABLE ON: IBM PC & COMPATIBLES, AMIGA, ATARI ST AND CBM 64

OUR



really clever chap and have managed to escape the previous level with all of the sparkly bits 'n' bobs, you'll be transported to another different type of game where you must pit your wits against the computer in a puzzle section.

MEANIES GALORE

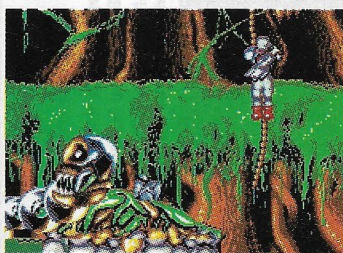
Throughout the game there are loads of different things that will try to hinder your progress. Vats brimming with bubbling acid, aliens, robots, helicopters, limousines, lumps of mutant rock, and things that can only be described as mutant bogeys.

Your defence against this terrible army comes in the form of a pathetic little gun which fires bullets at such a lamentable speed that you can run along and overtake them!

If you're planning on completing the game you'll have to rely on both wits and dexterity, or alternatively you could always cheat and hop through the levels with infinite energy!

You see the only problem, as with Armalyte before it, is that this is just too damn hard!

Metal city is a massive level (this is only a small section) and it is here that the parallax looks its very best. The scrolling is smooth, the graphics are colourful, and all the sprites are animated superbly



Whizz down a rope only to be confronted by a black, blobby monster with a long neck. Eugh!



On your way to metal city you are attacked by a massive helicopter. Getting rid of this is pretty impossible

FACT FILE

Software House: Thalamus
Development Team: Softeyes
Programmer: Pieter Opdam

Tense, nervous headache? Then you must have been playing the unpronounceable game from Thalamus! Gameplay will always be sought after and it is in this area that Borobu... unfortunately suffers the most.

After hours of frustrating perseverance I found that the only way to get anywhere was to activate the cheat mode which is a real shame 'cause this could be quite good.

When you collate all the things that it has got going for it, it ought to be a bit special! The graphics are very stylized and colourful, the sprites are animated better than in most Amiga games, and the sound is superb.

It also draws elements of gameplay from products such as Strider, Turrican and the excellent F-Zero. What went

wrong? It would seem that the only let-down is that it's so goddamn difficult!

There are some really quite amazing sections; the racing levels in particular left me quite gobsmacked! The colours, the parallax and the speed are all tremendous and have to be seen to be believed.

Overall, I would love to be able to recommend this, but I'm afraid that unless you have immense patience, incredible superhuman reflexes and an amazingly long fuse, it'll probably drive you crackers.

I really can't see the point of a game that can only be enjoyed to the full by mere mortals if they have the cheat mode activated.

£25.99 OUT NOW

X-RATING: XXX

Gameplay: 8/20
Lastability: 8/20
Presentation: 16/20

12TH-18TH DECEMBER 1991 GAMES-X 17

FACT FILE

Software House: Empire
Programmer: Champie
Graphic Artist: Walt
Music: David Yapp



Having never even heard of the arcade version I can't really comment on how good a conversion this is.

Graphically it is very colourful and the various enemies are well drawn and animated. All the backgrounds are well laid out and look good.

Soundwise the game could have been better, the various spot effects sound like they are from a game from two years ago, which might be when the arcade version was released, and the tune comes very annoying very quickly.

Sadly the more you play the game the more frustrated you will become, because it is very annoying when you know how to complete the screen but keep dying.

Still, it is one of those games to play when you are out of things to do and feeling a little bored.

£25.99 OUT NOW



The ST version is identical in every way to the Amiga, even in the sound, which isn't quite as clear but still the same. This means that everything I said for the Amiga applies here, see above!

£25.99 OUT NOW



The C64 version is just as good, gameplaywise, as the 16-bit games, the graphics are good and so is the sound. A shame that it does get a bit boring really.

£11.99 OUT NOW

X-RATING: XXX

Gameplay: 12/20

Lastability: 13/20

Presentation: 12/20

VOLFIED

Ages and ages ago there was a game called Kix on the BBC Micro which stopped kids from working

...in IT lessons, now we have a newer version...

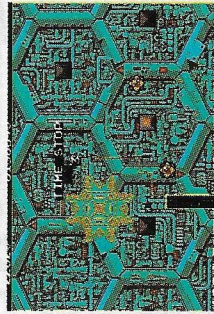


Brian

The basic aim to Painter was to completely surround blocks and fill them in. Kix and Volfried are variants of this where you create your own blocks.

However, while attempting this you also have the difficult task of avoiding various meanies.

The meanies come in two sizes - small and large, the small ones generally get on your nerves while the aim of the level is to capture the large one.

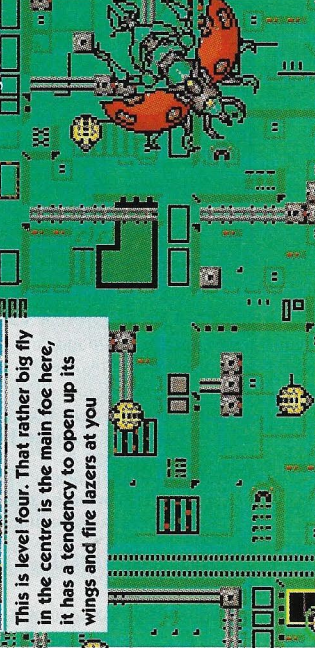


One of the most useful bonus items in the game is the time stop. This will stop everything from moving, allowing you to quickly do the level

This is level four. That rather big fly in the centre is the main foe here, it has a tendency to open up its wings and fire lazerts at you



Just to make things a tad harder for you on this particular level the 'bonus squares' are all grouped in the centre of the screen. Some fancy manoeuvres will be needed to get them



some where there are two halves of the alien and you have to try and separate them, which is a lot easier said than done, believe me.

EASY-PEASY!

There are three skill levels for the player and even the easy one is difficult to complete; I don't know about the hard as I'm not all that keen on trying it!

There is also a handy level select option that allows you to start on any of the levels that you have previously completed.

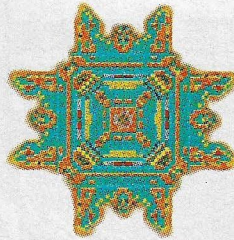
Controlling the game is simple. Use up, down, left and right to guide

the ship around the screen and to draw a box you have to press fire and move into the main game area.

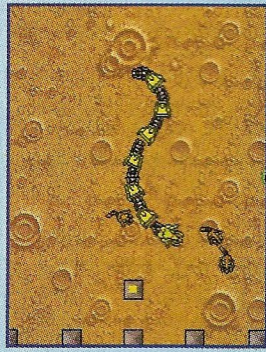
You then have to move around and avoid the nasties before returning to the edge again.

There is also a training mode where you can practise any stage up to level eight of the game.

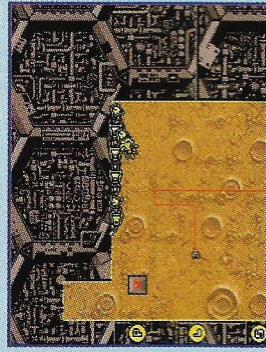
This will slow down the nasties and anything else that gets in your way, which makes the level just that little bit easier, although not much!



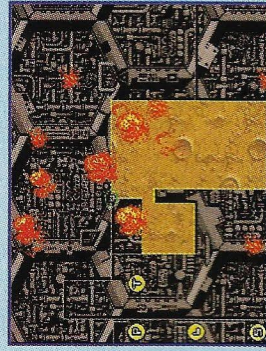
BOXING THE BLASTED BEASTIES



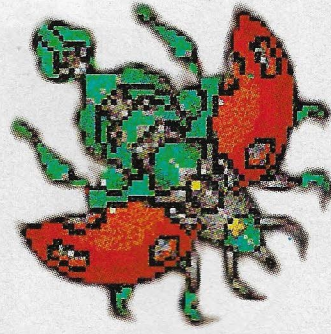
At the start of each level there will be a huge open space for the nasties to leap around in. Your job is to reduce it...



Over half has been completed and things are looking good. If you play it well then only one more line is needed



Ha! Done it! The enemy is no more, for this level anyway. Rest assured that things will be just as difficult later on



DOUBLE DRAGON III THE ROSETTA STONES

Billy and Jimmy Lee, the heroes of the previous two, rather naff, beat-em-ups, are about to take part in an incredibly difficult mission.

An ancient soothsayer is guiding them across the world to recover his three sacred Rosetta Stones.

The mission will take them through five increasingly difficult missions, facing some of the most vicious foes to ever grace the beat-em-up scene.

THIRD TIME LUCKY

Our heroes are completely unarmed, except for the fact that they are black belts in major martial arts and experienced street-fighters. With fists like iron and a demon kick you head out to retrieve the stones. It makes a change from rescuing your girlfriend!

The game starts on a typical American street. Well, typical in looks, not in the fact that a vicious fight is going on. Using the joystick

you must run headlong towards the bad guys and engage them in furious battle.

Enemy fighters are also unarmed for the moment; later on they have swords and motorcycles to attack you with. For the moment though they are fairly easy to kill. A few well-placed boots between the legs and they drop like anyone else.

The moves you can execute consist of flying kicks, punches and forward kicks, each of these is powerful enough to stop your opponent but when there are three against one the odds are decidedly



Perhaps one of the world's least impressive coin-ops - it was slow and jerky - makes it to your computer courtesy of Sales Curve. Can it improve on the arcade original and actually make this into a good game? GX will reveal all...

against you. However, you soldier on no matter what.

At the start of each level there will be a door for you to enter, which takes you into a shop where you can buy power-ups, extra lives and certain weapons.

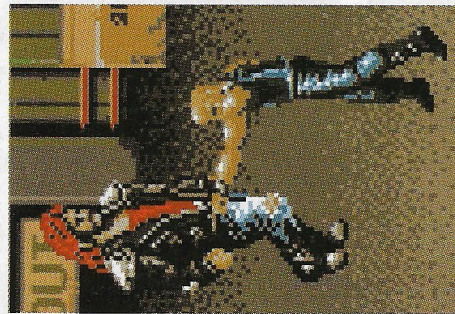
You have the choice of using your coins for this or for having more continue options during the game. A difficult decision that one.

A GOOD OLD-FASHIONED STONING

There are a whole bunch of special moves that can be performed, either when you have bought some tricks or are in a very specific place in the game area.

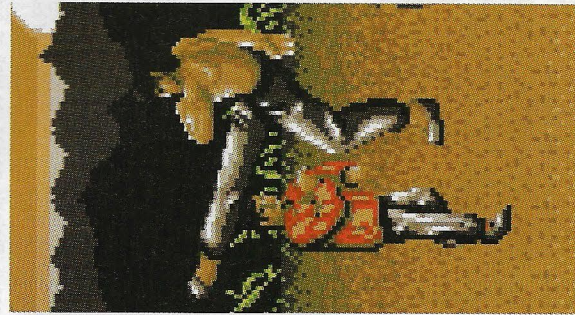
The best of these is the leap off a wall, if you do a flying kick into a wall the player will propel himself off in another direction.

As usual the end of each level will bring you face to face with a large bloke armed with an equally

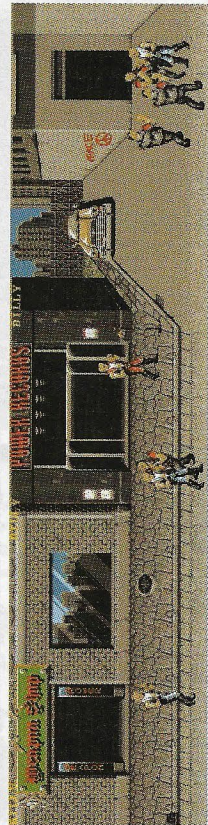


A really chubby Hell's Angel is the first level guardian you'll encounter, it's going to take a great number of blubber and leather

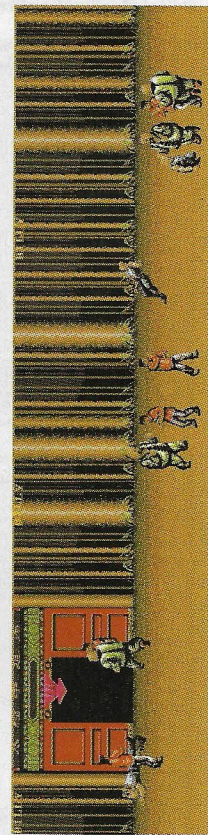
large weapon. Kick and punch him an incredible amount and he'll die soon enough. That's what I like, a nice bit of violence!



The second boss is a large, roughie-toughie karate man. He is twice your height and will not stop until you have put him six feet under, which isn't an easy task



The game starts in the USA, downtown New York, to be precise. The streets are as violent as ever and you are thrown headlong into the action



You are sent across the sea to China for the first of the stones. Here you'll have to enter the dense forests to reach your goal, the enemies now appear thick and fast

FACT FILE

Software House: Storm
Development Team: The Sales Curve
Programmer: Greg Michael
Graphic Artists: Ned Langman
Sound: Steve Snake
Music: Andrew Barnabas



After the complete and utter disgrace of the first two conversions I wasn't really looking forward to this game. Thankfully Sales Curve has surprised me.

Double Dragon III is actually an incredible improvement on the arcade original. The scrolling is smooth and many sprites don't slow the game down. Sound too is of a high standard, with a very atmospheric tune and fairly realistic spot effects.

Thankfully Double Dragon III has enough variety to stop it from getting monotonous too quickly.

Difficulty has been set just right and DD III will take an incredible amount of dedication to finally beat and therefore will last the average player a long time.

£25.99 OUT NOW



The ST version is different to the Amiga in looks and sound. The play area is smaller and sadly the in-game sound is appalling. Overall this is still better than the coin-op.

£25.99 OUT NOW



The C64 version is the dark sheep of the group. The Spectrum version is an incredible achievement. The graphics are monochrome but the gameplay is the same.

£11.99 £15.99 OUT NOW

X-RATING: XXXX

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

FACT FILE

Software House: Empire
Development Teams: Oxford Digital
Enterprises (ST/Amiga);
Paragon Software (IBM PC)

It has been said that in space, no one can hear you scream. Fair enough. However, in the Games-X office, you have to invest in ear muffs to dim my screams. Space 1889 is such an awkward game.

However, as is the nature of such games, patience is a virtue. Master the keyboard controls, uncover the storyline and you'll be flying through it.

The graphics are pleasant, although they certainly aren't spectacular. Simple overhead maps and little mug shots depict the many non-player characters.

In summary, it certainly is a game for long-term enjoyment. Unfortunately, unless you're really in the mood, it will take a marathon session to get to this state of affairs. Like the similar strategy RPG Megatraveller, you'll either love or hate it. I got to like it. Eventually...

£29.99 OUT NOW



Identical in every way to the Amiga version, with similar spot sounds and quaint graphics. The game speed is questionable, but just about acceptable

£29.99 OUT NOW



As with other games of this ilk, they tend to be identical. If this is your kind of game, with similar graphics, sound and faster gameplay to the others, you'll have discovered something to occupy these wintry nights

£34.99 OUT NOW

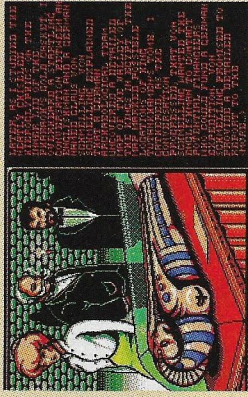
X-RATING: XXX

Gameplay: 9/20

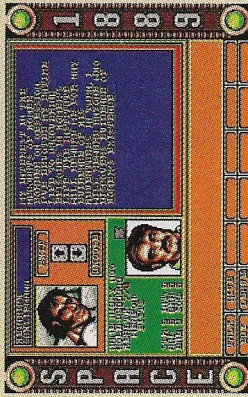
Lastability: 14/20

Presentation: 13/20

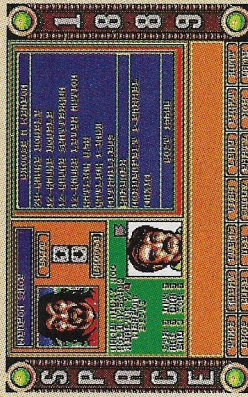
GETTING OUT 'N' ABOUT



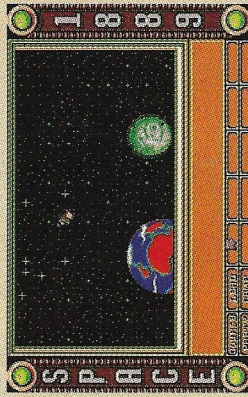
At the Egyptian Party you'll find out all the information you need to toddle off on your exciting adventure



Then you come across the dodgy German Heinrich. Lo and behold, you're soon off on your mission



So you pop into a weapon shop for some good butt-kicking equipment to stop aliens in their tracks



You visit some countries, get bored with tummy troubles in Egypt, and so decide to launch your tub into space

SPACE 1889



Space 1889? Forget the nonsense about Yuri, Neil and Laika the spacedog, the great heyday of space travel was in the Victorian era. This little known gem of information has only recently come to light, and now you can live the life of an early astronaut, courtesy of Empire.

Space 1889 is a classical role-playing adventure game from Game Designers' Workshop, a game bringing to life the works of A Conan Doyle, Jules Verne and HG Wells. Yes a mystery detective game with a decent sprinkling of space travel.

To start, you have to build up a party of five distinct characters possessing a wide range of skills.

As in all role-playing games, you have a list of six attributes, and a career path to develop in the services, professions or even exotic careers such as a nineteenth century Games-X reporter.

Starting the game, you are invited to an Egyptian party. Getting the wrong end of the stick, you appear wearing your favourite mummy costume.

Embarrassed, you choose a life of adventure, to travel from country to country and planet to planet.

Here you can deal with a wide range of non-player characters, as diverse as friendly gentry, Jack the (I'm Innocent) Ripper, and even



Phyllis 'Fistcutuffs' Cox wandering with her party in the lunar wilderness between a space port, a cave city and masses of craters

religious cults and the mass intelligence of certain alien species.

Victorian space travel was a good deal simpler than the present mega-bucks shuttle programs. Based on the use of ether, all you needed was a water boiler and a couple of mirrors.

Here you will have to decide on

the ship design, as well as preparing your party with such necessities as food, beer and other essentials.

IMPERIAL MANOEUVRES

Movement is as easy as pie. Simply point and click, or use the cursor keys for directions.

It's a tad slow though, especially when you try to remember the full range of keyboard commands.

These are awkward to remember at the best of times, but experience is the best tutor, and you'll have to press the correct key both at the right time and in the right direction if you want a chat.

As role-playing computer games



Checking up on your party's characters. Ugly set of mugs aren't they?

BONANZA BROTHERS

Ever wanted to become a professional burglar? If so, then this game could be the answer to your prayers. US Gold brings us the adventures of Mobo and Robo, the Bonanza brothers, as they perform many amateur robberies...



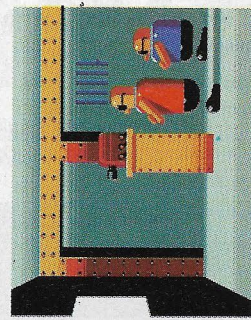
You could be forgiven for having a touch of déjà vu here for this game was originally reviewed way back in issue six on the Sega Mega Drive.

US Gold's conversion is identical to that one. Basically the game involves you controlling one of the two brothers as they run around the various mansions and steal strategically placed items.

BUNGLING BURGLARS

Armed with a mere pop-gun to defend yourself with, you'll have to avoid the security forces who roam around the building.

These guards come in various sizes and wield special weapons,



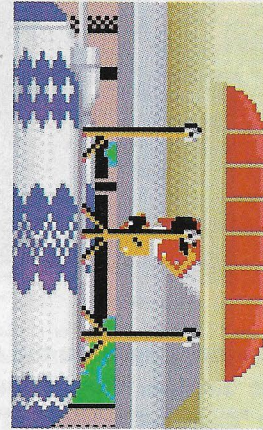
Before each level begins you see the bros watch a videotape of the next premises. You will see all the items that you'll have to collect and how big the building is

which range from riot police to standard guards.

The hardest guards to avoid are the riot police, because they are protected with a huge, body-size riot



When all of the items are collected you will be told to make haste to the exit by a handy 'Go to Exit' sign that flashes right on top of the action, making it impossible to miss



To end the levels you must reach a rendezvous with a blimp on the roof. This will take you back to your secret hide out and it's time to prepare for the next robbery

shield. You'll have to try and stun them with your pop-gun when they are facing in the opposite direction.

Another rather cunning way of temporarily stopping the guards is to open a door in their face; they'll fly backwards and hit the wall.

Beware however, for they are able to do the same to you, which will lose you one of your lives.

IT'S A STEAL!

The game can be put into two-player mode where you each control one of the brothers which makes the levels slightly easier.

You can start the game with three, five or seven lives, selected on



The two-player mode is without a doubt the most fun part of the game. Mobo and Robo must work as a team to collect the items inside three minutes

the options screen. Obviously with seven you'll be able to progress a little bit quicker than usual.

You also have one credit allowing you to continue from the exact position at which you last died, which is very useful, believe me.

THE GRUESOME GUARDS

Riot policemen are right pains and can only be shot when they face the other way, hide behind a wall until they run past and then blast away

The dogs are a bit of a pain but are fairly harmless since they only need one hit to be despatched

The bouncers take more than one hit from your pop-gun to stun them, you'll have to hit 'em a number of times to get past

Security guards are pretty pathetic little souls and only take one hit to be stunned. They may also be found asleep allowing you to shoot them unaware

FACT FILE

Software House: US Gold
Development Team: Twilight



Graphically Bonanza Bros is identical to the Mega Drive and the sonics are also pretty much the same but the whole game plays at a quicker pace and is slightly easier to control.

The humour of the game is incredible and you'll find yourself chuckling when either of the brothers falls over on a stray Coke can or rake.

All the tunes are jolly and upbeat and fit into the game perfectly. There are loads of silly spot effects that appear in the background.

What puts this into its own league is the original gameplay; it isn't really a platform game or a shoot-'em-up but is something stuck in between the two.

This is a really addictive and fun game that will be liked by everyone (except Alex because he's a grumpy little so and so).

£25.99 OUT JANUARY



There isn't much to tell this from the Amiga version because graphically it is identical. The only main difference is the sound which isn't quite as good.

£25.99 OUT JANUARY



The 8-bit versions are being handled by an in-house development team at US Gold. This means that it will be a purchase well worth spending your Christmas money on.

£11.99 d£16.99 OUT JANUARY

X-RATING: XXXXXX

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



A highly unusual getaway car for two very unusual brothers!

CONSOLE CONNEXIONS

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

GAME: BEAST WARRIORS
MACHINE: MEGA DRIVE
PRICE: £34.00
SUPPLIER: CONSOLE CONCEPTS

Wrestling games are all the rage at the moment. Around the country kids are setting up mock fights and watching the *WrestleManias* on Sky TV.

The latest in a long line of these style beat'em-ups is *Beast Warriors*. Here, the contestants take the shape of ugly monsters instead of such traditional macho heroes as Hulk Hogan and Ultimate Warrior.

All the familiar moves are here, such as pile-drivers and body slams, yet they are all performed in a different way. During the fight you can use buttons A and B to punch and swing your tail at someone, if you have one.

At various points of the game your opponent will grab you and you'll have to quickly keep tapping button A to beat him and perform your special moves.

There are two types of game available: Match and Tournament. The



match is just a single game for either one or two players and you can select your opponent. The tournament takes place over many rounds and you must fight every beast in the game.

The ring is viewed from an isometric angle with the fighter being rather huge on the screen. The ring scrolls smoothly in all directions and the different beasts are well drawn.

Sadly the sprites, although large, are not particularly well animated, thereby ruining the whole appearance of the game. The action moves too slowly and it can become too boring very quickly.

As well as this it will take some time to get accustomed to the controls for the manual is in Japanese.

Although enjoyable, fans of wrestling games will undoubtedly find it somewhat lacking. Put simply, I wouldn't buy this if you gouged out my eyeballs with a large chair leg. Avoid.



X-RATING: XX

Gameplay: 7/20
Lastability: 8/20
Presentation: 10/20

Welcome once again to the definitive console section. Forget the others, consult *Games-X* when you want to see the latest and greatest games for your console.

KICK IT!

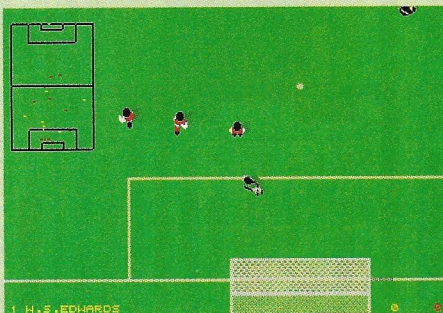
Following on from Game Gear and Master System versions of *Kick Off*, US Gold is developing the superb video football game on the Mega Drive which should appear early 1992.

Tiertex is converting the award-winning game which should prove to be every bit as playable as the Master System and Amiga counterparts.

PANZA'S KICKIN' EXTRAVAGANZA

The excellent *Panza Kick Boxing* is being converted onto the Famicom and will reproduce the sheer playability and impressive graphics that made the

Amiga version so good. Based around the violent sport of kick boxing, it features huge sprites kicking seven bells out of each other.



You can compete against either a friend or the computer. The ultimate aim is to defeat the skilled Panza and win the prestigious belt used to hold up his oversized boxer shorts!

Don't worry, an NES and Game Boy version will

follow, but don't expect to see any of the three cartridges until next year.

SONIC 2

Now that *Sonic* has stormed across both the Mega Drive and the Master System, he will be reappearing in mid '92 on the powerful Mega CD-ROM.

Still in its very early stages of development, the game is rumoured to be called *Escape from the Ring Zone* and will utilize the power of the Mega CD by using the sprite enlargement and rotation capabilities.

This should turn out to be a blistering title, so keep your eyes peeled because *Sonic* is sure to be faster than ever.

ROCKMAN WORLD 2

After the superb *Rockman World* on the Game Boy reviewed in issue 18 of *Games-X*, the sequel will appear on import sometime in the spring of next year.

As *Mega Man* you'll be thrown against the evil Dr

Wily and four new robots bent on challenging your skill. Clashman, Airman, Woodman and Metalman all make an appearance, and if you defeat one you'll be given a power-up to aid your battle against the other three. We'll keep you informed.

WOODSTOCK: FUNKY ROCKY HORROR BAND

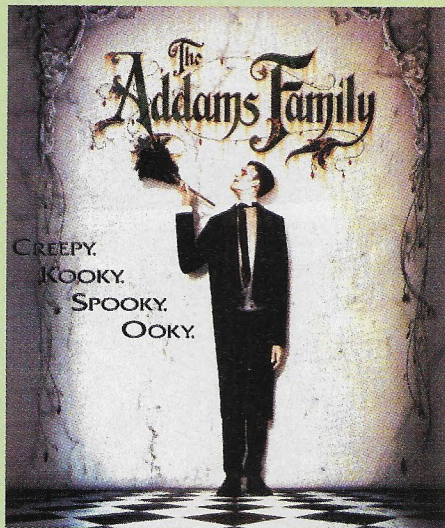
To tie in with the release of the Mega CD is this rather strange titled RPG which features stunning graphics and sound that will threaten to blow your speakers from the monitor!

You control the band of freaky aliens which have had the misfortune to crash on Earth. The band absolutely loathes this strange world of ours and is desperately trying to return home.

First though they must find their instruments, of which there are six. The game will be appearing in the States in December, so you'll probably see it washed up on these shores in the New Year.

THE ADDAMS FAMILY

If you ask me, the Addams Family are a bunch of weird cookies. In this game though it's you who is the odd one out. As Tully, a lawyer, you can earn yourself a sizeable chunk of Gomez's treasure by simply outwitting the eccentric clan.



Easier said than done in view of the fact that although some of the family will help you in your quest, others won't. For instance, walk up to the Thing and he'll probably beat you to a pulp, whereas Pugsley will nuke you with his chemical arsenal.

The game is set in the mansion housing 30 rooms packed with danger and, if you can find them, precious objects. Due out on the PC Engine and the PC Engine CD, this is certainly looking impressive.

HINTS & TIPS

BUGS BUNNY CRAZY CASTLE - GAME BOY

Here's a few codes to amuse the players of the cartoon Game Boy cart, Bugs Bunny.

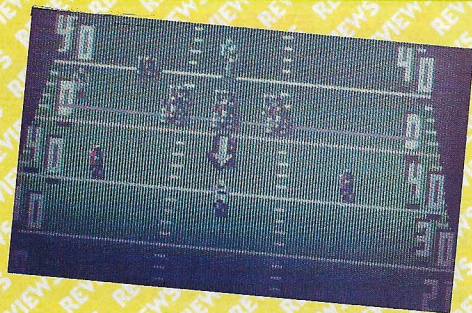
Level 10: WZFS
Level 20: ZTPZ
Level 30: WYCZ
Level 40: TXCZ
Level 50: ZTWX
Level 60: YTKX

Thanks to:

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

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

GAME: TOURNAMENT CYBERBALL MACHINE: LYNX PRICE: £29.99 SUPPLIER: ATARI



Cyberball: a tough futuristic sport where your robots must storm across a rectangle of marked grass in the hope of getting a small explosive ball into the opponent's end zone.

Sounds pretty darn simple if you ask me, but add an opposing side of seven huge Cyberbots that will pound your nuts into the ground at the first chance and things get a little tougher.

Put simply, Cyberball is American football 80 years from now. Complex machinery replaces the men that once stood on the scrimmage line and now the ball has been replaced with a bomb to spice up the action.

There are four opponents to compete against, with an option for up to four human players providing you have enough machines linked by the ComLynx cable. You can pick a team from a choice of six.

The opposing team will kick off and you'll receive. Simply catch the ball and run like hell as far up pitch as possible.

Once sacked you have a choice of plays to select from: run the ball, pass,

or rushing options. The longer you hold the ball without reaching the end zone, the hotter the steel ball becomes.

It will start cool, but will heat up before becoming critical and exploding. If this occurs you lose your quarterback and possession.

I am a great fan of American football games but I'm afraid Cyberball didn't appeal to me. The graphics are small and hard to distinguish and, more importantly, the game didn't feel right.

It does include a variety of plays but I soon lost interest and it became tedious. The verdict? A faithful conversion of an arcade game which was pretty naff in the first place.

X-RATING: XXX

**Gameplay: 9/20
Lastability: 10/20
Presentation: 13/20**

GAME: PUTT & PUTTER MACHINE: GAME GEAR PRICE: £18.99 SUPPLIER: KC'S COMPUTERS

Last week we had oodles of American footie games; this week we're drowning in golf sims! **Putt & Putter**, a simple crazy golf simulation, isn't as serious as **Leaderboard** or **Awesome Golf**.

This is chiefly a single player game but you can compete against one other human competitor providing you have two Game Gears, two copies of the game and a link cable.

Set over a selection of courses it, unlike any regular golf course, includes such obstacles as water hazards, steep, sloped fairways and even huge rubber

blocks which divert your ball in a random direction.

Each hole has a par rating which depends on the difficulty of the course. Instead of the shots you take adding up to a total at the end of the course, you can only continue the game if you have enough balls.

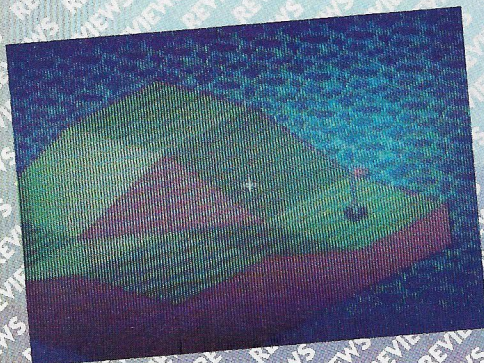
If you complete the hole under par you are awarded an extra ball to add to your starting quota of five. However, take more swings than the par rating by three or more and your pool of golf balls will decrease.

There are numerous levels of difficulty, each with 18 holes. You must, however, complete the beginner's level before you can start playing on the master course which includes more fiendishly designed levels as well as new obstacles that throw your ball off course or into a pool of boiling lava.

Putt & Putter makes a refreshing change from the usual 18 hole video golf game. The graphics are simplistic but adequate, the sound is OK and the game is fun to play - a very important factor.

X-RATING: XXX

**Gameplay: 13/20
Lastability: 9/20
Presentation: 12/20**



GAME: AWESOME GOLF
MACHINE: LYNX
PRICE: £29.99
SUPPLIER: ATARI

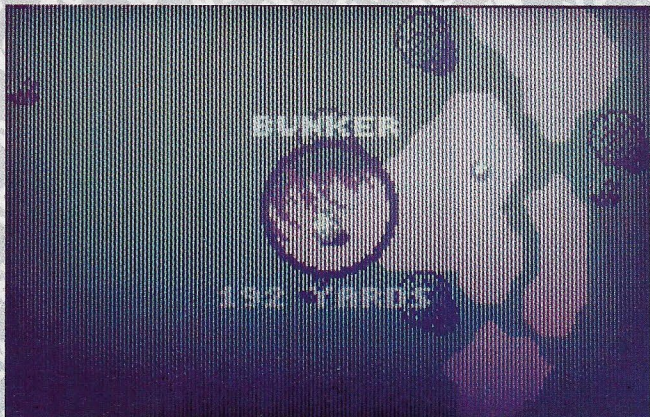


In the bleak winter months only the brave or the stupid venture onto the freezing golf courses in order to get in a quick round. Now Atari Lynx owners can grin smugly as they tee off in the comfort of their own home with the release of **Awesome Golf**.

This game is Atari's challenger to the Leaderboard throne, and utilizes the sprite enlargement capabilities of the Atari Lynx to the full.

Viewed from both a bird's-eye view and also from behind the golfer, you can watch as the player swings his club before suddenly changing to see the ball fly from the ground and then drop back down onto the fairway after rising up to fill the screen.

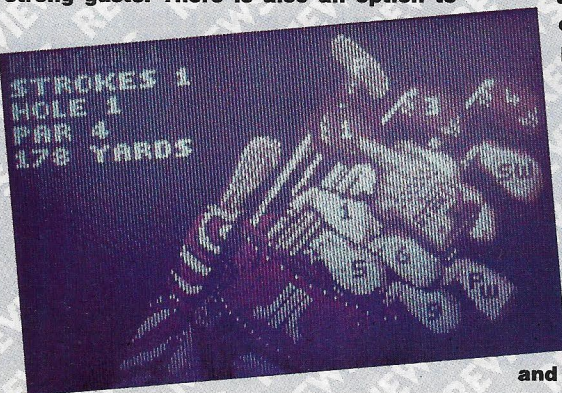
There are three 18 hole golf courses, one in America, another in England and the last in Japan.



Having selected the country you wish to compete in you are treated to an overhead view of the course which details the location of each hole as well as allowing you to enter the clubhouse to log on up to four players using the ComLynx cable and the appropriate number of machines.

You can change the handicap of your player to suit your skill level, while also alternating between a male or female golfer whose colour of togs you may alter to suit your personal preference.

You can also change the power of the wind from none at all to light breeze to strong gusts. There is also an option to



only play nine holes instead of the full 18.

Out of the clubhouse and onto the fairway. Looking at the course from the top, pressing button B and Up or Down on the D-pad will zoom in and out of the course, with B and Left and Right changing the general aim of your shot.

Tapping button A will take you on to the next screen which is the club selection menu. There are nine clubs to choose between: three woods, three irons, three wedges and also a putter.

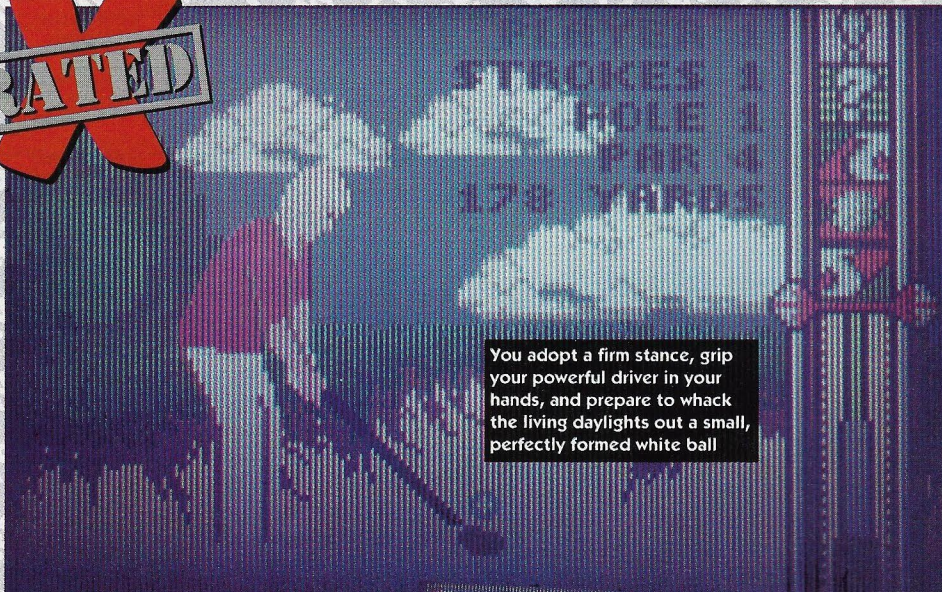
When you're ready to take the shot the angle changes to behind the player with the power bar on the right of the screen.

Tapping A will increase the power of the swing, another press of A choosing the power level. One final press will determine if you hit the ball straight, or whether you hook or slice it. Sounds hard but once you've got the hang of it's easy.

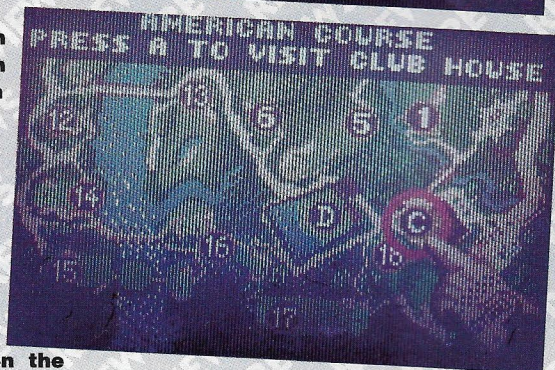
Pressing option 1 allows you to examine the scoreboard. During the game Chipper, the commentating chipmonk, passes snide remarks when you foul up, although he does compliment you on an outstanding stroke.

In my considered opinion **Awesome Golf** is better than **World Class Leaderboard** and therefore knocks the latter of its throne.

The reason for my judgement is that Atari's effort is technically more impressive and uses superb sprite scaling as well



You adopt a firm stance, grip your powerful driver in your hands, and prepare to whack the living daylights out a small, perfectly formed white ball



as slick animation. Add to this the game's easy-to-use control system and you have the definitive hand held golf simulation at your fingertips.



X-RATING: XXXXX

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

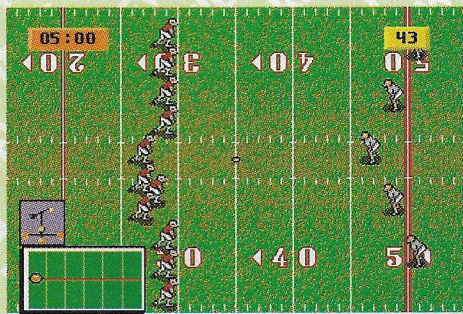
**GAME: JOE MONTANA II:
SPORTS TALK FOOTBALL
MACHINE: MEGA DRIVE
PRICE: £34.00
SUPPLIER: CONSOLE
CONCEPTS**

The sequel to John Madden was better than the original, but can Joe Montana II barge past his predecessor?

Yes, but only if he can put up with the annoying commentator spouting forth with a horrendously terminal case of verbal diarrhoea.

Unlike the original, JM II is viewed from the side rather than from behind, giving a feel similar to a game seen on television - especially with the running commentary in the background.

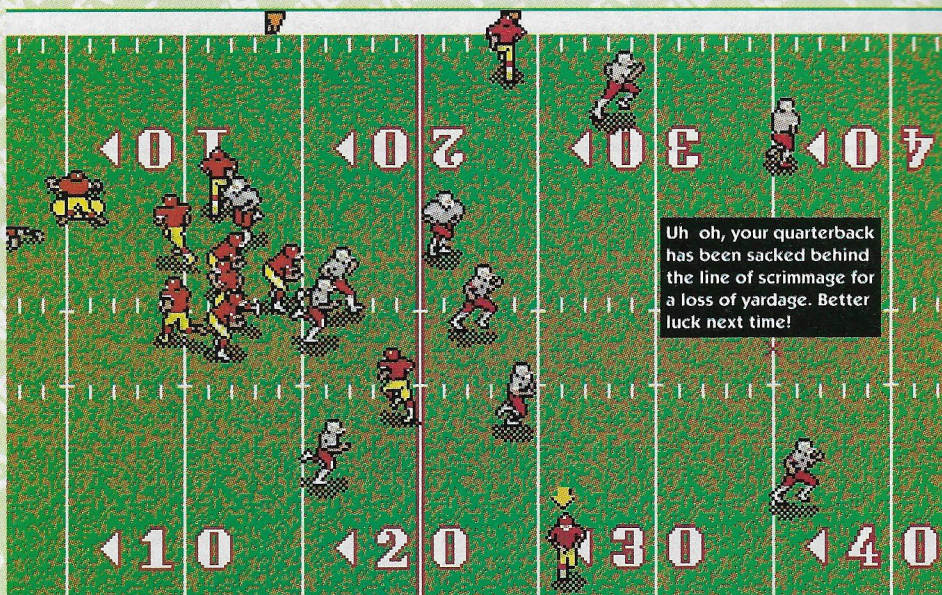
Like all football games you have the choice of virtually all 28 big NFL teams, from the Washington Redskins to the Minnesota Vikings.



The exhibition match is a single game between two teams while the league is a 16 match schedule where you must compete against the other teams for a place in the playoffs.

There are three game lengths, either 20, 40 or 60 minutes long, and three difficulty levels: beginner, normal and difficult for the more experienced.

You can also 'turn' snow or rain on, and play with the dream team - a bunch of footballers created by yours truly.



Out on the field the action begins. The cartridge features over 50 offensive plays and some 22 defensive moves. These allow you to rush or pass the ball, blitz the scrimmage line or kick a punt or field goal, plus many more.

Button A is used to snap the ball and pass when the quarterback has possession, B calls the audibles and flicks through your wide receivers and C gives you the option to dive to gain the extra few yards.

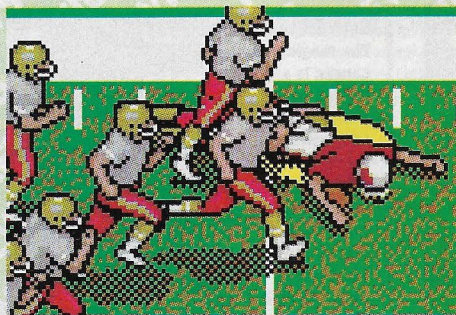
Joe Montana II can be played by one or two people, the latter as team mates or in a head to head. If playing with a partner, one takes control of the quarterback and the other any man other than the aforementioned.

The obvious difference between the two Joe Montana games is the constant drone of the commentator airing his views on the game.

Although a nice touch it does become very tedious when he yells "first down" for the fiftieth time in a single game. In the visual stakes JM II rates very poorly

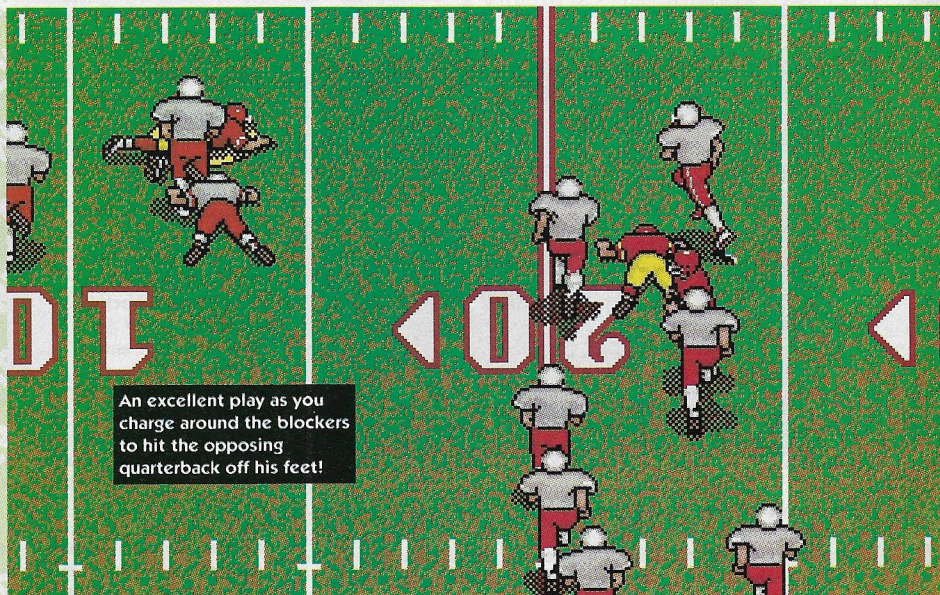
in that it features very basic sprites and animation over a pretty naff pitch.

How does it rate alongside other American football games on the Mega Drive? No comparison to John Madden and I suggest you opt for that since the novelty of a talking game soon wears off.



X-RATING: XXX

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



Having problems bubbling the baddies in Bubble Bobble? Is the Baron Von Blubber busting your butt? Well look no further as below is the solution to all your bubble-blowing blues for Bubble Bobble on the Master System.



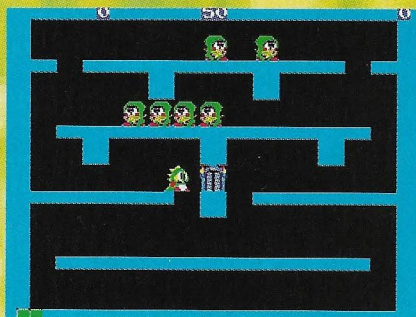
THE GOODIES

THE BALLS are needed to pass through the door on level 100, and each player must possess one of each colour – red, green and blue



LEVEL 10

The first ball is found on level 10. Play the level as normal, and at some point during the action a door will appear in the top right of the screen. Leap up to the top and walk through. Located here is one of the balls. Collect it



LEVEL 50

Level 50 is the setting for the second ball. The hidden door behind which the ball is to be found is at the very beginning of the stage and is situated smack in the middle of the screen. Forget the nasties, burst through the door and get the ball!



LEVEL 90

The position of the last ball is on level 90, but this is a little harder to find than the others. The door appears on the left, on top of the left-hand pillar. You may find that you have to leave the monsters at the bottom of each side and wait for the door to eventually appear

THE MAGIC CANDLE

The magic candle is a vital object to collect if levels 150 onwards are to be completed, because from then on the screen is totally dark with only the monsters appearing. The candle is found on stage 145, the door appearing in the bottom left of the screen. Try bursting the coals in order to see the door. Remember, if playing with both Bub and Bob, when the one carrying the candle dies the light will extinguish and the remaining player will be left in the dark



THE SACRED MIRRORS

The three mirrors are hard to locate, but must be found in order to confront the last guardian. One can be found on level 155, another on 195. I'll let you find the remaining mirror for yourself...



THE BADDIES

You will have to beat a number of **NASTIES** throughout the game, but they use the same attack pattern. Here's how to kill them



GHOSTS

The ghosts leap across the screen lobbing rocks as they go. First you must make your way to the top and collect the power-up. This gives you fireballs. You cannot destroy the ghost when he's on the floor, so stand on a platform, although I found jumping when he comes down to be more effective

DRUNKEN WIZARD

The drunken wizard follows a set pattern while at the same time lobbing whisky bottles in a wide arc. Whatever you do, don't get trapped in the bottom corner. Instead jump up to the top and grab the lightning bubbles, then when his back is turned fall down the wall at the side and face the wall.

Burst the lightning bubble and they'll streak across the screen and, if timed correctly, hit the drunk. Be careful as your lightning bolts will also stun the other player. The fire breather follows the same patterns so simply follow the same steps



GENERAL TIP

Remember, two heads are better than one so try and play with both Bub and Bob, and using two players makes the guardians far easier to defeat. Follow the tips above and you'll soon defeat Baron Von Blubber

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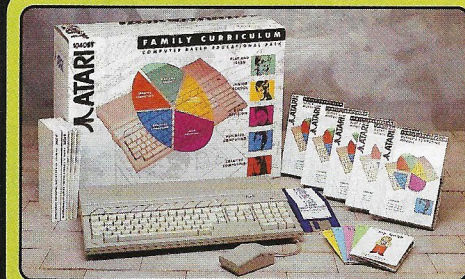
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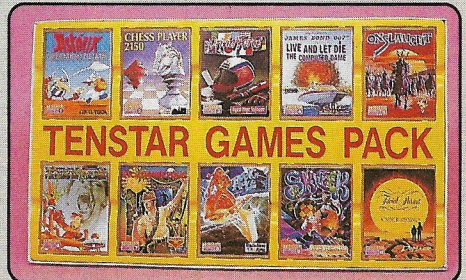
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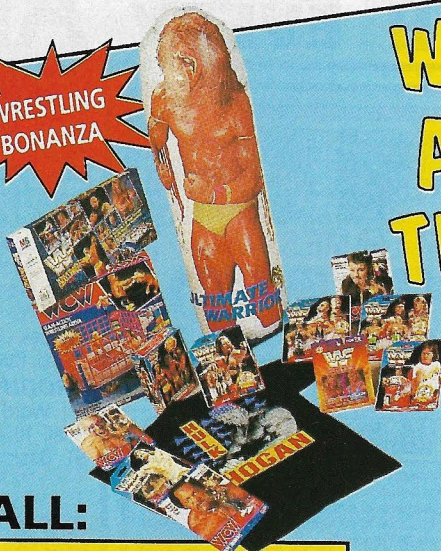
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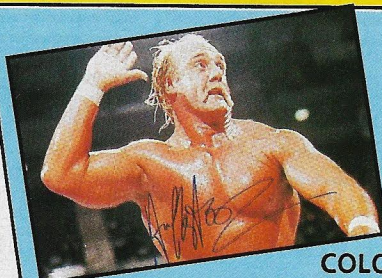
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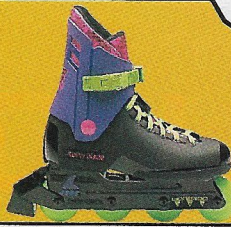
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THE STARS!

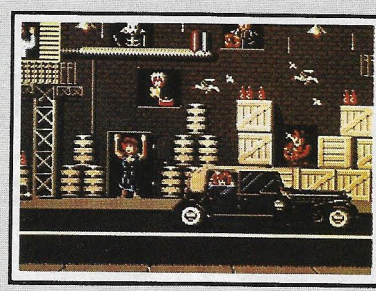
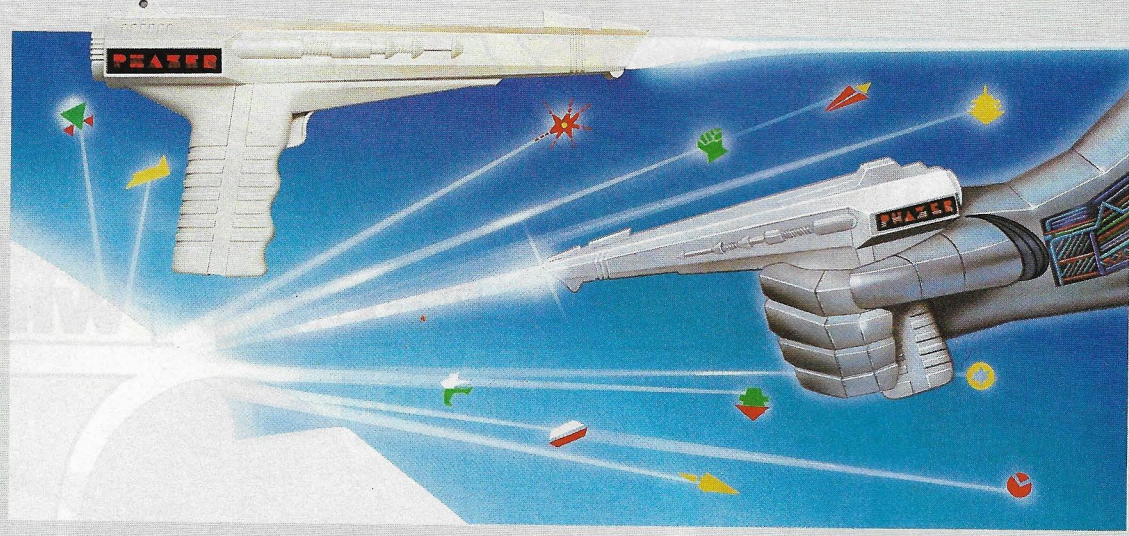
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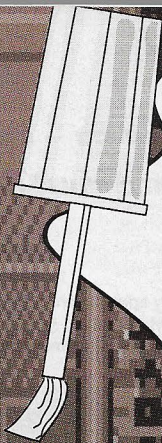
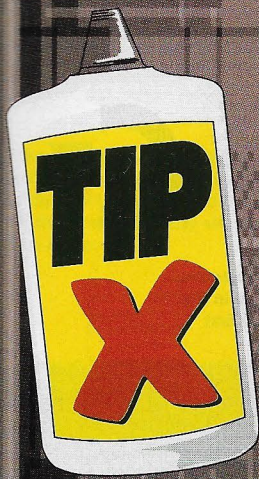
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LOOK OUT FOR OTHER PHAZER SOFTWARE TITLES BEING RELEASED FOR CHRISTMAS '91 FROM TROJAN SOFTWARE.



Unit 7, Dafen Park, Llanelli, Dyfed. SA14 8LX.

COMPUTER COMBAT FOR THE NINETIES



Loads for you this week! Yet again though, all the interesting ones have been discovered by yours truly! Come on you miserable lot! Pull your socks up and get weaving on some decent tips! Send all of your pathetic and feeble scribblings to: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

OH NO! MORE LEMMINGS

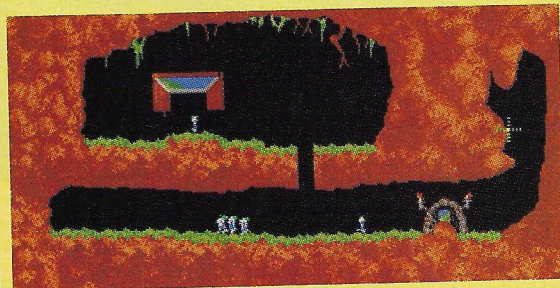
- PSYGNOSIS

Not only do we give you the exclusive review (unlike those no-hopers at C+VG) we can also give you the codes for the first 20 levels ('cause we're better at playing games than Jazza).

Here goes...

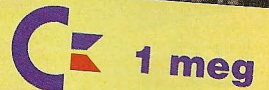


- | | |
|-----------------|-----------------|
| 2 - IHRTDNCCAD | 11 - LRUDLCALAH |
| 3 - LRTDLCADAO | 12 - RUDLCILMAQ |
| 4 - RTDLCILEAH | 13 - UDLCAHVNAJ |
| 5 - VLHCAIVFAH | 14 - DLCIHVUOAS |
| 6 - DLCIHVTGAJ | 15 - LCALVUDPAP |
| 7 - LCALVTDHAG | 16 - CILVUDLQAI |
| 8 - CILVTDLIAP | 17 - CAHRTFLBBL |
| 9 - CAHRUDLJAR | 18 - IHRTFLCCBE |
| 10 - IHRUDLCKAK | 19 - LRTFLCADBR |
| | 20 - RTFLCILEBK |



ALIEN BREED

- TEAM 17



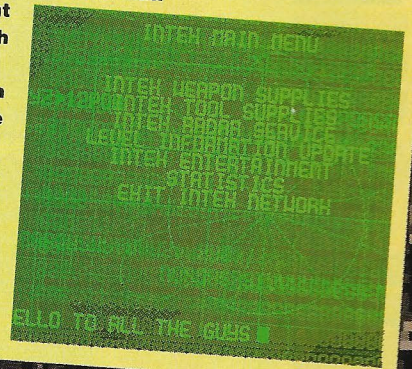
Alien blasting mayhem is something that is bound to be causing problems with all you blastaholics out there. Thanks to the immense wisdom of the Tip-X department (a darned sight better than a certain page called Cheat Mode) I can now present you with a few of the many, many cheats...

Firstly go the computer on deck two and type in some of the following...

- I CANT BE ARSED TO PLAY THE FIRST LEVELS - to go to level three (spaces but no punctuation).
- PISSED AS A FART - drunk mode (try it and find out).
- PITBULLS ON THE LOOSE - Nasty aliens.

Or for some humourous messages (well, sort of) type GAMESX ('cause we're well loved), FULL CONTACT or LEEDS

More freaky cheats for you next week...



RODLAND

- STORM



A few weeks ago I gave you a cheat for Rodland involving pausing the game and pressing help five times. What I neglected to tell you is that as well as giving infinite lives you can use the space bar to skip levels.

MIAMI CHASE

- CODEMASTERS

This exceptional race and chase budget racing blaster got a serious thumbs up in the GX office when it was released.

Now, thanks to a young chap by the name of Neil Wilson from Suffolk we can tell you that on level three you can actually leave the level after getting rid of only two or three red cars. A serious bug, eh?

BUGS BUNNY

- NINTENDO GAME BOY!

To make life considerably easier you'll find that you can slow all of the meanies down by holding down select.

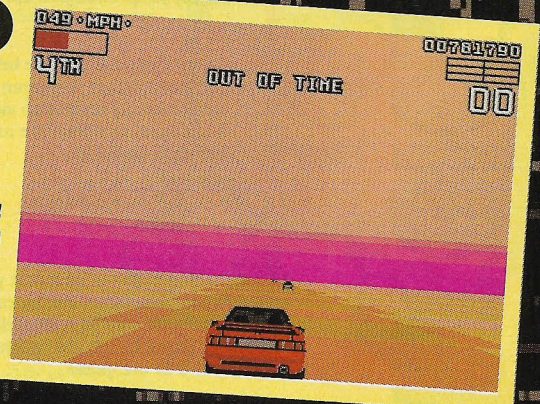
This exceptional cheat came from yet another of the anonymous addressless Games-X readers who neglect to include any intimate personal details with their letter.

LOTUS TURBO CHALLENGE 2

- GREMLIN



Would you believe it? Another cheat for Lotus 2! This one's definitely something that's eluded most of you! All you have to do to continue, regardless of whether or not you finish a level, is simply put the password in as DEESIDE. There can't possibly be any more!



MAGICLAND DIZZY GUIDE PART ONE

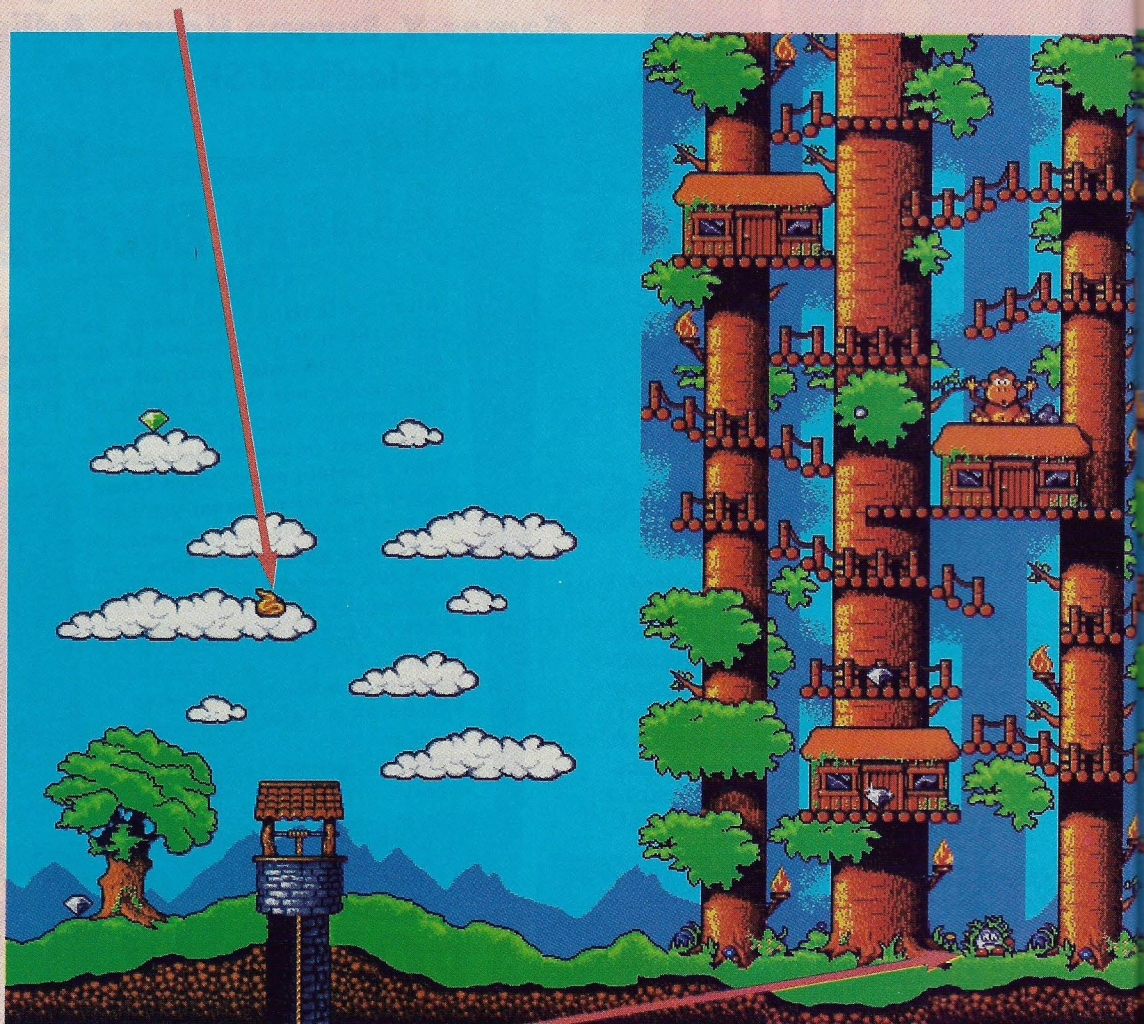
It's time for me to stand on the sidelines and egg you on - I'm not yolking! Dizzy has fallen right into the pan this time and must rescue his pals from the mystic Magicland...



Take the duster and leave it by Dozy in the Sleepy Hollow. You'll need it there later on in the game when you have the magic lamp

There isn't any specific order to the objectives in this game. However, to get anywhere in the game the back door key must be used first

CONTINUED BELOW



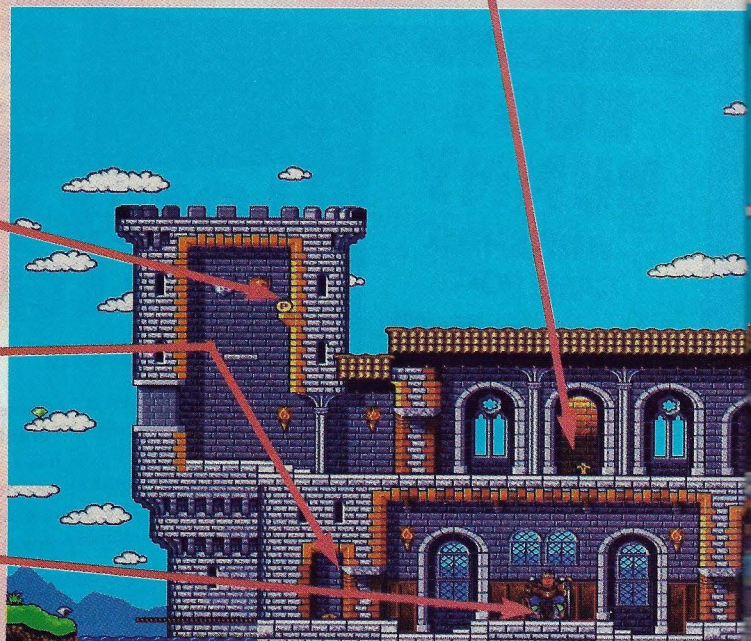
The gold cross is used to get past the vampire in the ice castle. If you leave it on the floor there you won't be hassled by the bloodsucker again

Poor Denzil has been turned into a bush by Zak and the only way to get him out is to use a bottle of weed-killer given to you by the witch

In true Pacman fashion the power pill is used for gobbling ghosts. Take it to the haunted swamp and the ghosts will be flashing green. Simply jump through them

Throw this lever and the bridge will move across the water; unfortunately it will also move back again so timing the run across is essential

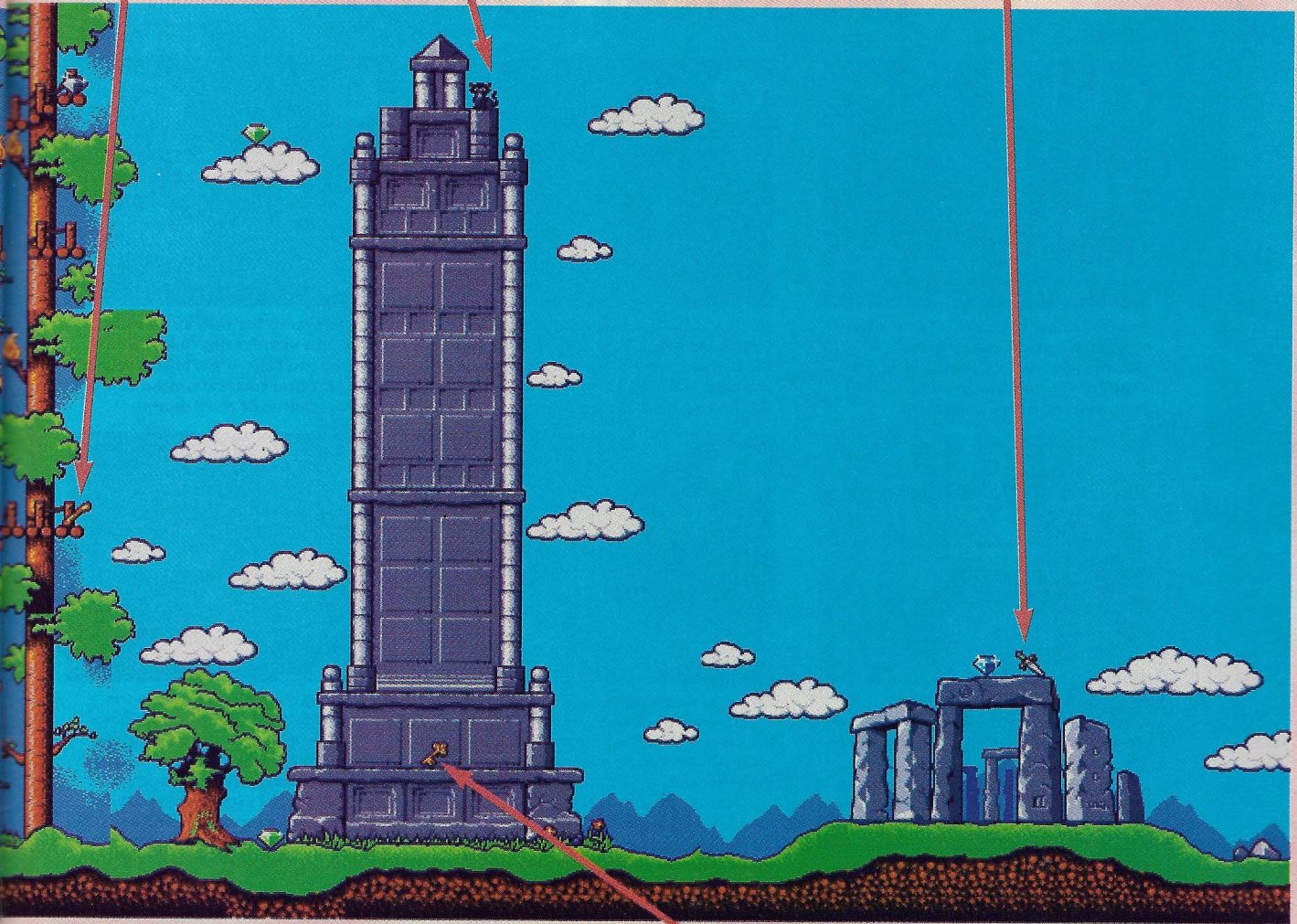
Prince Charming can tell you what you want to know about Zak, and he can also help you out with one of the Yolksfolk, but I'm not going to tell you which one until part two of the guide



Take the big stick from here and use it to hit the goat in front of the troll bridge. He'll jump up and butt the troll off the bridge, thereby allowing you to pass on by

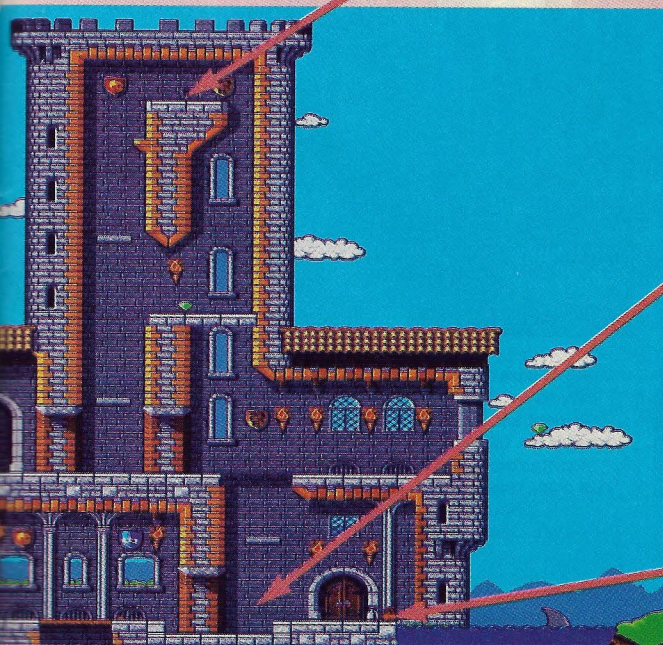
The witch has lost her cat which has gone to the top of the monolith. Jump up there using the clouds and take it back to its rightful owner who'll help you out for your troubles

Use the dagger to cut a leaf off Denzil which is then needed to give to the witch. Obtaining the dagger is fairly difficult to do because you have to jump off the monolith



Take the lightning conductor and leave it on top of Dozy. When lightning strikes later on he'll wake up with a big shock and then go back to bed again

This is perhaps the most obvious clue in the game. The back door key is used to get into the castle. Simple!



Use the handle on the well and you'll be able to collect the bucket, useful for carrying and throwing water at things, but what? Try thawing some ice with it

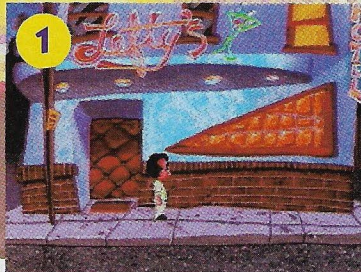
The milk bottle and bag of rubbish are not worth collecting since they cannot be used for anything



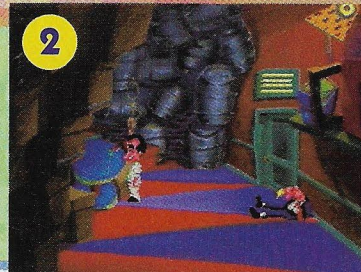
Can you fill Larry's shoes? Would you want to, considering he's the world's biggest loser? Well, your options are dwindling since the original classic Larry adventure is now available in VGA graphics mode...



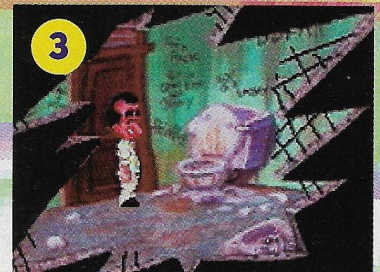
DRUGSTORE COWBOY?



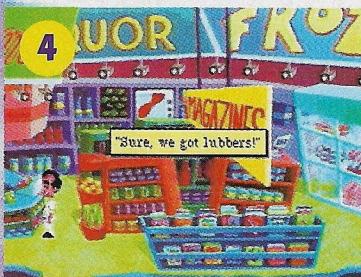
1 Go into the bar and buy a glass of whisky from Lefty. Make your way to the bathroom and, while doing so, give the whisky to the man lying outside on the floor, well and truly comatose



2 He should then give you a remote control. Collect the rose off the table and go into the bathroom where you should stare long and hard at the graffiti on the wall until you find a password



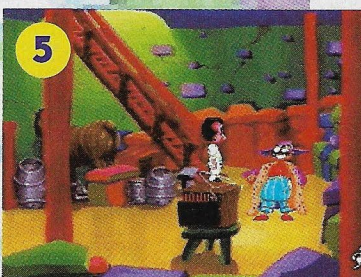
3 Next, go over to the sink, inside which you'll find a woman's ring which can be collected and kept. If you relieve yourself in the porcelain commode, make sure that you don't flush it or you'll drown



4 Leave Lefty's and hail a taxi. Start a conversation with the driver and ask where the action is. He'll list the prime locations in the game for you.

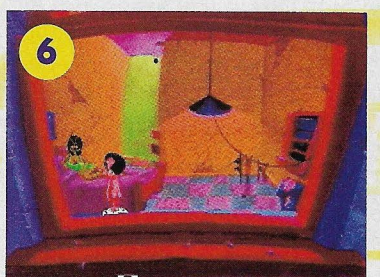
Head to the convenience store and treat yourself to some wine and your own specific style of 'lubbers'.

On leaving the shop, wait for the old tramp to emerge from the left and give him the wine in exchange for the penknife. Don't take the wine into the taxi!



5 Go to the door on the right hand side of the bar and knock on it. A man will open the peep-hole and ask for the password, which will be 'Ken Sent Me' as shown on the toilet wall.

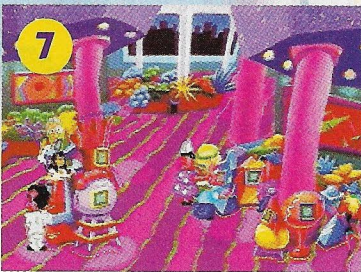
Once you've gained entry, you'll have to distract the pimp's attention to be able to get up the stairs. Keep flicking through the TV channels with the remote control until he runs over to watch. Curiosity will get the better of him in the end



6 Now, run up the stairs and talk to the woman on the bed. Use your initiative with certain garments. Jump on the bed and watch a brief, hands off, animated sequence before getting dressed again and removing any extra unwanted items.

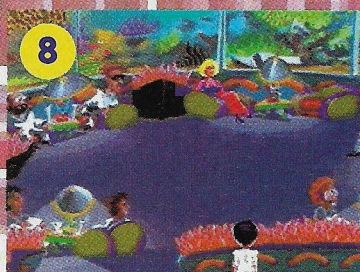
Collect the chocolates on the table and leave by the window. On falling into the trash, rummage around, find the hammer and pick it up. Now head to the casino for a spot of gambling

GET WISE, GET TO CHURCH!



7 Go to the back of the hotel and collect the disco pass card from the bin. Extra points may be accumulated by going into the cabaret room to see the comic.

Sit on the whoopee cushion for some points! Proceed to the fruit machines and gamble until you break the bank



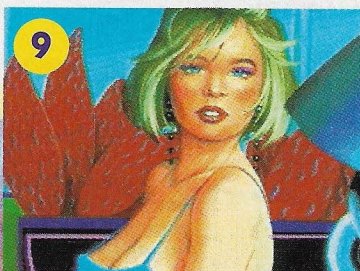
8 Go out to the front and buy an apple off the wandering salesman before calling a taxi to go to the disco.

Show the ID card to the rather large bouncer who will then let you in, what a kind soul.

Sit down on the chair next to the woman at the top of the screen

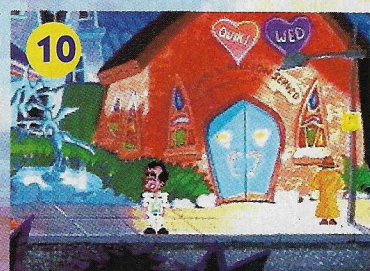
Look at Fawn again and give her all the objects you carry that a woman may like (no offence intended), chocolates, the gold ring, and the rose of course.

She'll then say that to get anywhere with her you'll have to get married. Give her \$200 dollars for the hotel room and head off to the wedding chapel

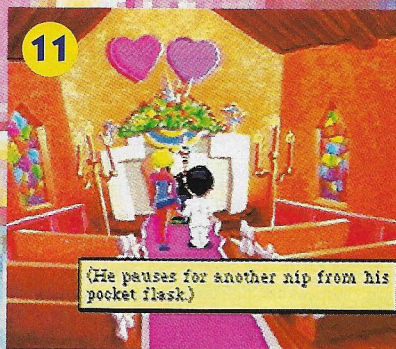


9 At the entrance, wander over to the flasher on the right and when he does his biz talk to him. A witty comment will earn you a bonus point.

Don't bother calling a taxi to get to the hotel, just walk off the left hand side of the screen and, hey presto, you're there!



WEDDING NIGHT BLUES



11

Head up to the honeymoon suite, situated on the fourth floor of the hotel, and give a little tap on the door to let Fawn know that you've arrived.

Only go into the room to greet her when she's good and ready and tells you to do so. She's the boss now!

(He pauses for another nip from his pocket flask.)

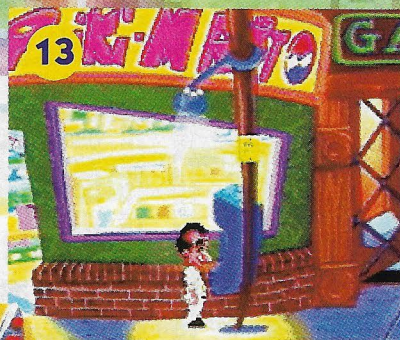


12

Your new wife will be sat on the bed, ready and waiting, but you won't get very far without any wine. Turn on the radio and wait for an advert to come on.

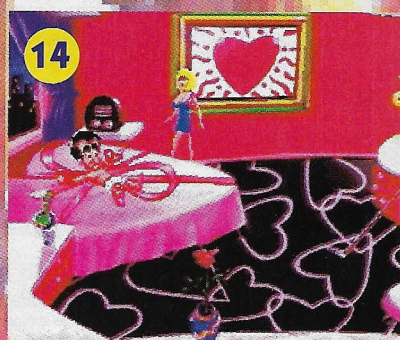
Write down the phone number and head back to the convenience store to use the only working telephone in the town

After ordering the wine, Fawn will now appear to be ready for a spot of romance. Give her a drink and watch the animated sequence. You'll be in for one heck of a shock when it finishes!

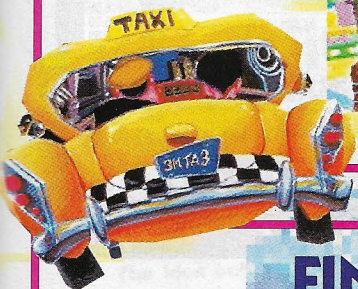


13

When she steals your money and leaves you tied to the bed, you may think that it's game over. It isn't! Use the pocket knife to cut the ribbon and set yourself free. Remember to take the ribbon with you, it comes in very useful later on. If you don't take it, it is impossible to complete the game



14



FINDING YOUR ETERNAL LOVE!?!



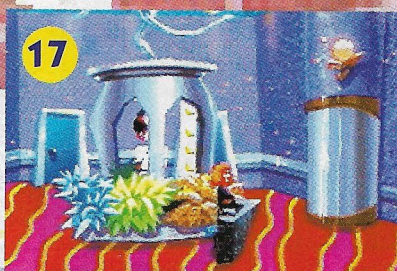
15

Fawn didn't find your spare \$10 hidden in the wallet, so you must now gamble again to get more money. Do this in the same way as before until you get \$10,000. You certainly don't want to get beaten up by the taxi driver!



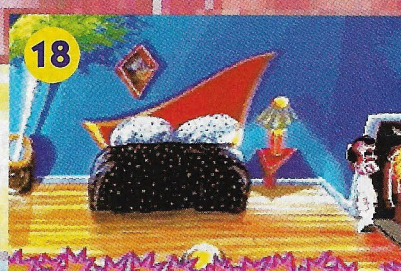
16

Head back to the fire escape at Lefty's bar (outside the prostitute's room), and tie the ribbon to yourself and the railing. Swing out and use the hammer to smash the window to gain access to the pills on the ledge



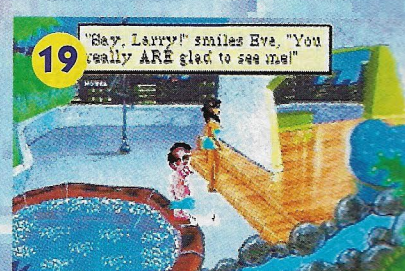
17

Go back to the casino and on the top floor talk to the girl standing at the counter. Give her the pills and she'll then wander off to find her boyfriend. (Bad luck Larry!) Search the counter and press the button to call the penthouse lift. Enter it and go up



18

Move Larry across the room. (There are some extra points to be had in the back room) I'll leave that to your imagination! He will then automatically head out onto the balcony and discover a woman inside the hot tub



19

"Gee, Larry!" smiles Eva, "You really ARE glad to see me!"

Talk to her and then strip off before jumping in the water to join her for a soak. The only thing to do now is to give her the apple which brings the game to a close. Well done, you have successfully guided Larry along the path to true happiness, or have you?



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PD – PUBLIC DOMAIN OR PRICELESS DIVERSION?

The number of PD games being sent to us is drying up a trifle, so keep 'em flooding in. If anyone has played a real corker, or one you feel is worthy of a mention, then drop us a line and we'll see what we can do. If you haven't tried PD, why not give it a shot, and give one of these PD companies a call.

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DOGFIGHT II

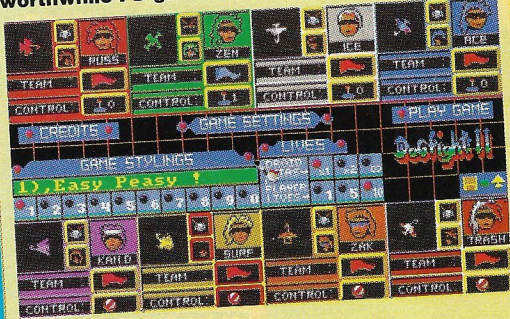
PUBLIC DOMINATOR - DISK NO DV17

Bandsits at six o'clock, Ginger! And five, two, eight... Dogfight II is one hectic flying battle. Dogfight, the original, was a classic game on 8-bit machines and this is a faithful and improved swap to the Amiga.

The idea behind it is to blast away at other aircraft, collect power-pods from shrapnelled transporters and be the only plane left flying.

Up to eight planes battle for control of the skies, so you can expect plenty of action. So much so that you blast anyone that moves, despite the fact that there are two squadrons, red and blue, and you should act as a team.

With pretty graphics and hectic gameplay, you're sure of a fun time. It's certainly a worthwhile PD game for a hour or so's blasting.



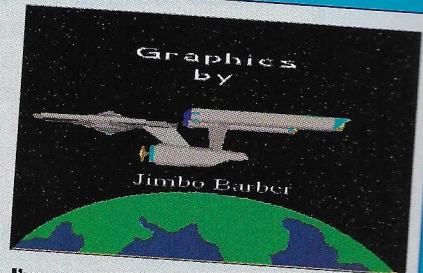
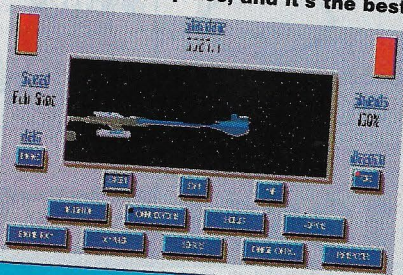
X-RATING: XXXX

STAR TREK (THE GAME)

ABPD - DISK NO G0994 A&B

There are many Star Trek games hanging around in the PD libraries and they all have one thing in common - they all look visually appealing. They also play like a rat, one kick and they're finished.

This version actually has some gameplay qualities though, without super-duper graphics, and it's the best



I've come across. Acting on orders from Star Fleet, or off your own back, you can visit a myriad of planets, colonies and star ships. You also have to face enemy attack ships as they lurk in wait to pounce.

Worth a look if you have two diskdrives and one meg. Just listening to the sampled sounds is a treat in itself, and it's fun to play for a while. You can pay full price for donkey games much worse than this.

X-RATING: XXXX

PETER'S QUEST

CRAZY JOE'S - DISK NO 588

You can't expect too much from PD games, but every now and then you come across one which looks so promising yet is so dire to play it's beyond belief. This is one of those.

A platform romp, your aim is to collect love hearts from each of the 20 levels in the aim of rescuing your cherished loved one from the evil something or other. It's so bright and colourful, it's dazzling.

The scrolling of young Peter is super smooth yet so slow. You fancy wacking him with a stick to speed him up. Jumping over manic hedgehogs appears to be in treacle rather than over air, and the sprite detection



between platforms is awful. If I hear anyone shout, "Help Me Peter" in an Eastern American drawl again, I swear I will shoot them.

It looks so slick, yet any notions of professional game design are thrown out of the window. Worth buying just to see exactly what you're missing.

X-RATING: XX

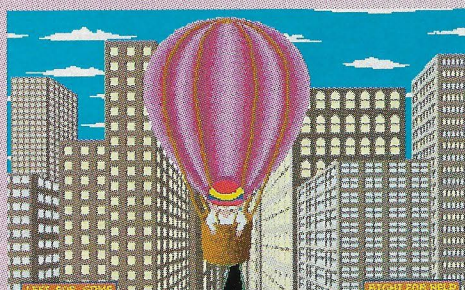
BALLOONACY

CRAZY JOE'S - DISK NO 1520

A weird and wonderful game this. Sat comfortably in your hot-air balloon, your well chosen task in life is to destroy a city. What a hoot!

To succeed in your mission you have to throw bombs overboard, demolishing a series of skyscrapers. You can only fly over the buildings at a set speed, so your throws

have to be accurate. You also have to avoid



all manner of nasties such as giant seagulls and flying saucers by simply going down, or throwing sandbags overboard to go up.

It's quite fun for a wee while, bombing prams and cyclists, but it wanes tragically into the threshold of tedium.

The sheer lack of variety bores you rigid in no time, but it's good fun for a few minutes every now and again.

X-RATING: XXX

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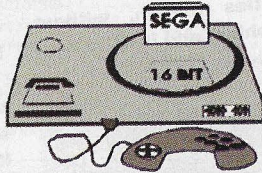
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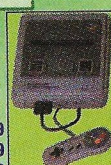
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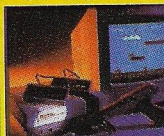


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SLAKING AROUND IN KINGS QUEST

Please could you help me as I'm stuck on Kings Quest V. I know you've had lots of people writing in about this but I'm stuck on the snake on the way to Mordrack's Castle.

Please help me as I'm going to tear my hair out!

Michael Ammon, South Woodham.

Dr X: Pull your hair out if you want, but it doesn't last forever you know! Anyway, the problem with dealing with the snake statues is easy enough.

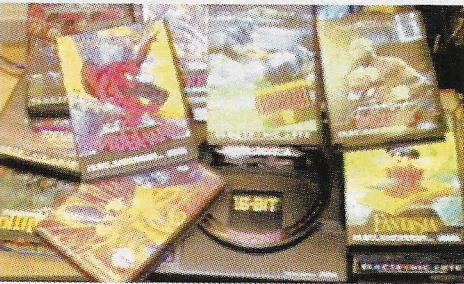
Remember killing the Yeti for Queen Isabella? Well you should have got a crystal from her. If not, go and demand it from the tight-fisted snobvabish, and use it to avoid the serpents' breath.

HOPEFULLY HOPELESS

I'm getting a Sega Master System Two. Can you send me some games because I have none?

William McGinnis, Limaudy.

Dr X: Sure thing Willy, the goodies are in the post... are they heck! Until the day someone shows me some imagination in their pitiful grovellings, they can toodle off.



Here's a Mega Drive with oodles of games which won't be winging their way down to Willie's house

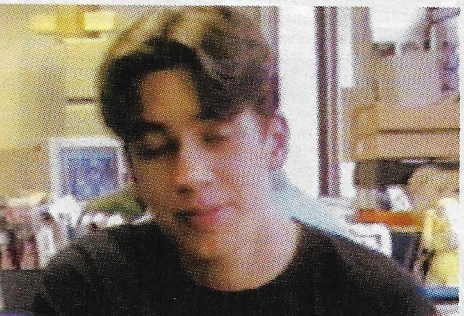
Write to Santa, or myself, with one whopping big cheque and then, maybe, I'll see what I can do. This isn't an Ohnonotanotherthone, you know.

IT'S COLD OUTSIDE AND I FORGOT MY TROUSERS

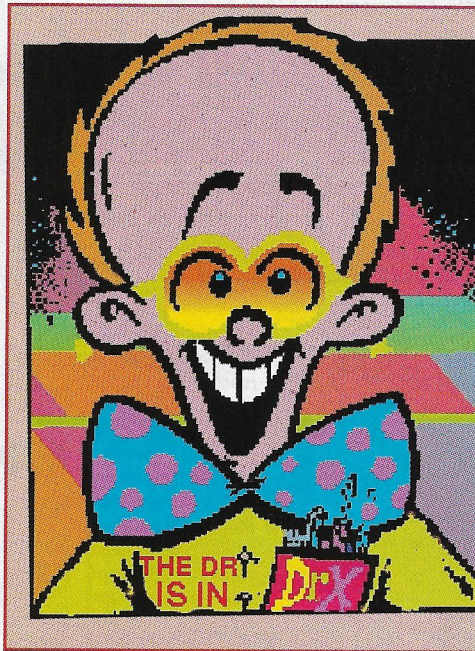
Help! I'm completely stuck on Codename Iceman. This is my problem. I am in my submarine happily sailing along when the captain says, "All Stop". I've tried typing 'all stop' and 'stop' and loads of other messages but the captain still thinks I'm disobeying him and the submarine won't stop. I really like this game and want to get past this level.

James Warren, Orpington.

Dr X: I don't know what your problemo is Jimmy, because you have quite a bit to do on the sub anyway.



Here we see Alex, the Games-X cool guy. In fact our very own Codename Iceman is just too cool to be photographed. Unfortunately you can't see his hands which, as it happens, are doing exactly what you should do in the game. Amazing coincidence, eh?



DrX

I've taken my Sanatogen, Lucozade and Double Cheesy Weeny Dogburgers (with anchovies), so I'm back to my gorgeous and nubile self. Christmas is coming, so I'll be donning my frilly red hat, mucking out the reindeer and offering T-shirts. Then again, I might not. In fact I know... dust your chimneys, and send your problems to: Is Dr X really Santa?, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP, North Pole.

However, when the captain orders the ship to stop, sit in the controls and adjust the engine lever accordingly, keeping an eye on the swot! indicator.

If you're still stuck, look at pages eight and eleven in your manual for further info on what to do. You don't need baby feeding y'know.

ROBOCOD AND CHIPS, PLENTY OF VINEGAR

I have recently purchased the game Robocod and I am stuck on level three or two where there is a wall between you and the exit.

Please could you send me a player's guide and a size 26 T-shirt.

PS Send me a joystick for my Amiga through the post with my things.

PPS Please don't print this.

Kalyon Kao, Rainhill.

Dr X: What d'ya want, blood? I'm not a mailman. Write to me, and you get it published. I'm an honest guy plying my immense knowledge to the masses and you don't want it printed. Fair enough, I won't. Whoops.



Because I'm feeling particularly unhelpful, here's a picture of James Pond himself in full slimy splendour, no robotic rubbish here

As for Robocod, you simply aren't trying. If you make an effort to look around instead of dashing to the nearest exits, you may stand a chance in this fine game. Look around, and try going up into the technicoloured sky. Get a grip man, and play the game.

YOU SHADY BEASTIE, YOU

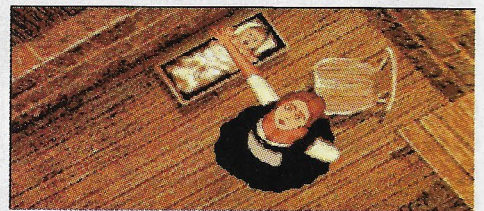
When playing Shadow of the Beast II, I can pick up the Axes from the monster, and pick up the jug at the oasis and go up on the elevator to the castle but then no further.

Please, please help me.

John Peters, Tottenham.

PS I think Games-X is number 1.

Dr X: You've missed young Alex's amazing Player's Guide a while back but, because of your excellent taste in magazines, I'll help you.



I'm was so enamoured with the intro sequence, I couldn't be bothered to work my way through it, the tips are in the text. Anyone would think she was worried about losing her child to an evil force. Pah!

Having broken the chest for the coins and the potion you go back down. Go left to the chain you were on. Carefully climb down, jump slightly left away from the cage, avoiding waking the guard.

Quickly unlock the cage with the key, then turn back to the mace, hit the bottom switch then jump onto the chain above and head back down to the lift on the left. Then head down. Nothing to it!

HASTA LA VISTA, SCHMUCKO!

Yo Doc! (honestly, what's wrong with a straight "Hello all-knowing one?" - X). I've just purchased the Amiga game, Terminator 2. I completed the first level in 10 minutes but I just can't get past the second level when I'm on the motorbike, it's too hard. Since you're such a cool fellow (yes, naturally - X) I know you'll help me.

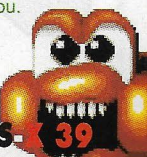
PS: I'd love a T-Shirt. (hint, hint).

John Mather, Swindon.

Dr X: To get a decent response you'll have to learn a better signature than the pathetic scrawl you sent to me, John, unless you're a doctor like myself. To get past the second level requires the greatest of skill, so obviously I can help you.

Memorise the route, and use the little Volkswagen Beetles to full effect by jumping over them. That's about all the tips worth giving, so ya boo sucks to you.

As for the two hints on the T-shirt, sorry, I've never heard of the game.



STREET TALK

PACMANIA CHALLENGE

Eddie Regan

3rd – Wow! Am I going to get in the magazine? I've got an Amiga and a Famicom and I really like both of them. The graphics and stuff on the Famicom are absolutely superb but the lastability is considerably more on the Amiga games. The Famicom stuff just doesn't hold you for very long. I come to Software City every night after school, it's a really friendly place!

Gavin Wheale

2nd – I've got an Amiga and I can honestly say that I've never played the Master System Pacmania before! I love RPGs more than arcade-type games. I'm especially into Hero Quest from Gremlin at the moment which is really great! I play on my computer a lot but I'm also into music, especially rave stuff.

Have **YOU** seen our intrepid reviewer, John Davison? We know he reached Walsall and did his Street Talk thing there, and we received a tape in the office with some of his text on it, but both he and the photos seem to have mysteriously vanished. John is of medium height and

build, wearing a Pacmania T-shirt and a bag on his head. If found, please return to the *Games-X* office because we all miss him dearly.

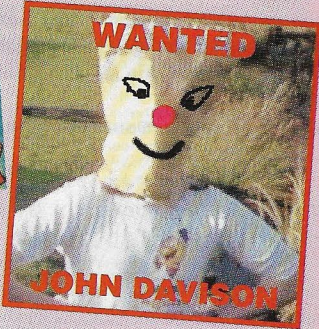
Tariq Abdu

1st – Admittedly I have actually played this before! I used to have a Master System but I've recently upgraded to a Mega Drive. I like all sorts of games but at the moment I've only got a couple for my Mega Drive. 80,000 points is pretty good, eh? Am I winning the competition?



Lemmings – a best seller at Software City

THIS WEEK'S WINNER AT SOFTWARE CITY IN WALSTALL



Next week find us down at the Computer Cavern in Reading and then at Game in Leeds on 19th December

PACMANIA HALL OF FAME

1. Tariq Abdu.....80,040
2. Robert Mottershead.....78,260
3. Kevin Fulcher.....78,110
4. Anthony Widdowson.....72,360
5. Gavin Wheale70,260



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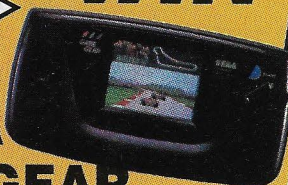
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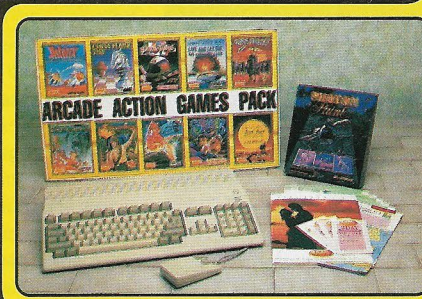
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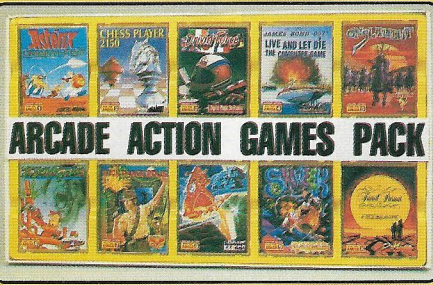
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Which computer(s), if any, do you own?



Core's Wolfchild features some beautifully animated sprites, most of which are designed to hinder your progress in the mission

Wolfchild is a platform-based game which sees you assuming the role of Saul Morrow, a long-haired character who has remarkable abilities. Your father, Kal Morrow, is an eminent scientist responsible for top secret work into both human and animal physiology.

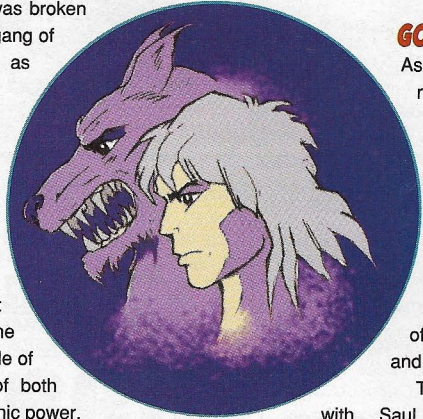
One day, while working on a particularly delicate experiment, Kal's laboratory was broken into by a vicious gang of terrorists known as Chimera.

The gang had discovered Kal's work would involve the development of a race of supermen – highly intelligent creatures, immune to pain and capable of incredible feats of both physical and psychic power.

In short, Kal Morrow's work would help create the ultimate beings – creatures Chimera could use for its own

ends. The only person, other than Kal, who understood the Wolfchild project was Saul.

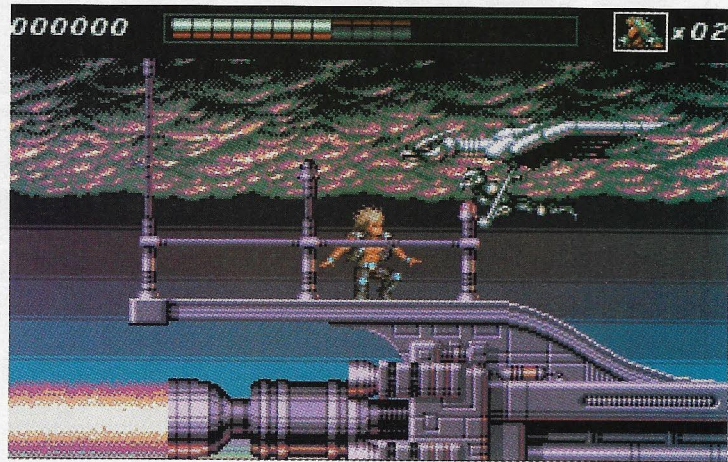
Using his father's designs Saul modified his own genetic structure to become a lycanthrope; a human being with the ability to transform into a powerful psychic wolf-man – a deadly combination of human intelligence and raw animal power!



GO WOLFIE, GO!

As the full moon rises the Wolfchild is born and Saul Morrow sets off on his perilous quest to save his kidnapped father and wreak revenge on the evil forces of Chimera once and for all.

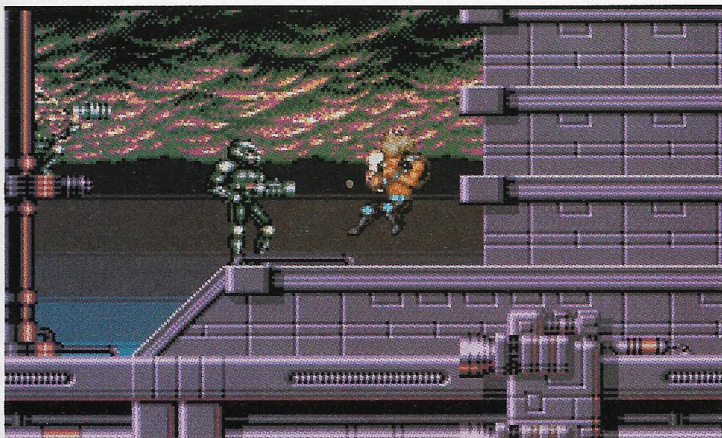
The game opens with Saul attempting to defend his ship against a marauding horde of airborne creatures as it swoops towards Chimera's secret base.



WOLF

Prior to becoming a fully-fledged software house, Core Design was involved in software development. One of its many hits was the highly acclaimed Rick Dangerous. The comical Rick D is still thought of as one of the best platform games ever, but now Core looks set once again to take top slot as it gets ready to release Wolfchild.





Despite his new-found powers the Wolfchild is still open to attack. Here we see our hero on the receiving end of invading troops' aggressions

Beating off the intruders Saul manages to touch down in the jungle wastelands on the planet's surface.

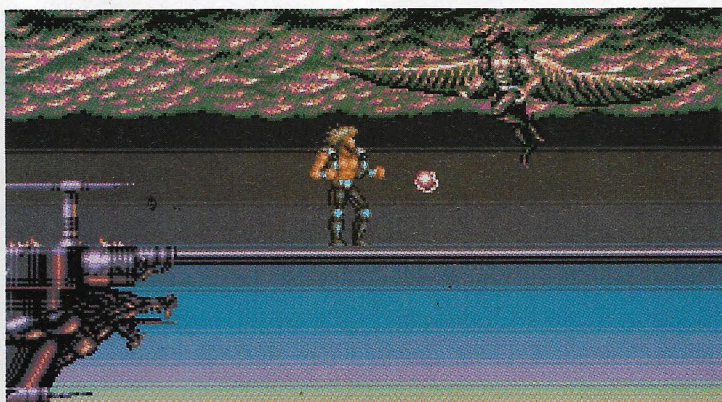
Here our hero has to battle against an army of mutant insects before he arrives outside the Chimera base. Using the information it has tortured out of Kal, the Chimera has created a legion of creatures to protect its HQ.

Negotiating the tunnels and

labyrinths of the base are only one of Saul's troubles as he battles his way to the gang's nerve centre.

WOLF POWER

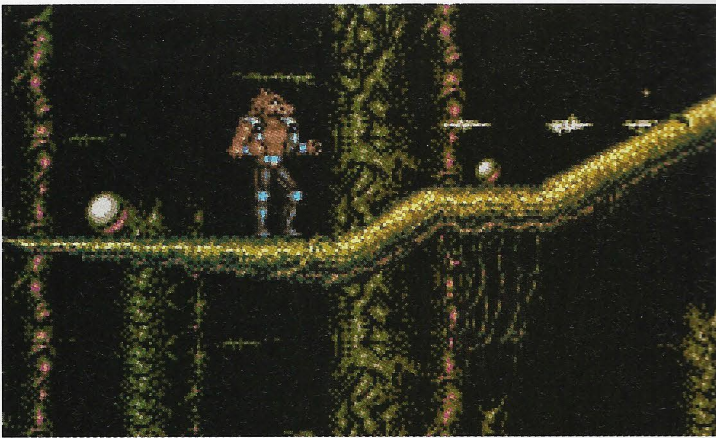
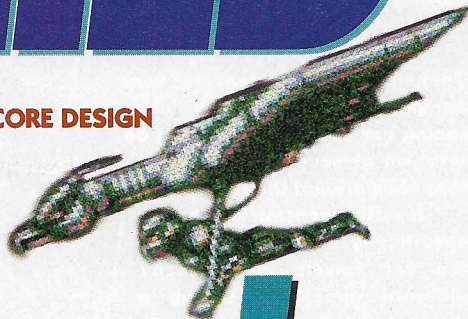
The final showdown occurs inside the Chimera's control centre. Only when Saul had finished off the last of the evil gang can he save the day and rescue his unfortunate father.



The first end-of-level guardian is a winged beast who takes great delight in unleashing his awesome fire-power in your general direction

WOLFCHILD

SOFTWARE HOUSE: CORE DESIGN

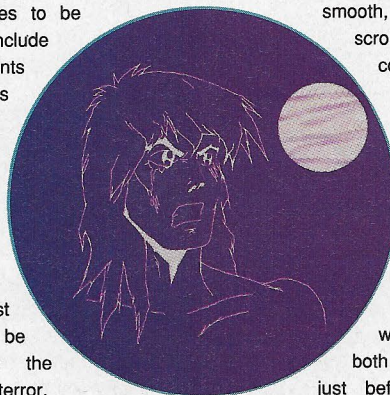


Having landed on the ground, Wolfchild must negotiate the jungle wastelands. All manner of nasties await as you attempt to locate Chimera's base

To aid Saul on his seemingly impossible mission there are a number of bonuses to be had. Collectables include simple extra points and lives as well as an impressive arsenal of handy weapons.

Armed to the teeth, Saul will find his task an arduous one and only the most skilled players will be able to smash the Chimera's reign of terror.

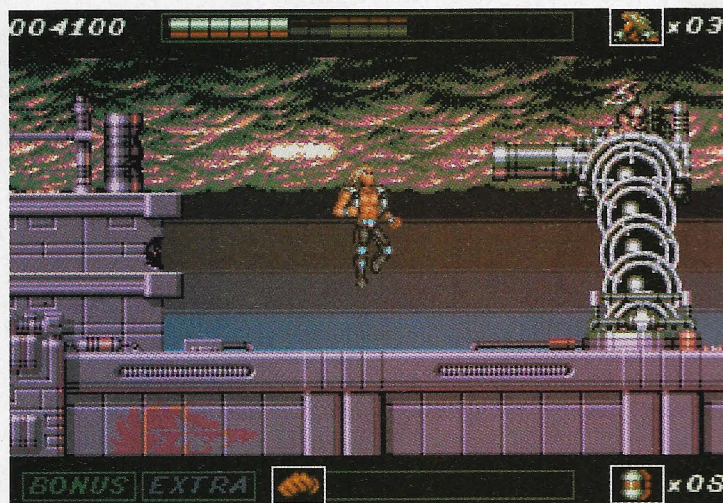
An arcade adventure, Wolfchild is a platform game that many will start limbering up on those joystick moves, now!



compare with the likes of Strider. The game features 360 degree, super smooth, multi-layer, parallax scrolling and up to 64 colours on screen at any one time!

Played over five distinctive levels, the action in Wolfchild takes place over an amazing 300 separate screens!

Core's Wolfchild will be available on both the ST and Amiga just before Christmas so



Sneaky Peek

Sneaky Peek

PUBLISHED BY SALES CURVE
PRODUCED BY STORM

Remember Super Sprint in the arcades? Well take the weight off your Zimmer frame and take a butchers at Indy Heat, a game which takes this overhead view racing concept into the '90s. Jason Spiller reports from the Storm pits on its hot new release.

Nigel Mansell and the Honda/Williams team's hopes of Grand Prix victory were snuffed out in an instant, courtesy of a red-faced pit-crew and a cross-threaded nut.

If you fancy your chances in a future Grand Prix, what better way to prepare for the race than a Tarmac burning, tyre scorching, car racing coin-op, hot out of the arcade, Indy Heat.

The aforementioned venerable oldy-goldy had up to six racers grappling with saucer-sized steering wheels in a bid to beat their zealous opponents to the chequered flag.

WORLD CIRCUIT

Now, in Indy Heat, the fierce competitiveness is taken to fever pitch, although the action has been reduced from a directly overhead view in Super Sprint to a rather more jaunty angle.

Despite this lower elevation, you can see the entire track all the time, thanks to the small scale graphics.

There are over a dozen race tracks named after famous circuits all over the world. Every track was photographed from a

helicopter to make them geographically correct and features all the famous straights, dips and chicanes.

Up to three players can participate at once, two on joystick and one poor mug on keyboard. The rest of the cars are computer-controlled and feature a determined will to win.

Each car has its own pit-crew and watching for the signal to

make a pit-stop you can choose to take a chance in a bid to reach the chequered flag before your car chugs to a grinding halt.

During a pit-stop you can stoop to dirty tricks by mowing down your opponents' crews as you make a hasty retreat back onto the track. Needless to say men stuck to wheels and spoilers slows you down a little.

TOTAL CONTROL

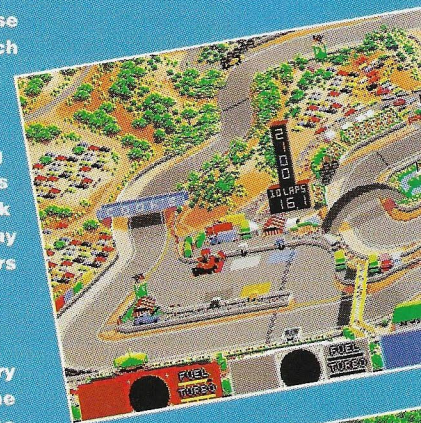
Technically, Indy Heat is very complicated, especially the racing car sprites which must be redrawn at several angles as they race around the track.

Joystick control has been specifically designed because the car travels in so many different directions. During a race you need to constantly change steering priorities - left can become right and vice-versa.

The action is manic, but the game exudes competition and rivalry. Watch out for Indy Heat in February, published by Sales Curve/Storm on ST and Amiga.



INDY HEAT





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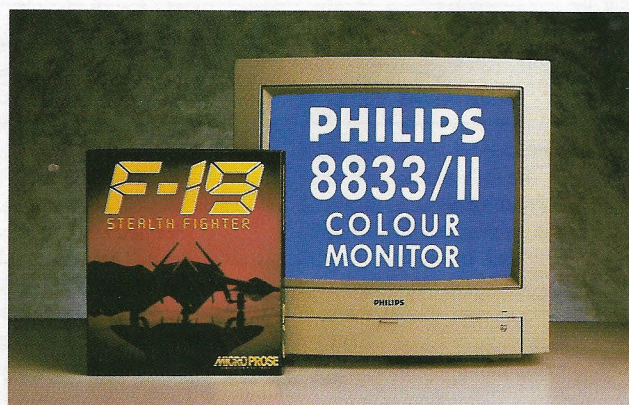
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put a coverdisc just on the last issue each month?

4. When is Gunship 2000 and Test Drive 3 out on the Amiga?
5. Is there going to be a Prince of Persia 2. If so, when?
6. Is this letter going to be printed in your mag?

Look forward to getting some answers (hopefully) and also keep up the good work.

PS The Amiga is a far, far, far better machine than the Mega Drive.

Paul Henderson, Dublin, Ireland.

Pah, the cheek of it. Fix a competition? You must be joking. You're lucky though, I'll still answer your questions 'cos you didn't ask for a T-shirt.

1. No, but they do have a protection racket going.
2. What are you talking about? This one is from Ireland.
3. No.
4. Gunship 2000 will be available sometime in the new year, but there are no plans for Test Drive 3 to be released on the Amiga as yet.
5. Hopefully.
6. Looks like it.

POTENTIAL PROBLEM

I am thinking of buying an Amiga 500+ with the Cartoon Classics Pack, but I read in the latest Games-X that there could be a potential problem of this new machine playing older games for the original Amiga. Is that so? And will new games be compatible with both models? And one last thing, how about a T-shirt?

Richard Pryer, Brighton, East Sussex.

You'll find that a number of older games are incompatible with the new machine. However, the software houses assure us that any games released from now on will be playable on the A500 Plus. Oh yes, one last thing - no chance!

GET ON WITH IT

My letter has hardly anything to do with computers in it, except at the end.

There is this girl at my school called Jay and I really...

(Whoa, look this is a video games

magazine not a lonely hearts club, and it's not as if it's good ol' Caroline Machin we're talking about here. If you like the girl just tell her and let's get on with the games bit of your letter - Unc)

...I've got an Amiga and my friend John Wood has an ST. He thinks STs are better than Amigas. He has a 540 and my Amiga is a 500. I'm getting a Game Gear next year, what games do you think will be released then?

Brendan Baker, Whitbourne, Worcester.

My advice to you (Hmm, I feel just like Claire Raynor - Unc) is firstly to watch out for boyfriends who are six foot or over, and secondly once you've got your love life sorted, keep an eye on Console Connexions. That way you'll be able to find out just what is coming out on the Game Gear and you can decide if it's for you or not. Oh, Jay give the guy a break!

FIONA TALK

So farewell then, Fiona Howarth, one of our incredible art staff. Fungus wasn't sad to see his arch-enemy leave but needless to say she will be missed by everyone else. Mind you she hasn't gone too far away and is now on the other side of the great divide, working for Amiga Action!



Nick Walkland has returned to the office this week still not fully better but back to his own self. However, he is currently wondering what has happened to his little rubber Bart Simpson doll that has disappeared in his absence.

Some nasty old tea-leaf has swiped it and he doesn't know who, and no one is admitting to the crime.

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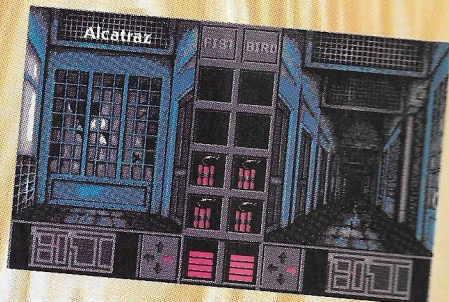
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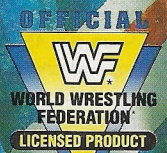
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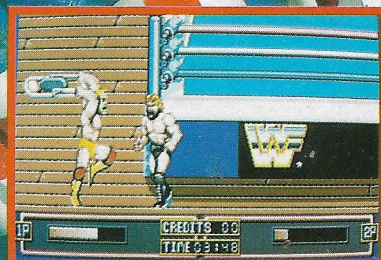
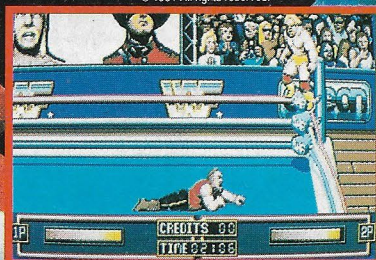
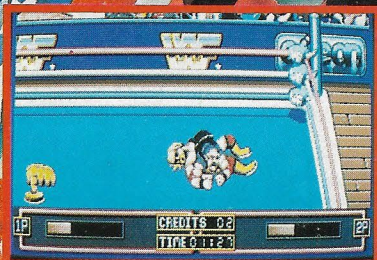
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