

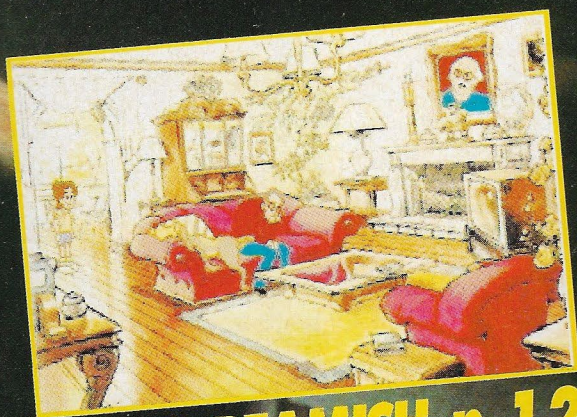
THE ONLY WEEKLY COMPUTER AND CONSOLE MAG TO BUY

75p
Every Thursday

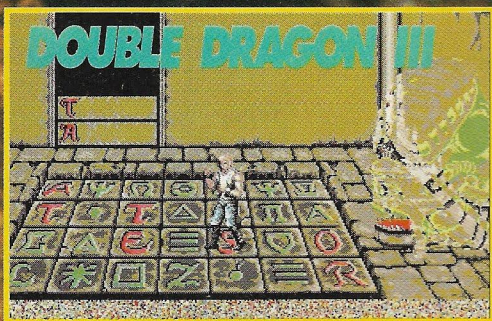
GAMES-X

14th-20th
Nov '91
Issue 30

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



WILLY BEAMISH p. 12



EXPOSED INDIANA JONES AND THE FATE OF ATLANTIS



WIN A SUPER HI-TECH
VIDEO RECORDER
PAGE 9

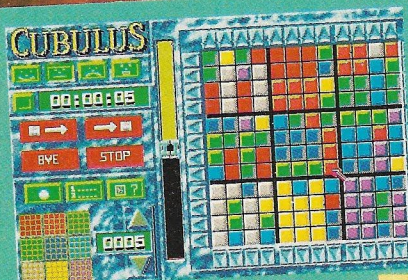
GAMES THIS WEEK...

- ★ THE GAMES: WINTER CHALLENGE
- ★ THE IMMORTAL - MEGA DRIVE
- ★ NINJA GAIDEN - GAME GEAR
- ★ AX BATTLER - GAME GEAR

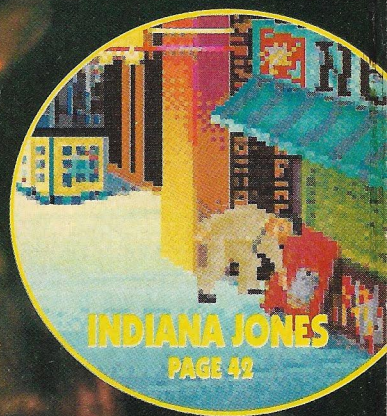
- ★ CASTLEVANIA IV
- ★ ORK
- ★ UNDER PRESSURE
- ★ STRIKE FLEET
- ★ ALTERED SPACE
- ★ ARCUS ODYSSEY
- PLUS MANY MORE...



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THE BEST FROM THE PUBLIC
DOMAIN PAGE 31



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SONIC ON THE MASTER
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EXCLUSIVE TO GAMES-X THE WEEKLY GALLUP CHARTS



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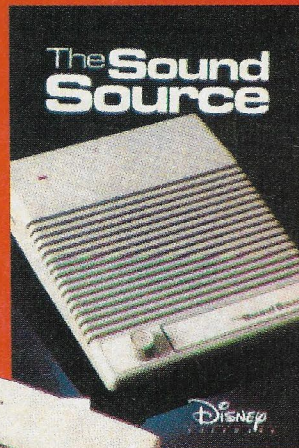
DISNEY JOINS INFOGRAMS

Infogrames chose the plush and ornate surroundings of London's Ritz hotel to announce its partnership with *Disney Games*.

Disney's plan is to hit the market in four separate areas: educational titles for pre-school; age five and upwards; commercial arcade and adventure games; and serious applications like graphics, animation programs and simulations.

Infogrames will be responsible for publishing and marketing Disney software throughout Europe.

SOUND SOURCE



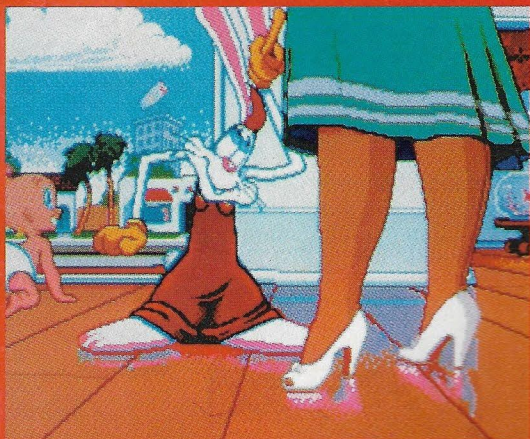
Disney has developed a new sound system for computer games called the *Sound Source*. Unlike the Roland and Ad-lib cards the *Sound Source* plugs into the parallel port and can handle music and sonics as well as clear speech.

All of Disney's software will support the system, and many other publishers have said that they will develop software to work with the sound source.

It is available on the PC for £29.95. The Amiga version is in development at present.

ROGER RABBIT

Disney has somehow recreated the hilarious antics of Roger Rabbit, Baby Herman and the curvaceous Jessica, into a game called *Hare Raising Havoc*.



With real speech and sonics from the film blasting through the *Sound Source*, this is an interactive cartoon brain teaser, with RPG puzzles and hilarious animation.

Hare Raising Havoc will be released on PC before Christmas with the Amiga version to follow next year.

ROCKETEER

Remember that dodgy old black and white B movie series, *King of the Rocketmen*? One of Disney's first releases in the UK pays homage to these brave do-gooders with Roman candles shoved up the back of their jumpers.



At first the game will be released on PC only, with Amiga version to follow. The game is visually stunning with real speech and amazing sound effects.

The game is action-packed, combining beat'em-up, adventure, puzzle-solving and flight simulation, with the experimental Cirrus X-3 rocket pack.

The game may be sold separately or as a combo pack with the *Sound Source*.

ANIMATION STUDIO

Who better to produce an animation program than Disney? *The Animation Studio* is a full-featured animation and paint program that utilizes state-of-the-art cel



animation techniques. These were inspired by Disney's top animators, some of whom were consulted on the program's design.

The main feature is the Disney technique known as 'Onion Peeling' which creates the incredible smooth-flowing animation by viewing four frames or cels at once.

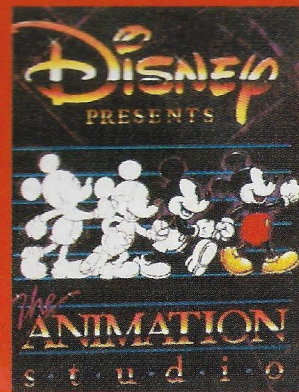
The package also contains Disney animation, music, sound effects and a variety of drawing, shading and animation tools.

It will be available on Amiga and PC formats around Christmas time. *Animation Studio* is £80-£90.

STUNT ISLAND

This is Disney's stunt-flight/movie-making sim.

It invites you to set up aerobatic stunts and then work out how to film them to achieve the most spectacular effects.



AIR COMBAT ACES

French software publisher UBI Soft has just released what must rate as the ultimate air combat compilation. Titled *Air Combat Aces*, the package is available for the Atari ST, Amiga for £30.99 and PC compatible machines priced at £34.99.

The compilation contains three mega games: *Falcon* which has to be the best F-16 sim around. In this you take to the skies and blast Soviet MIGs or aim for the enemy ground targets - the choice is yours.

Fighter Bomber sees you flying some of the world's most deadly aircraft; can you complete all the scenarios and

LITTLE BEAU

Do you remember *Little Beau* featured it on our cover issues ago. Well, back then it was to be published by Digital Magic Software. However, due to another Digital Magic is no more.

If you were wondering what was going to happen to *Little Beau* we've got news for you. They appear just before Christmas on Amiga and ST and will be published by none other than Millennium. If you're a cutesy platform game then look no further than *Little Beau*.

AIR SUPPORT

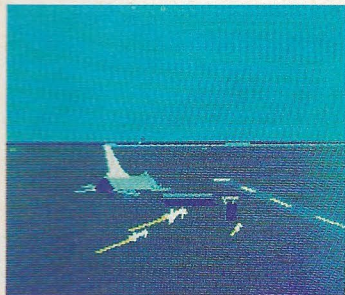
Hands up all of you who are into strategy and flight sim-style games. Well, Psygnosis has just the thing for you. *Air Support* is set in a world where weapons systems have become so complex that the weakest link in the defence chain is the human element.

Rather than have men in the field, entire squadrons are controlled by highly-skilled technicians from super-strength bunkers. You have been elected to train as Field Commander. Starting at the lowest rank you must successfully complete various missions, starting with simple vehicle control and culminating in the chaos of an entire battle scenario.

As you gain points you are also given promotion. The game is over when you reach the rank of Field Commander or when you have clocked up so many demerits that you are **chucked out of the force**.

Featuring over 12 different types of attack craft, *Air Support* is an intense wartime strategy simulation. With its excellent presentation and stunning vector graphics *Air Support* won't fail to impress.

Programmed by Auric Binnie, *Air Support* will be published by Psygnosis on the Amiga at the end of the month.



win the Curtis LeMay trophy?

Finally, how's about jumping into an Apache Gunship as you attempt to win the congressional medal of honour? Whatever your tastes in flight sims UBI Soft has come up trumps with *Air Combat Aces*.

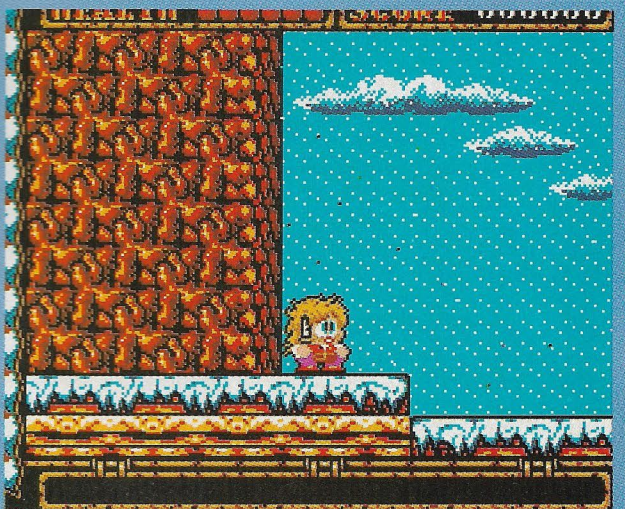
HEROQUEST

Already a huge hit on the home computer, *HeroQuest* is due to be released on the Nintendo Entertainment System early next year. The game is still in development at Gremlin Graphics and is coming along quite nicely.

HeroQuest is to be published by its board-game manufacturer, MB Games and features all the usual gameplay elements.

Utilising a password save game feature, *HeroQuest* covers 16 different missions over which players must guide their party.

No definite details of price or release date, just watch this space.



INSIDE INFO

Best of the Bunch

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Christmas is coming fast, so here are some compilations to put on your list. Also win the compilation of your dreams.



Win a Hi-Tech Video Recorder 9

Just enter our easy-peasy compo.

Street Talk 40

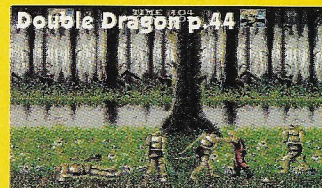
Pacmania Challenge from Ewell.

Game of the Week



Willy Beamish 12

Shows just how much trouble nine-year-olds can get into.



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Mega lo Mania part two, HeroQuest, Gates of Zendecon, Shinobi, Rampage...

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More software for your money.

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The latest news, hints and tips. Sonic on the Master System, Castlevania IV for all those Famicom freaks, plus much more for your machine.

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Doc gets a bit of colour back in his chops after his recent illness.

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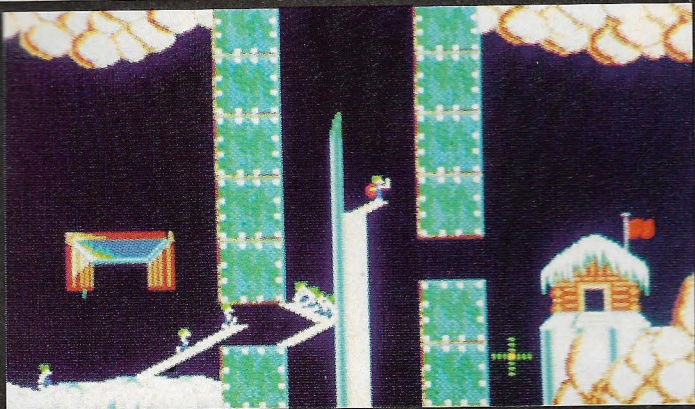
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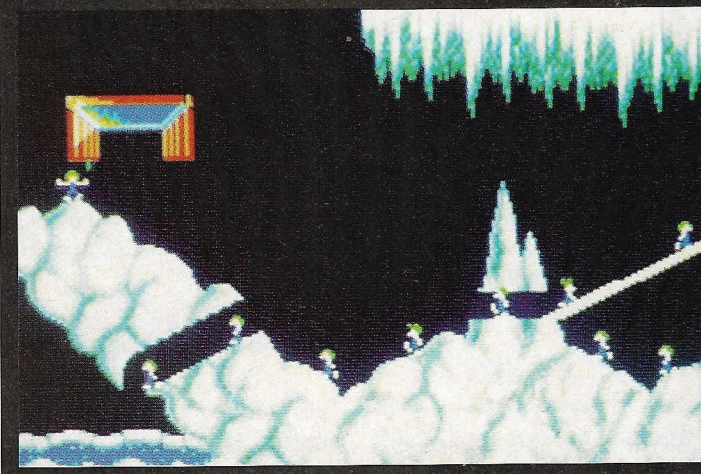
OH NO! MORE LEMMINGS

The end of November will herald the release of Psygnosis' follow-up to Lemmings. *Oh No! More Lemmings* will be available for the Atari ST, Amiga and PC.

The next bit is a little complex so read on carefully. If you already have the original game then all you need to buy is the data disk (£19.99 for the ST and Amiga versions and £25.99 for the PC disk).

If you don't have the original then you can buy a stand alone version (£25.99 for the ST and Amiga games and £29.99 for the PC version). *Oh No! More Lemmings* has been written by DMA Design and features 100 new action-packed levels.

Once again you must guide the loveable Lemmings around hundreds of hazards in an attempt to get them home. *Oh No! More Lemmings* also includes a host of new features such as vacuums and wind blowers. Continue the Lemmings' crazy capers with this new game - in the meantime, race you to the finish.



DISCOVERY XTRA

There's never been a better time to buy an Atari ST. The Slough-based hardware manufacturer has put together the *Discovery Xtra* pack ready for Christmas.

The offer sees the Atari 520 STE bundled with four best-selling titles and three beginner programs. The four games featured are *Final Fight*, *Sim City*, *9-Lives* and *Escape from the Planet of the Robot Monsters*.

In addition, purchasers of the new pack will also find a special offer whereby they will be able to get their hands on a wide range of more serious software at very reasonable prices.

The *Discovery Xtra* pack should be available about now and will cost £329.

GREMLIN REDISCOVERS UTOPIA

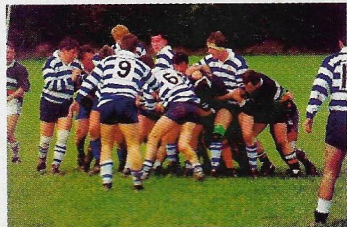
Gremlin Graphics' first step into the main stream strategy arena has been a resounding success. In fact the Sheffield-based software house has been so impressed with Graeme Ing's *Utopia* it has commissioned him to produce the follow-up.



Currently known as *Utopia 2* the game should appear late next year. In the meantime the Gremlin crew has been bowled over with the sales of Lotus Turbo Challenge 2 because apparently the game has already outsold the original!

RUGBY

For the launch of World Cup Rugby, Audiogenic staged a Rugby match between the team it sponsors, Warringham RFC and the Black Canut's, a boisterous French side.



The connection? One of the industry's true characters, Infograme's managing director, Henri Coron, has played for both teams. After a fiercely fought match, le Canut's were trailing so they played their trump card, the wife of one of the players.

Warringham were suddenly very courteous and polite and the sneaky French managed to nab a couple of points. But they couldn't make up the difference and the final score was Warringham 14, Black Canut's 9.

SEARCH FOR CETUS

Sierra joins the Green Revolution as it prepares to release *Eco Quest 1: The Search for Cetus*. You play the role of an environmentally conscientious 12-year-old boy called Adam.

Together with his pet porpoise, Delphineus, Adam must try to put to rights the terrors of toxic wastes. Oil

COMPUTER

World of Commodore Show 15th-17th November

The World of Commodore Show will take place at Earl's Court 2 from the 15th-17th November from 9am - 5.30pm Friday and Saturday, and 9am - 4pm on Sunday.

A total of 36 new products will be unveiled at this, the UK's biggest leisure computing show which is being run by Future Publishing and Commodore business machines.

In addition you'll be able to find out just what CDTV and virtual reality are really like and you may even bump into

Jimmy White who'll be busy signing copies of Archer MacClean's 3D Snooker.

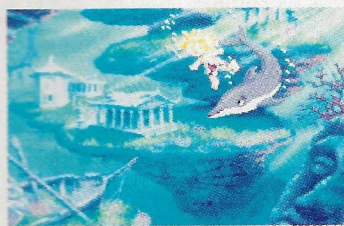
Among the plethora of goodies on offer you'll get the chance to see Gremlin's Lotus Turbo Challenge 2 for the first time. To add to the fun Kiss FM will be broadcasting live from the show on Saturday 16th.

Admission is £6 for adults and £4 under 14s. But if you have a credit card and ring the hotline 051 356 5085, tickets will cost £4.95 and £2.95 respectively.



spills, fish nets and a multitude of other harmful horrors await unsuspecting players.

Designed with younger players in



mind. The Search for Cetus will be available from Sierra On-Line for the PC and Amiga in 1992.

FUN SCHOOL 4

Europress Software has released the fourth set of programs in the series. There are three different packages depending on the child's age, each one adhering to the National Curriculum. Fun School 4 is available on the Amiga, PC, ST and 8-bit machines now.

COMPO WINNERS

The winner of a Nintendo Super Famicom from issue 22's Beastly Psygnosis competition is Kerry Conway of London. From issue 25, Fraser

Edwards from Edinburgh wins a weekend for two in Copenhagen.

The 10 runners-up who get ceramic garden gnomes are Dominic Lawrance, Herts; Wendy Robinson, Somerset; V Hinton, Basingstoke; Graham Evans, Poole; GN Wilson, Wallasey; Glyn Tunstall, Stoke-on-Trent; Mrs D Shearer, Stirlingshire; Alexander Kate, Herts; Ian Boyd, Northumberland and Graham Lally from Surrey.

The following readers win a selection of fantasy books and T-shirts from the **Advanced Dungeons and Dragons Compo**: Roy Smith, Hemel Hempstead; Adam Powell, Surrey; Steve Billing, Plymouth; John Gaughran, Co Louth, Ireland; Mark JH Leighton, W Yorkshire; Andrew Peter Kieran, Caithness; Ian Grier, Tayside, Scotland; Allan Airth, Glasgow; Troy Melhuish, Mid-Glamorgan, South Wales and Mr R Bird of London.

VIRUS WARNING

The December issue of **Amiga User International** which came out on Friday 8th November has the Sadaam virus on its coverdisk. This virus will destroy data and spread to other disks, this includes games. So if you have a copy of the mag DON'T USE THE DISK.

SHOW DIARY

December

1st December

● All Formats Fair, City Hall, Glasgow. Tel: 0225 868100.

Admission £4. 10am - 4pm.

● Computer Technology Fair, Whitworth Hall, Manchester University. Tel: 0273 607633.

£2.50 adults, £1 children. 10am - 4pm

● Only London Console Show, New Ambassador Hotel, Upper Woburn Place, London.

Admission £3.00. 10am - 5pm.

5th-8th December

● Computer Shopper Show, Wembley

Conference Centre. Tel: 081 868 4466.

Admission £6 adults, under 16s £4, family ticket (2 adults and 2 children) £18. Open

10am - 6pm Thurs - Sat,

10am - 5pm Sun.

● We've got hundreds of tickets to give away for **FREE** entry to all three of the **All Formats Fairs in Glasgow, London and Leeds**. So if you want to get the latest software and hardware for really low prices **send in your name and address** to: **Games-X**, Europa House, Adlington Park, Macclesfield SK10 4NP.



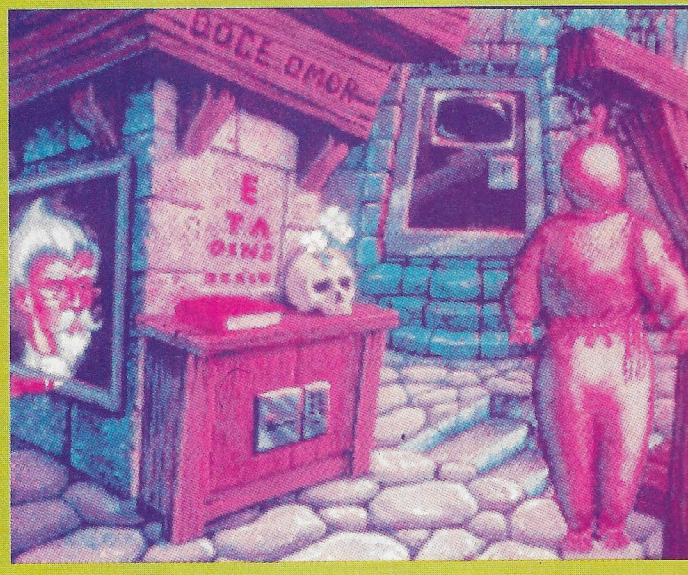
CASTLE OF DR BRAIN

Sierra is already getting its 1992 games into line. First up is the hilarious *Castle of Dr Brain* in which you must strive to become the wacky Doc's lab assistant.

However, before you can be awarded the coveted title of Head Lab Assistant you must first solve his outrageous mind-twisting puzzles and nerve-wracking challenges.

The *Castle of Dr Brain* will involve you solving complex 3D mazes, winning word games and even programming robots! Featuring amazing digitized hand-painted graphics The *Castle of Dr Brain* provides youngsters with hours of challenging entertainment.

The game will initially be available on the PC with Amiga versions following shortly afterwards.



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 a few 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
Civilisation	Microprose	PC	£39.99	22/11/91
Elvira II	Accolade	Amiga, ST	£34.99	22/11/91
Godfather	US Gold	Amiga, ST, PC	£30.99	21/11/91
Hudson Hawk	Ocean	8-bit (cass)	£10.99	12/11/91
Joe Montana's Football	Sega	Game Gear	£24.00	22/11/91
Knights of the Sky	Microprose	Amiga	£34.99	16/11/91
Leander	Psygnosis	Amiga	£25.99	16/11/91
Lost in LA	Accolade	PC	£34.99	23/11/91
Obidus	Psygnosis	Amiga, ST	£25.99	22/11/91
Outrun	Sega	Mega Drive	£34.98	18/11/91
Putter Golf	Sega	Game Gear	£24.00	21/11/91
Pitfighter	Domark	PC	£29.99	19/11/91
		Amiga, ST	£24.99	19/11/91
		8-bit (cass)	£11.99	19/11/91
Realms	Virgin	Amiga,	£25.99	11/11/91
Robocod	Millenium	Amiga	£25.99	19/11/91
Rodland	Storm	Amstrad	£11.99	25/11/91
The Simpsons	Ocean	8-bit (cass)	£10.99	15/11/91
		Amiga, ST, PC	£25.99	15/11/91
Sonic the Hedgehog	Sega	Game Gear	£24.00	18/11/91
ToeJam & Earl	Sega	Mega Drive	£35.99	18/11/91
Wrestle Wars	Sega	Mega Drive	£34.99	18/11/91
WWF	Ocean	Amiga, ST	£25.99	12/11/91
		C64 (cass)	£10.99	12/11/91

GALLUP CHARTS

Hot off the press, Games-X brings you, exclusively, the weekly all formats chart from Gallup.

1	★	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
2	★	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
3	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
4	▲	ALIEN BREED House: TEAM 17 Team: ANDREAS TADIC
5	▼	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
6	▼	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
7	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
8	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
9	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
10	▲	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
11	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
12	▼	HEROQUEST House: GREMLIN Team: 221B
13	▲	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
14	★	WORLD CLASS RUGBY UNION House: AUDIOGENIC Team: DENTON DESIGNS
15	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
16	▼	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
17	▼	UTOPIA House: GREMLIN Team: GRAHEME ING
18	★	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
19	★	RODLAND House: STORM Team: SALES CURVE
20	★	F-16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI

1	★	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
2	★	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
3	▼	ALIEN BREED House: TEAM 17 Team: ANDREAS TADIC
4	◆	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
5	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
6	▼	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
7	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
8	▼	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
9	★	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
10	★	SHADOW SORCERER House: US GOLD Team: CLIPPER SOFTWARE

1	★	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
2	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
3	★	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
4	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
5	◆	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
6	▼	UTOPIA House: GREMLIN Team: GRAHEME ING
7	★	BACK TO THE FUTURE 2 House: IMAGEWORKS Team: IMAGES
8	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
9	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
10	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS

1	◆	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
2	▲	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
3	▲	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
4	▼	TURRICAN House: KIXX Team: FACTOR 5
5	★	CJ IN THE USA House: CODEMASTERS Team: IN HOUSE
6	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
7	▲	BATMAN THE MOVIE House: HIT SQUAD Team: OCEAN
8	▼	POWER DRIFT House: HIT SQUAD Team: ZZIX
9	★	SHINOBI House: MASTERTRONIC Team: CREATIVE MATERIALS
10	★	QUATTRO SKILLS House: CODEMASTERS Team: VARIOUS

1	▲	TERMINATOR 2 House: OCEAN Team: DEMENTIA
2	★	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
3	▼	COLLOSSUS CHESS X House: CDS Team: IN HOUSE
4	▲	JETFIGHTER 2 House: US GOLD Team: BOB DINNEMAN
5	★	MARIO ANDRETTI'S RACING CHALLENGE House: ELECTRONIC ARTS Team: IN HOUSE
6	▲	EYE OF THE BEHOLDER House: US GOLD Team: SSI
7	▼	DAILY DOUBLE House: CDS Team: IN HOUSE
8	★	SECRET WEAPONS OF THE LUFTWAFFE House: LUCASFILM Team: IN HOUSE
9	▼	FUN SCHOOL 3 (UNDER 5) House: EUROPRESS SOFTWARE Team: IN HOUSE
10	★	FUN SCHOOL 3 (5-7) House: EUROPRESS SOFTWARE Team: IN HOUSE

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

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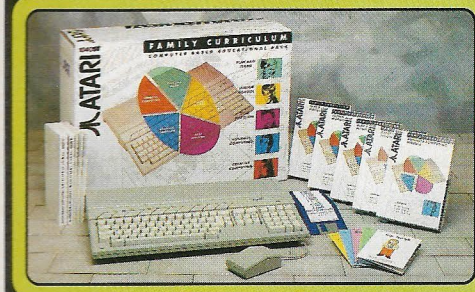
ENTERTAINMENT SOFTWARE:
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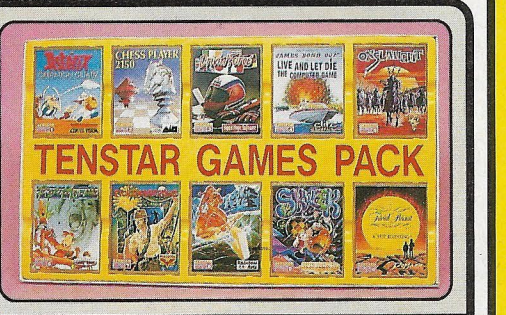
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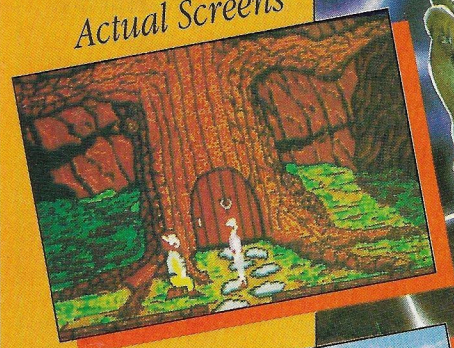
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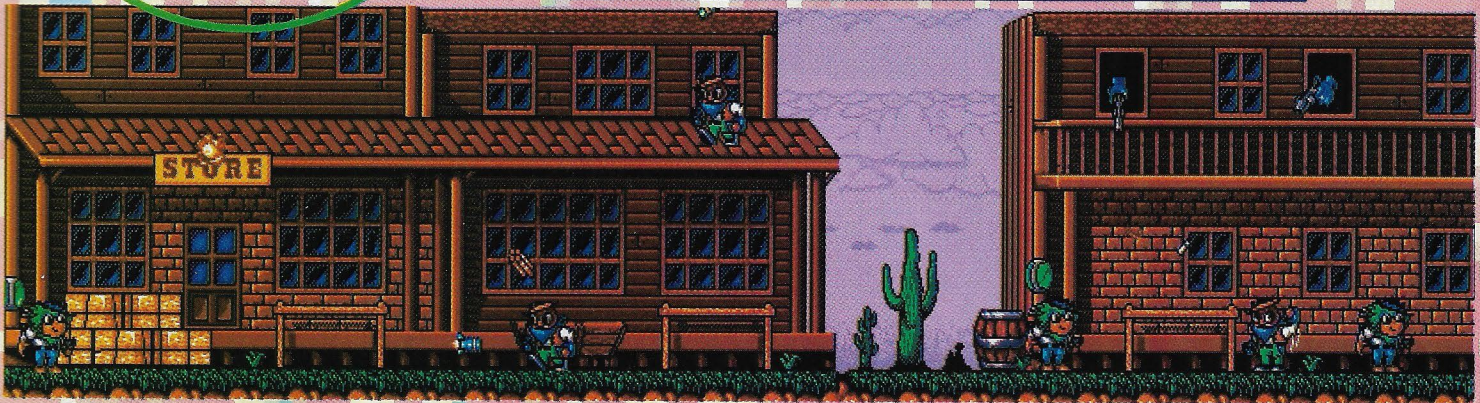
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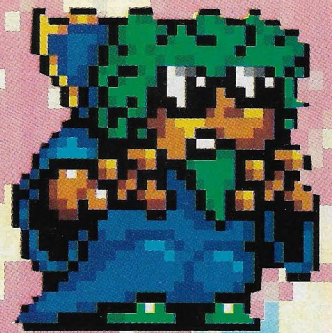
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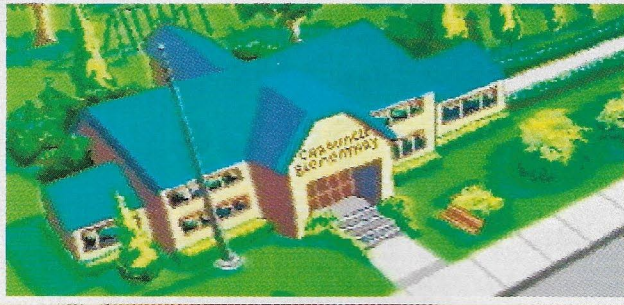
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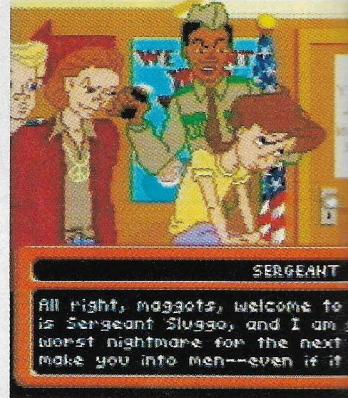
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TRIALS AND TRIBULATIONS OF ELEMENTARY EDUCATION



The local elementary school is a most unpleasant place, ruled over by a really awful man

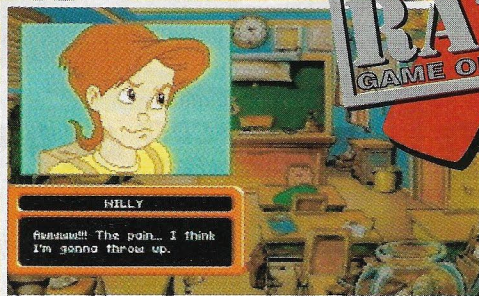


SERGEANT

All right, maggots, welcome to is Sergeant Sluggo, and I am a worst nightmare for the next make you into men--even if it

WILLY BEAMISH

RATED
GAME OF THE WEEK



BILLY

Awuuuu!!! The pain... I think I'm gonna throw up.

In the classroom, Willy desperately tries to escape by faking an upset stomach. So it's time to go off to see the new nurse...



NURSE

This could be serious. I can't tell if you have a bruise or a concussion.

This buxom wench could be your way out of school but be very careful. Don't plead too much or it's off to hospital. Eugh!

havoc runs wild in the classroom of the devilish Miss Glass.

Willy's top priority is to get out of the lesson so he can get home early and prevent his parents from reading his report cards for the year.

You must plan a way to get out quick, get home, pinch the report and get to your room and practice Monster Squad on the Nintari before anyone knows any different.

From here on the havoc begins and you have complete control over the events that follow.

FOLLOWING SUIT

Jeff Tunnell, the creator of other Dynamix classics such as Heart of China and Rise of the Dragon, has certainly carved a niche for himself in the computer entertainment industry. Willy Beamish is his latest creation and it follows suit in its style of play.

You control the central character in a similar way to the Kings Quest games, using an easy-to-use icon system where

Welcome to the terminally cute, seriously warped world of young William Beamish. On your travels around the deranged town of Humpford you will face neurotic yuppie parents, teachers pushed over the edge, a helpful ghostly grandfather who has come back from the grave, the babysitter from hell and a pet frog on steroids called Horny.

Willy is a pretty cool kid. Stuck on a diet of Slam Dunk Cola, Slice of Life Pizza's and a complete addiction to Nintari video games, he is the ultimate Bill and Ted style skateboarding dude.

You will have to help as his life collapses around him and he battles to find a way of getting to the world Nintari



I wonder what grandpa meant when he said something weird was going on in Preeton?

Willy spends the last night before the holiday all tucked up ready to attack the vacation with all the vigour of a typical nine-year-old

video game championships in New York. Life couldn't be much worse.

Dad's lost his job and he's become a complete neurotic twerp who plays with our hero's toys. This poses a bit of a problem for young Will, because \$2,500 is needed to get to the Big Apple for the competition. What to do?



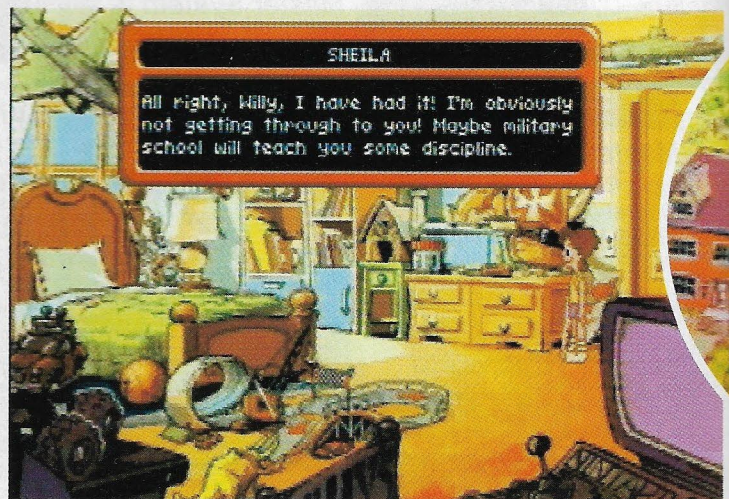
To make matters worse Willy's yuppie mother insists on him helping with chores around the house as well as forcing his excruciatingly annoying younger sister to hang out with him.

Fortunately, to make up for the many problems in his life, Willy has some very good friends who help him through these troubled times. Horny, his pet frog, is a constant companion but his truly best friend is his grandfather.

Gramps Beamish unfortunately suffers from one of those crippling disorders known as death. Yep, Granddaddy Beamish croaked years ago, but this hasn't stopped him helping his favourite grandchild through these troublesome times.

Admittedly he can't go out and buy ice-cream any more but he occasionally pops up from the grave to utter a few words of wisdom which make certain areas of the game just a wee bit easier.

The game begins in school on the very last day before the summer vacation. Excitement levels are high and



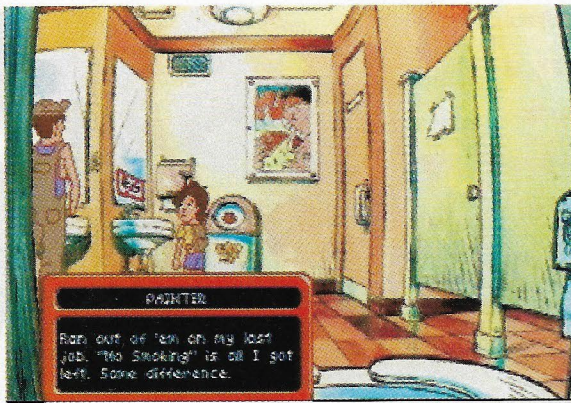
SHEILA

All right, Willy, I have had it! I'm obviously not getting through to you! Maybe military school will teach you some discipline.

Mum shrieks up the stairs and threatens to send you to the military academy if you don't start behaving



If you're too naughty and annoy too many people it's military school for our young Will. The first thing they do is shave your head! Arrggghhhh what a terrible thought!



Having broken wind and annoyed a local thug you dash into the lavs to escape. Inside you meet a painter who puts up No Smoking signs in place of Wet Paint! Weird huh?

ISH

you simply point and click to collect, use and manipulate objects in the game.

Interaction with other characters is simple and you must decide what is to be said at certain times by choosing different predetermined responses.

What makes this different to other releases though, is the style of the graphics. Willy Beamish is really an interactive cartoon adventure where you look after the hero as he runs, jumps and skateboards his way through over 50 different plots and through numerous plots and subplots.

CLEAR AS MUD

You begin the game knowing nothing of your objectives; as you progress through the locations, your task becomes more and more apparent until you eventually guide Willy to his ultimate goal.

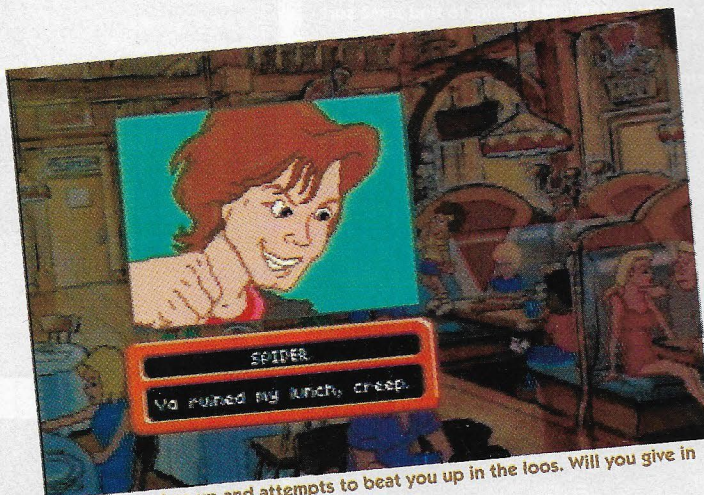
As with other Dynamix games this is complex, fun and incredibly enjoyable, using state-of-the-art techniques to give you a classy piece of software.



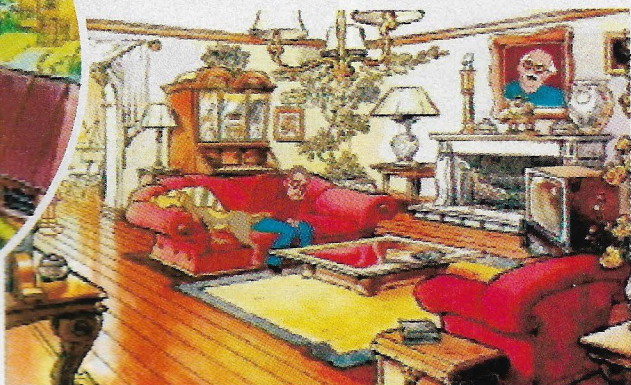
Neighbours, everybody loves good... what a lovely area. This is where our Will lives



Just how much trouble do you think you could get yourself into if you could be nine years old again, knowing all that you know now? A fair bit eh? Well, take on the persona of the world's coolest nine-year-old and find out...



The thug catches up and attempts to beat you up in the loos. Will you give in or get your face smashed in?



Dad sulks in the lounge, moping about not having a job and having no money. Understandable really

FACT FILE

Software House: Dynamix
Programmer: Louie McCrady
Graphic Artists: Brian Hahn, Dale Tendick, Ian Gilliland, Jarrett Jester, John Garvin, Kerrie Abbott, Mark Vedrier, Rene Garcia, Mike Jahnke, Ron Claborn, Sean Murphy and Thomas Von Velkingburgh
Music: Chris Stevens, Jan Moorhead and Dan



This is without a doubt one of the best games to come from the Sierra/Dynamix stable in a long time. It combines depth of play with a tremendous sense of childish humour and terrific presentation as well.

As with all recent PC releases the graphics are presented on your screen in glorious 256 colour VGA and all of the pictures are digitized from original airbrushed pieces of artwork. They really are quite wonderful and without a doubt of the very highest standard produced for a game.

Likewise, the sound is absolutely superb. If you are lucky enough to have a decent soundboard such as Ad-Lib, Soundblaster or a Roland LAPC you will be aurally assaulted with a myriad of tunes, sound effects and amusing little ditties to tantalize the eardrums.

Gameplay is up to the usual standard of offerings from Dynamix. As with Heart of China and Rise of the Dragon before it, Willy carries you along with the flow and allows you to interact at all the important moments.

It's a novel method of control and it allows you to sit back, enjoy the show and ponder a bit over the different puzzles you are posed with. Occasionally it can get annoying, especially if it acts out a set piece that's followed by a single decision.

If you make the wrong decision the game ends and you have to sit through the whole thing again. It's a trifle annoying but once you're used to it it ain't bad.

£40.99 OUT NOW



The Amiga version is tentatively pencilled in for a summer 1992 release. At the moment there are no details available about it apart from the fact that it should be up to the usual high standard.

We can expect the graphics to be a little different, but I'm sure that the gameplay and the sonics will be identical. Something for Amiga owners to look forward to next year.

ETBA OUT MID '92

X-RATING: XXXXX

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

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

ALEX - In these ready-to-assemble collages of three of our writers you have to mix 'n' match their sexy eyes. Here you can see the adorable Alex, just for a change, listening to some rubbish, err Depeche Mode, on his Discman.



JOHN is pictured here with his usual coy smile. He is always a pleasure to work with, although he has recently taken to wearing a very dubious pony-tail in his flowing locks. If he thinks this is high fashion, perhaps he should think again!

NICK 'Super Owls' WALKLAND is Sheff Wednesday's biggest - and only? - fan. He's been having a spot of bother with his car recently, apart from being done for speeding he managed to burst a tyre this weekend... unlucky!



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.



Psygnosis'
latest, a
shooty-

shooty game where you have to solve puzzles, looks very similar to Killing Game Show. It's not the sequel however, but a complete package in itself. Is it up to the usual high standard? You bet...

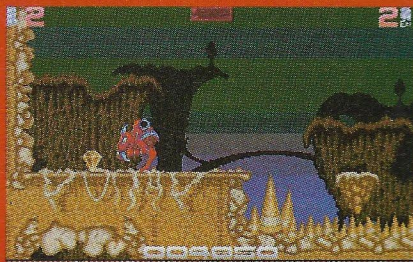
ORK

Ku-Kabul has a severe problem. Today is the day of his final exam. Unfortunately this exam doesn't involve two or more hours looking at a question paper, it is a test of his reflexes and cunning as he fights through many alien infested levels to become a star cruiser captain.

He has been thrown into the arena with only a twin cannon and empty jet pack for protection, and these must be used to his advantage as he solves all the various puzzles.

He can run along at high speeds and jump for he is a truly agile chap. However, some of the enemies will take

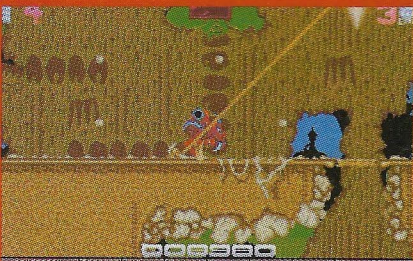
ENERGETICALLY DOES IT



Collecting the diamond you start to move into the depths of the level hoping to find some sort of receptacle that might house the stone, you find it eventually and head back up to the energy field...



Flying along you notice that the energy field is blocking your path. Now there has got to be some way of getting past that. Then you have an idea...



Behind the energy field you found a flame which you collected. Further on you found that if you attempted to go under the block on the right there was a dead end. Using your initiative you place the flame under the rope and it swiftly burns through

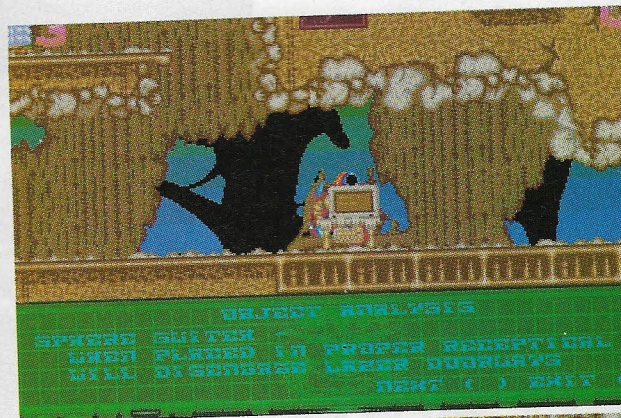
Here we see how many ammunition clips you have remaining. Ammo can be replenished by picking up canisters left on the ground

The launch pads allow our hero to take off and land, as long as he has some fuel, or else he'll stay on terra firma

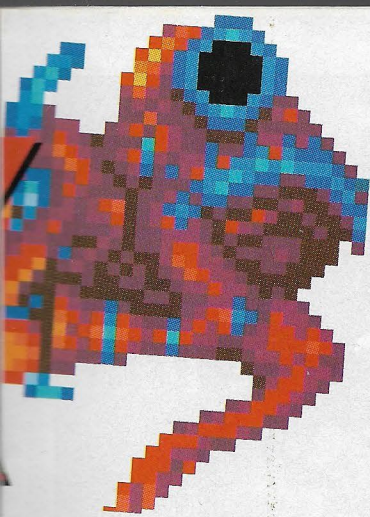


Our hero is currently airborne. Life in the sky will be short-lived, however, unless you have great oodles of fuel

Whenever you collect an item in the game it is transported into your inventory. To find out more about each item access a computer terminal



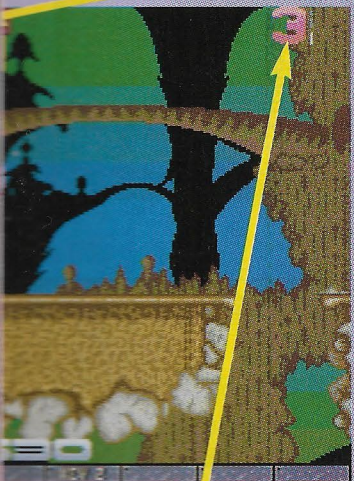
Computer terminals lie all over the levels. Accessing these will allow you to perform various tasks. If you possess a scanner you may have a look at the surrounding area



quite a lot of destroying. As he roams around the platforms killing the various creatures, he will come across all sorts of items lying around on the ground.

These are picked up by simply walking over them and will appear in your inventory at the bottom of the screen.

This is your lifemeter, cunningly disguised as an oscilloscope. Your heart beat is shown here, so if it's flat, you're dead



The hero can carry up to nine fuel tanks at any one time. This shows how many you currently possess

Having the silly idea that a dragon's head might want to be friends with you, you leap into it. That was a big mistake, you die instantly and realise that you have failed the exam



Not every level contains hoards of deadly little beasts. Some of the stages require you to solve puzzles as you go. Level one contains both so its not going to be easy



Hives cannot be destroyed, but thankfully the many little blighters that come out of them can. It is advisable however to wait for them to disappear and jump over the hive and continue

If you then access a computer terminal you can discover what the item is and what it does. Some are obvious while others need to be identified.

TERMINAL DISEASE

If you have collected a scanner you will be able to check the surrounding area by simply calling up the scanner option on any of the computer consoles.

This will give you a rough idea of where things are but it doesn't show any of the enemies. The game itself will pause while you are accessing the computer.

Most of the game's puzzles require you to place a sphere into a receptacle which will get rid of a laser door from some place on the level. Behind these doors, which would normally kill you on contact, you will find something important to collect.

You will also be able to find loads of

fuel and ammo canisters on the ground. As you progress through the levels the graphics change dramatically. This doesn't stop you from recognising the various panels and consoles which, although they look different, are still fairly obvious to the eye.

MINDLESS VIOLENCE

Not all the levels require you to blast aliens since puzzles are the main attraction to the game. However, giving you a hoard of aliens as well a puzzle in some places will usually throw all chances of success out of the window.

Psygnosis has kindly given you just one life to complete your humungous task. Thankfully you don't die immediately upon touching the nasties.

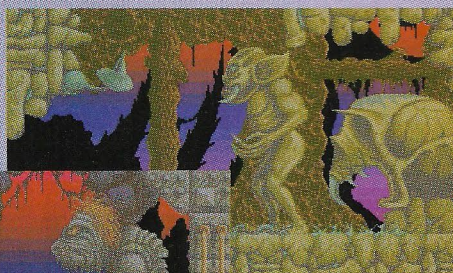
You have a energy level that gradually drops as the enemies touch you. Falling onto thorns or spikes will kill you outright, although some spikes give you a slim chance to escape before killing you.

Exams have never been like this before and hopefully you'll eventually pass with flying colours. Should this happen then you may go on to become one of the greatest commanders in the galaxy, who knows?

However, passing the exam will be extremely difficult and you'll need more than a spare pen to succeed, so keep your wits about you...

GET YOUR THINKING CAP ON

The graphics change quite drastically between levels. Level five will look a bit like this



On level four you'll have to have your brain in gear to be able to solve the many puzzles

FACT FILE

Software House: Psygnosis
Development Team: WDS Design
Programmer: Wayne Smithson
Graphic Artist: Kevin Oxland
Music/FX: Tim Bartlett



For starters you could be forgiven for thinking that this was the sequel to *Killing Game Show* since it plays and looks very similar to that classic shoot'em-up. However, Psygnosis assures us that it is not the second in the series.

Graphically the game is very well presented with excellently drawn sprites on equally well drawn backgrounds. The backdrops scroll in three levels of parallax and all of the levels are very smooth and slick.

The main sprite is well drawn and animated and the various large aliens have a distinct arcade feel to them. The sound effects are also of a really high standard, especially since everything has been sampled. The machine-gun firing is very realistic and, as such, adds to the tense atmosphere.

The difficulty factor has been set just right and advancing through the levels, while gradual, is not so slow that you'll never want to play the game again.

The controls are simple and easy to get the hang of, making the game a joy to play. The puzzles range from the blindingly simple to extremely hard, but all are fairly simple to execute once they have been solved.

Obviously this is going to be compared to *Killing Game Show* as it is so similar. Anybody who has played the Psygnosis classic will undoubtedly enjoy this and anyone who likes shoot'em-ups will be equally at home with this piece of excellent software.

Psygnosis continues to produce high quality products and earn the title of the 'most consistent software house in Britain'. This is a really great game and everyone should enjoy playing it.

£25.99 OUT DECEMBER



The ST version will be practically the same as the Amiga but it will be slightly worse in the sonic and visual departments. The sounds will still be sampled but of ST quality.

The parallax remains and although there are only two layers, both are surprisingly smooth for an ST. The game still remains the high quality product it is on the Amiga.

£25.99 OUT DECEMBER

X-RATING: XXXXX

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

FACT FILE

Software house: Kingsoft
Programmers: Harold Hoppner and Oliver Poland
Graphic Artist: Harold Kuhn
Sound: Harold Kuhn



Hagar is a playable platform game which is graphically very good. The sprites are an excellent representation of the hilarious cartoon characters and the sound, which includes various burps and other humorous spot sound effects, is also quite superb.

The game is huge, consisting of eight vast levels. Each stage is packed with monsters, obstacles to cross and puzzles to solve, so the task won't easily be completed. There are also many hidden areas that can be accessed by walking into the various teleporters.

Challenging and offering many hours of play, a password system has been included, enabling you to start on any level you've previously completed.

£25.99 OUT NOVEMBER



The 64 version promises to be excellent with well-defined graphics and immense playability.

OUT JANUARY '92



Again the game is looking good with a superb Hagar sprite and detailed backdrops.

OUT JANUARY '92



Another excellent 8-bit conversion that equals the others.

OUT JANUARY '92

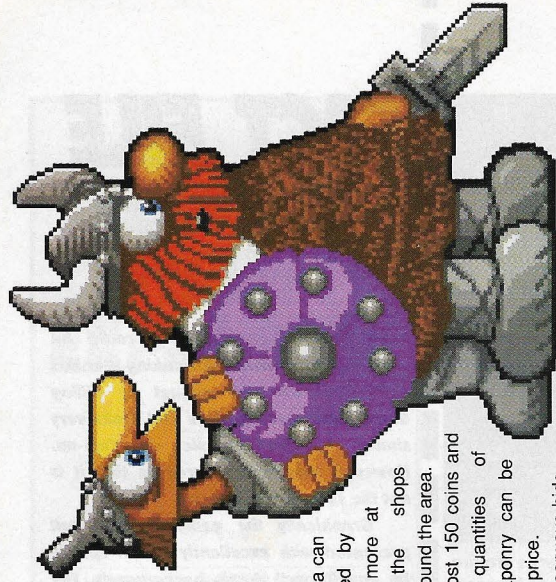
X-RATING: XXXX

Gameplay: 14/20
Lastability: 13/20
Presentation: 15/20

The much loved Viking, Hagar the Horrible, has appeared in The Sun and has built up a cult following in the UK and around the world. Now ready yourself as he barges his way onto the Amiga...



HAGAR



but this quota can be increased by purchasing more at one of the shops scattered around the area.

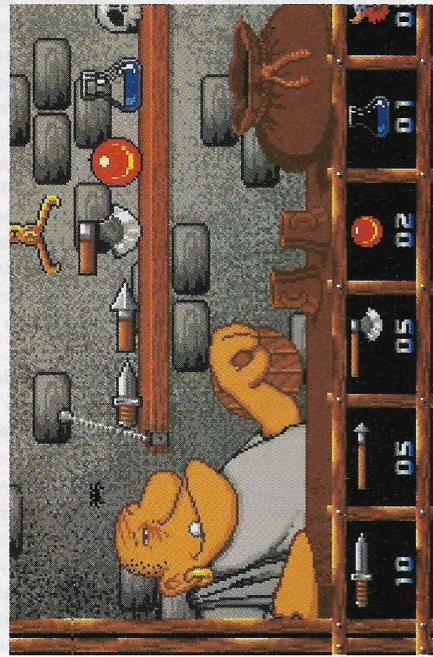
Lives cost 150 coins and additional quantities of special weaponry can be bought for a price.

Other doorways hide teleporters which speed Hagar from one end of the level to the other, more often than not revealing hidden treasures.

A Viking's work is never done, but forget the chores and pile in the pub, cos that's where Hagar can buy food and drink in huge quantities.

Boar and beer restore energy, and to gain money you can indulge in a game of dice which costs 100 gold pieces.

Hagar is confronted by a hulking adversary at the end of each stage. Only by defeating all eight will he win back the love of his wife and be rewarded with a feast fit for a whole band of Vikings!



Each time you defeat a monster you will be rewarded with a small sum of cash. You can spend this hard earned gold when you enter the shop which hoards many powerful items

dagger which scrapes away at the enemies' energy, followed by the spear and then the axe.

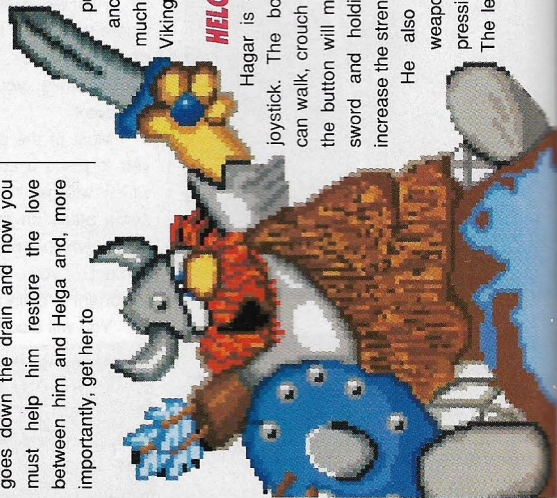
Pressing F9 will fire a powerful cherry and the last key, F10, will ignite the smart bomb which kills everything on screen.

Our pal begins with three lives

cook you a lovely big and scrummy dinner once again!

This is a platform arcade adventure set over eight levels of humorous Viking mayhem where you, as the burly roughneck, must

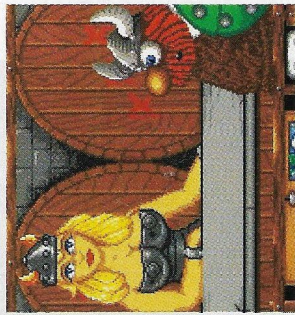
battle with old enemies, overcome taxing puzzles, grab loot and drink and eat as much as humanly, or Vikingly, possible.



HELGA ISN'T HAPPY

Hagar is controlled with the joystick. The boisterous barbarian can walk, crouch and jump. Tapping the button will make him swing his sword and holding down fire will increase the strength of his blows.

He also has five special weapons, operated by pressing keys F6 to F10. The least powerful is the



The tavern is Hagar's home from home and he'd spend most of his time down the boozier if it wasn't for Helga. Energy can be replenished by drinking ale and eating roast boar, while more cash can be won by playing dice



At the end of the first island the awesome battle chariot, filled to the brim with grim Norsemen on the warpath, must be faced. Thankfully Hagar has a few tricks up his sleeves...



A few smart bombs and spears later and the chariot bursts into flames and the passengeys rush off, leaving the victorious Hagar to continue his quest



Now that you have finished off your old enemies you can rush home to Helga. Your wife will show her appreciation by cooking a celebratory meal and smothering you with kisses!

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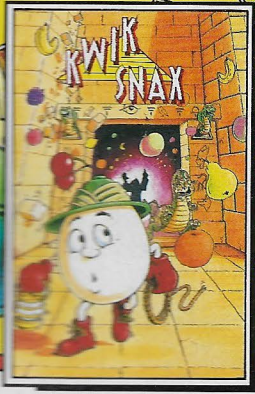
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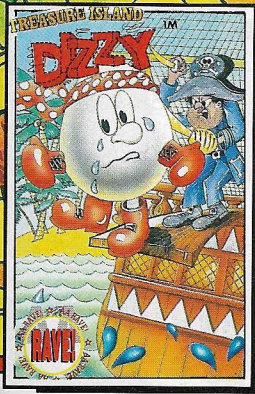
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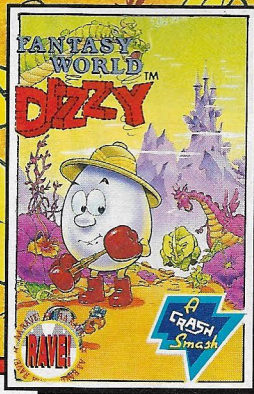
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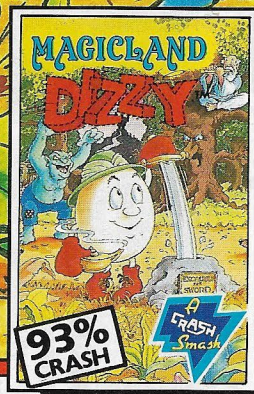
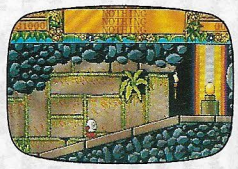
"It's spookily addictive and it's fantastically presented" - Rich Pelley Future Publishing



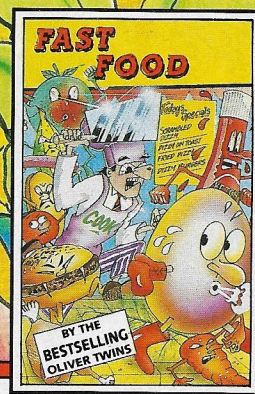
Dizzy's Treasure Island is brilliant, it's like a real cartoon with amazing gameplay!!



"Mindblowingly addictive and truly great!" - Brian Sharp Games X Magazine



"A Sure Fire winner for the Codies. A SMASH!" Amiga Format



"Fast Food is a classic game Absolutely brilliant" Zzap Magazine



CODEMASTERS

AMIGA screen shots shown. 8-bit versions feature "DIZZY" instead of "KWIK SNAX"
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SEYMOUR IN HOLLYWOOD 0898 555 010
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If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times.
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SLIGHTLY MAGIC 0898 555 050
SEYMOUR IN HOLLYWOOD 0898 555 010
SPIKE IN PENNSYLVANIA 0898 555 105

FACT FILE

Software House: Electronic Zoo
Development Team: Eldritch the Cat
Programmers: Mark McCubbin, Steve Weitherill

Graphic Artist: Jimmy Savage
Music: Will Davis

Amiga
Graphically, Under Pressure can't be faulted, for the parallax scrolling is smooth and slick. All sprites in the game are about half the screen in height and are also perfectly drawn and animated, giving the game an excellent look to it. Soundwise the same thing can be said. All the tunes and effects are of arcade quality and give the game a real futuristic feel.

Sadly the gameplay lets it down severely. What could have been a really good game, isn't. The sprites move too slowly to make the game interesting enough for the average shoot'em-up fanatic and you'll find yourself returning to a different and faster blast within about half an hour.

Despite this I did find myself wanting to progress further on each level but this was mainly due to frustration rather than addiction. Not the worst game on the planet but far from the best.

£25.99 OUT NOW



Identical in every way except sound, which is still of a high quality, the ST version falls down on the same points as the Amiga. Amazingly the parallax remains smooth and fast(ish) which doesn't usually happen on the ST. Basically, nice presentation, shame about the game.

£25.99 OUT NOW

X-RATING: XXX

Gameplay: 11/20
Lastability: 10/20
Presentation: 15/20

You are one heck of a dude in the community. What with your shell suit, your trendy trainers and a really nice girlfriend. Life would be absolutely perfect if it wasn't for the fact that she's just been kidnapped and taken to a far-away world.

You are decidedly miffed to say the least. Any normal person would have strapped the nearest baseball bat to his fist and gone on the rampage, but not our hero.

You have changed yourself into the best hi-tech robot you could ever wish to see, armed to the teeth with large weaponry and armour plating.

RED-HOT MEAN MACHINE

Metamorphosed, you must battle through a number of alien worlds while solving puzzles and generally being as violent as possible.

Along the way there are many switches, falling floorboards and other such hazards for you to discover and get past.

The joystick controls are fairly obvious with Up, Down, Left and Right doing exactly what you'd expect them to. Holding down the fire button will charge up your weapon to a fireway shot.

At the bottom of the screen are eight weapons in a Nemesis-style

Our hero in his robotic state. Large, meaty, powerful, but not invincible

The teleporters will warp you to some other place on the level at the tap of a button

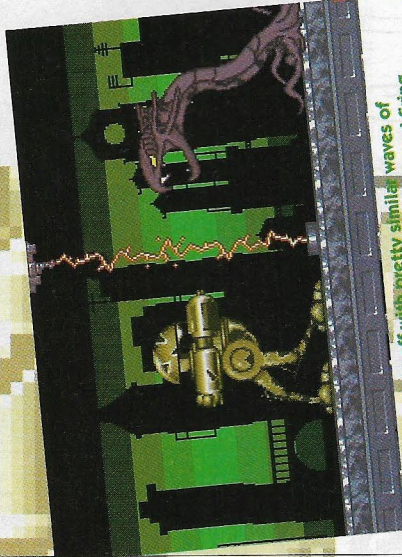
Your score. This goes up as you progress

The weapons available to you. The highlighted one is the one that you'll get if you select it now



Large mechanical beasties are where it's at. Ever since ED-209 from RoboCop, people have been trying to create newer and meaner robots. The latest is perhaps the largest of them all in Electronic Zoo's blast'em-up...

UNDER PRESSURE



The first level starts off with pretty similar waves of nasties and laser doors. If you keep walking and firing you'll get through them easily



The collapsing floors pose quite a problem because there are many doors which you have to open at the end. Fall and you'll fall to an untimely death below

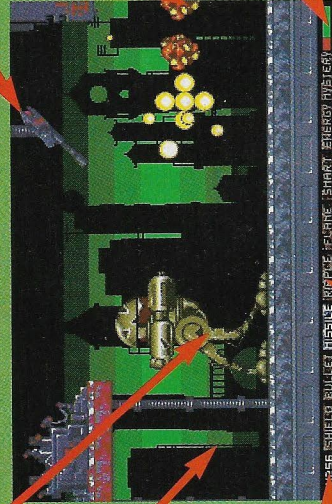
set-up. When the enemies die they will throw out shells which need to be collected before obtaining the

weapons which are easy enough to select; just duck down and hold the fire button. You will then have a

The ceiling mounted guns are really easy to discard of but make sure that you avoid their shots

Nasty, disgusting, squirming balls of pus that get bigger each time you shoot them

Your energy bar, watch this because if it drops to the bottom you're dead



electronically sealed doors which can be subtly blasted open with your guns. On top of this are laser beams that must be quickly passed through when off.

Reaching the end of the level will thrust you into the sights of a much larger and uglier beastie that will fire at you in its own specific way.

Destroy this thing to complete the level before being magically warped to the next tougher world.

There are umpteen worlds for you to battle your way through and with only one life to play around with you are bound to have your work well and truly cut out as you attempt to complete them all.

Luckily there is a continue option which allows you to start right at the beginning of each level.

limited time to use the article you are carrying to its full effect.

PRESSURE POINT

You start off in Savage World, a land that manages to live up to its name in that it boasts many ugly, nasty and savage beasts for the killing.

Blocking your path are many

Climbing up a slope you are attacked by hordes of horrid little balls of pus. These don't die easily so you'll have to kill them as soon as they decide to make an appearance on screen





Nick
The tension is palpable. The worry of modern naval combat in this simulation from Electronic Arts.

Play your part in the Falkland War, the invasion of Kuwait, or a mythical World War III insurgency. It's your butt on the line - can you cope?

Here is another naval combat simulation in the vein of Secret Service and Wolfpack. You take charge of a task force of ships and their own grouping of helicopters. You are immediately thrown in at the deep end as you choose from a selection of four modern theatres of war, embodying relatively recent

events in the South Atlantic with the Falkland Islands, and in the Persian Gulf, dealing with Arab states.

You also have theatres in the North Atlantic as well as in the North Sea as you ward off the dreaded Red threat triggered off by World War III. Well, where would simulations be without the dreaded Red menace on our doorsteps?

Each theatre of conflict has its own scenario. In the South Atlantic there is a case for defending the Falkland Islands as well as for searching out the enemy below - submarines to the uninitiated.

TRICKY SITUATIONS

The Gulf crisis has obviously created certain scenarios for the game, but it also goes back to the days of Iranian fast attack boats and the Iran-Iraq war. Future possible scenarios include swift attacking manoeuvres by the Soviets.

The game is purely icon-driven with fast keys to speed up the

proceedings. Despite this apparent ease of use there is a good deal of hassle to control your vessels.

It isn't presented in a straightforward manner so you could be grasping at straws to find out what is going on.

In the easier scenarios you control a single ship with a couple of fast attack choppers, but later on you have to cope with a king-sized fleet with a variety of ship types.

These can be anything from Exocet attacks through to planes, helicopters and the dreaded subs. Thankfully, you do have the opportunity to adapt the ships to cope with the situation.

The default setting is quite strong but you can personalize your fleet to suit the situation if need be.

It is a game with endless possibilities, but you certainly have to work on it beforehand to get to grips with it. With a fact packed 90+ page manual it ain't simple but you're sure to get your money's worth.



STRIKE FLEET

FACT FILE

Software House: Electronic Arts/Lucasfilm Games
Development Team: Nickel Ltd.
Programmers: Simon Francis, Nick Wilson
Music: Jason Whiteley



Strike Fleet is a complex marine simulation game, Amiga complex being the operative word because it certainly takes some getting used to. You've got to have the patience of a brick!

It is certainly worth the effort though. After a day or so you'll be a real Admiral Poindexter, seeing off all kinds of threats on the open sea.

Those enemy frigates do look rather realistic if you can get close enough to deal with them.

Graphically it is certainly pleasant enough with some splendid seascapes and general viewpoints, but this has its own problems in the shape of not being concise on the icon pointer front.

Soundwise it has the basic ship and helicopter noises which certainly add to the atmosphere, just don't expect 'musical' to your ears.

All in all this is a solid and well produced game. If you are into strategy-style simulations, then you'll learn to love it. It's not a game to switch on and go, but it is certainly worth the effort, even if it takes days.

£25.99 OUT NOVEMBER



The ST is virtually identical to the Amiga game. General graphics are exactly the same and it has the same clicks and various craft sound effects as well. The gameplay is just as difficult without any noticeable variety in the ease of play.

£25.99 OUT NOVEMBER

X-RATING: XXXX

Gameplay: 12/20

Lastability: 16/20

Presentation: 13/20

Remote friendly and enemy craft depicts its name, how close it is and how many missiles are after it

The name of your vessel

The munitions selection contains details of all your available weaponry depending on the vessel you're in

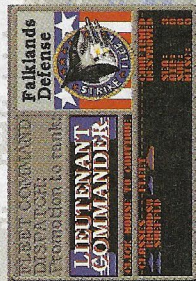
The ship's status, whether it's at rest or work

The radar or sonar window depicts where everything is, save for the seagulls

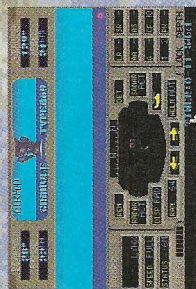
The magnification of your radar can be miles away, or else in the immediate vicinity

Warning lights show how much damage this particular vessel has suffered

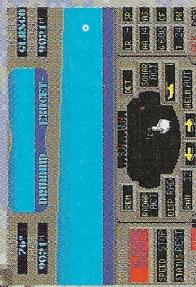
Message window



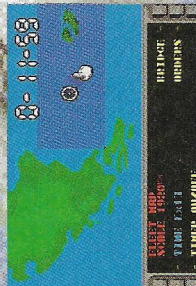
And success leads to promotion, lieutenant Commander, not bad. Even if it was outside the 200 mile exclusion zone



Launch a lynx to sort out the enemy frigate. Bingo! What a brilliant hit!



On deck! Like the real thing, incoming Exocet attack. Take evasive action



Then you select the area of the big blue you want to start in around the Isles Malvinas



Choosing from your selection of ships, names, and power for the task that lies ahead

FACT FILE

Software House: Accolade
 Programmers: Jeff Sember, Mike Benna
 Graphic Artist: John Boechler
 Music/Sounds: Alistair Hurst, Mike Benna



Graphically this is without a doubt the best winter Olympics-style game I've ever played. The backgrounds to all the games are smooth and superbly animated, giving a tremendous impression of perspective.

The sprites are also exquisitely drawn and the overall impression given is one of extreme speed and fluidity.

Likewise the sound is of the very best quality, especially if you have a really decent sound board.

Gameplay is what really makes this stand out though. All the events are set at just the right level of difficulty to make this a real challenge without it being utterly impossible.

As far as sports games go it's certainly the best I've seen on the PC.

£25.99 OUT NOW



The Amiga version promises to be of similar quality to the PC counterpart, although the definition of the graphics is obviously nowhere near as sharp. Sonically superb, the gameplay should be of just the same high quality as the PC.

£TBA OUT MID-1992



This game is well suited to the Mega Drive and it should be a successful conversion. Doubtless Accolade will enjoy the same success as the other of its Mega Drive conversions.

£TBA OUT MID 1992

X-RATING: XXXXX

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



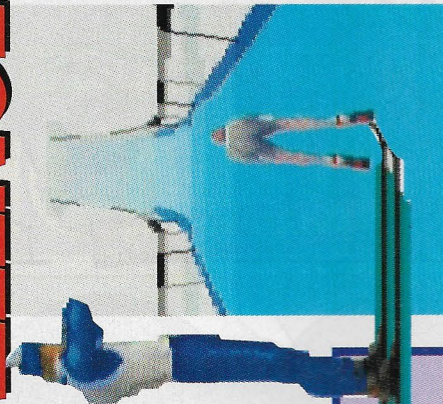
TRAINED

Don't take this too fast or you'll end up falling on your backside!

THE GAMES-WINTER CHALLENGE



Man is not by nature a cold weather animal. Man is however a fiercely competitive animal and for hundreds of years now he's been plunging into the snowy wastes of incredibly chilly areas of the world and hurling himself down mountains on a couple of pieces of wood. What a splendid creature...



SLIPPERY SLOPES

The scrolling 3D environment is very impressive indeed. It scrolls by with great realism

Your athlete is easy to control and is very responsive to your movements

Your time and speed for the particular event is displayed here

The route for the cross-country, as well as the biathlon is a tough and gruelling looped course

The map allows you to keep track of your progress throughout the event

The time to beat is displayed here. All tournament records are saved out to disk

The sporty Olympics-style game has long been a firm favourite with computer game owners. Many years ago we were blessed with the Summer Games series from Epyx, and from then on the games playing public has been inundated with titles simulating just about every sporty activity under the sun.

Games set in the snow seem to be a firm favourite with everyone. Maybe there's some primeval desire to jump about in cold, wet, fluffy stuff while dashing around and falling on your bum!

Anyway, Accolade is very eager for you all to enjoy its latest PC title which simulates competition in eight different winter sporting events.

CONTROL IN THE COLD

Try your hand at the bob-sled, the luge, a very hairy looking sport involving throwing yourself down a tunnel on a tin tray, or the biathlon, knackerng cross-country followed by sharpshooting.

There is also the giant slalom, speed skating, ski-jump, downhill skiing and cross country. Lots of variety on offer to give

and their physical appearance from a database of ugly looking mugs. Control of the events is simple and effective and easy enough for you to quickly master. None of your gratuitous joystick waggling here.

tournament if you so wish. Here you can play against the computer, or up to 10 other human opponents.

The excellent player selection allows you to both name your athletes and choose their nationality

you something to sit in front of in the warmth during the coming winter months, eh?

The game contains a plethora of options allowing you to train in any of the events, as well as entering a

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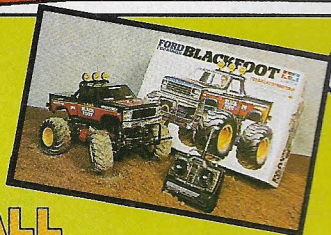
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SHE
FANCY
YOU?
12**

**HOW
TO GET
HER TO
FANCY YOU?
13**

**FACTS
ON A
GIRL'S
BODY
11**

**THE
WAY TO
HER
HEART
14**

**HOW
TO FINISH
WITH HER
15**

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**HIS 'N' HERS MUDDY FOX
MOUNTAIN BIKES COULD BE
ALL YOURS!!**

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Second time around



Christmas time is just around the corner. How can I tell? There are squillions of compilation packages just leaping off the shelves. We at Games-X are on a mission to find the best as we delve deeper...

Turrican 2 is one of the best shoot'em-ups of all time and is a welcome addition to the MAX compilation. With this and SWIV you know you're in for a bargain

Dazzled by the selection when you walk into computer stores? Don't know what to buy? Your eyes scan the shelves. Ooh! This chunky box contains five games and it hardly costs any more than a super X-rated mega game. What do you do?

This is a common dilemma. Is there a catch? Well, here at the Games-X office we investigate. What's in it for you, the punter, and what drives the software houses to release them.

There has to be something in it for the software

houses. Apparently, the key 'bumper sales' times are through the summer and coming up to Christmas.

How can they make it pay?

It doesn't take long before the brain clicks on to the fact that the publishers are releasing five games for just a couple of pounds more than the single game costs when it was released earlier in the year.

Actually, it is worth noticing that the major publishers are steadfast about the fact that their

compilation games have been released a year or more earlier. Ian Richardson of Gremlin explains: "We've got to be fair to the retailer. Some products are selling 12 months later although it starts to die down quite a bit."

We have not always found this to be the case. If you have bought SWIV, a relatively recent game in the last couple of months, you may be surprised to see its appearance on the MAX Collection.

Danielle Woodyatt of US Gold stated: "If a third party licences a game to us, it's their decision whether

MAX – US Gold £29.99

MAX is the action compilation for violence freaks in that it contains three fast shoot'em-ups and one platform game: *SWIV*, *Turrican 2*, *ST Dragon* and *Nightshift*. Three of the best games released this year with one rather dud one added for a bit of extra pleasure.

JAMES BOND COLLECTION – Domark £29.99

James Bond films are usually fun to watch over and over again. The games however, are rather naff interpretations, although they do get better. *Live and Let Die* is by far the worst with about one game's worth of lastability. The other two, *Licence to Kill* and *The Spy Who Loved Me*, are both pretty good blasting games.



CAPCOM COLLECTION – US Gold £29.99

Eight games for £30 you would think to be a bargain. Think again. The Capcom Collection is old and rubbish. Only *Strider* and *Ghouls and Ghosts* are enjoyable. Tell ma and pa to look elsewhere.

DIZZY COLLECTION – CodeMasters £24.99

After selling thousands of units on the 8-bit machines, CodeMasters finally releases *Dizzy* onto the Amiga and ST. None of the games are of a truly exceptional standard but all are fun to play and will appeal to most gamers, youngsters especially.

SUPER SEGA – US Gold £29.99

Five games from the arcade masters, Sega. Or rather two really great games and three turkeys. *Super Monaco GP* and *Golden Axe* are fun to play, even if the latter is a little easy. The others, *Shinobi*, *ESWAT* and *Crackdown* will be loaded once or twice, but that's all.

MAGNETIC SCROLLS COLLECTION – Virgin £29.99

The incredible success of the Magnetic Scrolls text adventures has brought us this interesting package containing *Fish*, *Corruption* and *The Guild of Thieves*, some of the best adventures ever to be released. All have been rewritten in the Wonderland format and are therefore a lot more fun.

4 WHEEL DRIVE – Gremlin £29.99

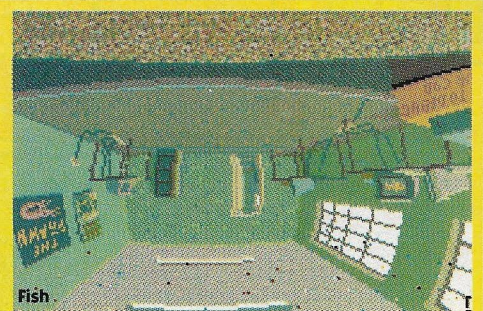
Throw *Lotus Esprit*, *Team Suzuki*, *Toyota Rally* and *Combo Racer* into one package and what do you get? Many months of fun gaming on your computer. Lotus is only surpassed by the soon to be released sequel and the others are all really great games. Well worth the money unless you own them already.

CHART ATTACK VOL 1 – Gremlin £29.99

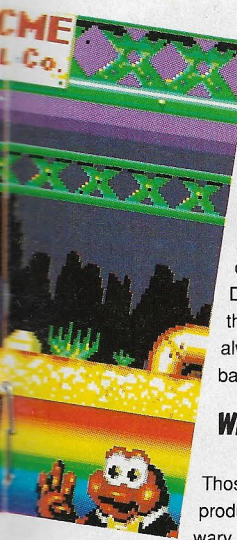
Here we have an example of a typical compilation at the moment. Four games, two of an average quality and two classics. *Lotus* and *James Pond* are great, while *Venus* and *Ghouls and Ghosts* are fun for a while but both soon become tedious. This is a fun package that will keep you quiet well beyond New Years Day.

FOOTBALL CRAZY – Anco £25.99

Kick Off 2 is the best sports game available on the Amiga and now it is here on a compilation. The price is £1 more than it costs originally and there are two other games in it. If you don't own *Kick Off 2* and want to, then this is easily the best bargain you're likely to find.



RATINGS	Value	Quality	Lastability	Present-ation	Overall
MAX	10	9	9	9	37
Capcom Collection	7	5	6	5	23
Dizzy Collection	7	7	7	6	27
4 Wheel Drive	9	10	9	10	38
Super Sega	8	7	7	6	28
Super Sim Pack	5	4	6	5	20
James Bond Collection	6	6	7	7	26
Chart Attack Vol 1	1	8	7	8	33
Magnetic Scrolls	7	9	9	8	33
Football Crazy	8	9	8	7	32



they want to sell it, but we don't usually tend to do it on our own titles."

This third party licensing is a major factor in most compilations. But is this watering down the quality, or adding more diversity in the way of games? Clare Edgely of Domark suggests that by using third party publishers you can always have a diversified product based on a similar theme.

Who decides what goes into these compilations?

Those who have purchased these products in the past tend to be a little wary, as they are often a mixture of one or two great games padded up with some naff.

Who do we congratulate for these products?

Ian Richardson suggests: "We look through our back catalogue and then sit down and discuss which titles we think are good or not so good as the case may be. We also look at what other software producers have got and what may be available."



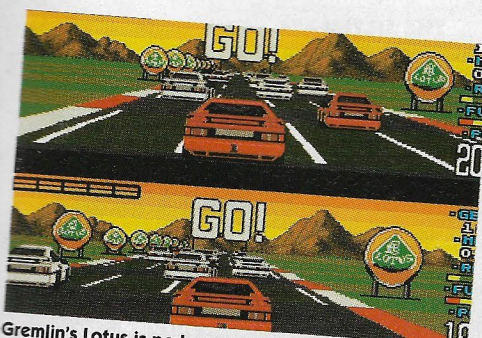
Strider is just one of the eight titles appearing on the Capcom Collection. In this case quantity doesn't mean quality as most are of a low standard

In most cases this initial spark of an idea is then sent for a brainstorming session with the production and marketing people for evaluation.

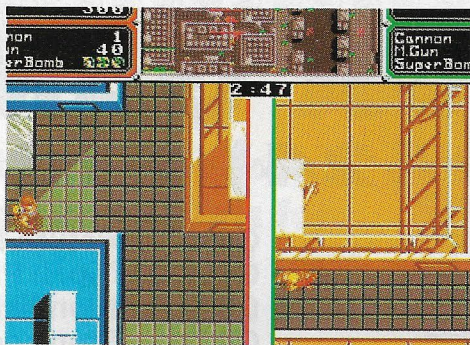
Clare Edgely explains one of the reasons why compilations are more than a marketing gimmick. They extend both the shelf life of a product, and they also keep the game in the market for possible sequels. Furthermore, they are excellent value for money.

Value for money is Codemaster's philosophy, so how can they explain compilations?

Paul Ranson replies: "Most of our buyers are kids so their parents don't want to buy a Christmas present for £3.99. They want to buy something the kids are going to treasure, namely something they couldn't buy with their



Gremlin's Lotus is perhaps the best driving game ever. Throw this and three other games of a high standard together and you have the best package around



Super Sega is a real example of the mediocre compilation. One excellent game, a few average ones and a couple of sub-standard titles, all for £30

pocket money. We therefore pack loads of games in, still providing value with high quality." So how do they manage to keep the costs down?

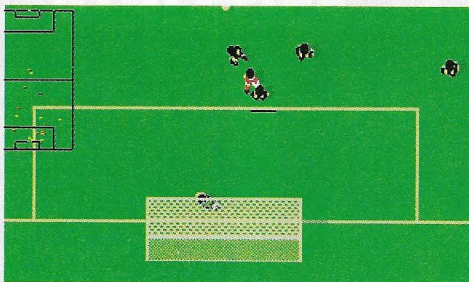
A Gremlin compilation costs the same as one of its strategy-type games like Utopia. Danielle Woodyatt explains: "It all depends on duplication costs, what you pay for the licence, marketing, packaging and so on. With five or six titles we don't go too high."

Naturally the software houses are in it for the money and with the peak times for compilations being the quiet summer months and approaching Christmas, prepare for a deluge of compilations and expect high sales right across the board.

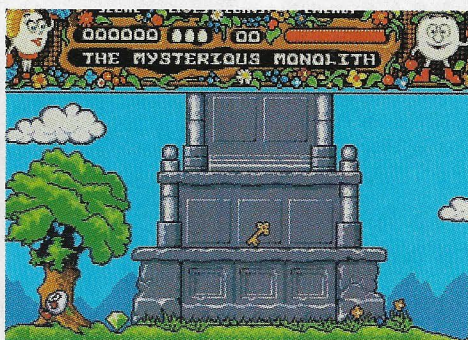
They are excellent value and, because of their diversity, make smashing Christmas pressies.

Conclusion

It can be safely said that compilations always sell well. Indeed, CodeMasters Dizzy Collection has been selling millions on the 8-bit machines, illustrating the fact that the public obviously likes the idea of being able to



Kick Off 2 is the best sports game you're ever likely to come across. When the compilation costs the same as the original title then you should really consider it



Already a million seller on the 8-bit machines, CodeMaster's Dizzy Collection finally reaches the ST and Amiga. The success should be repeated

THE TEAM'S COMPILATIONS

- Bri "A reet funky selection"
Alien Breed, Monkey Island, RoboCod, Mega lo Mania, Jimmy White's Whirlwind Snooker
- Scoop "They sold quite a lot!"
Gunship 2000, Utopia, Railroad Tycoon, Monkey Island, Mega lo Mania
- Nick "WWII fish found on Mars"
Martian Memorandum, Secret Weapons Of The Luftwaffe, Robocod
- Alex "It's hardy feasible"
Space Quest 4, Lotus 2, Magic Pockets, SWIV, Lemmings
- John "Joystick jerkers"
Jimmy White's Whirlwind Snooker, Lotus 2, RoboCod, SWIV, Lemmings

purchase a game at a quarter of the normal price. Most contain a selection of naff games with one or two great ones thrown in for good measure. Nevertheless, this doesn't seem to stop Joe Public cos packaged deals usually sell more than individual titles.

Quantity doesn't mean quality so don't believe what you see on the shelf. More often than not a collection with more than five games on it will usually mean a few hours of poor quality entertainment.

Try and check up on back issues of magazines before handing over the money. Compilations are definitely here to stay, but just when will that perfect choice become available? Who knows?



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My five games are: _____

My reason is (in less than 20 words): _____

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- G029.....PDom Games

- G030.....Return to Earth
- G031.....Bip. 2 Player Dogfight
- G032.....Klondike. Card Game
- G033.....Stone age
- G034.....Trek Trivia. Trek Quiz
- G035.....Jeopardy. Risk
- G036.....Pipeline. Pipemania Clone
- G037.....Seven Tiles. Future Sport
- G038.....Dragons Cave. Adventure
- G039.....Golden Fleece. Text Adventure
- G041.....Frantic Freddy. Platform
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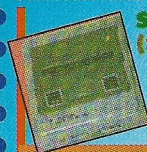
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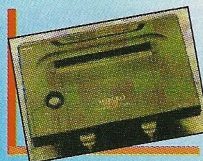
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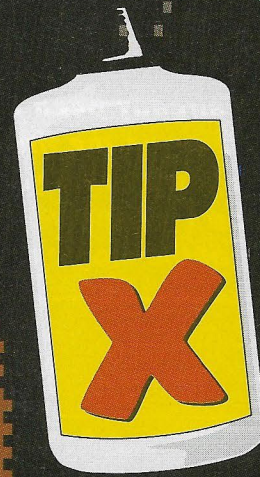


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.....LUIGI!ITS SUPER!!

Another batch of whacky tips and cheats for ya! We've got all sorts of stuff coming in at the moment so keep up the good work!



If you have anything that you'd like to share with me write to: **Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**

GATES OF ZENDECON - ATARI LYNX

Yet another Lynx cheat! These little hand held blighters are proving to be extremely popular indeed. According to someone from Arnold in Nottingham, (who neglected to include his or her name), if you select the hard level by pressing button B and then start the game holding down button A you can activate a wee little tippette.

Hold down button A at all times during the game and don't shoot anything. When your shield burns out, all being well you should remain invulnerable to enemy fire!

ATHLETICS - HAWK



Not so much a cheat this one as a handy hint. Rather than wagging your joystick to the point where it makes your wrist hurt, plug your mouse into the joystick port and move it round and round in circles to achieve a most impressive time. Now, isn't that much easier?



HERO QUEST - GREMLIN

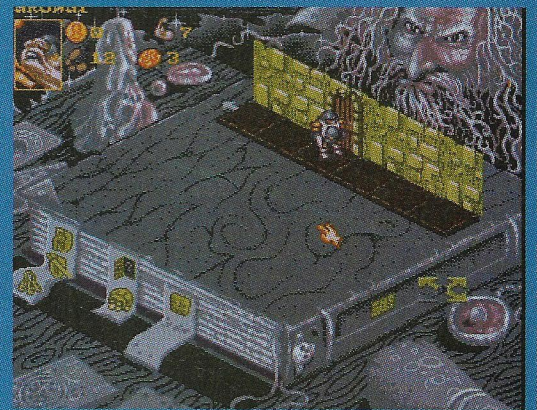


C64



To get oodles of wonga simply get all of your men to complete the first quest and then enter them in the last. As soon as they emerge into the dungeon, make one of them search for the money, and then simply exit via the staircase.

Keep doing this until you've got loads of dosh, then buy every nasty vicious dastardly weapon you can possibly lay your hands on.



SHINOBI - SEGA GAME GEAR

SEGA

Hold down buttons 1, 2 and Start to call up the options screen. Not really a cheat that, but people like to be able to fiddle around with games' parameters, don't they?



MEGA 10 MANIA - IMAGEWORKS



We've been getting quite a few letters from people who've delved into the depths of history and come up with level codes for this super-duper thinking person's game. We've given you the Mother of all Battles before, but I thought that just to be kind we'd give you some of the others as well! So here they are.

2nd EPOCH BNYABDUNBHV
3rd EPOCH COVCPMJVEBL
4th EPOCH WKCCHEUKNL
5th EPOCH GATAVRXRONT
6th EPOCH WWKDXGPXDBZ
7th EPOCH KUUCTOPLGHV
8th EPOCH PEHAJBPKZQA
9th EPOCH GYJJDHPNFHN



RAMPAGE - ATARI LYNX

To select levels, pause the game on the screen where you choose the players and then unpause it. Start the game as usual and hold down option 1 when the newspaper page appears. Now, moving the joyypad will allow you to select the levels.

You have already been blessed with some kindly donated hints on the first four epochs of Mega Lo Mania. Now we bring you the second part of Bri and Scoop's definitive guide to the best game available at the moment...



MOTHER BATTLE



Mega Lo Mania

This final level is perhaps the easiest you play since the first one! All you have to do is allow your men to multiply and occupy loads of other

sectors. Wait until the two opponents have attacked each other and weakened each others castles. Then you move in and destroy them. Couldn't be easier

THE DESIGN'S READY

Just to help you out a little bit more we've made a list of what elements are good for what on the first three epochs

ROCKS, WOOD and BONES
Weapons:
 Rock weapons, catapults (hand held), spears, bow & arrows and crossbows
Shields:
 Numbers 1, 2, 3 and 4

SLATE, MOONLITE and PLANETARIUM
Weapons:
 Pikes, longbows, giant catapult, stick weapons, spears and muskets
Shields:
 Numbers 1, 2 and 3

BETHLIUM, SOLARIUM and ARULDITE
Weapons:
 Catapults (hand held), pikes, longbows, cannons, boiling oil and crossbows
Shields:
 Numbers 1, 2 and 4

HERBIRITE and YERIDIUM
Weapons:
 Longbows and giant catapults
Shields:
 Numbers 1, 2, 3 and 4

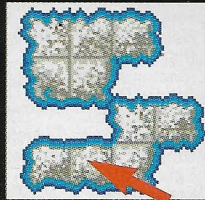
VALIUM and PARASITE
Weapons:
 Bow and arrows, boiling oil and muskets
Shields:
 Numbers 2, 3 and 4

AQUARIUM and PALADIUM
Weapons:
 Giant catapults
Shields:
 Numbers 3 and 4

EPOCH 5



MASCARA - BEST STARTING SECTOR



NAUSEA - BEST STARTING SECTOR



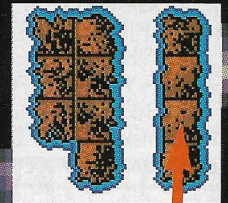
OSCARINA - BEST STARTING SECTOR

The fifth epoch is perhaps the most difficult one in the game and therefore takes the most time. Construct as many buildings as you can at the start, and then mine until you can design a giant catapult, preferably not the hand held type. These require three men from your army.

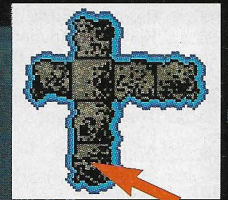
Design a cannon when you can and then try to form an alliance with someone. By the time the cannon is finished you should have advanced a tech-level. Continue mining the elements but not with too many men.

Build the lab and when you can design a plane, do so. Set up a mass of men to mine the correct elements and when you have enough weapons, make your attack on the enemy. You should emerge victorious!

EPOCH 6



RYAMA - BEST STARTING SECTOR



QUOTA - BEST STARTING SECTOR



RUMBABA - BEST STARTING SECTOR

Nuke time! Everyone now gets the opportunity to design nuclear weapons. The best tactic here is to make sure that you always have some sort of anti-nuke device for defence, preferably the SDI since it's better.

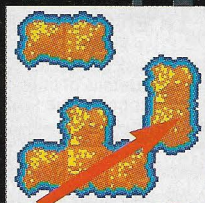
Always check the territory before you attack it because there may be some defensive missiles there which you certainly don't want! Whenever possible, go in with UFO's or planes cos this saves vital elements.

If your last opponents have defensive missiles, move a few men into an empty sector if possible before nuking 'em. This will destroy your home sector but don't worry, there will be some survivors in the sector you moved to. They should emerge from the blast and win the island.

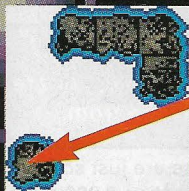
EPOCH 7



SINATRA - BEST STARTING SECTOR



TAPIOCA - BEST STARTING SECTOR

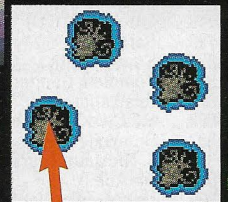


UTOPIA - BEST STARTING SECTOR

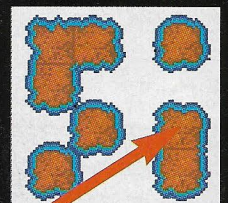
The islands get smaller and smaller. Now you may find yourself isolated on a one sector island. If this is the case, make sure that you have a great wad of defensive missiles and loads of SDIs. This way, if the enemy has installed defensive missiles, the SDI should be able to blast them when they are launched in retaliation against you.

Build plenty of UFOs if possible and then use a few of these to weaken the enemy bases before sending in the great squadrons of aeroplanes to destroy them. This method should also work against anti-nuke missiles since they won't be launched at your home base.

EPOCH 8



VESPA - BEST STARTING SECTOR



WONKA - BEST STARTING SECTOR



XTRA - BEST STARTING SECTOR

This is very difficult; you have to get them before they get you. Speed is of the essence here as you **burn** nukes as quickly as humanly possible. Make sure anti-nukes are available as well because most of the time you'll be isolated on an island and you'll need them.

Try to form an alliance. It'll mean there's one less person to worry about. Set up SDI as quickly as possible in order to destroy any unwanted aerial threats, mainly enemy nukes.

Discover what elements you really don't need to mine so as not to waste valuable people and time in getting them.

THE LEVEL CODES

Epoch 5 Code: GATAVRXRONT

Epoch 6 Code: WWKDXGPXDBZ

Epoch 7 Code: KUUCTOPLGHV

Epoch 8 Code: PEHAJBPKZQAQ

Mother Battle Code: TJLBVSNNIGD

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(2) • 1982.....Real 3D Pinball Animation •

AMIGA A500 PLUS : A large amount of software, both commercial and PD, will not run on these new machines. We are working on a list of compatible titles but this will take some time to complete. If you own an A500 Plus, or are planning to buy one, be prepared for problems and please be patient, wherever you buy your software from.

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MINIMAL EXPENSE

PD – PUBLIC DOMAIN OR PRICELESS DIVERSION?

Here we are again with your regular dose of Public Domain games. We are finally beginning to receive some marvellous games but it's still not enough, so send 'em in.

This page limits the number of offerings reviewed so it is worth trying out some others such as Wizzy's Quest, a mental platform game, Duke Nuke 'em the smoothest animated PC game seen for ages, and Pom Pom Gunner, a graphically spectacular shoot'em-up.

So where can you get them from? Try ABPD (Amiga), 45a Alma Road, St Albans AL1 3BJ. Tel: 0727 833363.

Public Dominator (Amiga & ST), PO Box 801, Bishops Stortford, Hertfordshire CM23 3TZ. Tel: 0279 757692

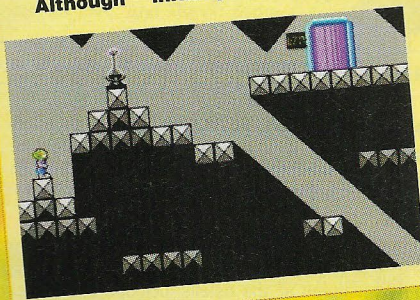
Arcom Computer Services (IBM PC), 10 High St, Ashwell, SG7 5NL. Tel: (046274) 2024.

COMMANDER KEEN

PUBLIC DOMINATOR - DV19

Commander Keen is set to wipe the floor with other PC platform games, and it's PD! The first of a three part series, this game is set to become an office cult classic.

Although initially awkward to



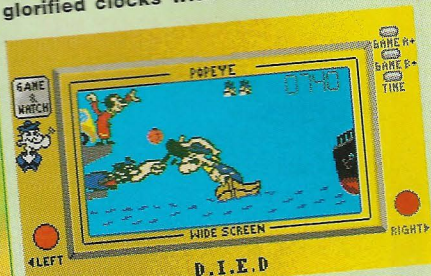
control, you'll soon be impressed by the graphics, humour and sound. The sonics, if you have either an Ad-Lib or Soundblaster card, are worthy of any professional game, never mind a flippant style one. Definitely worth playing. It has just arrived in Britain so order it now before the rest of the pack.

X-RATING: XXXX

POPEYE

ABPD - G080

Remember those old watch and play games? You know, those glorified clocks with a little LCD game



on the front. Now, in a fit of bravado, one has been transferred to the Amiga.

As Popeye, the aim of the game is to catch all the goodies thrown at you by Olive Oil. They go in one of three positions and you've got to lean over to catch them. That's about it. Oh, and Brutus keeps on trying to whack you on the head.

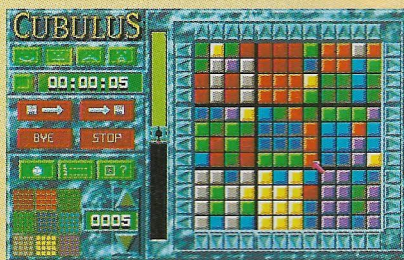
It's fun for a while, until you get bored stupid. If you liked the original games, then you'll like this. Until you realise the main feature is missing - the actual time...

X-RATING: XX)

CUBULUS

ABPD - G080

Cubulus is one for all you extreme puzzle purists who actually completed the Rubics Cube, and enjoyed doing it. Unfortunately, I'm not



one of those but maybe I'm being a little harsh on what is quite a well presented and slick piece of software.

Basically, your job is to restore complete coloured blocks to their original state by shifting lines against the clock.

However, if the truth be known, you're more likely to end up with a technicolored mess and you'll start fist thumping in no time.

If you consider yourself to be quite mentally agile, you could rather get to enjoy this game. That is, before you put your foot through the telly.

X-RATING: XXXX

X-IT-50

PUBLIC DOMINATOR - DV19

A weird and wonderful gem of a game this, fit to grace the shelves of all game players. A bizarre linkage of Space Invaders and Arkanoid, along with a light seasoning of pacman and other maze games.

Quite simply, you have to guide your little flower, for want of a better description, around a maze as you collect keys for the exit while avoiding black holes and warp spots. Sounds easy? Well, to control your little blossom you have to shoot various direction tablets moving above your cannon at random speeds.



Sounds tougher? Well, that's not all. You're playing against the clock with limited ammo, and you must avoid atoms. Sounds impossible? Yep. But no one said finding the secret of life was easy, which is what the game is about...

Together with solid sounds and crisp 'n' clear graphics, it is the most professional PD game I have seen since Drip. Well worth a gander cos you'll be hooked in no time.

X-RATING: XXXX)

CONSOLE CONNEXIONS

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

GAME: THE IMMORTAL MACHINE: MEGA DRIVE
PRICE: £44.99
SUPPLIER: ELECTRONIC ARTS

X-RATED

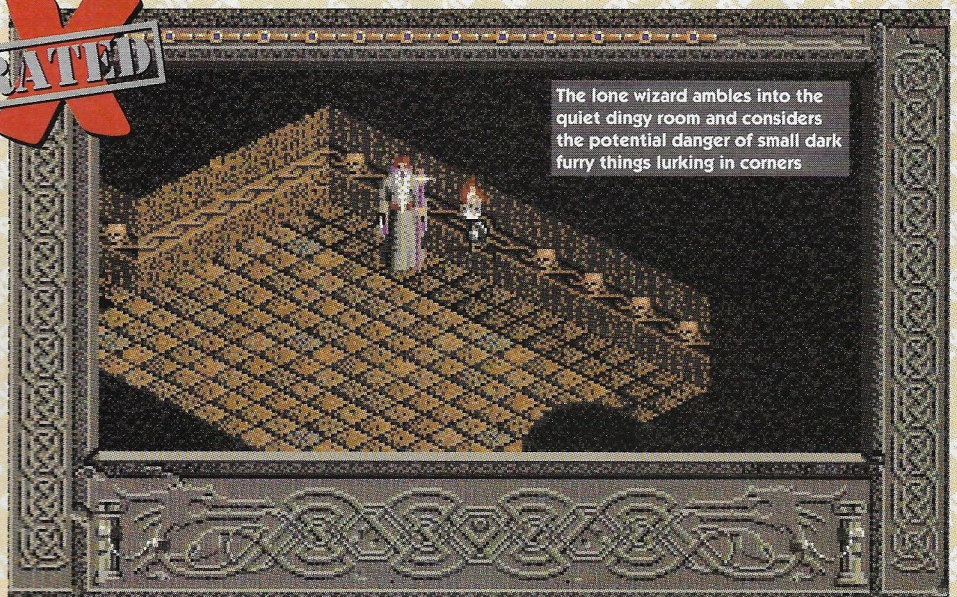
The Immortal was released on the ST and Amiga way back in early 1990 and proved itself to be an excellent role-playing game.

Utilising slick 3D isometric graphics and gorgeous animation, it brought to life the adventures of your wizard character as he explored the eerie labyrinth of an ancient underground city.

This classic RPG, written by the author of Populous, has now triumphantly made its way across the various formats to the Mega Drive, and in the transition it has metamorphosed into an even more advanced game.

Fundamentally, this is the same as the original computer version. You control your character as he moves from room to room collecting various objects while searching for his former master, the great wizard Mordamir.

Each room poses a problem for the



adventurer, be it infested with hordes of unfriendly creatures, or whether the room itself contains nasty traps and puzzles.

Control of your adventurer is simple yet effective and you will soon be on your way exploring the levels of the catacombs.

The major differences come in the form of the combat sections. Now, instead of a pathetic little hack 'n' slash jobby, you get an enhanced close-up view of the battle, complete with suitable gory effects and yucky sampled sounds. Great stuff!

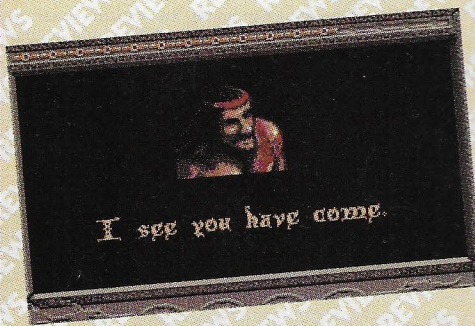
As RPGs go it certainly is one of the most playable. The action is reasonably fast and there are plenty of levels for you to progress through.

Fortunately there is a level password system that allows you to skip through any bits that you've already done. I wasn't expecting Electronic Arts to improve on what was already a wonderful game, but I can safely say that it has managed to do just that.

RPGs are certainly causing a storm on the Mega Drive, and I'm sure that the Immortal will magic its way up to the top of the heap!

X-RATING: XXXX)

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



Captain Console welcomes you once again to all the latest news and reviews, including Sonic on the Master System and Castlevania IV...

THE SECOND LYNX

The Lynx 2 has finally been released, so from now on the more compact machine will be replacing Atari's existing chunky portable. It has been made smaller in width, but at the same time is slightly thicker to allow a good, solid grip.

The new console still takes six batteries and has a palette of over 4000 colours, but you no longer get a power pack or California Games with it.

The unit still includes all the options featured on the original Lynx, such as a flip screen to suit both left and right-handed players, and although you can still link more than one machine together, the Lynx Link cable is now an optional extra.

The Lynx 2 is available directly from Atari or from

most good retailers. Alternatively, Concepts sell the unit for £95, or £120 with a game.

PIT FIGHTER

Pit Fighter is one of the first beat'em-ups to actually use digitized graphics as the main sprites. The Mega Drive incarnation also provides the excellent graphics of the arcade original, but is looking horrendously slow at the moment.

Tengen is hoping to rectify this and will offer a choice of three fighters to the player; the first is a wrestler, next comes Kato the kick boxer, and finally there's a boxer who sticks to the Queensbury rules, Ty.

Pit Fighter is not due for release for quite some time, but the end result promises to be brutal!

GAME BOY ASTEROIDS

The monochrome classic has made the journey across onto Nintendo's portable, thanks to Accolade. A game remembered most by veteran gamers, Asteroids has been excellently converted onto the Game Boy and

features all the details included in the arcade original. Despite being an excellent version, the game has, apparently, been criticised because it is far too old to compete with the likes of Castlevania and Super Mario Land. You'll have to see for yourselves!

The plot is still exactly the same – blast the huge rocks and evil aliens into oblivion, but remember to keep an eye on your rear! Look out for Asteroids soon because it should be available on import any time now.

THE LYNX BLACK BOX

Ever wanted to see your favourite Lynx game on a full-size TV screen? Well, thanks to Atari you may well be able to in the future.

Atari has created a 'black box' which takes the screen image off the Lynx, pixelises it, and then sends the new images off to a TV or monitor screen via a set of standard audio/visual cables.

A similar device is available for the Game Boy from Camerica, but at the moment it is in very limited supply and therefore expensive.

Henceforth you won't have people staring over your shoulder to see what you're playing! Keep your eyes glued to these pages for more info when we receive it.

MADDEN ON THE FAMILICOM

The popular **John Madden's American Football** is being converted onto the powerful Nintendo Super Famicom by Electronic Arts, publisher of the original.

The game is said to include all the features of the Mega Drive versions, but uses the machine's superior Mode 7 graphic capabilities, the end result being quite mind-blowing!

For those of you who haven't yet come across the classic Mega Drive sport's simulation, John Madden is superbly playable and, due to the long list of rules supplied, it manages to recreate a realistic sim of the real thing, minus the bruises! No release date as of yet, but it should be around some time next autumn.

MEGA SWAMP THING

The awesome comic book character is being converted onto the Sega Mega Drive, allowing fans to take on the sheer power of the anti-hero.

Swamp Thing will be a horizontally-scrolling action game in which you must outwit or overpower the might of the evil scientist hot on your tracks.

Graphically the game is colourful and has some good effects. Swamp Thing, for example, has the ability to change shape, which is a nice addition. Unfortunately it is looking a little on the slow side at the moment, but things could still change.

ROGER RABBIT

That comical cartoon character, **Roger Rabbit**, is being converted from the big screen onto the small screen of the Game Boy. Based on the movie classic, Roger Rabbit must use wit and ingenuity to defeat the evil Judge Doom.

Marvin Acme, the owner of Toontown, has called you into his office to tell you that Judge Doom is going to kill him. Just as he's giving you the deed to the town where all cartoon characters live, a gun appears at the window, shots are fired, and Marvin Acme slumps to the floor.

It is now up to you to find Jessica since she holds Acme's last will. Roger Rabbit is shaping up nicely and will be out on the Game Boy in the next few months.

HINTS & TIPS

POWERBALL - MEGA DRIVE

Not really a cheat, but amusing all the same. To access a sound test, go to the League continue screen and pick China. When the password screen appears, enter KWGEN. Hit START and you should be able to flick through the sounds at your will.

BLUE LIGHTNING - LYNX

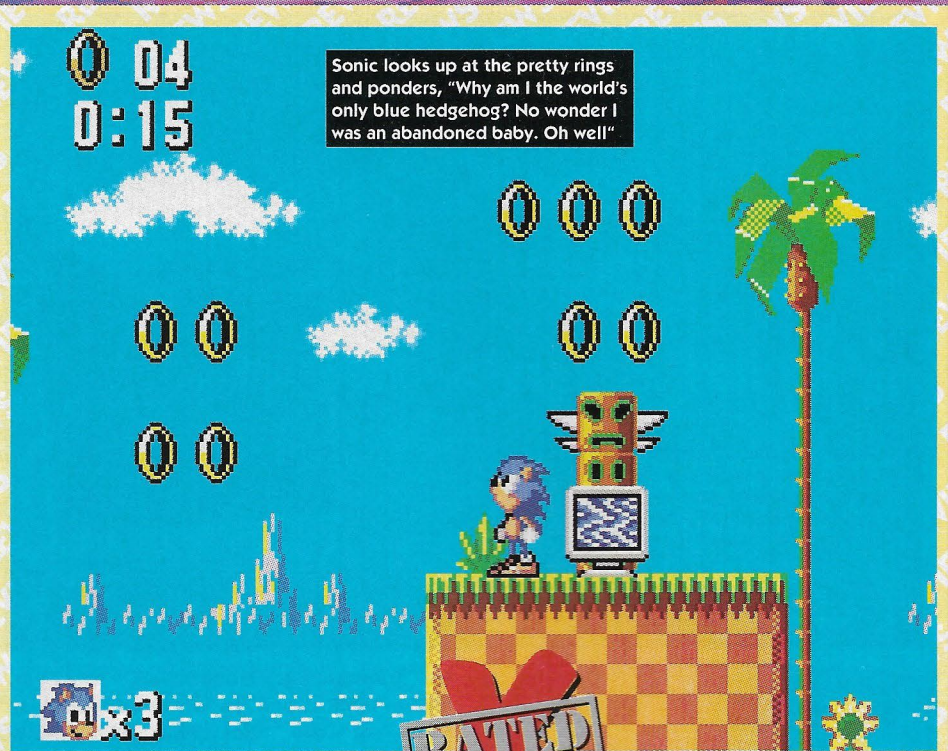
Here is the code that will bring you to the final mission in Blue Lightning from Atari. Enter LIFE as the code on the password screen, then ready yourself for the enemy which will send everything it's got at you.

MOONWALKER - MEGA DRIVE

There is an easy way to pick any of the stages, except level six, and this is how you do it. On controller 2 hold down UP, LEFT and button A, then press START on Controller 1. The words 'round 1' will appear, then just use the D-pad to pick your stage.

Thanks to:

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



GAME: SONIC THE HEDGEHOG MACHINE: MASTER SYSTEM
PRICE: £29.99
SUPPLIER: CONSOLE CONCEPTS



Well, it's finally here! After much waiting, you lucky Master System owners now have the opportunity to play with everyone's favourite hedgehog on your console.

Take control of the little blue spiky guy as he dashes through six separate levels, crushing meanies such as the Buzz Bomber and the Moto Bug while he tries to rescue all his cute, fluffy friends from the clutches of the evil and dastardly Doctor Robotnik.

Now, I'm sure that the biggest question on your minds is 'how does it compare to the Mega Drive version?' Well, I can happily say that it comes off quite nicely!

Graphically, this is one of the smoothest and slickest looking things you'll see on the Master System. Admittedly it doesn't have the slick

parallax scrolling of the Mega Drive counterpart but the overall impression given is very classy indeed.

The backdrops are all wonderfully drawn and the basic image of the original game is more than apparent. To make things even better, the lads up at Sega have made all the levels slightly different, so in effect this is a totally different Sonic game.

The control of your speedy chap is identical to the original and the blinding, breathtaking speed is also retained and is of surprisingly high quality.

All the original meanies, traps and puzzles are present and to be quite honest I found the gameplay to be slightly more enjoyable!

If you've been yearning for a hearty Mario or Sonic-type romp to be launched on the Master System your pleas have now been answered. This will undoubtedly be a classic!

X-RATING: XXXXX

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





Here we see a nasty looking thing that resembles the Saalac pit from Return of the Jedi, it is just as vicious and must be shot quickly

GAME: ARCUS ODYSSEY
MACHINE: MEGA DRIVE
PRICE: £44.99
SUPPLIER: VIDEO GAMES CENTRE

Every 1000 years there is an all night full moon and it is the only time when four brave warriors can retrieve the mighty Sword of Light.

They have pledged their lives to the King of Arcus and must succeed in their quest in order to prevent their land succumbing forever to the spell of Darkness. They start by penetrating the dark depths of Castomira's dungeon.

Arcus Odyssey is a Gauntlet-style game for one or two players with role-playing sections added for good measure. The screen view is an isometric 3D one and all the graphics are very pleasantly drawn.

The game is eight megabytes in total so you can expect something rather good in there. All the four heroes are well drawn and move at a hair-raising pace around the screen.

The scrolling is smooth and all nasties look particularly evil enough to

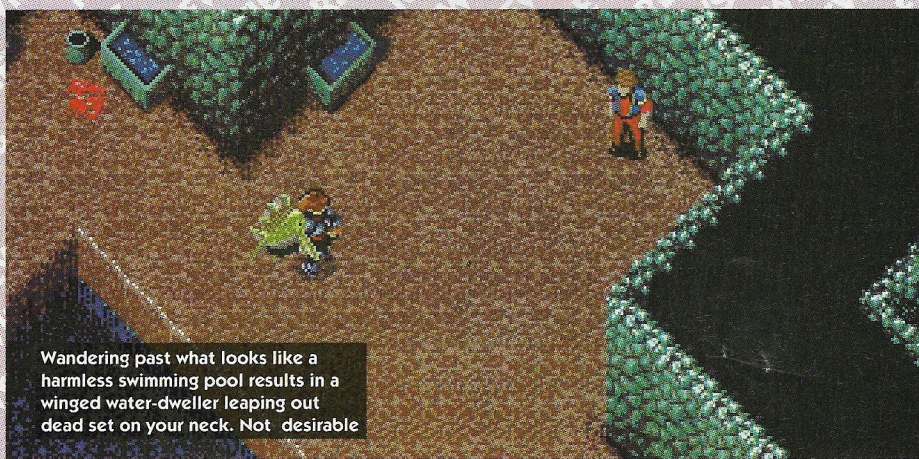
be convincing. Soundwise, however, there isn't much to enthuse about in view of the fact that the many monotonous effects become boring after the first 30 seconds or so.

The idea behind the game is good but sadly justice just hasn't been done. With such a high price tag I can't really recommend what turns out to be a boring game.



X-RATING: XXX

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



Wandering past what looks like a harmless swimming pool results in a winged water-dweller leaping out dead set on your neck. Not desirable

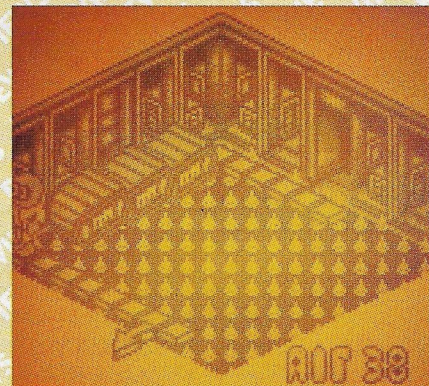
GAME: ALTERED SPACE MACHINE: GAME BOY
PRICE: £24.99
SUPPLIER: CONSOLE CONCEPTS

When captured by aliens, the Astronaut code states that you are entitled to try and escape. This is exactly what Humphrey, a veteran spaceman, plans on doing.

The Martians have taken away your weapons, leaving you completely unarmed, except for your superior brain power. The spacecraft also contains no oxygen so you'll have to wander around in your space suit and remember to collect air canisters whenever you find them.

Viewed in a 3D isometric way, this resembles all the old Ultimate games on the Spectrum all those years ago, remember Knight Lore?

The basic game style is the same. Work out the way across rooms and don't touch anything that looks dangerous along the way.



All items are basically used for standing on to jump over high walls or to get to high doorways.

Graphically this is rather impressive, with all the appeal of the old Spectrum classics, and a bit more.

The rooms are nicely drawn and probably the only drawback is that the doors are slightly hard to see.

I don't recall the sound so it couldn't have been all that impressive. There was also a tune on the title screen but it wasn't really awe-inspiring material.

The game plays very well with the control method a dream to use and instantly appealing. It is also difficult enough to keep you playing for quite a long time.

All in all, a good little game that will definitely appeal to fans of Spectrums and arcade adventures.

X-RATING: XXXX

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

GAME: NINJA GAIDEN
MACHINE: GAME GEAR
PRICE: £24.00
SUPPLIER: CONSOLE CONCEPTS

Ninja Gaiden is actually quite an old arcade game. Released over three years ago, it was your expected Ninja beat'em-up. Now it has been re-programmed for the Sega Game Gear, and, all in all, turns out to be quite a respectable conversion.

Your objective is to battle your way through a series of levels, each with a variety of backdrops, and all getting progressively tougher. Every stage ends with a fight against a big, bad meanie. Standard arcade stuff.

Battling your way through the myriad of levels is done by either running or leaping. You fight with either sword swings or, alternatively, by firing such special weapons as throwing stars.

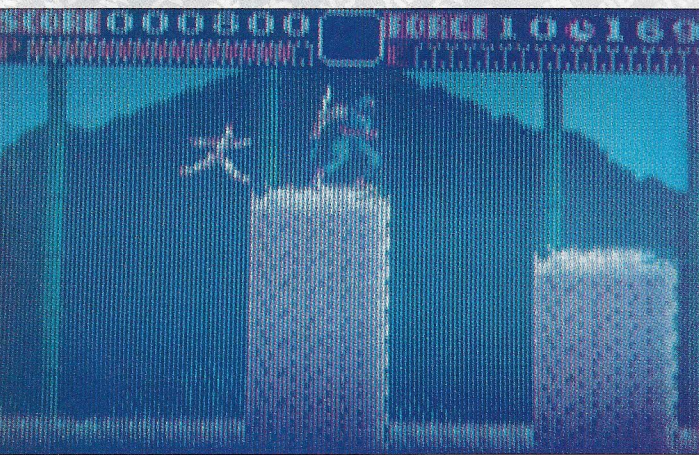
These weapons are initially tricky to

use, but as soon as you work out the directions on the joypad, things should become pretty smooth.

To obtain these special weapons, or even a healing potion, your little Ninja chappie has to leap in the air and smash a bulb.

The series of nasties develop more menacing attitudes as you progress on through the game. They start off as basic walkers and tree leaping psychos, but soon turn to machine-gun toting hoodlums with a penchant for death.

Although relatively easy to destroy, they can easily weaken you with a blast of their weapons. Unfortunately, the end-of-level guardians are certainly no pushover.



They appear as tough as yourself, if not tougher. So, tactical attack manoeuvring is the order of the day, together with a good deal of defensive action as well as precision timing.

There are quite a few beat'em-ups on the market. Ninja Gaiden is most

certainly one of the better ones which will hold your attention for quite a while.

With the large number of levels, it is certainly a game you can return to again and again, until you reach the heights of the top ninja in the gaiden.



X-RATING: XXXX

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



GAME: AX BATTLER – A LEGEND OF GOLDEN AXE
MACHINE: GAME GEAR
PRICE: £24.00
SUPPLIER: CONSOLE CONCEPTS

Ax Battler is a strange amalgamation of gaming forms. On one hand you have the role-playing epic, in which you travel strange and bizarre landscapes, and, on the other, you're thrust into a hack 'n' slash beat'em-up.

Unfortunately, my Japanese isn't so

hot. Unlike many imported games, where you can get away with the occasional Japanese writing characters, it just isn't possible in this case.

The storyline appears convoluted enough, with descriptions of areas and the rest, without confusing matters more with a foreign language.

The game was well and truly spoilt for me at this point. Conversing with other characters or describing the locality was out of the question, so you have to make up your own mind.

Another irritating facet of Ax Battler is the random encounters with enemies on your travels. You have to strike down the attacker until his energy bars disappear, yet you only need one hit before - ping! It's over, carry on walking.

Battling further into caverns and such like is much more like it. Here you actually get the chance to fight properly, taking as many hits as you can before a coffin break.

This is graphically well depicted with enemies and yourself looking mean and



ferocious in their smoothish animated form, yet this doesn't distract from the fact that Ax Battler turns out to be a disappointing game.

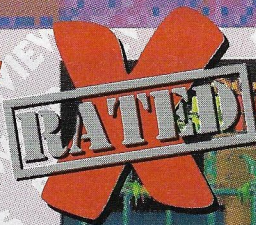
The day the English language version comes out it may be worth a look, but until then, leave a wide berth.

X-RATING: XX

Gameplay: 5/20
Lastability: 6/20
Presentation: 13/20



GAME: CASTLEVANIA IV
MACHINE: FAMICOM
PRICE: £50.00
SUPPLIER: CONSOLE CONCEPTS



About a month ago we had a rather excellent game on the Game Boy called Castlevania 2. Now, two sequels later, we find a Famicom version coming our way.

The game sees you playing a strapping young bloke who has a penchant for whipping people and jumping around platforms in an attempt to kill some evil beings that aren't all that fond of him.



The land is made up of many stages which fill about five levels in total. These stages will take you through castles with dodgy floorboards, up giant waterfalls, along rivers, and through dark, dangerous caverns.

You will be continually confronted with many nasty beasts, hell-bent on lowering your life expectancy.



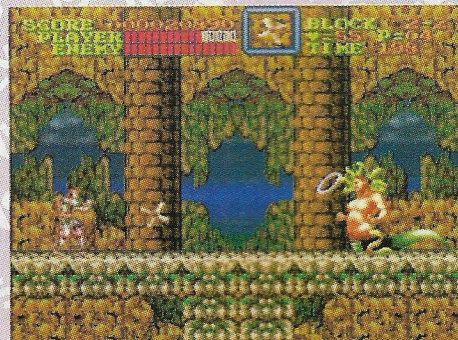
As well as your long whip you can also arm yourself with a number of other things, ranging from swords to large boomerang-type propellers.

These have a longer range than the



whip and are best saved for the end-of-level nasty that will loom before you and, being made of pretty resilient stuff, will take a fair few shots/whips to kill.

Some of these creatures have a nasty habit of rising again from the dead so you'll have to keep your guard up right to the end.



The whip can be used in all directions and not only as a weapon. In true Indiana Jones-style you can swing across gaping ravines on it.

Holding down the fire button and moving the character will swing the whip in the direction in which you try to move, while rotating will spin the end round rather quickly.

Graphically, I couldn't find a fault with the game. There is enough variety to keep you playing for months to come and the scrolling and parallax is silky smooth. The main sprite is very nicely drawn and animated, so much so that he looks very realistic indeed.

The sound too is excellent with many extremely musical tunes that play

quietly in the background, coupled with loads of exciting spot effects to signify death and destruction on a high scale.

Controlling the game does take a little getting used to but when you do you'll be leaping around like a true veteran. The joypad will become, in fact, a joy to use and you can see what each button does by going into the options

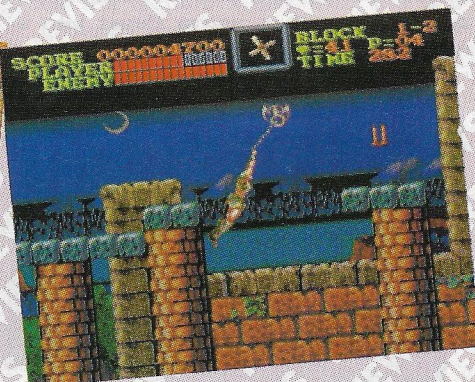
page at the start.

As platform games go, this is a highly addictive and brilliant challenge that will no doubt go down well with all fans of the genre.



X-RATING: XXXXX

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



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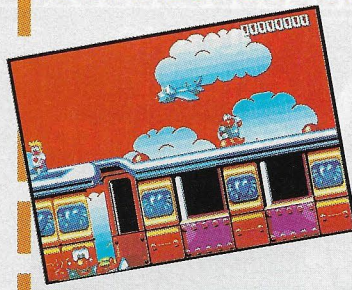
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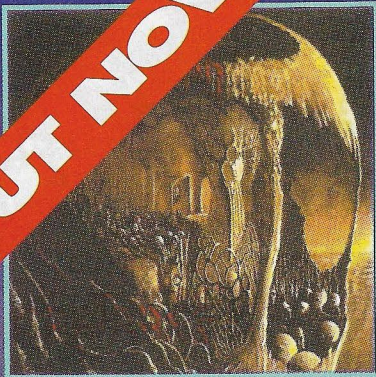
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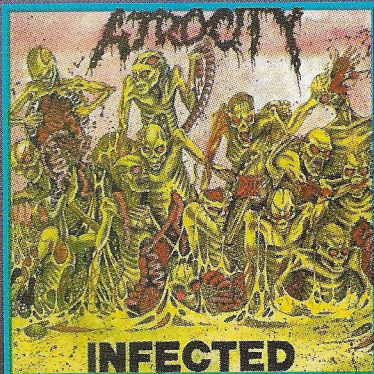
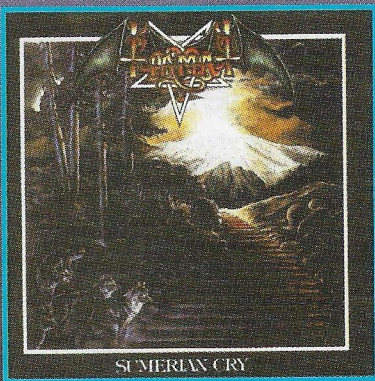


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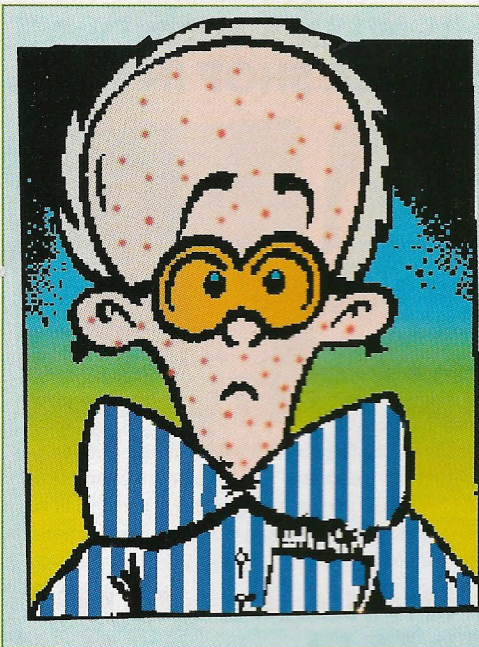


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Dr X

I'm getting a bit of colour back now that the worst of my chickenpox is over, thank heavens, but this cold weather is doing my constitution no good at all. I suppose a bit of frost never hurt anyone though, and now you've got no excuse not to play your computer. Get stuck in and get stuck. Then you can keep me amused by sending your pitiful whingings to: Doctor X, Clinic for the Gamingly Ill, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

TIPS ON GRAZING YOUR KNEE

I badly need your help on California Games for the Lynx. I'm stuck on the skateboarding and cannot do any stunts except the turn. I've looked in the handbook and it says press B when at the top of the half pipe for a handplant turn, but when I tried it, it did not work. What shall I do?

David Thornley, Hemel Hempstead.

Dr X: You obviously have the patience of a tadpole. Why don't you sit down with a pack of batteries and work it out for yourself. There's only two buttons, A and B, so you can't really go wrong.

The trick with all the California games is timing, work out the right time to make your move at the right speed then press the button.

Another essential little extra is to hold down the joypad in a variety of positions, thus adapting your trick of the moment. Apart from that, the only thing I can suggest is another thorough reading of the manual, everything is in there.

DEALING WITH ARTISTE'S PISTE

Please can you help me with Sierra's Police Quest I on my PC. I am well and truly stuck on the drunk Art Serabian. I've got him out of the car and looked at his licence. What do I do now?

Neil, Derby.

Dr X: Neil? Neil who? I'll call you Bogger because your parents obviously don't want to be associated with you. I knew a Neil once who put a gun to his head because he felt his name sounded a trifle twee.

Anyway, Bogger my old mate, to deal with the



Sitting around doing nothing in your car is one of a policeman's perks. However, keep your eyes open and see off the drunk driver

drunk is easy enough. I recommend lots of black coffee, a paracetamol, a pint of water before bed and a raw egg for breakfast.

Unfortunately, you haven't got any eggs in Police Quest. So, order him to get out of the car and onto the floor and cuff him. Check his details, then open the boot of your car.

Try to make the lush walk in a straight line. No doubt he'll fail, so breathalyse him and read him his rights. Book him and continue with your quest. Easy when you know how, eh Bogger?

A DASH OF APPLE SAUCE

I'm stuck on Codemaster's wicked game, Magicland Dizzy. I'm stuck on the Trollbridge. Is there any way of getting past the troll without giving him 30 diamonds? Is there any way of getting over the dormant volcano? Please help me.

David Hogg, Wirral.

Dr X: I guess you have a lot of people taking the mickey out of your name. I'm not such a ham though David, and you won't find me porking fun out of it. I'd get the chop if I did!



The troll is a greedy so-and-so, but don't be tempted to give him the diamonds. Find the knife, release the goat, and he'll soon disappear

Anyway, to get past the troll you could try to set something on him. A little known fact in fairy tale lore is that trolls don't like goats. That, and oinkment, and a glass of hock. Well, I bet my bacon that you've not set the goat on him? No I didn't think so. Let the goat free with the knife, and you'll render the troll useless.

As for getting over the volcano, which is actually the

mountain of Gammon, you could try to trot over, but you could well turn into a piece of crackling, so don't bother. Not that you can, or then again, can you? (I love adding an element of tension.)

BANDITS AT FOUR O'CLOCK!

I've recently bought a fab game called 'Their Finest Hour' (about the battle of Britain, that is!). Anyway, on this game you have a record for the pilots called the roster and I can't seem to record anything on it. Please, please give me some simple instructions as to how to record how many planes I've shot down.

Nick Glasson, Bracknell.

Dr X: I remember waxing my moustache and swooping into the great blue yonder in the Battle of Britain. Not in real life of course, I'm far too young and sexy (you reckon - Unc). I'm not sure which version you've got, but I assume it's the ST or Amiga, the PC version shouldn't cause any problems.



Once you've created a data disk you can proudly show off your dogfighting skills to all and sundry. Here, you can check up on your pilots' roster and see the scores of your previous aerial encounters

You are recommended to make a backup of your game disks, and use them for your missions. Do that, cover the write protect notch on your disk and, bingo! You'll need to format a spare disk and rename it 'bobdata'. Your mission scores will be saved and Blighty will be smiling.

DON'T MAKE A HOBBIT OF IT!

I am in stitches. (I'm sorry to hear it, hope it's not serious - X.) In the Hobbit I can get into the goblin caves but I can't get to Gollum. Please help me. And another thing, I would like to know how to get past the forest of Mirkwood. Please help me, or I will die.

Luke Griffiths, Belper.

Dr X: Ah, the Hobbit. I might be showing my age here but I remember those halcyon days of adventures. The thrills and spills and the never ending series of bugs. Can I help you on the Hobbit? Is 7-Up a lemonade? Of course I can.

You get captured to get into the goblin dungeon and it does get a trifle irritating. You'll find Gollum soon enough. When you do, you can ponce around answering his riddles, but it's a darn sight easier to simply take the ring. To get out is a different kettle of fish. I could spend all day giving directions, so you'll have to map it yourself.

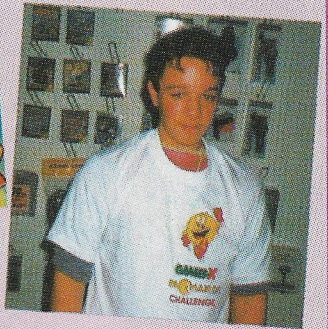
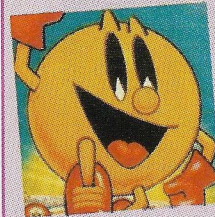
When captured and put in the goblin dungeon, ask Thorin, or whoever was with you to pick you up. If no one is around, simply wait until someone turns up. Break the window, then ask Thorin to go west. You will then be in the maze. You can be piggybacked all over, but it's time consuming to type all the names in, and a tad rude to ask a friend, even if he is a dwarf.

In Mirkwood the trick to get past Sheleb is to wait twice, then move in your direction, and repeat until you get out of the area. Simple, yes, but a real pain until you discover it.

STREET TALK

PACMANIA CHALLENGE

THIS WEEK'S WINNER AT THE SEGA SHOP IN EWELL



Billy Bailey (14)

1st – Now I've won the Pacmania challenge I reckon I'll go on to the final, providing you can get me a T-shirt that fits. A score of 25,140 in two minutes? Not bad! I've got a Mega Drive at home so at least I'm used to the controls. Reckon I'll have to buy Pacmania to get in some practice!

PACMANIA HALL OF FAME

1. **Billy Bailey**.....25,140
2. **David Cooks**20,400
3. **Neil Foster**.....18,700
4. **Jonathon Cook**.....18,540
5. **Matthew Wilson**.....17,820
6. **Michael Whitney**.....17,680
7. **Jonathon Wills**.....16,620
8. **James Hartley**16,120
9. **Mark Stephens**13,740

Don't forget, today we're at Game at The Pavilions Shopping Centre in Birmingham. On 23rd November catch us at Alan Heywood in Blackpool and the week after that Softcentre in Newport is our destination.

So, come on down, could you do better and win that Sega Mega Drive?

Michael Whitney (15)

2nd – I'm here with James making a video of what goes on behind the scenes at Games-X. I've got a Game Gear and a Game Boy, but I'm really aiming for a Super Famicom for Christmas.



I reckon my fave games at the moment are the old, faithful Tetris and Super Monaco's a laugh. I always get Games-X and that's why we thought it would be a great subject for our video competition entry.

Matthew Tims (11)

Yes, I think I did OK in the Pacmania Challenge. I'm surprised because I haven't played it much! I've got a Super Famicom which is great, although there does seem to be more games being released on the Sega these days.

My favourites are Turtles and Double Dragon. I belong to a Nintendo players' club where we swap games around. When I'm not playing on my computer I play soccer a lot!



Paul Martin (15)

I've got a Commodore 16, so my mates take pity on me and let me play on their consoles. Sonic the Hedgehog is great action and PGA is brill. Games which have taken my fancy in the mags are Altered Beast and Decapitor.



I'd love a Mega Drive for Christmas, please Santa! We all pile in here after school but otherwise you'll find me playing footie, snooker, or darts.

Matthew Sharpe (12)

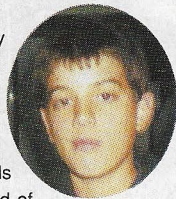
My parents bought me a Mega Drive for my birthday and I've been saving up for games ever since. It's great in the winter to have something to do in the evenings other than homework and watching the TV!



My favourite game is Revenge of Shinobi – I like beat-em'ups and that's the best! I've also got Crackshot, but the game I'm really looking forward to is Final Fight.

Paul Fisher (13)

Right now I've got a Game Boy but I'm going for a Mega Drive. Kabuki is a great game and I play Super Mario 3 nonstop. Shadow Warriors is great too.



I only buy magazines with loads of piccies in them and I do take heed of what a review says before I shell out my hard earned dosh for a game. I'm gonna have a go at the Pacmania challenge. Perhaps I'll win the Sega Mega Drive prize...?



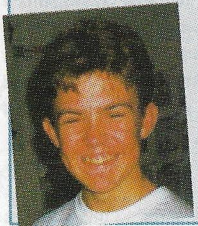
Paul Horwell (13)

Although I could have done better my score was just above the average. I haven't played Pacman for ages, and I reckon that those with Mega Drives at home have probably got an advantage with the familiarity of the control unit. I'm not complaining though!

I've got a Commodore 64 which I reckon is still a great game machine. Arkanoid is definitely my favourite because no matter how good you get there are enough levels with a variety of challenges to maintain your interest, and that's what I look for when buying a game.

James Hutchison (15)

I've been filming life at Games-X for the last few days for a Panasonic Video competition. While I'm here I thought I'd go in for the Pacmania Challenge – I think I'm in the lead at the moment too!



I've got an ST and an Amiga and I'm hoping for a Famicom for Christmas. I love playing Super Ghouls 'n' Ghosts, APB and just about every decent shoot'em-up.

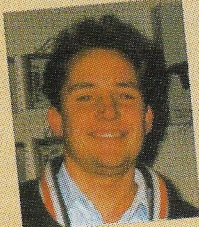
Most of my friends have got either a hand held or a console. If any us buy a magazine we usually all read it at school. Games-X is popular around Brentwood!

SHOP TALK

Jason Henton – Shop Manager and Owner

We're preparing for a really busy Christmas. There's loads of games coming out and we're putting in a lot of time reading reviews so that we get the best! As Greg says, the likes of Robocop and Batman are always good bets, but we like to stock a selection to suit all interests.

I set the shop up originally because I had a Nintendo and I just couldn't believe that there was nowhere you could get the games. The popularity of consoles and hand helds is increasing all the time, and we're pretty established in this area.



Greg Bavestock – Marketing Manager

I've been in the game industry, particularly the distribution side, for quite a few years, and I couldn't believe how few console and hand held software shops there were so Jason and I started up TV Games.

The license games are always a good bet when you order from distributors, but things like sports simulations are good long-term sellers. I think kids like our shop because we always give them as much time as they like to play the games before they buy.





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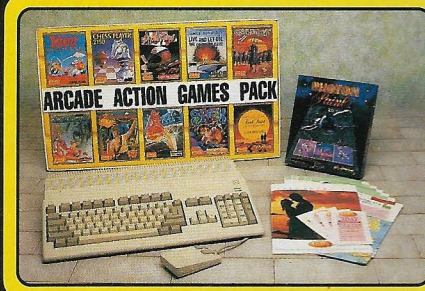
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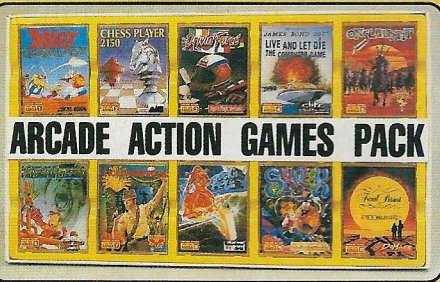
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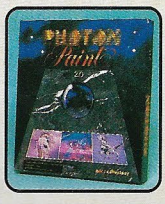


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INDIANA JONES AND THE TEMPLE OF DOOM

Once more Lucasfilm Games has teamed up with US Gold to bring us both an action and an adventure game. As you probably already know, the action game is being worked on by Attention to Detail, (the same team responsible for the wacky Night Shift).

The adventure game, meanwhile, is being produced by the same programmers who brought us Indiana Jones and the Last Crusade.

The debate as to whether there will be a fourth Indiana Jones film still goes on. Rumours suggest that Messers Lucas, Spielberg and Ford do want to make the movie but unfortunately, due to conflicting timetables, the film won't be made in the foreseeable future.

Until we are once again wowed by the dashing hero's antics on the big screen, home computer owners will have to be content with the game.

As with Lucasfilm Game's other adventures, Indiana Jones and the Fate of Atlantis will use the highly successful point and click command system.

To guide the characters around the screen all you

Oh boy, have those Lucasfilm Games guys got a treat for us! Just when we thought Indiana Jones had hung up his hat for good, here he is again, ready for another whip cracking adventure.

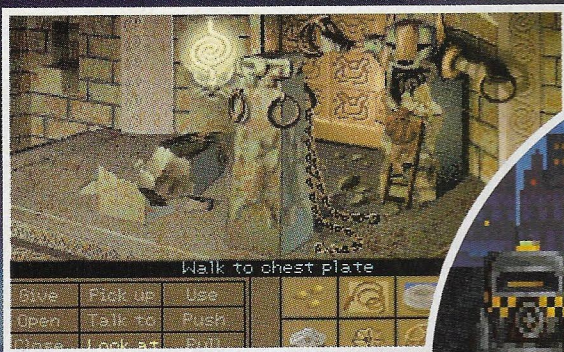
have to do is highlight a particular verb from the list given and then point at the object you want to manipulate. Using this type of interface allows both newcomers and more experienced players to enjoy playing to the full.

The game itself begins in the heart of the United States where Indy, or Dr Jones as he is also known, is teaching at Barnett College. It is here that he is

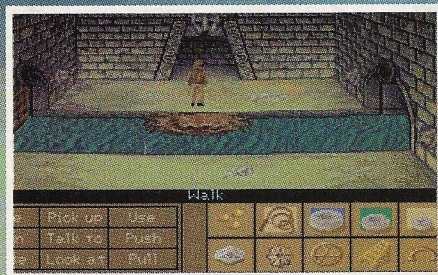
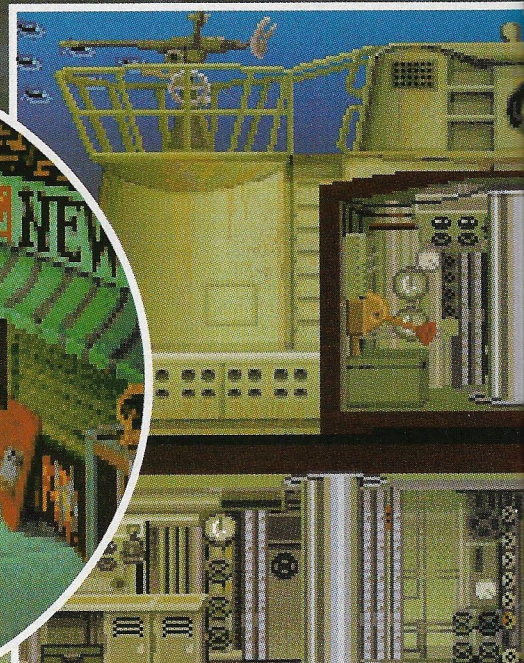
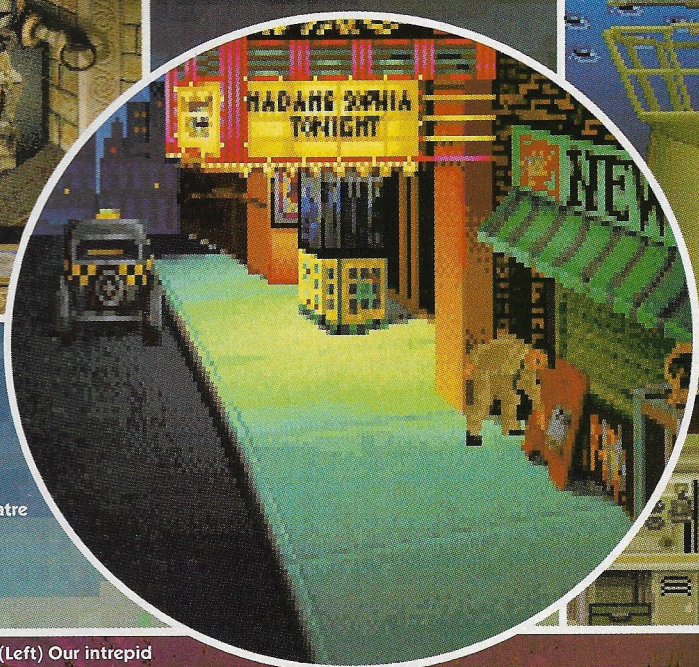
approached by a strange man who wants him to identify a particularly odd looking key.

CLASSROOM POLITICS

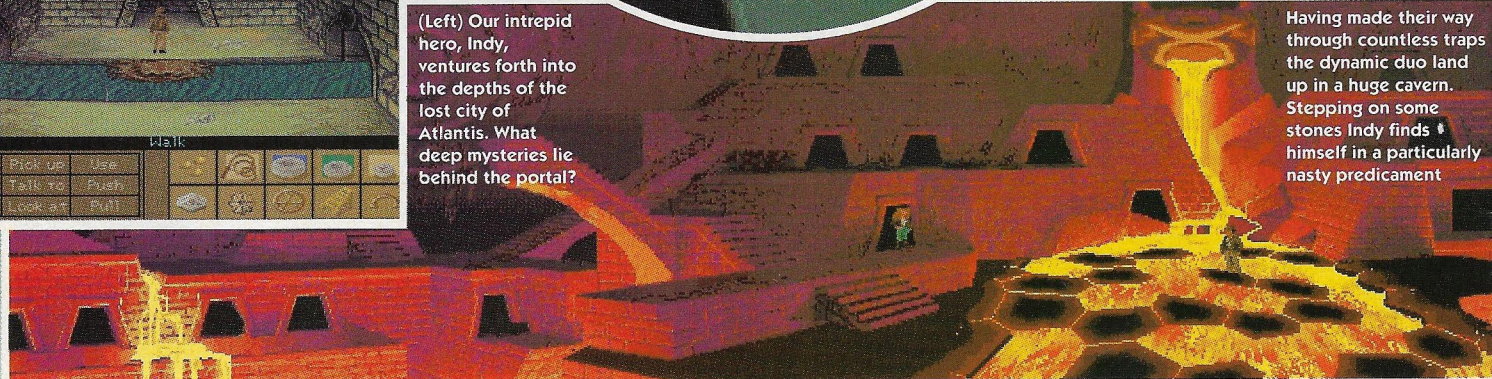
Being an expert in his field, Indy immediately recognises the artefact as being Atlantean and matches it to a statue he has in his own storeroom. Using the key to



(Right) Having learnt of the Nazis' foul plan, Indy sets off in search of his old friend and Atlantean expert, Sophia Hapgood. Stopping to buy a newspaper Dr Jones prepares to enter the theatre and tell Sophia all



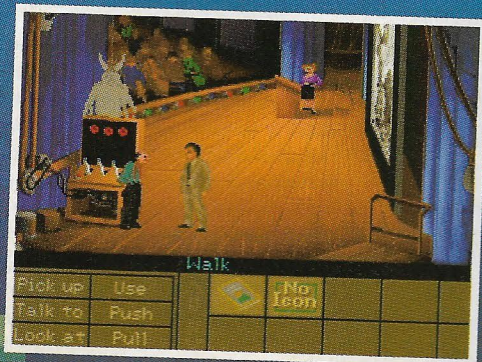
(Left) Our intrepid hero, Indy, ventures forth into the depths of the lost city of Atlantis. What deep mysteries lie behind the portal?



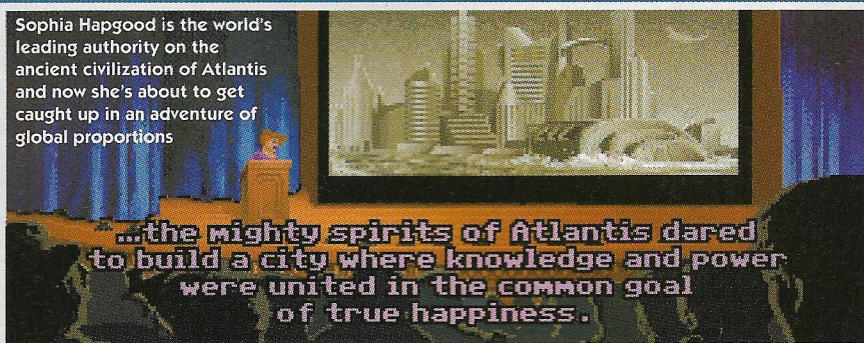
Having made their way through countless traps the dynamic duo land up in a huge cavern. Stepping on some stones Indy finds himself in a particularly nasty predicament

Peek

THE FATE OF ATLANTIS



Sophia Hapgood is the world's leading authority on the ancient civilization of Atlantis and now she's about to get caught up in an adventure of global proportions



open the statue the party discovers a chunk of Orichalcum – a rare ore that has the same characteristics as Uranium but without the radioactive side effects.

Seizing the Orichalcum, the stranger pulls a gun on Indy and makes good his escape. However, before he manages to get away Dr Jones does manage to find a

clue as to his identity. The mysterious man turns out to be none other than Klaus Kerner, a top Nazi Scientist!

It seems that Indy has discovered a secret Nazi plan involving the fabled Orichalcum. However, the only place on earth where the substance was ever believed to exist was within the legendary city of Atlantis.

Indy decides to call upon the help of his old friend,

the beautiful Sophia Hapgood. Our hero finds her performing a very important lecture and although she is in the middle of her talk he decides to, quite literally, bring the house down and gain her attention.

After she calms down he explains the situation to her and convinces her to aid him in his battle against the evil Nazi monster. The plot then sees our dynamic duo travelling to key locations in a desperate bid to discover the whereabouts of the lost city before the dreaded Nazis do so themselves.

THE PLOT THICKENS

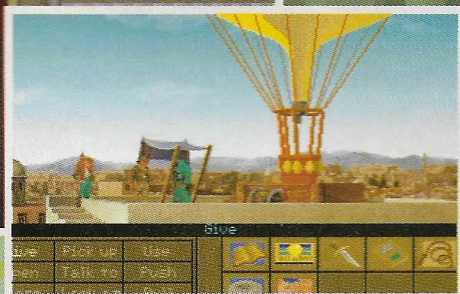
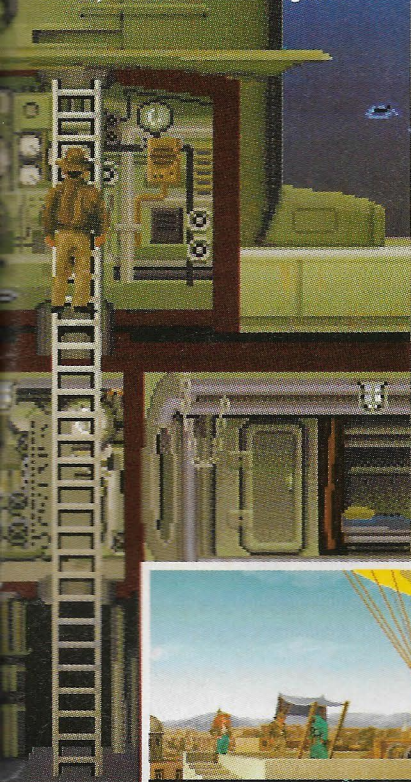
They first visit a casino in high-flying Monte Carlo where they attempt to buy information off the owner. Being a dedicated Atlantean artefact collector himself, he takes quite a lot of persuading before parting with any of his treasures and both Indy and Sophia have to win a fortune in his casino in order to be able to afford the items they need.

The chase also takes the pair to various Arabic towns as they attempt to keep one step ahead of the Nazis. As the plot thickens Indy and Sophia find themselves onboard a Nazi submarine before finally discovering the location of the lost city.

What happens next is so exciting it would spoil the game for you if you knew what was to come! If you want to know the eventual Fate of Atlantis then you'll have to wait until just after Christmas to play the game.

Indiana Jones and the Fate of Atlantis – the adventure game will be available in February for PC compatible machines and the Amiga. The action game will arrive at Easter time and will be available for the PC, Amiga, ST, C64, Spectrum and Amstrad.

Having hijacked a Nazi submarine Sophia and Indy must first discover how to pilot the thing before going in search of the lost city of Atlantis and all its glories



Sneaky Peek

You rescued Billy's girl in the original and smashed the notorious Black Shadow Warriors in the second. Now, Double Dragon III finds the rough 'n' tumble Lee brothers embarking on a new quest – why don't they get a proper job?

In this sequel of the sequel, Billy's girl, Marion, has once again been taken hostage – I bet she wishes she was going out with an accountant or a bank clerk! The evil abductors say they will exchange her for the priceless Rosetta stones.

However, with no clues to her whereabouts, they

turn to Hiruko, a friend and soothsayer who pledges to help the boys in their quest. The mission is vast, spanning five huge stages which take the duo around the world in search of the elusive stones.

Each of these missions is made up of 14 street fighting stages, which involve non-stop bone-cracking action. In your quest, you'll see the dodgy streets of New York, China, Japan, Italy and Egypt, without having to leave the safety of your armchair.

Storm has striven to present us with more variety and interest, as well as puzzle elements, than the previous Double Dragon romps.

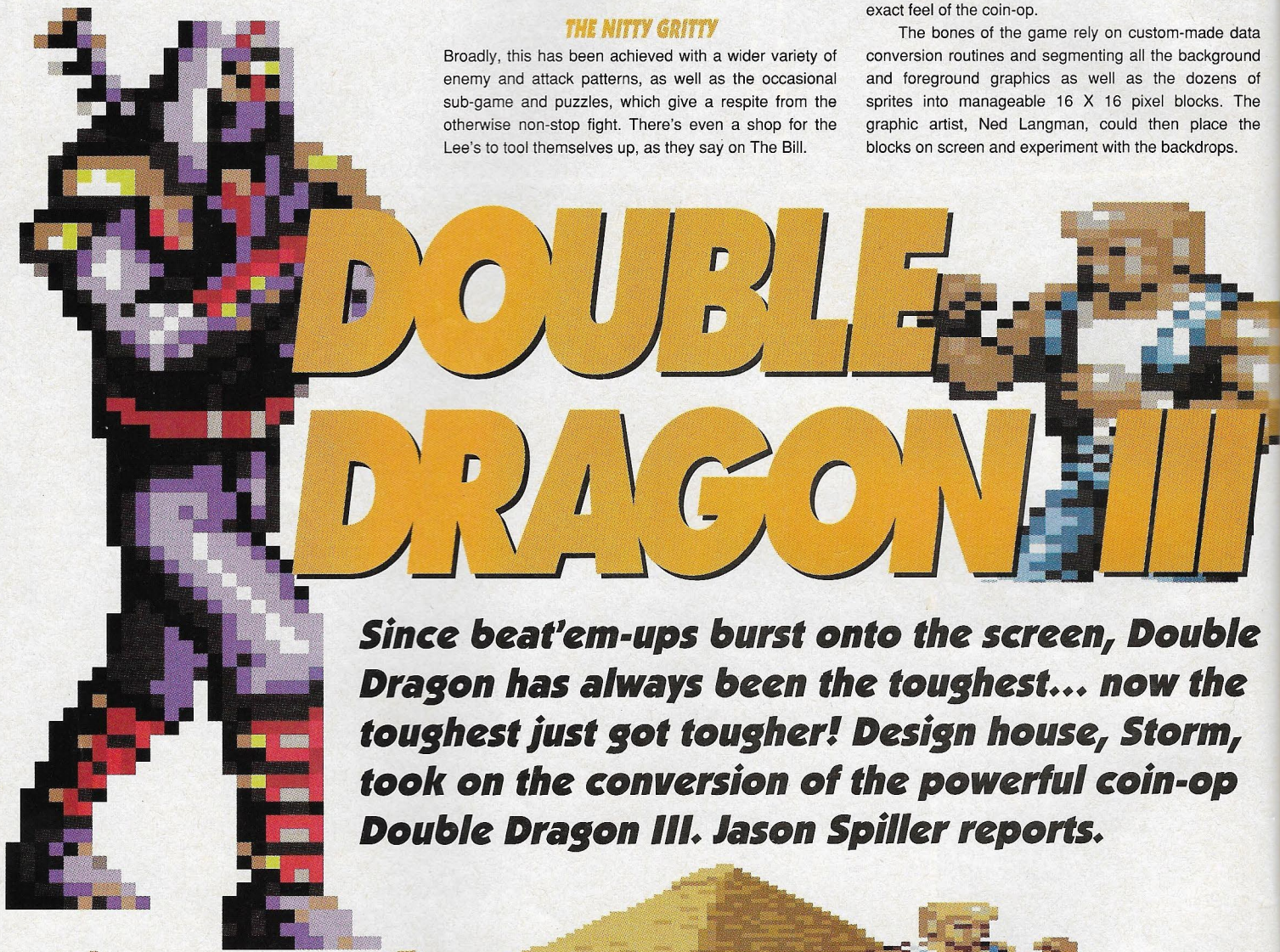
THE NITTY GRITTY

Broadly, this has been achieved with a wider variety of enemy and attack patterns, as well as the occasional sub-game and puzzles, which give a respite from the otherwise non-stop fight. There's even a shop for the Lee's to tool themselves up, as they say on The Bill.



Getting down to technicalities, Storm began the conversion by playing the game from beginning to end and then meticulously mapping the game, isolating and concentrating on each screen in order to recreate the exact feel of the coin-op.

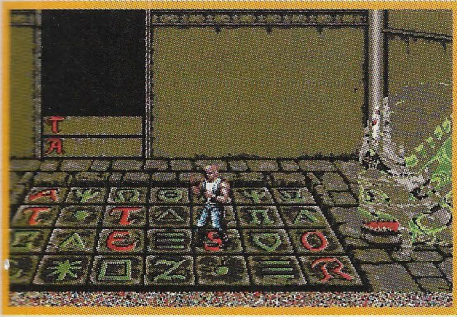
The bones of the game rely on custom-made data conversion routines and segmenting all the background and foreground graphics as well as the dozens of sprites into manageable 16 X 16 pixel blocks. The graphic artist, Ned Langman, could then place the blocks on screen and experiment with the backdrops.



DOUBLE DRAGON III

Since beat'em-ups burst onto the screen, Double Dragon has always been the toughest... now the toughest just got tougher! Design house, Storm, took on the conversion of the powerful coin-op Double Dragon III. Jason Spiller reports.





There were teething problems which had to be overcome, simply because of the difference in memory capacity between a coin-op's processing power and that of a mild-mannered Amiga.

For example, in the coin-op version each individual sprite has its own colour palette, and so Ned had to work out one palette with enough variety potential as well as retain as much detail and clarity as possible.

Programmer Greg Michael, meanwhile, developed a scroll routine which could cope with the pace of the action. Usual scroll routines work by redrawing every frame as you move along, which erases the sprite you've drawn and redraws, which is slow and jerky.

This drawback was overcome by an extension to the existing scroll routine so that only a thin strip has to be redrawn, which is far more memory-efficient, quicker and smoother.

Storm spent the majority of the project time piecing together and editing the levels using a custom made map editor and intuition.

TOUGH COOKIES

This has paid dividends and the best way to describe the onslaught of the enemy is tight and relentless. This has proved effective for the Amiga version but the ST version is being experimented with at present.

The enemy ranges from muscular, powerful thugs to slight and swift martial arts experts, and each enemy character has his own moves, punches and kicks. The Lee Brothers are even tougher than ever, and you've got the choice of a one or simultaneous two-player game with you and a mate guiding the boys through the furore.

Joystick control is simple but very responsive. General movement is achieved with stick manipulation without pressing the firebutton.

Once the firebutton is pressed the movements are aggressive, with a combination of punches and kicks depending on which angle you wrench the joystick. As mentioned, a shop stocks equipment, weaponry, energy and power increases, and attributes such as the ability to do Judo throws and Roundhouse kicks or handstand-ankleflips, a Bruce Lee speciality!

The backdrops are beautifully drawn, the sprites expertly animated and generally Double Dragon III is far more dynamic both visually and sonically than the



Storm's priority was to reproduce the power and visual impact of the coin-op. The hero and enemy sprites average out at 64 pixels high - count them!



previous two. It seems that the days when only a vague approximation of the coin-op version could be achieved are over. Storm's aiming to at least equal the coin-op version, with extra features to boot.

BIG BAD GUYS

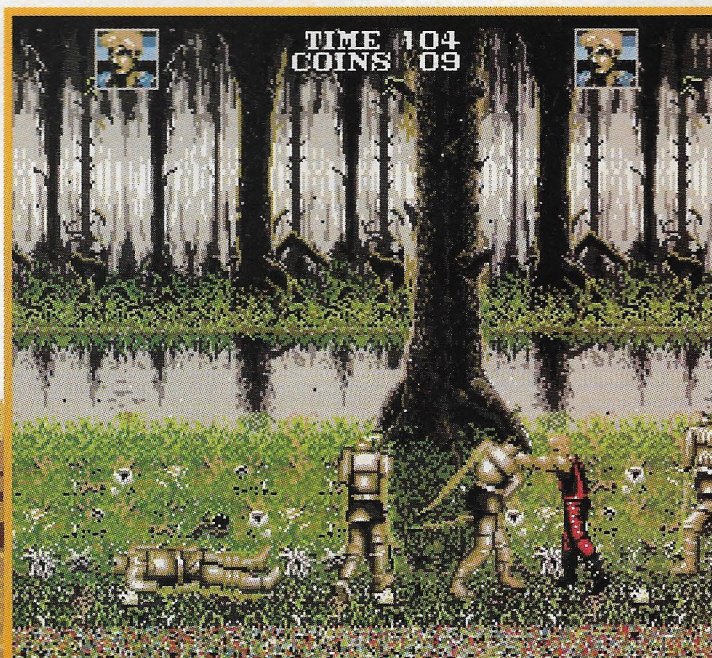
The size of the hero and enemy sprites average out at 64 pixels high, equal to the coin-op, and the backdrop's 3D enables the Lee Brothers to jump on crates and ladders in the foreground.

A beat'em-up in every sense of the word, enhancing existing violent elements rather than exploring new avenues. True, there are the inevitable warehouses and backstreets as well as stock enemy

characters and end-of-level lumps to beat the living pixels out of. But this is a formula which has made beat'em-up perhaps the most prolific and popular genre of recent years.

As a coin-op conversion, it cannot be faulted. Storm sure does things the hard way, going back to basics, recreating sprites pixel by pixel, designing custom-made utilities. The other option, reading chips, is a different science which Storm leaves to others!

Double Dragon III is due to be made into a big budget movie! In the meantime you'll be able to catch up with the Lee Brothers in the game which is due to be released in December on Amiga, ST, PC, Commodore 64 and Spectrum.



In the forest, dozens of enemies with countless different moves and attack patterns to keep the Lee brothers on their toes



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- Sega Master system for sale £45 or swap for Atari ST/E plus £15. Also for sale, Commodore 64 games. Ring Pelsall on (0922) 684555.

- Amstrad CPC6128 disk drive computer, with tape recorder, joystick, 100 tape/disk games, OCP Art Studio, magazines, colour monitor, excellent condition. Only £380. Tel: (0743) 369359.

 **Your questions answered; your problems solved; your pets in print; your fizzes held up to public ridicule. This, all life's plenty and more can be found here in the tranquil pastures of these humble pages. So write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

X-IT

KIT QUESTIONS

Could you please tell me which is the cheapest colour monitor available for the Amiga, with or without stereo sound?

I am (hopefully) getting an Amiga for Christmas, so could you also tell me which joystick you would recommend, and how much it would cost?

PS I mostly play platform games and beat'em-ups.

Stephen McCaffrey, Carrickfergus, Co Antrim.

You'll be able to get a Philips colour monitor with stereo sound for around £230. For the genre of games you play I'd suggest you try a Competition Pro, they are about £15.

HAPPY EASTER

I am one of those lucky Amiga owners who enjoyed those awesome coverdisks featured in GX a few weeks ago and I am thirsty for more. I was going to write in to the deformed Easter egg, but found your two pages more interesting rather than his one page of *?&@\$.
You keep complaining about readers not sending in their photos, where is your pic you cheeky devil?

Well, you're not getting your hands on a piccy of me until we GX readers see a piccy of you every week in X-it. There's probably no point in asking for a GX T-shirt now, which would make me more hip than I am already. Well what more can I say other than I'll be back.

Pip McGrath, Eire.

Well you certainly show... (What did you call me? You... - Doc) a great deal of taste regarding your choice of pages. As for your manners, well! What a cheeky devil, indeed!

PROGRAM POTENTIAL

I have got a few questions for you:

1. Which do you think is the best game out of Final Fight, Terminator 2, Simpsons Vs Space Mutants and Rolling Ronny?
2. Why do some games that work on the

TO THE LIMITS

CREEP OF THE WEEK As you asked us to send in our hi-scores, I have sent in my best score of 999,999. I practised and played Tetris for ages to get it.

And please, please like issue 24's top score may I have an incredible Games-X T-shirt?

Vincent Mander, Bromley, Kent.

Pretty impressive stuff there Vincent. You're good, but not good enough to get yourself a T-shirt. Sorry, but it was the grovelling which let you down I'm afraid.



STFM not work on the STE?

3. I would like to make a computer game. Is there anything special I need and how much will it cost because I only get £3.50 and 70p goes on this mag? **Eric Linforth, Luton, Bedfordshire.**

1. Rolling Ronny.
2. When programmers start writing a game they are given guidelines to work within. However, sometimes to push the machine to its limits and therefore create a better game they go outside these guides. This results in the game only being able to be played on one of the two formats.
3. The easiest way to start writing games is to get your hands on a copy of STOS the game creator for £29.95. To write

DICEY DISK DILEMMA



I adore your mag, so please could you answer these questions for me:

1. Do you have a cheap Atari Lynx for sale?
2. Do you ever win anything on those 0898 phone compo lines?

By the way, most coverdisks that most magazines put on get stolen or ripped off the mag. I report this to the newsagent and the thieves never get caught. When they steal the disks they never stole any from the front of your mag (when you had them), so that gives you a perfect reason to improve your disks if you have any in the near future.

Ali Butt, Bradford, W Yorkshire.

1. I don't personally, but take a look at the classifieds each week, you might be lucky.
2. Yep they do. Here are just two of the many winners. Jamie Carter (below right) won a Sega Mega Drive and Steven Young (left) got himself a Nintendo Super Famicom from the phone-line compos.



As for the GX coverdisks, we used extra super-duper sticky stuff to attach them to the mags. Our disks took a lot of hard work, what was wrong with them?

Name

Address

Post code

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

FREE!

more advanced programs BASIC is probably your best bet, but it is more complicated for a beginner than using STOS. It is however faster. ~

If you want to get into programming really seriously you'd have to learn an assembly language which is what the professionals use to create games.

BARGAIN HUNTER

I am the proud owner of a Lynx and I am hoping to get a Mega Drive. Can you give me an idea of how much I can get one for at the Computer Shopper Show in December? Which game is better, Wrestle War or Ringside Angels?

Paul Webber, Enfield, Middlesex.

I can't give you a price for a Mega Drive. You will, however, be able to get one at the show at a discount. I'd stick to Wrestle War if I were you. Fungus however, likes Ringside Angels. Seemingly he prefers female wrestling!

IT WERE THAT GOOD..

I think your magazine is utterly, utterly brilliant, and was told to read it by a nagging friend.

● I have got an Amiga 500 and would like to know what are the best flight sims around.

● Is there going to be a Christmas computer show? If so, when and where?

● Can I have an utterly, utterly, utterly brilliant Games-X T-shirt please?

Marc Sacks, Bushey Heath, Herts.

● Falcon and the mission disks.

● There are going to be lots of shows from now until Christmas. If you take a look in the front of the mag at the Show Diary you'll be able to see which one, or two, you want to go to. GX is also giving away tickets and money-off vouchers to certain shows.

● No.

COLOUR CONUNDRUMS

Why do you change the colour of the GX logo? Last week I got a copy of the B***y. I don't recommend it! Mind you, the Sweet Dreams page was miles better than Doctor X's! Oh, and one more thing,

Doctor X said something about GP. What does this stand for?

Richard Marshall, Warrington, Cheshire.

Well there are two main reasons. Firstly, because we are a weekly, a different coloured logo helps you to tell the issues apart. Also it gives the art editors more scope when creating the covers. (Pah, there was nothing wrong with the green logo - Doc).

The Doc likes to think that this stands for general practitioner, the rest of the team on the other hand... (I'd stop there right now if I were you - Doc).

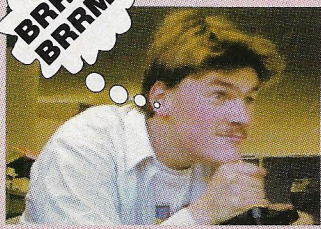
TEAM TALK

Strange things have been happening recently, Scoop refused food, Fungus had to be



told the score of the Rugby final due to the fact that he was not of this world by kick-off time and Alex has gone and done a disappearing act from the office for a whole week, totally unlike him!

Ever since the arrival of Lotus 2 in the office it has been constantly played by great interconnected gangs of motorised hoodlums, and Brian. No one else has been able to get a look in due to his manic obsession, strange brrrm! brrrm! noises and enormous skill. (Ho ho - Ed).



SPECIAL BUMPER EDITION

out Thursday 21st November

★ Inside the bigger GX even more pages of reviews

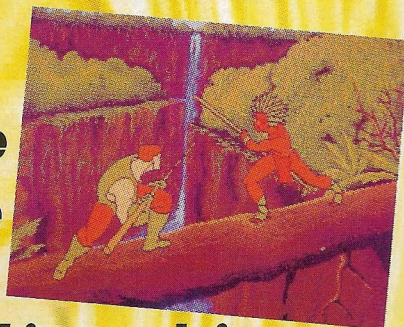
★ Games-X reports from The World of Commodore Show

★ Take a look at the graphically amazing Guy Spy from the Don Bluth stable

★ Space Crusade sneaky peeked

★ Five pages of hints and tips including help for Utopia, Terminator 2 and Warbirds

Contents are subject to change



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MATT
GROENING

That's right man!
A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

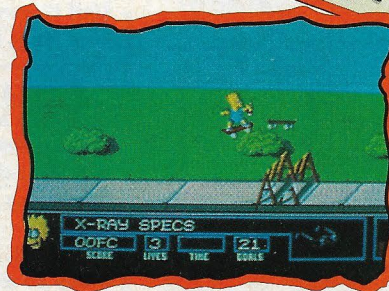
PRETTY COOL HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

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Thanks man.



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