

**75P**  
Every Thursday

**THE COMPUTER AND CONSOLE MAGAZINE TO BUY**

# GAMES-X

19th - 18th  
March '92  
Issue 46

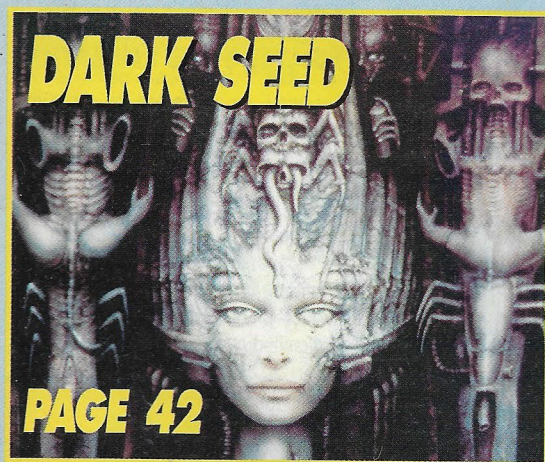
Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

**EXCLUSIVE:**



**RACE DRIVIN'**

**PAGE 16**



**DARK SEED**

**PAGE 42**

## GAMES INSIDE...

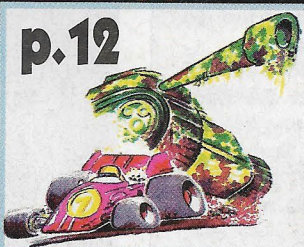
- ★ HOVER SPRINT
- ★ PSYBORG
- ★ SMASH TV - SUPER FAMICOM
- ★ KID CHAMELEON - MEGA DRIVE
- ★ UTOPIA DATA DISKS
- ★ SUPER CONTRA III - SUPER FAMICOM
- ★ ROCKETEER
- ★ TWO CRUDE DUDES - MEGA DRIVE
- ★ AND EVEN MORE...

**EXCLUSIVE:**

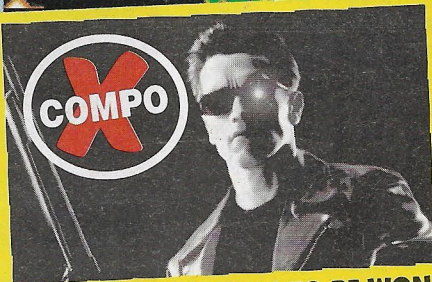
# PARASOL STARS



**THE GREATEST GAMES ON EARTH**



**p.12**



**TERMINATOR VIDEOS TO BE WON  
PAGE 9**



**BOMBER MAN PREVIEWED PAGE 41**

**BRINGING YOU THE HOTTEST EXCLUSIVES EVERY WEEK**







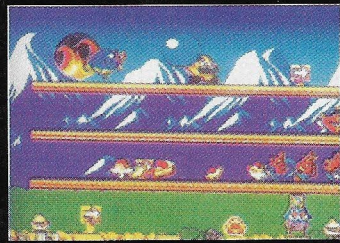
## LIQUID KIDS

**D**o you remember New Zealand Story? Well, Ocean is working on a sequel called *Liquid Kids*.

Once again our cute little friends are in deep trouble. Their once peaceful home has been invaded by a terrible fire demon whose plans are to rule the world! Worse still, your girlfriend and entire family have been kidnapped by the foul fiend and his minions.

It's up to you to battle through six hazard-ridden levels to rescue them. Each stage is made up of three or four sub-levels.

Armed initially with water bombs you must collect various bonuses if you are to succeed. Ocean is still working on the game and a summer release for both the Amiga and ST versions has been pencilled in.



## CANNON FODDER

Gosh those Sensible Software chaps are really busy. In addition to working on *Wizkid*, *Mega-lo-Mania 2* and *Sensible Soccer* they're also putting the finishing touches to *Cannon Fodder*.

The game itself is best described as *Mega-lo-Mania* meets *Lemmings* meets *Paintball*. You take control of a troop of

soldiers and must lead them into battle against other warring parties.

The *Lemmings* connection comes in the control method; you don't control your troops, instead you issue commands and they follow them according to their circumstances.

The game hasn't been signed up yet but it can only be a matter of time.

## BULLFROG - CD REVELATION

You may be interested to hear that Bullfrog, of *Populous* and *Powermonger* fame, has indulged in a CD ROM development kit and is experimenting with the technology as we speak.

The team is currently embroiled in the PC version of *Populous 2* and is lavishing time and expertise on an introduction sequence and spectacular interleaving screens that look likely to



## SENSIBLE SOCCER

**H**ow come a game that possesses decidedly average graphics and sound can be such a big seller? Well, *Anco's Kick Off 2* has been on top of the footy game league since its release. Many games have tried to knock it off top slot, few have even come close.

Now however, it looks like as if we could see the game to topple *Kick Off 2*. Sensible Software's *Sensible Soccer* looks like it has been snapped up by Renegade.

The game is apparently a hybrid of both *Speedball* and *Kick Off* with far more attention to detail than the latter. Apparently the game features about 40 national teams and 64 European clubs.

The graphical detail even reaches as far as the spectators who perform Mexican waves when the action gets really exciting!



The computer even plays you the 10 best highlights of the match after the final whistle.

No details of when *Sensible Soccer* is to be released but expect it pretty soon, appearing on the Amiga first.



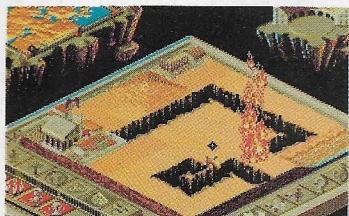


# MASTER OF MONSTERS

**D**esigned by Renovation in the States this is one of a growing breed of 'power over beast' games. Available on Mega Drive this month, *Master of Monsters* is all beat, hack and slaughter action with you in control of a variety of ugly creations.

Graphics are excellent, equal to coin-op standard, and control is surprisingly spritely considering the size of the monster sprites.

It is however, sharing the shelf with a host of beast beater games for consoles. So let's hope that the new features which have been included really keep hack 'n' slay fans on their toes.



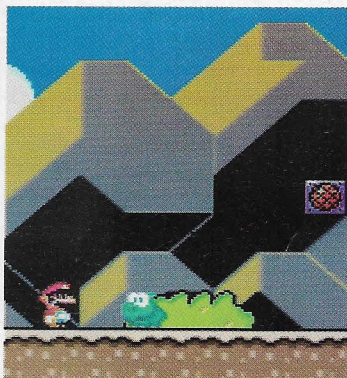
rival Guest, the spectacular Trilobyte CD ROM project.

CD ROM is proving to be a massive leap in presentation quality, to such an extent that cinema has come to computer gaming - it's exciting stuff!

## OH MARIO

Here's the latest news on Mindscape's Mario game. It will feature the Mario gang in an education frame of mind.

In this particular episode, Mario is Missing, Luigi embarks on a perilous journey to find his bruv. The first game will be available in autumn with others following on in the new year.



# JAGUAR XJ220

**C**ore Design is putting the finishing touches to two Jaguar car-based games. Having signed up a deal with the British car manufacturer, Core has called upon the talents of Mac Avery; the clever chap behind the brilliant Thunderhawk.

The first game to hit the shops will be *Jaguar XJ220 Sports Racing*. The title will feature the usual 'behind the car' view and will set you behind the wheel of a super fast XJ220.

You'll race over 12 different countries trying to keep ahead of other cars in your class such as Ferrari F40s and Porche 959s. *Jaguar XJ220 Sports Racing* will be available on the Amiga sometime in April.

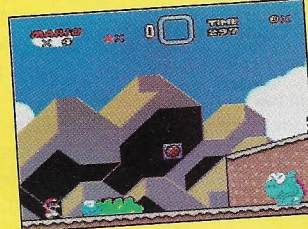
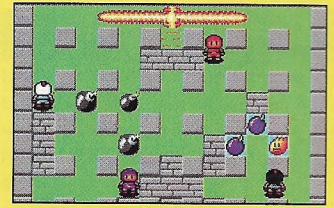
The second game bearing the Jaguar name will feature the 3D graphic style first used in *Thunderhawk* and will include the Le Mans 24 hour race. Don't hold your breath though, it won't see the light of day until Christmas time.

# INSIDE INFO

## Best of the Bunch

### The hmmm factor 12

Blend the right ingredients together, add that extra little something, and what do you get? A game of star value. We break down those elusive elements.



### Compo 9

Hasta la vista baby? No chance! Arnie's back with 25 Terminator videos to win.

### Street talk 8

The glistening streets of London beckon our roving reporter down south to Oxford Circus.

## Game of the Week



### Parasol Stars 14

Brollie wielding Bub and Bob go bubble mad in this quirky little platform romp.

## Regulars

### Software Charts 6

Ups and downs to goggle at.

### Console Connexions 22

Outstanding Famicom releases - *Smash TV* and *Rocketeer*, plus *Two Crude Dudes* and *Kid Chameleon* on the Mega Drive.

### Tip-X 29

*Rubicon*, *Populous II*, *Under Pressure*, plus much more...

### Player's Guide 30-33

Help *Elvira* to claim the Transylvanian throne and tear round the tracks of *Microprose Formula 1 Grand Prix*..

### Dr X's Clinic 35

Holy X blesses his faithful followers and bestows discerning answers to render their lives more meaningful.

### Sneaky Peeks 41-45

Investigate the macabre world of *Dark Seed*, *Storm Lord* remedies a fairy tale gone wrong, and *Bomber Man* on 16-bit.

### X-it 46

## ON YOUR MACHINE THIS WEEK

<b>AMIGA</b>	<b>The Terminator</b> .....27
<b>Bomber Man</b> .....41	<b>Two Crude Dudes</b> .....22
<b>Dark Seed</b> .....42	
<b>Hover Sprint</b> .....18	
<b>Parasol Stars</b> .....14	
<b>Psyborg</b> .....20	
<b>Stormlord II</b> .....45	
<b>Utopia Data Disks</b> .....19	

## ATARI ST

<b>Bomber Man</b> .....41	
<b>Hover Sprint</b> .....18	
<b>Parasol Stars</b> .....14	
<b>Psyborg</b> .....20	
<b>Race Drivin'</b> .....16	
<b>Stormlord II</b> .....45	
<b>Utopia Data Disks</b> .....19	

## MASTER SYSTEM

<b>The Terminator</b> .....27
-------------------------------

## COMMODORE 64

<b>Parasol Stars</b> .....14
------------------------------

## GAME GEAR

<b>The Terminator</b> .....27
-------------------------------

## SUPER FAMICOM

<b>Rocketeer</b> .....23
<b>Smash TV</b> .....24
<b>Super Contra III</b> .....26

<b>MEGA DRIVE</b>
<b>Kid Chameleon</b> .....24



**Watch this space!**

**Next week** find out what  
exciting new things the

**GAMES-X**

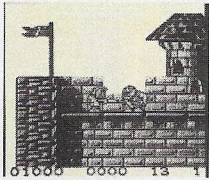
**team has planned  
for you...**



## VIKING CHILD

"I have seen the future of video game and his name is Brian the Viking Child!" A prophetic and imaginative quote, I think not, on **Viking Child** on Game Boy.

Now the sequel promises eight new levels of Norse-style action, featuring a host of Viking villains.



The action comes in the form of the usual platform romp, as Brian, the Norseman, takes on a bunch of ugly and 'orrible adversaries on his journey to Valhalla.

Plenty of swords, shields and potions to try out in this quaint Norse palm pleaser. Out now!

## SUPER SOCCER CHAMP



That humongous lump of 18 carat gold, known widely as the World Cup is in your sights, in this soccer title.

To be released on the Super Nintendo in April, **Super Soccer Champ** is rumoured to be the best footy game yet on console.

The game is presented as a raised horizontal view, rather than the overhead perspective made famous in Anco's Kick Off. It features fast-moving

action with special tricks, such as bicycle wheel kicks and flying headers.

The game features two-player action with swift player to player switches to alter the pace of the game.

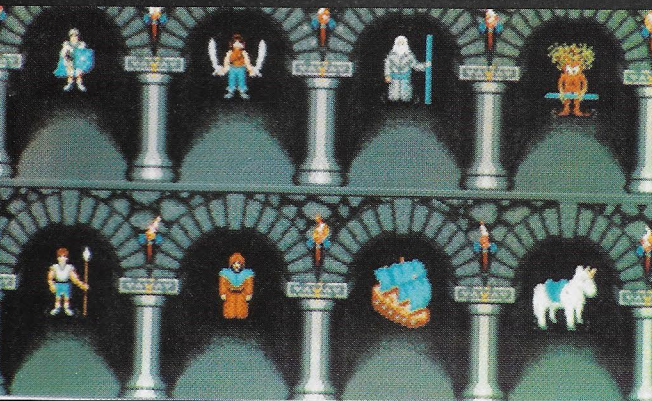
## KIDZ MOUSE

Kids everywhere are bound to love this cute little rodent. Aimed at youngsters aged between 5 and 11 years old, the **Kidz Mouse** is available for the Amiga and ST.

Priced at £35, the **Kidz Mouse** comes complete with a birth certificate.

The unit features the same internal workings as Logitech's other mice and also comes with a handy 10 page instruction booklet.

This Logitech mouse is available later this month



## WARRIORS OF RELEYNE

Impressions is set to release its first fantasy war game. Dharak is a land of chaos, inhabited by goblins, arcs, trolls and the like. It now seems that an evil leader is uniting the beasts of Dharak against the neighbouring, peaceful lands.

You must lead a ramshackle army against the invading forces. Players must utilise their strengths and protect the innocent villagers. In addition players may also call upon the magic of wizards and priests.

**Warriors of Releyne** will be available towards the end of March on the ST and Amiga with a PC version due in May. All formats will cost £29.99.



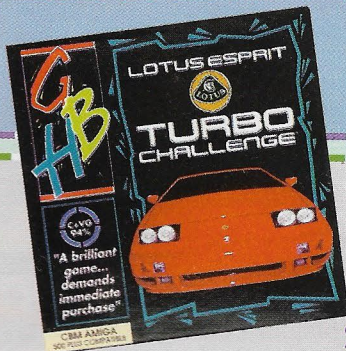
## ON THE SHELF!

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

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

Product	House	Format	Price	Date
<b>Black Crypt</b>	Mirrorsoft	Amiga	£25.99	14/3/92
<b>Cover Girl Poker</b>	Storm	ST	£25.99	19/3/92
		PC	£25.99	19/3/92
		C64d	£15.99	19/3/92
		C64c	£11.99	19/3/92
<b>Die Hard 2</b>	Grandslam	Amiga	£25.99	19/3/92
		ST	£25.99	19/3/92
		PC	£25.99	19/3/92
		C64d	£15.99	19/3/92
		C64c	£10.99	19/3/92
<b>Floor 13</b>	Virgin	Amiga	£29.99	17/3/92
		ST	£29.99	17/3/92
<b>Here With the Clues</b>	Domark	CDTV	£39.99	18/3/92
<b>Julian Fignall's Top 10</b>	Beau Jolly	Spectrum	£12.99	15/3/92
<b>Les Manley: Lost in LA</b>	Accolade	PC	£34.99	19/3/92
<b>Magic Candles 2</b>	Electronic Arts	PC	£34.99	19/3/92
<b>Rocketeer</b>	Disney	PC	£30.99	14/3/92
<b>Shadowlands 2</b>	Domark	Amiga	£29.99	18/3/92
		ST	£29.99	18/3/92
<b>Steg</b>	CodeMasters	Amiga	£7.99	17/3/92
		ST	£7.99	17/3/92
		Spectrum	£3.99	17/3/92
		C64	£3.99	17/3/92
		Amstrad	£3.99	17/3/92
<b>Test Drive 2</b>	Ballistic	Mega Drive	£39.99	18/3/92
<b>Turtles 2</b>	Acclaim	Amiga	£28.99	16/3/92
		ST	£25.99	16/3/92
		PC	£29.99	16/3/92
<b>Ultima Trilogy II</b>	Mindscape	PC	£39.99	18/3/92
		C64	£30.99	18/3/92
<b>Ultima Underworld</b>	Mindscape	ST	£30.99	19/3/92
<b>Wing Commander Deluxe</b>	Mindscape	PC	£45.99	19/3/92

# LOTUS ESPRIT TURBO CHALLENGE



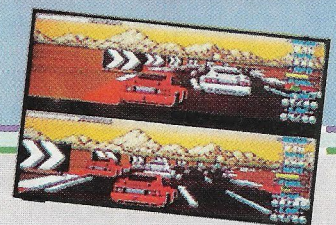
Feel the thrill of accelerating from 0 to 60 in 4.7 seconds as you race head to head over hills, through valleys bends, and around vicious bends, and gripping the wheel of your Lotus Esprit Turbo.

Game features include:

- 3D split screens 1 or 2 player action
- 32 courses across 3 different levels
- 20 competing cars
- Multi-hazard Turbo racing
- Refuelling and pitstop decision tactics.

## OUT NEXT WEEK!

Amiga+ ST **£9.99**  
Spectrum, C64, Amstrad **£3.99**



GBH, Carver House,  
2-4 Carver Street, Sheffield  
S1 4FS, Tel: (0742) 753423



# GALLUP CHARTS

Here's your exclusive chance to see where your favourite game stands in the software charts.

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	◆	<b>DIZZY'S EXCELLENT ADVENTURES</b> House: CODEMASTERS Team: VARIOUS
3	▲	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
4	▲	<b>A320 AIRBUS</b> House: THALION Team: IN HOUSE
5	◆	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
6	▼	<b>FORMULA 1 GRAND PRIX</b> House: MICROPROSE Team: GEOFF CRAMMOND
7	▼	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
8	▲	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
9	▲	<b>CARTOON COLLECTION</b> House: CODEMASTERS Team: VARIOUS
10	★	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
11	▼	<b>THE JETSONS</b> House: HI TEC PREMIER Team: 221B
12	▼	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
13	★	<b>CASTLES</b> House: ELECTRONIC ARTS Team: INTERPLAY
14	▼	<b>2 HOT 2 HANDLE</b> House: OCEAN Team: IN HOUSE
15	★	<b>HARLEQUIN</b> House: GREMLIN Team: WARP FACTORY
16	▼	<b>SOCCER STARS</b> House: EMPIRE Team: VARIOUS
17	★	<b>POPULOUS 2</b> House: ELECTRONIC ARTS Team: BULLFROG
18	▲	<b>ROBOCOP 3</b> House: OCEAN Team: DID
19	★	<b>WORLD SERIES CRICKET</b> House: SOUNDWARE INT Team: IN HOUSE
20	▼	<b>OH NO! MORE LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN

1	▲	<b>A320 AIRBUS</b> House: THALION Team: IN HOUSE
2	▼	<b>FORMULA 1 GRAND PRIX</b> House: MICROPROSE Team: GEOFF CRAMMOND
3	★	<b>CASTLES</b> House: ELECTRONIC ARTS Team: INTERPLAY
4	◆	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
5	★	<b>HARLEQUIN</b> House: GREMLIN Team: WARP FACTORY
6	▲	<b>ROBOCOP 3</b> House: OCEAN Team: DID
7	★	<b>WORLD SERIES CRICKET</b> House: SOUNDWARE INT Team: IN HOUSE
8	▼	<b>BIRDS OF PREY</b> House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
9	▼	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
10	▼	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT

1	◆	<b>F16 COMBAT PILOT</b> House: ACTION 16 Team: DI
2	▲	<b>ITALIA '90</b> House: TRONIX Team: VIRGIN
3	◆	<b>BUBBLE DIZZY</b> House: CODEMASTERS Team: LYNDON SHARP
4	◆	<b>RAINBOW ISLANDS</b> House: HIT SQUAD Team: GRAFTGOLD
5	◆	<b>FIRST DIVISION MANAGER</b> House: CODEMASTERS Team: CYRUS SOFTWARE
6	▲	<b>THE NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
7	▲	<b>ROBOCOP</b> House: HIT SQUAD Team: PETER JOHNSON
8	★	<b>SCOOBY DOO &amp; SCRAPPY DOO</b> House: HI TEC Team: IN HOUSE
9	▲	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
10	▼	<b>JAMES POND</b> House: GBH Team: C SORRELL

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	★	<b>A320 AIRBUS</b> House: THALION Team: IN HOUSE
3	◆	<b>ANOTHER WORLD</b> House: US GOLD Team: DELPHINE
4	◆	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
5	▲	<b>OH NO! MORE LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
6	★	<b>POPULOUS 2</b> House: ELECTRONIC ARTS Team: BULLFROG
7	★	<b>MICROPROSE GOLF</b> House: MICROPROSE Team: THE THOUGHT TRAIN
8	★	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
9	▼	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
10	▼	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS

1	◆	<b>STAR TREK: 25TH ANNIVERSARY</b> House: ELECTRONIC ARTS Team: INTERPLAY
2	▲	<b>MONKEY ISLAND 2</b> House: LUCASFILM Team: RON GILBERT
3	★	<b>JETFIGHTER 2</b> House: US GOLD Team: BOB DINNEMAN
4	★	<b>EYE OF THE BEHOLDER 2</b> House: US GOLD Team: SSI
5	▲	<b>OH NO! MORE LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
6	★	<b>EUROPEAN SUPERLEAGUE</b> House: CDS Team: IN HOUSE
7	▲	<b>F-117A STEALTH FIGHTER 2.0</b> House: MICROPROSE Team: MPS LABS
8	★	<b>BOARD GENIUS</b> House: BEAU JOLLY Team: VARIOUS
9	★	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
10	▼	<b>FALCON 3.0</b> House: MICROPROSE Team: SPECTRUM HOLOBYTE

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

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



# ARCADE Extravaganza

After the onslaught of games that were released over the summer it has been difficult to keep up with those which were snuck out on general release! However there are a few worthy of special note which I'm sure you'll want to seek out...

## STEEL GUNNER Supplier $\rightarrow$ Namco

**B**ig cabinet, large screen, two guns with tactile trigger response, flash graphics... ooh look, it's ANOTHER Operation Wolf done. What a tremendous surprise!

OK, I can accept the sudden exploitation of man's primeval desire to shoot at things in the arcades - BUT - I do think that the concept is becoming a little worn!

Space Gun, Operation Wolf, Rail Chase, Laser Ghost, Line of Fire... to name but a few... c'mon! the joke's over guys!

Basically in Steel Gunner you and another player take on the role of super cops with massive weapons who must rescue a very clever robotics professor from a marauding gang of intensely unpleasant terrorists.

Their intention is to force the prof to build a mega-bot that will destroy the city and leave them in control. All you have to do is shoot things. It's as simple as that.

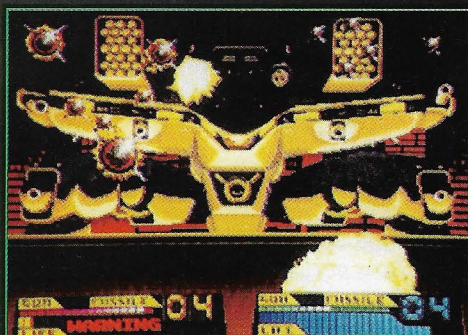
Point your gun, pull the trigger and kill the bad guys! Just to be extra original you can also pick up extra weapons by shooting at certain pods. Hmmm very different...

On the whole it's your average blast which is faultless in terms of presentation but simply boring conceptually. However, everyone has their favourite



game of this type and who am I to criticize peoples' preferences? It's a good blast which is sure to do well at nabbing the pennies from your pockets!

**X-RATING: XXX**



## STRIKEFORCE Supplier $\rightarrow$ Midway

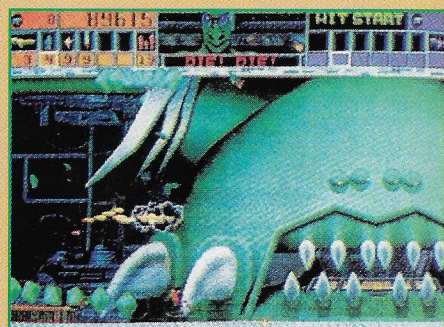
**A** race of vicious Saurian lizard-men has overrun the New Earth Solar System colonies and is proceeding with a project of quite horrific proportions.

The intention is to capture the human race and then genetically mutate the unfortunate prisoners into strange hybrids which can be used as slaves on the home world - the dreaded Mega-Star Apocalypse.



Your mission is to save the colonies and rescue your beleaguered comrades before the Saurians have their wicked way. The operation, known as Strikeforce, is an all-out assault utilizing the very latest weapons and equipment.

As you can probably guess from this brief resumé of the story-line this game involves an awful lot of shooting. Yes, scrolling shoot'em-up is back in fashion... and about time too!

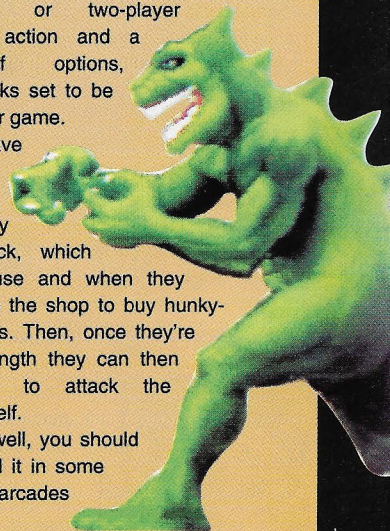


Featuring two-way parallax scrolling backdrops, startling graphics and sound, one or two-player simultaneous action and a plethora of options, Strikeforce looks set to be a really popular game.

Players have the chance to decide which planets they want to attack, which weapons to use and when they wish to pop to the shop to buy hunky-dory power-ups. Then, once they're up to full strength they can then decide when to attack the Apocalypse itself.

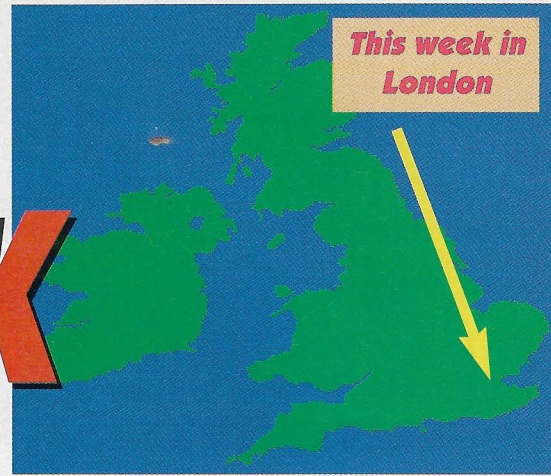
All being well, you should be able to find it in some of the larger arcades in the country.

**X-RATING: XXXX**





**This week our intrepid reporter visits the Metropolis to chat with a few punters in the relatively new computer and consoles section of the world's largest music and video store - HMV, in London's Oxford Circus.**

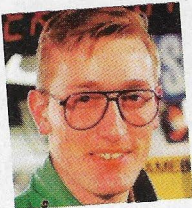


# STREET TALK

**Michael Hunt (24)**

**M**y Amiga is really good but that doesn't stop me from looking for a Game Boy. Everyone seems to have 'em and the games are pretty good too.

I like simulations more than anything, and Microprose seems to be the best software house for that with constant improvements. A couple of years back the graphics were really bad. I follow motor racing and enjoy other sports such as rugby and football. Tottenham football team is ace.



**Simon Morris (21)**

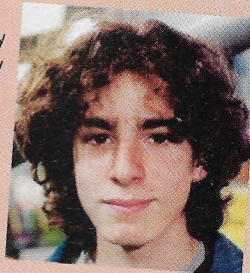
**A**t the moment I'm studying Communications and Sociology at Goldsmiths college and I use an Amstrad PCW for my work. I've also got a really old 48K Spectrum.

I play Tetris there in the union. Although I've got some naff games, I never play them because I've not had the Spectrum out for years now. Musically I like all sorts, Disco Trash really. I read amusing novels and go to the theatre.



**Juan Begarros (14)**

**G**-Loc is really good on my Game Gear but I've only got three games at the moment. I'm looking to get another, there's more of a selection in here than back home in Madrid. I play basketball in a team for school as well as football on a regular basis which I enjoy.



**Ken Droo (8)**

**M**y best game on the Nintendo is Megaman and on the Amiga it's Robocop III. I suppose I prefer the Amiga. Most games are good and I haven't got a rubbish one yet. I like to spend most of my time playing about on my computers.



**Tim Reed (32)**

**H**ollywell in North Wales is where I've popped down from. I've got a Mega Drive which I'm very pleased with. I've also got a Game Gear which despite being a little sore on the eyes is alright.

Sonic is my favourite, it's got everything, it's a good game. Another good game is Robocod, I like that. I'm interested in the opera and I watch a lot of TV, I'm not really into sports a great deal.



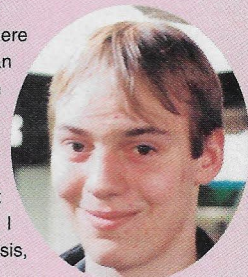
**The family Marius**

**W**e've got a Super Sega back in France and also an Amiga. Double Dragon is a pretty good game. We like to play lots of different things and there seems to be quite a lot to choose from here in HMV.

I play basketball at school and I watch a lot of films and videos. We really enjoy the action movies, especially with Segal and Van Damme.

**Andreas Bauer (19)**

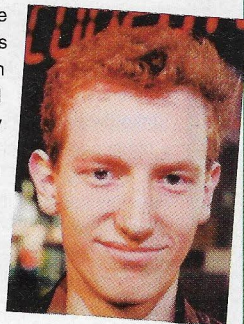
**B**remen in Germany is where I come from. I've got an Amiga and my favourite game is Another World which is very good. I practice karate back home. I also like role-playing games when I can get hold of them. As for music I especially listen to Genesis, Queen and Nirvana.



**Torsten Scholtz (19)**

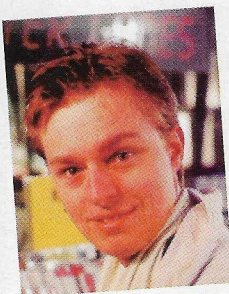
**I**'m very pleased with my Amiga although I wouldn't mind a A3000. I like the Archimedes but the Amiga has to be my favourite. I've seen lots of bad games but, um, I can't seem able to think of any at the moment.

I like table top games and role-playing. Runequest is enjoyable, as is a German game called Mitgard. There's lots of fantasy shops here in England which is great.



**Osman (25)**

**I**'ve come from Norway, my brother's got the machine, an Amstrad PC. There's some good games on it, adventure games are what he really likes. I enjoy sports and play squash and football. I like English soccer and will be going to watch Leeds soon. I saw the film JFK - very good, very controversial.



## SHOP TALK

**Product Controller - Caroline Bowring**

**T**his store is the largest in the world. The computer section has only been open for five months, we started just before Christmas and it's doing remarkably well. It's picked up and is proving its worth considering that it's only a small section at the moment and there's a lot of competitors on the street.



We're looking to to expand the area because things are really tightly packed together. It does get a lot of customers through traffic passing by, but it's far from an ideal situation. It would be better against a wall.

We sell mostly Nintendo and Game Boy games, but that's reflected by the special purchase offers on at the moment. We have special offers on a wide range of games, with prices from £3.99 going up to £14.99.

### The ones that sold the most

- 1 .....Bart/Camp Deadly
- 2 .....Dragon's Lair
- 3 .....Chip 'n' Dale
- 4 .....Duck Tales
- 5 .....Nemesis
- 6 .....World Cup
- 7 .....Star Wars
- 8 .....Tennis
- 9 .....Double Dragon
- 10 .....Quackshot



# THE TERMINATOR

**25 COPIES OF THIS ALL-ACTION CLASSIC VIDEO TO BE WON**

# IS BACK

**1** Arnie won Mr Europe at the age of 16 and went on to win Mr Universe seven times. In what documentary film about body-building did Arnie star?

- a** Muppet Movie
- b** Pumping Iron
- c** Gone With The Wind

**2** What nationality is Arnold?

- a** Austrian
- b** Swahili
- c** Mongolian

**3** Arnie and a squad of soldiers were pitted against an evil and powerful alien in which movie?

- a** Mary Poppins
- b** The Graduate
- c** Predator

**4** Which actor played Arnie's unlikely brother in the movie 'Twins'?

- a** Danny DeVito
- b** Errol Flynn
- c** Rowan Atkinson

**5** In 'Terminator 2', name the boy who will grow up to save the future of the human race.

- a** Tom O'Conner
- b** Des O'Conner
- c** John Conner

**T**his classic became a cult film and led to a sequel that was one of the biggest grossing movies of all time.

Now you can control the Terminator yourself, in a stunning arcade adventure.

Virgin games is set to release this all-action game on the Mega Drive, Game



Gear and Super NES. All you have to do is answer these questions about the fearsome BBT800 himself, Arnold Schwarzenegger.

You could then win yourself a copy of the original film, 'The Terminator'. Answers to reach us no later than 2nd April, 1992

## I TOLD YOU I'LL BE BACK!

1..... 2.....  
3..... 4.....  
5.....

Name.....

Address.....

Post Code .....

The machine I use most is:

But I also use .....

### RULES

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

Please tick if you do not wish to receive promotional material from other companies





**Amiga & Atari ST Software Selection. Full range in our catalogue. Amiga ST**

2 HOT 2 HANDLE	19.49	19.49	ESWAT D/S	15.99	13.99	KNIGHTS OF THE SKY (1 MEG)	22.99	SHADOW WARRIORS	16.99	9.99
3D CONSTRUCTION KIT	39.99	27.99	EXILE	15.99	15.99	LEANDER	16.99	SHINOBI	16.99	6.99
4 WHEEL DRIVE	19.49	19.49	EYE OF THE BEHOLDER (1 MEG)	19.99	19.99	LEISURE SUIT LARRY 2 DIS	12.99	SILENT SERVICE 2 (1 MEG) (NOP)	21.99	21.99
4D SPORTS BOXING	16.99	16.99	F15 STRIKE EAGLE 2	21.99	21.99	LEISURE SUIT LARRY 3 D/S	12.99	SILKWORM (NOP)	6.99	6.99
4D SPORTS DRIVING	16.99	16.99	F15 STRIKE EAGLE 2 (1 MEG)	21.99	21.99	LEISURE SUIT LARRY 5 (1 MEG)	25.99	SIM CITY & POPULOUS	16.99	16.99
A320 AIR-BUS	20.49	20.49	F16 FALCON	9.99	9.99	LEMMINGS DATA DISK - OH NOI	13.99	SIMULATORS PACK	21.99	21.99
ACTION MASTERS	16.99	16.99	F16 FALCON + MISSIONS (NOP)	22.99	14.99	LEMMINGS DISK	13.99	SSB ATTACK SUB INDI 500	16.99	16.99
AIRBURY	6.99	6.99	F18 INTERCEPTOR	8.49	8.49	LEMMINGS F18 INTERCEPTOR	13.99	SKYFOX (NOP)	3.99	3.99
AIR SEA SUPREMACY (GUNSHIP)	19.99	19.99	F19 STEALTH FIGHTER	12.99	12.99	LEMMINGS F19 STEALTH FIGHTER	13.99	SPACE ACE D/S	16.99	16.99
SILENT SERVICE P47, F16 STRIKE	19.99	19.99	F24 ROTALTOR	16.99	16.99	LEMMINGS F24 ROTALTOR	13.99	SPACE QUEST 4 (1 MEG)	25.49	25.49
EAGLE CARRIER COMMAND	19.99	19.99	FERRARI FORMULA 1	8.99	8.99	LEMMINGS FERRARI FORMULA 1	13.99	SPECIAL FORCES	22.49	22.49
AIR SEA SUPREMACY (GUNSHIP)	19.99	19.99	FERRARI FORMULA 1 (1 MEG)	8.99	8.99	LEMMINGS MEGATRAVELLER	13.99	SPEEDBALL	7.99	7.99
SILENT SERVICE P47, WINGS	19.99	19.99	FINAL BLOW (NOP)	16.99	16.99	LEMMINGS MEGATRAVELLER 2 (1 MEG)	13.99	SPELLBOUND	5.99	5.99
AIR SUPPORT	16.99	16.99	FIGHT NIGHT (NOP)	16.99	16.99	LEMMINGS MEGATRAVELLER 3 (1 MEG)	13.99	SPOT	13.49	13.49
ALIEN BREED (1 MEG)	16.49	16.49	FISH (MISCROLLS)	3.99	3.99	LEMMINGS MEGATRAVELLER 4 (1 MEG)	13.99	STARGLIDER 2	7.99	7.99
ALIEN STORM	16.99	16.99	FISTS OF FURY (NOP)	19.49	19.49	LEMMINGS MEGATRAVELLER 5 (1 MEG)	13.99	STEVE DAVIS SNOOKER	7.99	7.99
AMNIO	16.99	16.99	FLAMES OF FREEDOM	21.99	21.99	LEMMINGS MEGATRAVELLER 6 (1 MEG)	13.99	STOS (GAMES CREATOR)	19.99	19.99
AMOS (GAMES CREATOR)	32.99	32.99	FLIGHT OF THE INTREPID	21.99	21.99	LEMMINGS MEGATRAVELLER 7 (1 MEG)	13.99	STOS MAESTRO	15.99	15.99
AMOS CD (NEEDS AMOS)	22.99	22.99	FORMULA 1 GRAND PRIX	22.99	22.99	LEMMINGS MEGATRAVELLER 8 (1 MEG)	13.99	SUPER CARS (GBH)	6.99	6.99
AMOS COMPILER (NEEDS AMOS)	19.99	19.99	FULL CONTACT	9.99	9.99	LEMMINGS MEGATRAVELLER 9 (1 MEG)	13.99	SUPER CARS 2 (NOP)	16.49	16.49
ANOTHER WORLD	16.99	16.99	GOLF SCHOOL 2 (2.6, 5.7 or 9+)	13.99	13.99	LEMMINGS MEGATRAVELLER 10 (1 MEG)	13.99	SUPER HANG ON	7.99	7.99
ARKANOID 2	7.99	6.99	GOLF SCHOOL 2 (2.6, 5.7 or 9+)	13.99	13.99	LEMMINGS MEGATRAVELLER 11 (1 MEG)	13.99	SUPER LEAGUE MANAGER	15.99	15.99
ARMALYTE	7.99	7.99	GOLF SCHOOL 4 (2.5, 5.7 or 7+)	15.99	15.99	LEMMINGS MEGATRAVELLER 12 (1 MEG)	13.99	SUPER SPACE INVADERS	16.49	16.49
AWESOME WITH SHIRT	14.99	14.99	GATEWAY TO THE SAVAGE FRONTIER	7.99	7.99	LEMMINGS MEGATRAVELLER 13 (1 MEG)	13.99	SUPERSPY	13.49	13.49
BARBARIAN 2 (PSYGNOSIS)	17.49	17.49	GAUNTLET 2	9.99	2.99	LEMMINGS MEGATRAVELLER 14 (1 MEG)	13.99	SUPERSTAR	16.99	16.99
BART'S TILDOLOGY	22.49	22.49	GAUNTLET 3	16.99	16.99	LEMMINGS MEGATRAVELLER 15 (1 MEG)	13.99	SUPERSTAR 2	16.99	16.99
BATTLE COMMAND	15.99	15.99	GHENGHIS KHANN	20.99	16.99	LEMMINGS MEGATRAVELLER 16 (1 MEG)	13.99	SWW (NOP)	9.99	16.99
BATTLE ISLE (NOP)	19.99	19.99	GOLDEN ALE	16.99	16.99	LEMMINGS MEGATRAVELLER 17 (1 MEG)	13.99	SWW (NOP)	9.99	16.99
BATTLE OF BRITAIN D/S	19.99	19.99	GOLF WORLD CLASS	7.99	6.99	LEMMINGS MEGATRAVELLER 18 (1 MEG)	13.99	SWW (NOP)	9.99	16.99
BATTLECHESSES 2	19.49	19.49	GRAHAM GOOCH CRICKET	4.99	4.99	LEMMINGS MEGATRAVELLER 19 (1 MEG)	13.99	T.N.T.	5.99	5.99
BETRAYAL	19.49	19.49	GRAVITY	4.99	4.99	LEMMINGS MEGATRAVELLER 20 (1 MEG)	13.99	(APP. HARD DRIVIN', TOOBIN, DRAGON SPIRIT, XYBOTS) (NOP)	7.99	7.99
BIG RUN	16.99	16.99	GUY SPY	19.49	19.49	LEMMINGS MEGATRAVELLER 21 (1 MEG)	13.99	(HYDRA, BADLANDS, STUN RUNNER, HARD DRIVIN' 2, TEENAGE QUEEN (STRIP) (NOP), SUPER CARS 2 (NOP), SUPER HANG ON, SUPER LEAGUE MANAGER, SUPER SPACE INVADERS, SUPERSPY, SWITCHBLADE 2, SWW (NOP), SWORD OF SODAN, T.N.T., (APP. HARD DRIVIN', TOOBIN, DRAGON SPIRIT, XYBOTS) (NOP), (HYDRA, BADLANDS, STUN RUNNER, HARD DRIVIN' 2, TEENAGE QUEEN (STRIP) (NOP), TERMINATOR 2, TETRIS, THE GAMES - SUMMER EDITION, THE SIMPSONS, THUNDERHAWK, TIP OFF, TOKI, TRIAD VOL 2 (MENACE, BAAL, TETRIS) (NOP), TURRICAN 2 D/S, UTILITY 2, TV SPORTS FOOTBALL (NOP), TV SPORTS BASEBALL, TV SPORTS BASKETBALL, ULTIMA 5, ULTIMA 6, ULTIMA 6 (1 MEG), ULTIMATE RIDE, UNWITTED, UMS 2 (1 MEG), UTOPIA, VANGUARD OF EXCALIBUR, VROOM, WAR ZONE, WARHEAD, WARDRILL (1 MEG), WATERLOO, WHEELS OF FIRE, (HARD DRIVIN', POWERDRIFT, THE GODFATHER (TURBO OUTRUN) (NOP), WILLY BEAMISH, WOLFCHILD, WOLFPACK, WOLFQUEST, WORDSWORTH W/PRO (1 MEG), WORLD CLASS RUGBY, WORLD CUP COMPILATION (TRACKSUIT MANAGER, INT SOCCER, KICK OFF), WWF WRESTLING, X-OUT, XENOMORPH, XENON 2, MEGABLAST) (NOP)	16.49	16.49
BLACK CRYPT	6.99	6.99	HARD DRIVIN' 2 D/S (NOP)	9.99	9.99	LEMMINGS MEGATRAVELLER 22 (1 MEG)	13.99			
BLOOD MONEY	6.99	6.99	HARPOON V1.21	21.49	21.49	LEMMINGS MEGATRAVELLER 23 (1 MEG)	13.99			
BLOODWYCH	7.99	7.99	HEAD OVER HEELS	6.99	6.99	LEMMINGS MEGATRAVELLER 24 (1 MEG)	13.99			
BLUE MAX	19.99	19.99	HEART OF CHINA (1 MEG)	22.99	22.99	LEMMINGS MEGATRAVELLER 25 (1 MEG)	13.99			
BLUES BROTHERS	16.99	16.99	HEROQUEST (GREMLIN)	16.99	16.99	LEMMINGS MEGATRAVELLER 26 (1 MEG)	13.99			
BONANZA BROTHERS	16.99	16.99	HEROQUEST EXPANSION - HILL STREET BLUES	17.99	17.99	LEMMINGS MEGATRAVELLER 27 (1 MEG)	13.99			
BRAT	16.99	16.99	HEROQUEST EXPANSION - HITCH HIKERS GUIDE	7.99	7.99	LEMMINGS MEGATRAVELLER 28 (1 MEG)	13.99			
BREACK 2 (ENHANCED)	16.99	16.99	HOLLYWOOD COLLECTION D/S	9.99	9.99	LEMMINGS MEGATRAVELLER 29 (1 MEG)	13.99			
BROOKAN	6.99	6.99	HOME ACCOUNTS 2	39.99	39.99	LEMMINGS MEGATRAVELLER 30 (1 MEG)	13.99			
CADAVRE	9.49	16.49	HOME ALONE	16.49	16.49	LEMMINGS MEGATRAVELLER 31 (1 MEG)	13.99			
CARRIER COMMAND	16.99	11.49	HUDSON HAWK	16.99	16.99	LEMMINGS MEGATRAVELLER 32 (1 MEG)	13.99			
CASTLES (1 MEG)	19.49	19.49	HUNTER	19.49	19.49	LEMMINGS MEGATRAVELLER 33 (1 MEG)	13.99			
CELTIC LEGENDS	19.99	19.99	IAN BOWTHAM CRICKET	19.49	19.49	LEMMINGS MEGATRAVELLER 34 (1 MEG)	13.99			
CENTURION DE. OF. ROME	16.99	16.99	INDIANA JONES ADVENTURE	8.99	7.99	LEMMINGS MEGATRAVELLER 35 (1 MEG)	13.99			
CHAMPIONS	12.49	12.49	INDY HEAT	16.99	16.99	LEMMINGS MEGATRAVELLER 36 (1 MEG)	13.99			
CHAMPIONS OF KRYNN (1 MEG)	19.99	19.99	INTERCEPTOR RENEGADE LEGION	6.99	6.99	LEMMINGS MEGATRAVELLER 37 (1 MEG)	13.99			
CHAMPIONS OF KRYNN	19.99	19.99	INT CHAMPIONSHIP ATHLETICS	13.99	13.99	LEMMINGS MEGATRAVELLER 38 (1 MEG)	13.99			
CHART ATTACK (NOP)	19.49	19.49	INT SOCCER CHALLENGE	16.99	16.99	LEMMINGS MEGATRAVELLER 39 (1 MEG)	13.99			
CHASE H 0 2 (SC) D/S	12.49	12.49	INT SPORTS CHALLENGE	19.49	19.49	LEMMINGS MEGATRAVELLER 40 (1 MEG)	13.99			
CHRONOQUEST 2	7.99	4.99	IT CAME FROM THE DESERT (1 MEG)	9.99	9.99	LEMMINGS MEGATRAVELLER 41 (1 MEG)	13.99			
CHUCK RUCK	16.99	15.99	JACK NICKLAUS GOLF	6.99	6.99	LEMMINGS MEGATRAVELLER 42 (1 MEG)	13.99			
COLOSSUS X CHESS	17.99	17.99	JAMES POND 2 - ROBOCOOD	16.99	16.99	LEMMINGS MEGATRAVELLER 43 (1 MEG)	13.99			
CORPORATION	7.99	6.99	JET SET WILLY	8.99	8.99	LEMMINGS MEGATRAVELLER 44 (1 MEG)	13.99			
CORPORATION + MISSION DISK 11.99	11.99	11.99	JIMMY WHITE'S SNIPER	13.99	13.99	LEMMINGS MEGATRAVELLER 45 (1 MEG)	13.99			
CORRUPTION (MISCROLLS)	3.99	3.99	JOHN MADDENS (U.S.) FOOTBALL	17.49	17.49	LEMMINGS MEGATRAVELLER 46 (1 MEG)	13.99			
COURT ACTION	22.49	22.49	JUDGE DREDD	6.99	6.99	LEMMINGS MEGATRAVELLER 47 (1 MEG)	13.99			
CRUISE FOR A CORPSE	19.99	19.99	KICK OFF + EXTRA TIME DISK	4.49	4.49	LEMMINGS MEGATRAVELLER 48 (1 MEG)	13.99			
CURSE OF THE AZURE BOND (1 MEG)	17.49	19.99	KICK OFF 2	7.99	7.99	LEMMINGS MEGATRAVELLER 49 (1 MEG)	13.99			
CYBERGON 3 (NOP)	19.99	19.99	KICK OFF 2 FINAL WHISTLE	7.99	7.99	LEMMINGS MEGATRAVELLER 50 (1 MEG)	13.99			
DEATH KNIGHTS OF KRYNN (1 MEG)	19.99	19.99	KICK OFF 2 GIANTS OF EUROPE	7.99	7.99	LEMMINGS MEGATRAVELLER 51 (1 MEG)	13.99			
DEFENDER OF THE CROWN	7.99	7.99	KICK OFF 2 RETURN TO EUROPE	7.99	7.99	LEMMINGS MEGATRAVELLER 52 (1 MEG)	13.99			
DELUXE MUSIC CONSTN. SET	49.99	49.99	KICK OFF 2 WINNING TACTICS	7.99	7.99	LEMMINGS MEGATRAVELLER 53 (1 MEG)	13.99			
DELUXE PAINT	42.99	42.99	KID GLOVES 2	16.99	16.99	LEMMINGS MEGATRAVELLER 54 (1 MEG)	13.99			
DELUXE PAINT 3 (- ANIMATION)	29.99	29.99	KIDSTIFF JUNIOR W/PROCESSOR	19.99	19.99	LEMMINGS MEGATRAVELLER 55 (1 MEG)	13.99			
DELUXE PAINT 4 (1 MEG)	16.99	16.99	KINGS QUEST 2 (W/PROCESSOR)	24.99	24.99	LEMMINGS MEGATRAVELLER 56 (1 MEG)	13.99			
(HAM MODE & ANIMATION)	57.99	57.99	KINGS QUEST 2 (SIEFFER) D/S	12.99	12.99	LEMMINGS MEGATRAVELLER 57 (1 MEG)	13.99			
DELUXE PAINT 5 (NOP)	16.99	16.99	KINGS QUEST 5 (1 MEG)	25.49	25.49	LEMMINGS MEGATRAVELLER 58 (1 MEG)	13.99			
DISNEY ANIMATION STUDIO	64.99	64.99	KLAX	6.99	6.99	LEMMINGS MEGATRAVELLER 59 (1 MEG)	13.99			
DOUBLE DOUBLE BILL (NOP)	22.99	22.99	KNIGHTMARE	19.49	19.49	LEMMINGS MEGATRAVELLER 60 (1 MEG)	13.99			
DOUBLE DRAGON 3	16.99	16.99				LEMMINGS MEGATRAVELLER 61 (1 MEG)	13.99			
EMOTION	2.99	3.99				LEMMINGS MEGATRAVELLER 62 (1 MEG)	13.99			
ELF	16.49	16.49				LEMMINGS MEGATRAVELLER 63 (1 MEG)	13.99			
ELITE	9.99	9.99				LEMMINGS MEGATRAVELLER 64 (1 MEG)	13.99			
ELVIRA 2 (1 MEG)	16.99	16.99				LEMMINGS MEGATRAVELLER 65 (1 MEG)	13.99			
EPIC	16.99	16.99				LEMMINGS MEGATRAVELLER 66 (1 MEG)	13.99			

**Amiga and Atari ST Joysticks**

COMPETITION PRO 5000 (colours may vary) **7.99**

LOGIC 3 GAMMA-RAY **18.99**

COMPETITION PRO EXTRA CLEAR WITH AUTOFIRE & SLOW MOTION **9.99**

TOP STAR JOYSTICK **19.99**

STARFIGHTER REMOTE WITH 2 INFRA-RED JOYPADS **29.99**

LOGIC 3 SIGMA-RAY **11.99**

QUICKJOY MEGASTAR **19.99**

CHEETAH BUG **13.99**

SQUIK MOUSE AMIGA/ST **15.99**

ROCTEC 3.5" DISK DRIVE AMIGA OR ST **54.99**

A501 (WITH BART) AMIGA 512K RAM, GENUINE ITEM WITH CLOCK + FREE BART SIMPSON GAME **49.99**

ROCTEC AMIGA 512K RAM WITH CLOCK ... **29.99**

SPECIAL RESERVE MOUSE MAT ... **4.99**

DUST COVER AMIGA OR ST (CLEAR PVC) ... **4.99**

DUST COVER FOR MONITOR (CLEAR PVC) ... **5.49**

DUST COVER FOR PRINTER (CLEAR PVC) ... **5.99**

DELUXE DISK BOX 3.5" (80 CAPACITY LOCKABLE) **10.99**

CLEANING KIT FOR COMPUTERS (INC VACUUM) **19.99**

69p EACH

GOLDSTAR 3.5" DS/DD DISK WITH LABEL ... **69p EACH** or **£24.99** for 50

CITIZEN 120D+ PRINTER, 9 PIN, 80 COLUMN, 144 CPS/25NLQ, 24 MONTH WARRANTY FREE MEMBERSHIP FREE PRINTER LEAD **134.99**

CITIZEN 224 COLOUR PRINTER, 24 PIN, 80 COLUMN, 192 CPS/64LQ, 24 MONTHS WARRANTY FREE MEMBERSHIP FREE PRINTER LEAD FREE COLOUR KIT **249.99**

Games marked (NOP) are not compatible with the new Amiga A500 PLUS

**Philips CM8833 229.99**

Mk2 Monitor FOR AMIGA OR ST

FREE SPECIAL RESERVE MEMBERSHIP

FREE MONITOR LEAD (STATE AMIGA OR ST)

**SAVE £££**

**Citizen Swift 9 199.99**

COLOUR PRINTER

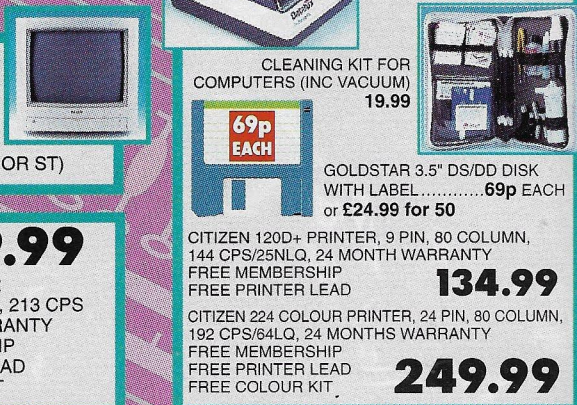
80 COLUMN, 9 PIN, 213 CPS

24 MONTHS WARRANTY

FREE MEMBERSHIP

FREE PRINTER LEAD

FREE COLOUR KIT







Over 70,000 people have joined Special Reserve. The club with no obligation to buy

# Special Reserve

Games Club

## Game Gear 99.99

FREE Mains adaptor and FREE Special Reserve membership

BASEBALL .....	24.99	HALLEY WARS .....	24.99	SHINOBI .....	19.99	CAR ADAPTOR (PLUGS INTO CIGAR LIGHTER) .....	17.99	WIDE GEAR MAGNIFIER .....	14.99
COLUMNS .....	16.99	JOE MONTANA (U.S.) FBALL .....	19.99	SLIDER .....	19.99	CARRYBAG .....	10.99	MASTER GEAR CONVERTER (RUNS MASTER SYSTEM GAMES. FITS NEATLY ON BACK OF GAME GEAR) .....	24.99
DONALD DUCK .....	24.99	LEADER BOARD .....	19.99	SONIC THE HEDGEHOG .....	24.99	GEAR TO GEAR CABLE .....	10.99	BAG OF GAME GEAR .....	24.99
DRAGON CRYSTAL .....	19.99	MICKEY MOUSE .....	19.99	SPACE HARRIER .....	19.99	LINKS 2 GAME GEARS .....	5.99	SEGA TV ADAPTOR (TURNS GAME GEAR INTO A HANDHELD TV) .....	69.99
FACTORY PANIC .....	19.99	NINJA GAIDEN .....	19.99	SPIDERMAN .....	24.99	MAINS ADAPTOR .....	12.99		
FANTASY ZONE .....	24.99	OUTRUN .....	19.99	SUPER MONACO GP .....	16.99	RECHARGEABLE BATTERY PACK FOR GAME GEAR .....	29.99		
FROGGER .....	16.99	PENGO .....	16.99	WONDER BOY .....	16.99				
G-LOC .....	19.99	PSYCHIC WORLD .....	16.99	WOODY POP .....	16.99				
GOLDEN AXE .....	24.99	PUT & PUTTER GOLF .....	16.99						



## Gameboy, Tetris, batteries, two player lead 69.99

FREE Holsters and Belt  
FREE Special Reserve membership  
BUY A GAMEBOY AND ANY GAME AND GET ALL OF THE ABOVE AND A FREE Gamelight AS WELL. (Please stipulate free items on coupon)



HARD PLASTIC CARRY CASE (FOR GAMEBOY, LEADS, 6 GAMES) .....	9.99
GAMEBOY HOLSTERS, BELT AND CARTRIDGE HOLDER .....	9.99
GAMELIGHT .....	9.99
MAGNIFIER .....	8.99
AMPLIFIER .....	13.99
BATTERY PACK (RECHARGEABLE/AC ADAPTOR) .....	23.49
NUBY GAME PAK CARTRIDGE CASE .....	9.99
NUBY PLAY & GO CASE .....	13.99

ALLEYWAY .....	19.99	FORTIFIED ZONE .....	19.99	R-TYPE .....	24.49
BALLOON KID .....	19.99	GARGOYLES QUEST .....	19.99	RADAR MISSION .....	19.99
BART SIMPSON'S ESCAPE .....	19.99	GHOSTBUSTERS 2 .....	19.99	REVENGE OF THE GATOR .....	19.99
FROM CAMP DEADLY .....	24.49	GOLF .....	19.49	ROBOCOP .....	24.49
BATMAN .....	24.49	GREMLINS 2 .....	24.49	SAMURAI ADVENTURE .....	24.49
BOLLER DASH .....	24.49	HYPFERLODE RUNNER .....	19.49	SIDE POCKET .....	19.99
BOXLE .....	24.49	KICK OFF .....	23.99	SKATE OR DIE .....	19.99
BUBBLE GHOST .....	19.99	KUNG FU MASTER .....	24.49	SOLAR STRIKER .....	19.99
BUGS BUNNY .....	19.99	KWIRK .....	19.99	SPIDERMAN .....	19.99
BURAI FIGHTER DELUXE .....	19.99	MOTOR SEALS MANIACS .....	19.49	SUPER MARIO LAND .....	19.99
CASTLEVANIA .....	24.49	NAVY SEALS .....	19.99	SUPER RC PRO-AM .....	24.49
DOUBLE DRAGON .....	19.99	NEMESIS .....	19.99	TEENAGE HERO TURTLES .....	24.49
DR. MARIO .....	19.99	NINTENDO WORLD CUP .....	19.99	TENNIS .....	19.49
DYNABLAST .....	24.49	OTHELLO .....	19.99	WIZARDS AND WARRIORS .....	19.99
FORMULA 1 RACE (WITH 4 PLAYER ADAPTOR) .....	27.99	PAPERBOY .....	19.99	WWF SUPERSTARS .....	24.49
		PRINCESS BLOBBETTE .....	24.49		
		QIX .....	19.99		



## Sega Megadrive NOW WITH SONIC

Sonic the Hedgehog, Joypad  
FREE TURBO Joypad  
FREE Special Reserve Membership

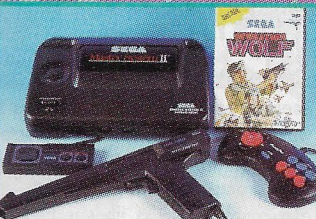
## 129.99

688 ATTACK SUB .....	31.99	FATAL REWIND .....	31.99	MERC'S .....	31.99	STREETS OF RAGE .....	28.99
ABRAMS BATTLE TANK .....	31.99	FIRE SHARK .....	27.99	MICKEY MOUSE .....	27.99	STRIDER .....	35.99
AFTERBURNER 2 .....	27.99	FLICKY .....	24.99	MIKE DITKA'S ULTIMATE .....	27.99	SUPER HYDLIDE .....	27.99
ALIEN STORM .....	27.99	FORGOTTEN WORLDS .....	27.99	FOOTBALL .....	24.99	SUPER MONACO G/P .....	27.99
ARROW FLASH .....	27.99	GAIN GROUND .....	27.99	MONSTER WORLD 3 .....	27.99	SUPER OFF ROAD .....	27.99
ART ALIVE .....	24.99	GHOSTBUSTERS .....	27.99	MOONWALKER .....	24.99	RAMPART .....	24.99
BACK TO THE FUTURE .....	33.99	GHOULS N GHOSTS .....	35.99	NHL ICE HOCKEY .....	31.99	SUPER REAL .....	23.99
BLOCK OUT .....	31.99	GOLDEN AXE .....	27.99	ONSLAUGHT .....	27.99	BASKETBALL .....	27.99
BOONAZA BROTHERS .....	27.99	GOLDEN AXE 2 .....	32.99	OUTRUN .....	31.99	SWORD OF VERMILION .....	38.99
BUCK ROGERS .....	31.99	GYNOGUE .....	31.99	OUTRUN EUROPA .....	31.99	TESTDRIVE 2 .....	25.99
BULLS VS LAKERS .....	31.99	HARD BALL .....	27.99	PAJANMAN .....	31.99	THUNDERFORCE 3 .....	31.99
BURNING FORCE .....	27.99	HELL FIRE .....	31.99	PGA GOLF TOUR .....	31.99	TOE JAM AND EARL .....	31.99
CALIFORNIA GAMES .....	31.99	IMMORTAL .....	35.99	PHANTASY STAR 2 .....	47.99	TOKI .....	27.99
CENTURION - DEFENDER .....	27.99	ISHIDO .....	23.99	PHANTASY STAR 3 .....	38.99	TURRICAN .....	27.49
OF ROME .....	31.99	J.B. DOUGLAS BOXING .....	27.99	PHELIUS .....	27.99	WINTER CHALLENGE .....	25.99
COLUMNS .....	24.99	JAMES POND .....	31.99	PITFIGHTER .....	33.99	WORLD CUP ITALIA 90 .....	24.99
CRACK DOWN .....	27.99	JEWEL MASTER .....	27.99	POPULOUS .....	31.99	WRESTLE WAR .....	27.99
CYBERBALL .....	27.99	JOE MONTANA (U.S.) .....	27.99	REVENGE OF SHINOBI .....	27.99	XENON 2 .....	31.99
DARK CASTLES .....	28.99	FOOTBALL .....	27.99	RINGS OF POWER .....	31.99		
DECAPITACK .....	31.99	JOE MONTANA'S (SPORTSTALK) U.S. .....	31.99	ROAD RASH .....	32.99		
DESERT STRIKE .....	31.99	FOOTBALL 2 .....	31.99	ROAD RASH .....	32.99		
DICK TRACY .....	31.99	JOHN MADDEN '92 .....	32.99	SHADOW DANCER .....	27.99		
DJ BOY .....	31.99	JOHN MADDEN'S (U.S.) .....	31.99	SHADOW OF THE BEAST .....	35.99		
DONALD DUCK .....	31.99	FOOTBALL .....	31.99	SHINING IN THE .....	38.99		
QUACKSHOT .....	24.99	G-LOC .....	24.99	SONIC THE HEDGEHOG .....	28.99		
DOUBLE DRAGON .....	31.99	GAUNTLET .....	24.99	SPEEDBALL .....	31.99		
F22 INTERCEPTOR .....	32.99	GHOSTBUSTERS .....	24.99	SPEEDBALL 2 .....	31.99		
FANTASIA .....	31.99	GHOU'S N GHOSTS .....	24.99	SPIDERMAN .....	24.99		
FATAL LABYRINTH .....	24.99	GOLDEN AXE .....	27.99	STAR CONTROL .....	28.49		
		GOLFAMANIA .....	26.99	STARFLIGHT .....	38.99		
		KLAX .....	27.99				
		MARBLE MADNESS .....	31.99				
		MARIO LEMUX HOCKEY .....	31.99				

688 ATTACK SUB .....	31.99	FATAL REWIND .....	31.99	MERC'S .....	31.99	STREETS OF RAGE .....	28.99
ABRAMS BATTLE TANK .....	31.99	FIRE SHARK .....	27.99	MICKEY MOUSE .....	27.99	STRIDER .....	35.99
AFTERBURNER 2 .....	27.99	FLICKY .....	24.99	MIKE DITKA'S ULTIMATE .....	27.99	SUPER HYDLIDE .....	27.99
ALIEN STORM .....	27.99	FORGOTTEN WORLDS .....	27.99	FOOTBALL .....	24.99	SUPER MONACO G/P .....	27.99
ARROW FLASH .....	27.99	GAIN GROUND .....	27.99	MONSTER WORLD 3 .....	27.99	SUPER OFF ROAD .....	27.99
ART ALIVE .....	24.99	GHOSTBUSTERS .....	27.99	MOONWALKER .....	24.99	RAMPART .....	24.99
BACK TO THE FUTURE .....	33.99	GHOULS N GHOSTS .....	35.99	NHL ICE HOCKEY .....	31.99	SUPER REAL .....	23.99
BLOCK OUT .....	31.99	GOLDEN AXE .....	27.99	ONSLAUGHT .....	27.99	BASKETBALL .....	27.99
BOONAZA BROTHERS .....	27.99	GOLDEN AXE 2 .....	32.99	OUTRUN .....	31.99	SWORD OF VERMILION .....	38.99
BUCK ROGERS .....	31.99	GYNOGUE .....	31.99	OUTRUN EUROPA .....	31.99	TESTDRIVE 2 .....	25.99
BULLS VS LAKERS .....	31.99	HARD BALL .....	27.99	PAJANMAN .....	31.99	THUNDERFORCE 3 .....	31.99
BURNING FORCE .....	27.99	HELL FIRE .....	31.99	PGA GOLF TOUR .....	31.99	TOE JAM AND EARL .....	31.99
CALIFORNIA GAMES .....	31.99	IMMORTAL .....	35.99	PHANTASY STAR 2 .....	47.99	TOKI .....	27.99
CENTURION - DEFENDER .....	27.99	ISHIDO .....	23.99	PHANTASY STAR 3 .....	38.99	TURRICAN .....	27.49
OF ROME .....	31.99	J.B. DOUGLAS BOXING .....	27.99	PHELIUS .....	27.99	WINTER CHALLENGE .....	25.99
COLUMNS .....	24.99	JAMES POND .....	31.99	PITFIGHTER .....	33.99	WORLD CUP ITALIA 90 .....	24.99
CRACK DOWN .....	27.99	JEWEL MASTER .....	27.99	POPULOUS .....	31.99	WRESTLE WAR .....	27.99
CYBERBALL .....	27.99	JOE MONTANA (U.S.) .....	27.99	REVENGE OF SHINOBI .....	27.99	XENON 2 .....	31.99
DARK CASTLES .....	28.99	FOOTBALL .....	27.99	RINGS OF POWER .....	31.99		
DECAPITACK .....	31.99	JOE MONTANA'S (SPORTSTALK) U.S. .....	31.99	ROAD RASH .....	32.99		
DESERT STRIKE .....	31.99	FOOTBALL 2 .....	31.99	ROAD RASH .....	32.99		
DICK TRACY .....	31.99	JOHN MADDEN '92 .....	32.99	SHADOW DANCER .....	27.99		
DJ BOY .....	31.99	JOHN MADDEN'S (U.S.) .....	31.99	SHADOW OF THE BEAST .....	35.99		
DONALD DUCK .....	31.99	FOOTBALL .....	31.99	SHINING IN THE .....	38.99		
QUACKSHOT .....	24.99	G-LOC .....	24.99	SONIC THE HEDGEHOG .....	28.99		
DOUBLE DRAGON .....	31.99	GAUNTLET .....	24.99	SPEEDBALL .....	31.99		
F22 INTERCEPTOR .....	32.99	GHOSTBUSTERS .....	24.99	SPEEDBALL 2 .....	31.99		
FANTASIA .....	31.99	GHOU'S N GHOSTS .....	24.99	SPIDERMAN .....	24.99		
FATAL LABYRINTH .....	24.99	GOLDEN AXE .....	27.99	STAR CONTROL .....	28.49		
		GOLFAMANIA .....	26.99	STARFLIGHT .....	38.99		
		KLAX .....	27.99				
		MARBLE MADNESS .....	31.99				
		MARIO LEMUX HOCKEY .....	31.99				



Goldstar 4902  
14" TV/Megadrive Monitor, SCART input for pixel-sharp picture.  
FREE SCART lead and FREE Special Reserve Membership 159.99



## Master System 2 Plus 89.99

Light Phaser Gun, Joypad, Alex Kidd Operation Wolf

FREE Membership FREE Extra Turbo Joypad  
Master System 2 with Alex Kidd and joypad  
FREE Special Reserve Membership

ACTION FIGHTER .....	11.99	FLINTSTONES .....	24.99	PARLOUR GAMES .....	15.99
AFTERBURNER .....	24.99	G-LOC .....	24.99	POPULOUS .....	24.99
ALEX KIDD IN SHINOBI WORLD .....	24.99	GAUNTLET .....	24.99	PRO WRESTLING .....	20.99
ALEX KIDD LOST STARS .....	24.99	GHOSTBUSTERS .....	24.99	R-TYPE .....	24.99
ALIEN STORM .....	24.99	GHOU'S N GHOSTS .....	24.99	RAMPART .....	24.99
AMERICAN PRO FBALL .....	24.99	GOLDEN AXE .....	27.99	REVENGE OF SHINOBI .....	27.99
ASTERIX .....	26.99	GOLFAMANIA .....	26.99	RUNNING BATTLE .....	24.99
BACK TO THE FUTURE 2 .....	24.99	GREAT BASEBALL .....	12.99	SHADOW DANCER .....	26.99
BOONAZA BROTHERS .....	24.99	GREAT BASKETBALL .....	9.99	SHADOW OF THE BEAST .....	27.99
BUBBLE BOBBLE .....	24.99	GREAT VOLLEYBALL .....	9.99	SHANGHAI .....	24.99
CALIFORNIA GAMES .....	24.99	HEAVYWEIGHT CHAMP .....	19.99	SHINOBI .....	24.99
CASINO GAMES .....	24.99	HEROES OF THE LANCE .....	26.99	SONIC THE HEDGEHOG .....	24.99
C-SPES .....	27.99	IMPOSSIBLE MISSION .....	24.99	SPEEDBALL .....	24.99
COLUMNS .....	19.99	JOE MONTANA (U.S.) FBALL .....	24.99	SPIDERMAN .....	24.99
DARIUS 2 .....	26.99	KLAX .....	27.99	STRIDER .....	24.99
DICK TRACY .....	24.99	LASER GHOST .....	24.99	SUBMARINE ATTACK .....	24.99
DOUBLE DRAGON .....	24.99	LEADERBOARD .....	24.99	SUPER KICK OFF .....	28.99
DOUBLE HAWK .....	24.99	LINE OF FIRE .....	26.99	SUPER MONACO G/PRIX .....	24.99
DRAGON CRYSTAL .....	24.99	MERC'S .....	26.99	SUPER TENNIS .....	9.99
DUCK TALES .....	24.99	MICKEY MOUSE .....	24.99	TEDDY BOY .....	9.99
DYNAMIC DUX .....	24.99	MOONWALKER .....	24.99	TOM AND JERRY .....	24.99
DYNAMITE DUX .....	24.99	MS PACMAN .....	24.99	ULTIMA 4 .....	31.99
ELECTRO RACER .....	15.99	OUTRUN .....	9.99	WONDERBOY .....	19.99
F16 FIGHTER .....	15.99	PAPERBOY .....	24.99	WONDERBOY 3 .....	24.99
				WORLD SOCCER .....	19.99
				XENON 2 .....	24.99

## Master System 2 59.99

ACTION FIGHTER .....	11.99	FLINTSTONES .....	24.99	PARLOUR GAMES .....	15.99
AFTERBURNER .....	24.99	G-LOC .....	24.99	POPULOUS .....	24.99
ALEX KIDD IN SHINOBI WORLD .....	24.99	GAUNTLET .....	24.99	PRO WRESTLING .....	20.99
ALEX KIDD LOST STARS .....	24.99	GHOSTBUSTERS .....	24.99	R-TYPE .....	24.99
ALIEN STORM .....	24.99	GHOU'S N GHOSTS .....	24.99	RAMPART .....	24.99
AMERICAN PRO FBALL .....	24.99	GOLDEN AXE .....	27.99	REVENGE OF SHINOBI .....	27.99
ASTERIX .....	26.99	GOLFAMANIA .....	26.99	RUNNING BATTLE .....	24.99
BACK TO THE FUTURE 2 .....	24.99	GREAT BASEBALL .....	12.99	SHADOW DANCER .....	26.99
BOONAZA BROTHERS .....	24.99	GREAT BASKETBALL .....	9.99	SHADOW OF THE BEAST .....	27.99
BUBBLE BOBBLE .....	24.99	GREAT VOLLEYBALL .....	9.99	SHANGHAI .....	24.99
CALIFORNIA GAMES .....	24.99	HEAVYWEIGHT CHAMP .....	19.99	SHINOBI .....	24.99
CASINO GAMES .....	24.99	HEROES OF THE LANCE .....	26.99	SONIC THE HEDGEHOG .....	24.99
C-SPES .....	27.99	IMPOSSIBLE MISSION .....	24.99	SPEEDBALL .....	24.99
COLUMNS .....	19.99	JOE MONTANA (U.S.) FBALL .....	24.99	SPIDERMAN .....	24.99
DARIUS 2 .....	26.99	KLAX .....	27.99	STRIDER .....	24.99
DICK TRACY .....	24.99	LASER GHOST .....	24.99	SUBMARINE ATTACK .....	24.99
DOUBLE DRAGON .....	24.99	LEADERBOARD .....	24.99	SUPER KICK OFF .....	28.99
DOUBLE HAWK .....	24.99	LINE OF FIRE .....	26.99	SUPER MONACO G/PRIX .....	24.99
DR					



The elements that unite to make a classic game are elusive at the best of times. Few titles have really shone brightly enough to be considered great. Let's investigate and, to give you an idea of what's important, break the evaluation of the game down into 10 major sections.



## GRAPHICS

Sit Xenon II and the original Space Invaders side by side and you'll look at Xenon first won't you? Both games are classic but the presentation makes a huge difference.

Despite your initial reaction, beauty being only skin deep and all that, you may find that what primarily impresses you is, in fact, merely superfluous.

Look at the Sullivan Bluth games like Dragons Lair! The graphics are superb but gameplay is awful.



4

Obviously something like Lemmings or Mario is going to keep you occupied for quite some time due to the sheer number of levels.

Simulators, strategy games or adventures are your best bet.

Just recently there has been a boom in the simulator market as software developers strive for greater realism in their games. Everything from a submarine to a MiG has been

## GAMES-X FAVOURITES

In order to test out the theory of a 10 category evaluation we tried it out on some peoples' favourite games in the office to see if any of them could be perceived as 'greats'. A broad spectrum of titles was selected with the hope that a good few 'classics' could be justified...



	GRAPHICS	SOUND	ORIGINALITY	LONGEVITY	ACCESSABILITY	LEARNING	IS IT FUN	TARGET	CHARACTER	REPUTATION
LEMMINGS	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
SUPER MARIOWORLD	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
FLIGHT SIM I	✓									
LOTUS TURBO...										
SUPERCARS 2										
DUNGEON MASTER	✓		✓	✓	✓	✓	✓	✓	✓	✓
IK+		✓								
XENON II	✓	✓								
SPACE QUEST IV	✓	✓		✓	✓	✓	✓	✓	✓	✓

## ACCESSIBILITY

5

There's nothing worse than sitting down to play a new game and not being able to get into it, now is there?

If it doesn't have all those really grasping and accessible qualities

then you soon become bored and just can't be bothered to carry on.

Games such as Mario or Lemmings just grab you from the moment you pick up the joystick, while on the other hand



there are numerous titles which come and go and are never remembered simply because they're such a pig to get started on.

## PLAYER/CHARACTER RELATIONSHIP

The central character of the game is very important! Look at Sonic, Mario, or Dizzy – they're all roaring successes. People

seem to take them to their hearts in a way not dissimilar to cartoon characters.

They feel a degree of empathy with the protagonist, important to their enjoyment. It would appear that when developers try to put famous characters into a game, it doesn't work as well. Just look at the Turtles or Bart. I rest my case!

## DOES IT REACH THE TARGET AUDIENCE?

8

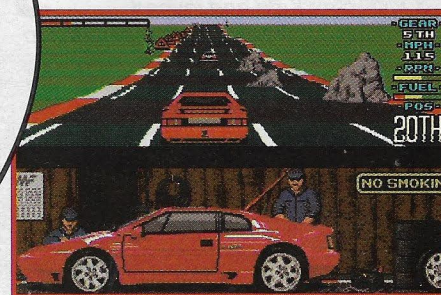
There aren't many games that actually appeal to everyone. Your average flight simulator will probably be way over the head of many younger players.

The escapades of the latest wave of mango chutney eating ninja gerbils is hardly going to hold the

attention of your more mature player. Few games manage to transcend these limitations. Sonic, despite being aimed at a reasonably young audience, has been accepted by a huge audience. Likewise, Mario has broken the mould.

The complexity of the game is obviously very important in determining the target audience – a hard game is more than likely aimed at an older and more mature audience.

9





## SOUND

Just as with the comments about graphics, the quality of the sound makes a difference.

It helps if something sounds like either the London Philharmonic or Def Leppard in concert rather than a small budgie being strangled while underwater!

Obviously the limitations of your particular computer have to be taken into account, but there are

still some good tunes and effects, even on the Speccy!

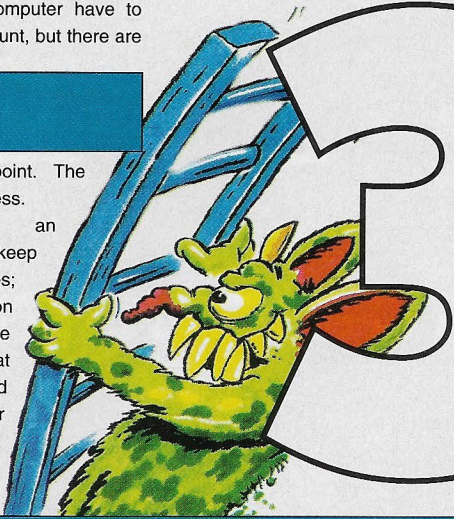
Over the years there have been a number of soundtracks that stick in peoples' minds. Who remembers the loading tune to Sanxion on the C64?

All said and done though, the quality of the sound is only the icing on the cake.

## SEVERITY

simulated at some point. The possibilities are boundless.

Adventures are an obvious category to keep you going for ages; games like Dungeon Master and Eye of the Beholder are so vast that you can roam around the virtual world for months before you've seen everything!

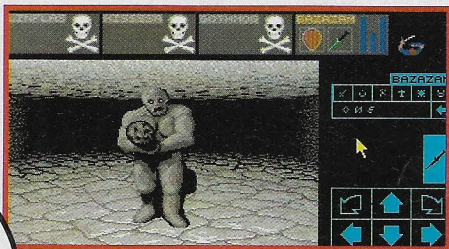


## LEARNING CURVE

A learning curve? What's that then guv? Some games get better and better as you progress further into them.

Take Dungeon Master or some of

the Sierra adventures for example. As you start there are certain simple tasks to perform, but many possibilities open up for you due to your experiences.



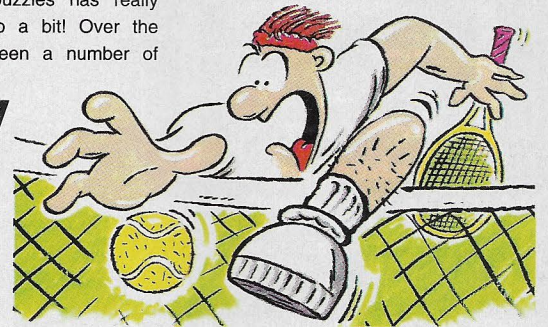
## ORIGINALITY

The originality of a game is very important in the way it is perceived by both the public and the press.

The arrival of games like Lemmings has really made people sit up; this classic blend of strategy and puzzles has really shaken things up a bit! Over the years there have been a number of

trend-setters and these are always the ones that are remembered.

Space Invaders was the first shooty-shooty, Pac-Man started off the maze craze, and eventually Dungeon Master begat a thousand 3D RPG games.



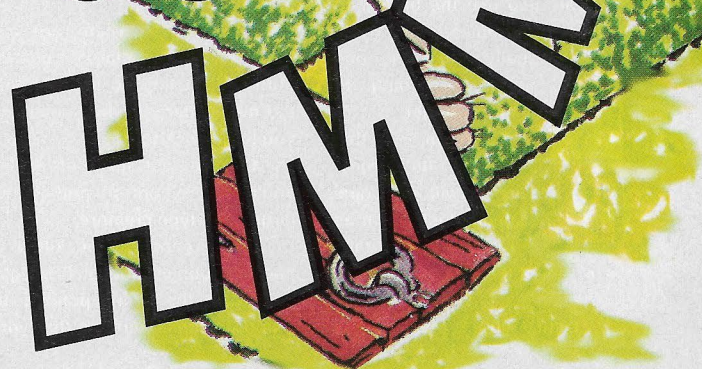
## IS IT FUN?

Well, is it? What's the point of playing a game if you don't enjoy yourself? This basically depends on personal taste, but there are many games which appeal to a broad audience.

It's hard to specify what makes a game fun... some people find playing war games enjoyable, while others find it the most boring thing imaginable!

# GAMES THAT MAKE YOU GO

# THAT?!



## REPUTATION

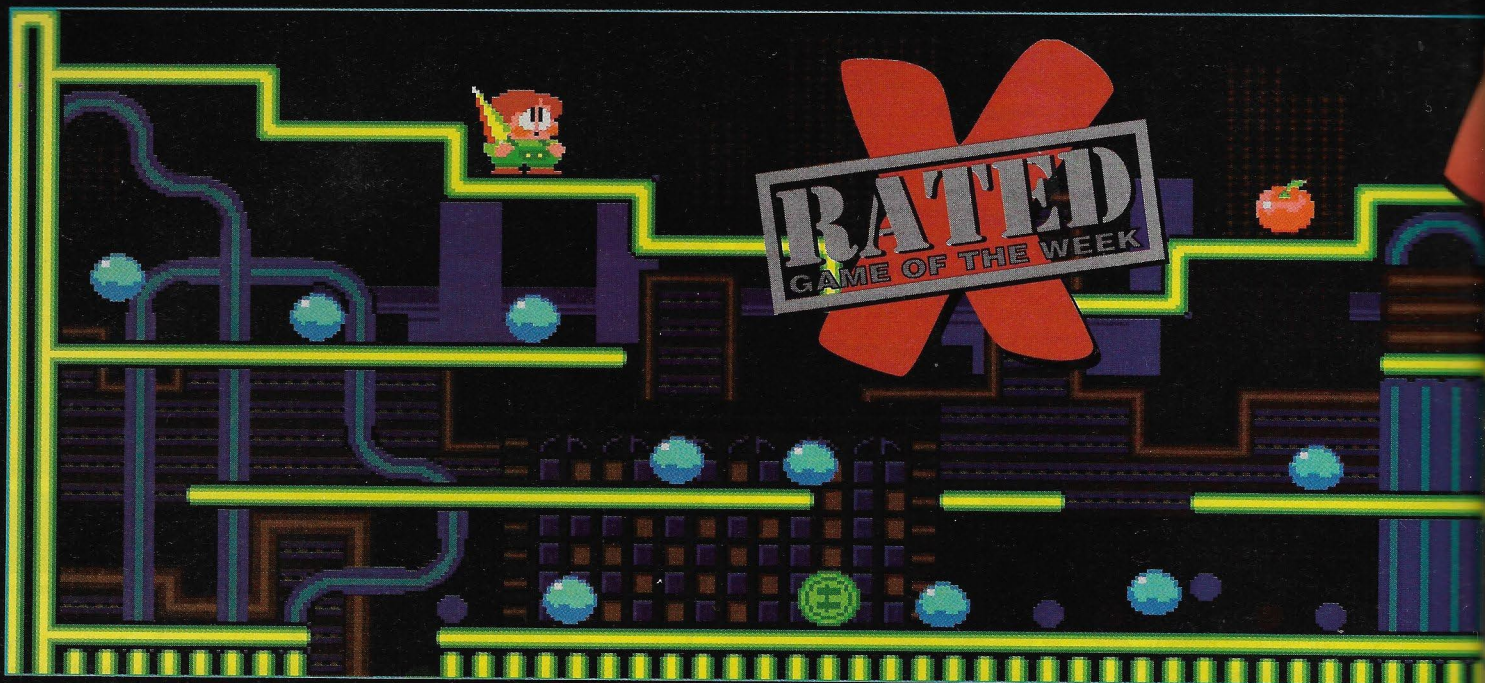
In recent years the development teams behind games have become much more apparent.

For example, if a new Bitmap Bros game was released

tomorrow, loads of you would check it out, wouldn't you?

Likewise, if you heard that a new Mario or Sonic game was to be released you would want to see it. This reputation is important; some great games have gone unnoticed because they have come from an obscure development team.





Oops! Now that wasn't supposed to happen! After carelessly wandering into the path of an enemy I've suddenly gone and died

Some of the beasts you'll encounter on your journey are strange indeed. Here we see Bub being attacked by a hoarde of accordions



Bub and Bob will have to visit many areas on their quest: Casino, Ocean, Music, Toy and this one, the Sky Star, to name but a few



**B**oth of the original games in this series have been arcade smashes, but Parosol Stars was only ever released onto the PC Engine.

Now those very nice people at Ocean have converted it across to the home computers for our gaming pleasure, but can it live up to the original's high standards?

Well, let's see... Bubble Bobble is, for me anyway, far better than Rainbow Islands and Parosol takes us back to the roots of the first game with fast two-player fun.

### BROLLY GOOD

As the title suggests, our heroes are this time armed with umbrellas which they'll use to catch falling bubbles, fling said items across the screen and prevent themselves from falling too quickly.

You can also use the brollys to catch many bubbles, this will gradually make the one you are going to throw bigger.

When this reaches its largest size it will do some special task, such as create the waterfalls of the first game.

These fall down through the platform and

# PARASOL STARS RAINBOW ISLANDS

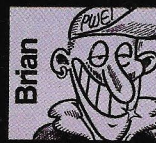
capture any enemies that get in their way. You can also collect potions and catch new bubbles that you'll find lying around the various screens.

These allow you to fling lightning or other such weapons and can wipe out many enemies in one foul sweep, making the clearing of a screen drastically easier than normal.

There are eight stars with seven levels on each. There are also a number of hidden stars for you to find during the game so if you complete the quest there is still something for you to go back to.

On the last level of each star you'll have to confront and get rid of a large boss-type creature.

These can only be killed using special bubbles so you'll be glad to hear that there are potions to be found on these screens that you can



**Not content with helping out the people of the Rainbow Islands, Bub and Bob must now go out into space for their next adventure. This time they are ridding the Parosol Stars of all evil in the third episode in the Bubble Bobble saga.**

collect and then use. However, should you lose a life then the energy of the beast is put back up a bit and you'll have to collect the potion once more.

### IT'S A MIRACLE!

The only thing that I missed from Rainbow was the two-player option of the original so I was overjoyed to find that Parosol has brought this back in.

This feature gives the game a

tremendous amount of fun and also makes it that little bit more annoying.

"Why annoying?", I hear you ask. Well you can pick each other up with the umbrella and not only arguments but fully blown fights will be seen to erupt during the game.

Among the bonus items that you can collect during play are little things called Miracles. These will either get rid of completely or only





On the Toy star you'll have to kill many things like teddy bears and these rather ugly looking cavemen, which are difficult to kill

## SWINGING ON A STAR



Here we go, now this looks fairly simple. Not many aliens and they are all fairly small, so these should cause no problem



Ha! They ain't got a chance as I whip out my umbrella and start attacking them in a most violent fashion

# STARS 2

partly destroy the enemies. This depends on whether you get three or two of a kind, but either way they are very useful to collect.

Controls are as simple as you'd expect them to be if you've played the original two games.

Using the umbrella may seem complex at first but with a little practice you'll be mastering the game in no time. You start off the game with four lives and two credits to use, should these run out.

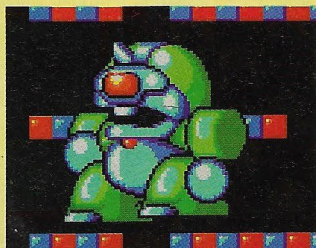
Thus you can guarantee that you won't complete the whole thing for at least a few months after the purchase, which is how every game should be.

Will Bub and Bob return for another adventure? Who knows, but if they do it will certainly be well received by the public!



Here you see the various stars that you'll visit during the game, these will only be in colour when you have completed them. The hidden ones won't appear until you have found them in the levels

## NASTY OLD BEASTIES



This ugly looking robot is a bit of an annoying creature to kill, so you'll have to power up the star bubbles and let fly



The sea monster appears at the end of the Ocean Star and is killed using the lightning. Your broly will protect you from those falling rocks

# FACT FILE

Software House: Ocean  
Programmer: Mick West  
Graphic Artist: Don McDermot  
Sound: Matthew Cannon, Keith Tinman



Platform games today seem to be where it's at and they are all getting better all the time, although in my mind nothing will ever beat RoboCod. Parasol Stars succeeds in not being blotted out in an already over-inflated genre through pure addictive gameplay.

Fans of both prequels will undoubtedly enjoy it since it is more of the same but even those who hated Rainbow, and there are some people like that, will find something more appealing in Parasol.

To be honest, Rainbow did get a bit boring after a while but Parasol thankfully doesn't suffer from this. The gameplay is as simplistic as you can get, all you have to do is leap about and kill the nasties, but the game is in no way easy to complete.

The graphics are in exactly the same style as Rainbow which is a good thing because it means that younger gamers will like the game as well.

Every little enemy in the game has cute eyes and will smile as they bounce around the screen giving you that familiar feeling of rising chunder.

All in all this game is better than Rainbow Islands for it is far more simplistic to play but it is not up to the quality of RoboCod. Maybe The Addams Family will be the one to beat it!

**£25.99 OUT END OF MARCH**



The ST version is exactly the same as the Amiga in every way, even the sound effects! The tune is of a slightly lower quality but the difference is hardly noticeable.

This is a very playable and addictive product. A game well worth buying and it will keep you playing solidly for weeks to come.

**£25.99 OUT END OF MARCH**



The Commodore version is going to be the only 8-bit machine the game is going to be released on, allowing for the game to be of a much higher quality than usual. Both graphically and sonically this is a highly impressive product. The C64 version couldn't be more impressive than it is.

**££10.99 DE£15.99 OUT END OF MARCH**

**X-RATING: XXXXX**

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



# 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

Feergus, being a roughie-toughie rugby player, likens himself to a broom broom car engine and has been straying from the Games-X office for a wee jaunt with his granny every Friday morning. The purpose? A shopping trip!



Pam doesn't believe that Feergus is taking his Granny shopping. On the contrary, she thinks he's on the razz most Thursday nights and simply can't make it in early in the morning. Ferg denies this, claiming he can take his beer!



Sharon has had one heck of a time recently. The poor lamb had a blow out on the way to work and ended up walking in. On the plus side, if you can call it that, she has a secret admirer. Known to us as Doug the Jug.



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



£25.99 OUT OCTOBER



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

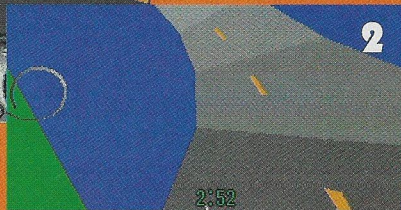
## Going Loopy



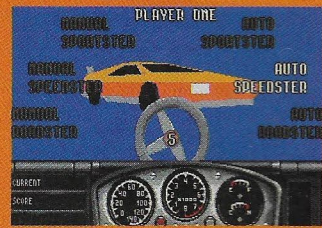
You approach the corkscrew with anticipation. Mmm, it looks a touch bizarre



You rise high into the sky. A piece of cake, n'est-ce pas?



Or is it? The road is like a ribbon, and you come tumbling down

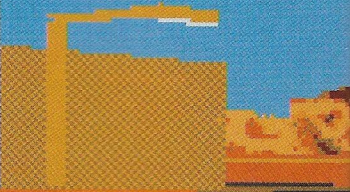


Selecting your car and transmission. The cars act differently, so it's worth trying out each first



The super-duper Stunt Track, full of spills and thrills

The sandy, dusty landscape of the Autocross track



**H**ard Drivin' has been claimed in some quarters to be a classic twist to the driving game genre.

No perfect steering, false gear changes or surviving crashes here thank you very much, but a driving game for drivers, offering a sense of reality unseen in most simulations of this type.

There are three courses in Race Drivin': the original, from Hard Drivin', the stunt track with loop the loops,

bridges and so on, or the speed track. The two new courses vary in quality.

The autocross track is a touch basic; the objective is to simply dash around a triangular loop in the desert, registering the fastest possible time. It does get a trifle dull unless you have the two-player link-up.

The super stunt track is a revelation; a rather large and certainly varied game to test your driving wits on all manner of tricks.

It's not all bizarre stunts though. You need accurate driving skills to suss out the mountainside twisty-turny roads before you go onto the course proper.

### HEAD IN A SPIN

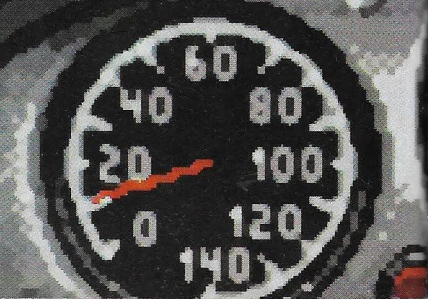
Here you're faced with the obligatory loop the loop, a tunnel, depressions and bridges, not forgetting the devilish corkscrew stunt track.

Here you've got to slam on those revs, stay on track, and go upside down

# RACE DRIVIN'

CURRENT 0 01 64

SCORE 6





# FACT FILE

Software House: Domark.  
Development Team: Walking Circles



*Race Drivin' is a game you'll either love or hate. If you like such fast action racing games as Lotus or Microprose Grandprix, then you may be disappointed by the lack of features and sensation of speed.*

*Graphics are different, to say the least. The advanced vectorised graphics are typical of the Atari arcade original and are rather nice, but they're hardly spectacular. Scrolling isn't too bad but could surely be improved on.*

*Although Race Drivin' does offer a distinct sense of realism and speed to the driving game genre, there's still room for improvement. Nevertheless, the choice of courses does allow for some fun to be gleaned.*

*Thankfully, the control mechanism which constituted the 'hard' in hard driving has been improved. Now it's not impossible, just extremely tough.*

*You can adjust the mouse or joystick sensitivity to an acceptable degree, making the oversteer easier. The selection of tracks isn't quite perfect yet, although the new Super Stunt track is excellent.*

*From whizzing around corkscrews, dashing through tunnels and clinging on to twisty mountain paths, it offers quite a tough challenge to the ardent hard driver.*

*The autocross track is, frankly, a tad boring. Simply whizzing around a loop doesn't hold much in the way of a thrill factor.*

*The original course is still in there, bless it, permitting you to do the trusty stunt track or the more audacious speed track.*

*Race Drivin' can only be recommended to those who enjoyed Hard Driving. With a greater sensation of speed, the options make you wonder how you did without them.*

*A good game for a few hours of driving enjoyment, a game where your parents will probably be able to whack their children into shape, for a change.*

**£29.99 OUT LATE MARCH**

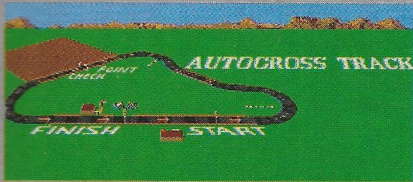


*With all the similar new features as found on the Amiga version, it's a good conversion although the scrolling is jerkier. If you have played Hard Driving, then you know what to expect.*

**£29.99 OUT LATE MARCH**

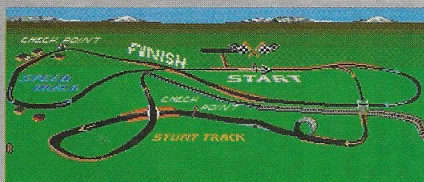
**X-RATING: XXX)**

**Gameplay: 12/20**  
**Lastability: 10/20**  
**Presentation: 11/20**

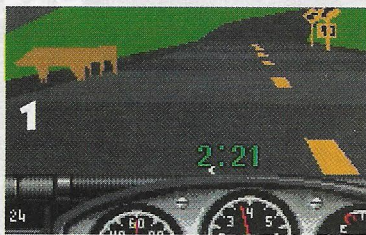
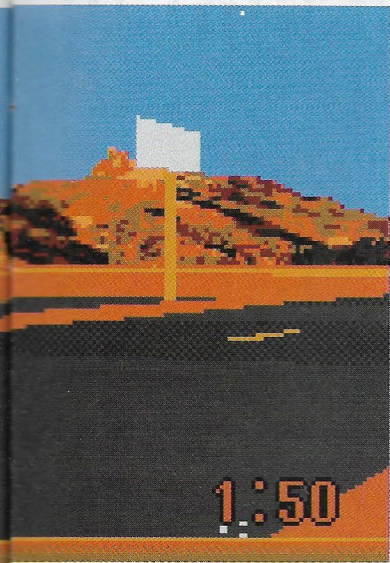


The racing 'autocross' track. To test your wits at breakneck speeds

## Choose your course

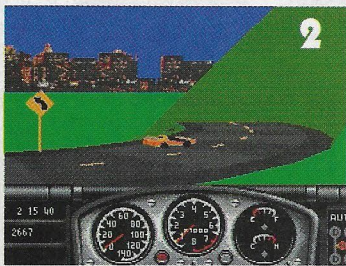


The good ol' fashioned Hard Drivin' course, with both speed and stunt aspects

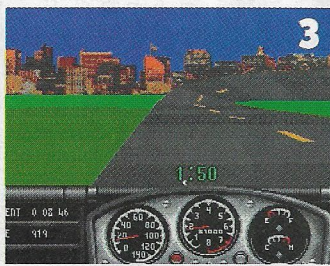


## Going round the bend

Mad cow! Mad cow! On the mountain twisty approach road just ignore their pitiful moos



You gotta be careful around those twisty turns



Else. Well, you'll end up falling off. Whadya expect?

and round and around, great fun to be sure, but tough.

The options available in Race Drivin' are an essential part of the game. You can select your car type from a choice of three. There's a Sportster, a tough and resilient all-round car.

The Roadster, with its superb handling and cornering abilities, and finally the Speedster, a sleek aerodynamic performance car which can nip along the straights at a fair old pace.

You can select the transmission on these motors, either automatic, to acquaint yourself with the courses, or manual, whereby you choose the gears according to the situation you're in.

Manual transmission is awkward, but it certainly adds an additional element to gameplay.

Other options made available in Race Drivin' include the ability to adjust the sensitivity of steering, be it with mouse or joystick.

A major criticism of Hard Drivin' was the ease of oversteer which made the game unplayable at times. This can now be ironed out to a greater degree.

Of course, being a

game of vectorised graphics, the speed can be slowed down with additional scenery and an increased number of opponents' cars.

## FROM SPRINT TO STROLL

Like most simulators, these can be turned off, allowing for a great deal more smoothness in both the scrolling and the animation.

Another touch is to play head-to-head with another driver. This two-player link up requires a cable, but does offer a further dimension to gameplay.

You only see the opponent if you're overtaking or overtaken, adding some nail-biting tension to the proceedings.

All in all, a tough all-round driving challenge. Whether it's slick enough is another matter, and it's probably better to try before buying. It's good, but then I liked Hard Drivin' whereas a lot of people didn't.

Nick



**Following on from the success of Hard Drivin', Race Drivin' really puts you straight in the driver's seat, in more ways than one. As a driving simulation of the classic Atari coin-op it improves on the original, but how much?**





# FACT FILE

Software Houses: Codemasters  
Development Team: Exenitrix  
Programmers: R A Cooke, D Eaton  
Graphic Artist: M J Alder  
Music: P Webb



Hover Sprint is far from being an original concept in gamesplaying, but as a title that is only going to set you back eight smackers there can be absolutely no doubt that it's very good value.

Compare this with something like *Hard Drivin'* and it's not hard to see that Codemasters is really on to something special here!

The game is very easy to control and there are enough tracks to keep you busy for some time.

Add to this a multi-player link-up facility through either the MIDI or serial ports and you have something that is certainly up there with *Stunt Car Racer!*

Graphically the game is very fast and smooth and rivals many of the more expensive vector games that are around at the moment.

On top of this the sonics are more than adequate, giving, on the whole, a top class presentation.

My only complaint is that as a one-player game it doesn't really grab hold of you and hang on. However, if you really love 3D race games I'm sure you'll get more than £8 worth of play out of it!

**£7.99 OUT APRIL**



The Amiga version is tipped as being little different from the ST version you see here. Obviously there'll be a few alterations, but I can't see much being changed apart from the sound effects.

**£7.99 OUT APRIL**

**X-RATING: XXXXX**

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

There's definitely a popularity surge for the old perspective racing game right now. After *Microprose Grand Prix* and Domark's *Race Drivin'* being released within a month of each other, now comes Codemaster's first ever vector graphics game...

# HOVER SPRINT



On the starting line you initially find yourself at the back of the grid. Put your foot down and get to the front before your opponents know what's hit 'em

Previously famed for its nauseatingly cute Dizzy games, hence the saying "not another bloody Dizzy game", Codemasters is obviously branching out from simple platform romps into the highly competitive area of 3D racing games.

For a game of this type to work really well there are a number of criteria which must be met.

Firstly, the vector graphics of the 3D 'world' have to be fast and smooth.

Secondly, it has to be easy to control and finally, at the end of the day it's got to be playable.

Thankfully it would appear that Codemasters has managed to succeed on all three counts! Quite an achievement for a first attempt!

## DRIVING FORCE

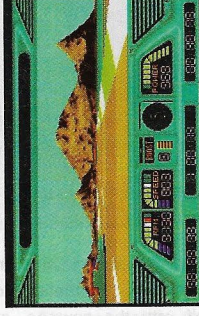
Although set in a futuristic scenario of mythical suspended race tracks traversed by high speed hover cars, *Hover Sprint* is not significantly different to many of the games of this type that have been and gone over the years.

You take your place in a series of races, comprising of four *Hover Cars* each, while you attempt to work

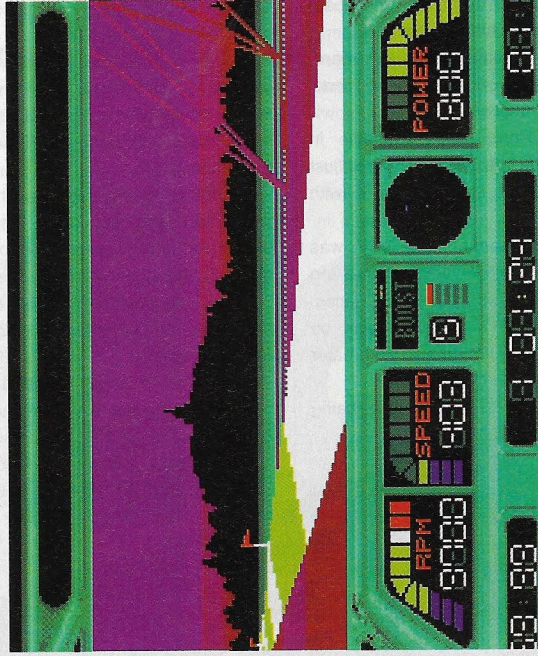


Another car careers into you, smashing your front windscreens.

Your computerised repair system re-establishes all connections with the important onboard systems



After whipping the car up into fifth gear you can activate the turbo boost by pressing the fire button.



Night time racing... what a pleasant looking purple hazy sky eh? Red sky at night... hover car drivers crash 'cause they're can't see where they're going

## HOVER MOBILES



The *Streaker 2* is a reliable and easy to drive little number although a wee bit sluggish in the old poke department



The chunky looking *Blue Flame* is the first of the four to have a manual gear box. If you're a good driver this should make the acceleration better!



The *Wolverine* has a bit more oomph. It still has automatic gears but a greater top speed



The *Pulsar* is the real meaty mobile - manual gears, high powered engine. *Monstrous* stuff

your way from the bottom of division four to the top of division one. Racing on any of 20 tracks your only aim is to win and gain as many points as possible. Pretty simple, wouldn't you say?

To push your driving abilities to the limits you have a choice of four *Hover Cars*, each varying in their levels of power and ease of handling.

The easiest car for example, the *Streaker 2*, is an automatic, lightweight vehicle which glides around the track with the greatest of ease.

On the other hand, the *Pulsar* is a real monster! Five manual gears, high powered engine and acceleration not unlike a smelly substance off a shovel!

A couple of years ago, a game of this quality would not have been seen as a full price title, let alone an £8 budget game!

Admittedly, it does have limited appeal, but it is quite fun. The tracks are reasonably interesting and the graphics are fast and smooth.

The overall impression given is one of quality, and the lads down at Codemasters must be extremely proud of themselves!



# FACT FILE

Software House: Gremlin  
 Programmers: Groome Ing, Robert Crock  
 Graphic Artist: Bernie

As is the case with all data disks *The New Worlds* is just an extension to the original game. Graphically this is fairly basic, it seems to have aged quickly since its original release six months ago.



Nevertheless, the new backgrounds are interesting and different enough in themselves to warrant a purchase.

The beauty of *Utopia* is that it is immensely playable and incredibly addictive. These new planets will keep you going until the sequel is released.

However, it isn't recommended to play this without having already mastered the original particularly since these new challenges are far tougher than those of the original.

The price is also enticing, most data disks at the moment are around £5 around £90, making it incredible value.

If you own *Utopia* and are close to beating all of the worlds then this comes heartily recommended.

**£14.99 OUT SOON**

*Utopia* is one of a dying breed of games that are identical on the Amiga and the ST. Beginners to the genre will be able to get into it quickly and easily although it must be said that the going does get slightly tough.



It is hard not to recommend data disks and if you are a fan of the original game then you'll definitely want an add-on to an already impressive product.

**£14.99 OUT SOON**

**X-RATING: XXXXX**

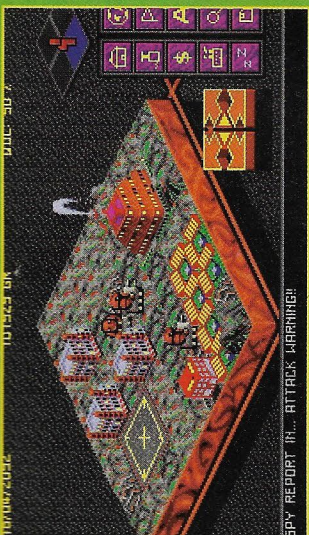
**Gameplay: 17/20**  
**Lastability: 17/20**  
**Presentation: 15/20**



What strange enemies! Here we see my city under attack by large, tank-driving hamsters! Cor, I'm dead scared!



Look on the map screen to see just how well your colony is doing and find out where ore and fuel are to be found



What strange enemies! Here we see my city under attack by large, tank-driving hamsters! Cor, I'm dead scared!



# UTOPIA: THE NEW WORLDS

**Utopia is one of the recent crop of God sims to hit the home computers. If you have successfully managed to battle through the original scenarios then you can now get 10 more difficult levels...**

Used to think that games such as *Populous* and *Sim City* were the most boring computer products known to man.

*Utopia* was the first game of this style that I tried to play; it's easy to get into but very difficult to master.

Basically *The New Worlds* offers more of the same with the only apparent differences lying in the terrain and various types of enemies to do battle against.

You still have to plan out your colony as strategically as possible

Unfortunately this isn't quite enough and you'll also require something in which to store the collected power, known as Flux Pods which also act as markers.

## CITY LIMITS

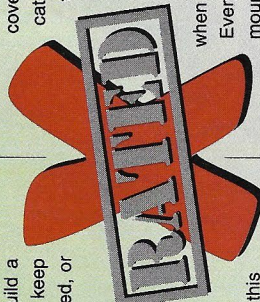
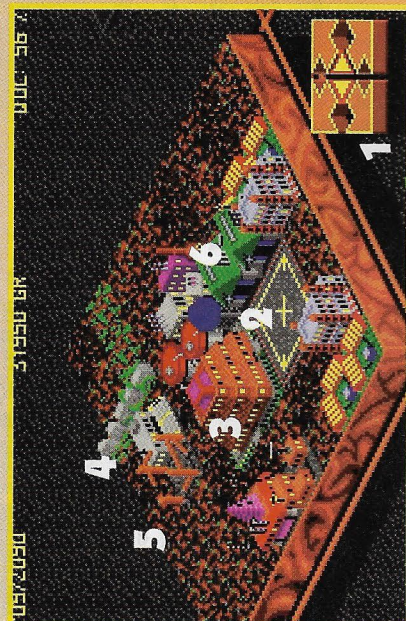
Keeping the population happy and building a city to have great defenses is a very difficult business.

Do you opt to build a sports complex to keep your people entertained, or do you build missile silos as defence against air attacks? The city will always have a Quality of Life rating (QOL) and this determines how well you are doing. When you start the game the rating will be 55 per cent.

At times the only way to survive is to raise taxes, thus lowering the QOL. You can raise it again by building a hospital or security HQ. Your source of power is the sun, so plenty of solar panels are needed.

## CREATION OF A NATION

- 1 These arrows allow you to see the entire colony
- 2 A launch pad, this is where your spacecraft takes off and lands, but not without fuel!
- 3 The command centre, the most important building in the game
- 4 Keeping law and order in the city is easy with a security HQ
- 5 Scaffolding shows where another building is currently being constructed
- 6 Ship-building yards are useless unless next to a launchpad



Each of the 10 scenarios has a deadlier enemy race; the range covers 10 metre long caterpillars with a taste for raw meat to knight-like creatures with metal skin.

Consider their characteristics well when designing defences. Every terrain has mountains or ruined buildings on which you are unable to build. In some cases there are also great pools of lava.

The tanks and ships are identical to the original product which will undoubtedly please fans. Some of the ideas for aliens are incredible, obviously created by a very warped imagination.



# FACT FILE

Software House: Loriciel  
Development Team: In House



In summary, *Psyborg* is a game you'll either love or hate. It's fast with a capital F in the later planets, with the twisty turny vortexes becoming obscene later on.

It seems like a cross between the old game, *Encounter*, and the original *Star Wars* game where you go through the canyons. Although not as sleek, it's as fast and has a degree of cerebral taxingness in choosing the best route.

It's simple yet tough. A rugged and easily responsive joystick such as the Bug is both ideal and essential to nip through the uneven corkscrews at a breakneck speed. It's worth a go.

Although it looks average, the gameplay is amazingly addictive. An enjoyable romp which you can return to again and again. It's typically French, but for a change, it's rather good.

**£26.99 OUT NOW**



The Amiga version is just as fast, with smoother scrolling effects. It might look a trifle simple, but it has a sheer addictive quality about it. Sounds are minimal, but this doesn't distract, what there is is good enough. An enjoyable romp.

**£26.99 OUT NOW**



The speed of your PC makes a definite impression to the gameplay. It's still fast but the scrolling is rather stilted in slower versions. There aren't many enjoyable action games available on the PC. This is one of them.

**£26.99 OUT NOW**

**X-RATING: XXXXX**

**Gameplay: 13/20**

**Lastability: 13/20**

**Presentation: 12/20**

Fly your spirit



through the

galactic vortexes to

rid the universe of

Androphere spies. A

species which isn't

very popular,

obviously. A typically

French game with

the ubiquitous odd

touches and novel

extras.

You are Duncan Norton, a military-style chappie with a massive mind. The planets in the galaxies are being infiltrated by the enemy.

Androphere spies are using their influence on friendly planets and they must be eradicated.

You're the psyborg assassin of these alien creatures, and to get to these infested planets you spirit your mind away.

## TWISTS AND TURNS LIKE...

This isn't a simple case of wanting to be somewhere then, poof! You have to travel galactic vortexes, twisty turny tunnels which link the ethereal to the material.

Travelling through these vortexes is the aim of the game, rather than neutralising the actual



You start by selecting the planet in the correct order of vortexes

# PSYBORG



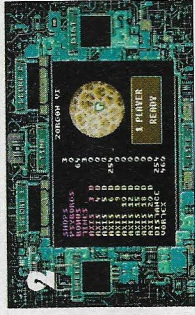
creatures, and it is rendered in fast action 3D graphics.

The graphic system is hardly novel, but the technique and gameplay are different.

The vortexes are a series of panelled tunnels, with three to twenty sides. This is fine, but most of the panels are missing, and you've got to cling to whatever is available.

You can control the speed of your travels by slight movements on the joystick; forward to speed up, back to slow down and fire to stop.

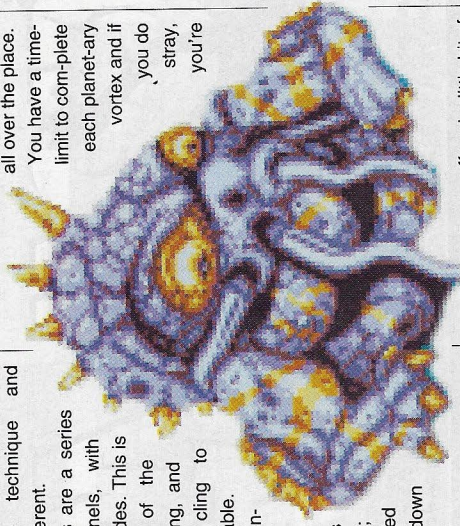
The speed you can travel at is frenetic to say the least,



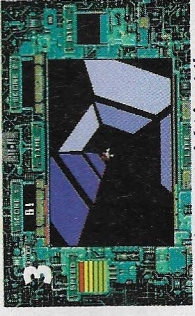
Check the vital statistics of what you're going to expect

and it's wise to slow down a notch when there's only a single panel path to take, which corkscrews all over the place.

You have a time-limit to complete each planetary vortex and if you do stray, you're



offered a little bit of time to rectify the situation.



You're thrown straight in at the deep end, as the path splits

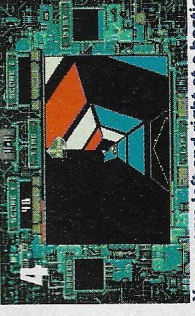
This all depends on the time accrued by staying on the path, up to a maximum of 100 time units.

It's not just a case of taking the easiest route either, because some have power-ups or other special options. Some add extra time, bonus points, make you bounce or even transport you further forward.

Some are bad though, making you stop dead or invisible, or slow you down or make you dash backwards to the beginning, which is irritating to say the least.

## ...TWISTY TURNY THING

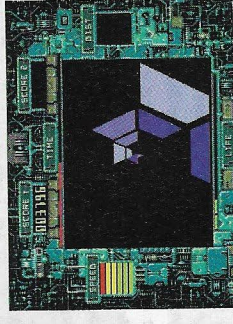
Every vortex has at least one shop, signified by a flashing yellow square. This allows you to enter the premises and, depending on the bonus credits accrued, buy certain invaluable items.



You swerve left and right at a hectic pace. It takes nerves



After hurtling through the twisty bits, you kill off these ugly mugs



Corkscrew aho! It's a big one which goes on and on and on...

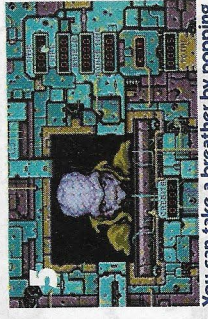


This should be easier, since the vortex is complete

You can buy extra lives, more time or even invulnerability. With 40 planets in eight solar systems to get your teeth in to, the boredom threshold should be limited.

They do get tougher, but a nice touch is some easy levels now and again, limiting the irritation factor.

It's certainly a game to try before you buy, and a game to enthral all adrenalin addicts at least some of the time.



You can take a breather by popping in the shop for some goodies







# CONSOLE CONNEXIONS



*It's a week for outstanding Famicom releases, what with the superb Super Contra III and the best version of Smash TV I've seen. Also feast your eyes of the excellent Kid Chameleon, and the not-so-classic Two Crude Dudes. In addition we take a glimpse at The Terminator for the Mega Drive...*

## NIGEL MANSELL ON THE FAMILICOM

Gremlin Graphics, the software house responsible for the first-class Top Gear, is presently hard at work on their next Super Famicom release, Nigel Mansell Grand Prix.

Based around the brutal Brit's speeding racing skills you, as the driver of a multi-million pound F-1 car, must negotiate 16 circuits that are identical to the real courses, with South Africa replacing America.

The game will feature pit-stops and

qualifying laps, and will be viewed out of the cockpit utilising the Famicom's rotational hardware a great deal. You can expect to see this racing classic around Christmas, with an NES version appearing at about the same time.

## F1 GRAND PRIX

Remember F1 Grand Prix, the excellent racing game for the PC Engine and Mega Drive? Well now a Famicom version is due to appear.

The action is viewed from overhead, and features a bundle of courses which will test your driving skills to the limit. The game was fast on both the Mega Drive and the Engine, but the Famicom game promises to be even more impressive, especially with the inclusion of Mode 7.

## ENGINE SLIME WORLD

Slime World first appeared on the Atari Lynx and proved to be a highly-popular exploration/shoot'em-up. As a heroic space explorer, you must enter the green glow of Slime World, and hopefully battle your way through numerous levels of dripping goo.

The game looks excellent, but you'll find out more when the game is released some time around March/April.

## BONANZA BROS COME BACK FOR MORE

Bonanza Brothers has appeared on nearly every format, be it Mega Drive, Amiga or Spectrum, and has proved to be equally addictive whatever the machine it's played on.

A game for one or two players, the basic aim is to break into various houses and steal as much swag as you possibly can.

You must avoid the security men as well as cameras, then make good your escape. More info when we get it.

Thanks to:

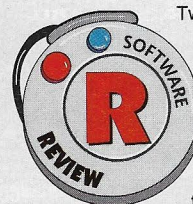
Megacom Distribution, 13 Mansfield Road, Nottingham NG1 3FB.

Tel: 0602 475151.

KC's Computers, 3 High Street, Loughborough, Leics LE11 1PY.

Tel: 0509 211799.

# Two Crude Dudes



Two Crude Dudes?

Not a promising title, but don't judge a book by its cover, or so they say.

Once again this is another Mega

Drive beat'em-up, converted from the arcades and probably known better as Crude Busters.



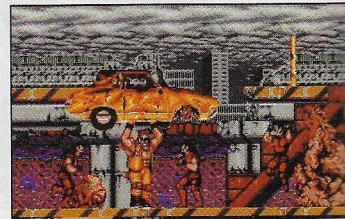
## COKE ADDS LIFE

This beat'em-up is for two players, Biff and Spike. As the Two Crude Dudes, you must punch and kick your way through five stages of nuclear desolation.

You'll be attacked from all sides by wrestlers and all sorts of muscly meanies. You can punch and kick by pressing B, or pick up objects and enemies with A, and throw them by tapping A once more. C makes the dudes jump, with a flying kick made possible with a combination of C and B.

You are awarded either three or five lives, which are divided further into an energy bar. Each punch knocks away at your power, but this can be replenished thanks to the Coke machines.

Two Crude Dudes looks so dated, because the game has absolutely nothing new to offer at all. It's a substandard beat'em-up that is not



outstanding either graphically or sonically, and I found myself cringing as I attempted to punch the lights out of the thugs standing nearby. Save your money, don't buy this because I'm sure you'll be bitterly disappointed. **X**



<b>GAMEPLAY</b>	
<b>LASTABILITY</b>	
<b>PRESENTATION</b>	
<b>X-RATING:</b>	<b>XX</b>

**MEGA DRIVE TOP 10**

1	.....WINTER CHALLENGE	◆
2	.....ROBOCOD	◆
3	.....ROAD RASH	▲
4	.....DONALD DUCK	▲
5	.....STREETS OF RAGE	▼
6	.....F-22 INTERCEPTOR	▲
7	.....JOHN MADDEN '92	◆
8	.....GOLDEN AXE 2	★
9	.....CASTLE OF ILLUSION	★
10	.....TOEJAM AND EARL	★

CHART SUPPLIED BY GAME  
SEE CHART PAGE FOR SYMBOL KEY



# Rocketeer



Rocketeer was Disney's hope for the best movie of last year, but was sadly beaten into second place by blockbusters like Terminator 2.

You may recall that some versions of T2 were pretty dire, so can the flying hero beat the muscly cyborg in the game stakes?



Using button A to increase airspeed you must zoom around the triangular circuit, while at the same time avoid ramming the other pilots.

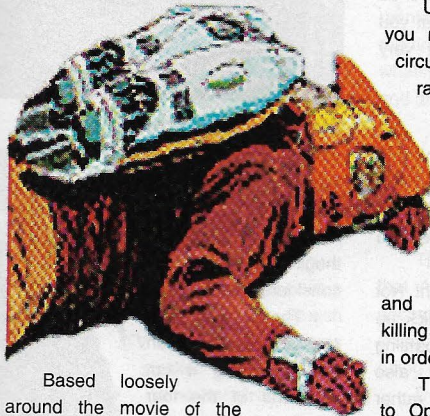
Complete 10 laps, then repeat the process for a 15 lap race. The next scene is inside the hanger, where Cliff is ambushed by the dastardly Nazis.

They want the rocket pack, and they don't mind killing the odd American in order to get it.

This stage is similar to Operation Wolf, with the added ability of flying to avoid the Nazi's deadly stick grenades.

You must then compete in the air race again, although you must now fly the rocket pack to victory, rather than the more secure Gee Bee airplane.

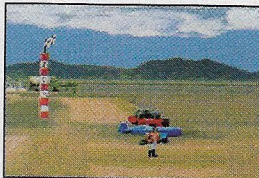
After another brief shoot-out in the hanger,



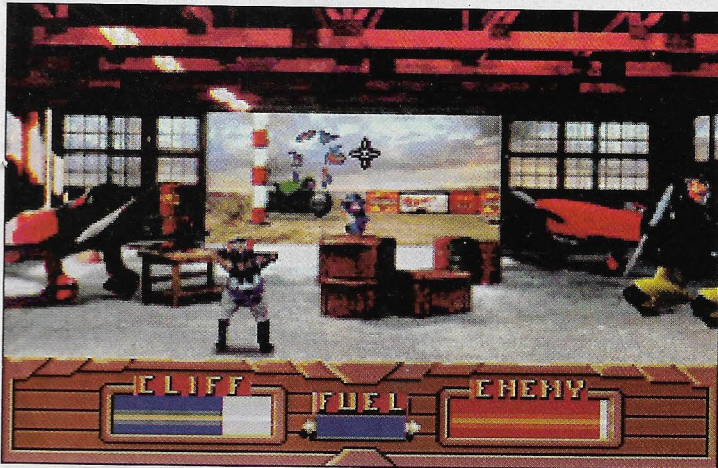
Based loosely around the movie of the same name, Rocketeer is set over five levels of sky-riding action.

As Cliff Second, you must battle against the might of the Nazis, and keep the X-3 Rocket Pack in safe hands.

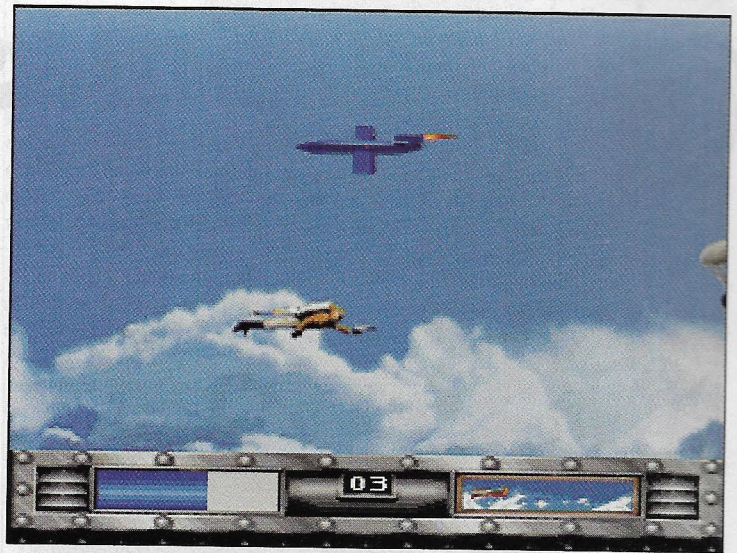
The first stage of the game throws you right into the heat of the action, in an air race which you must win.



<b>GAMEPLAY</b>	<b>PRESENTATION</b>
<b>LASTABILITY</b>	<b>X-RATING: XXX</b>



Go for it, Rocketeer, blast them Nazis with your ray gun! This Operation Wolf-type stage is easy so long as you keep collecting the first aid kits for energy

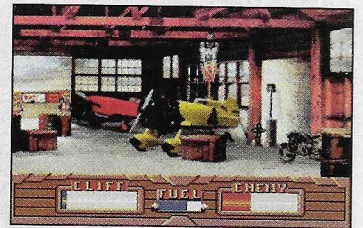


With the rocket pack strapped to your back, you take to the skies. Use your gun to shoot the oncoming shells, but mind you don't ding your backside on the rockets

you take to the skies in search of your beloved Jenny.

While flying along, you are attacked from all sides by missiles, bombs and other rocket packers hoping to grab your X-3.

In no time you're battling it out in a Locust aircraft against waves of German Fokkers.



hand, it is graphically impressive and there is a lot variation between the levels, but I really disliked the way you had to replay the stages having previously completed them

For instance, you have to win the air race three times before you finally take to the skies, and are attacked twice in the hanger bay.

It's quite tough but I think you should find yourself nearing the end after a week of playing, and to sum up, an addictive cartridge

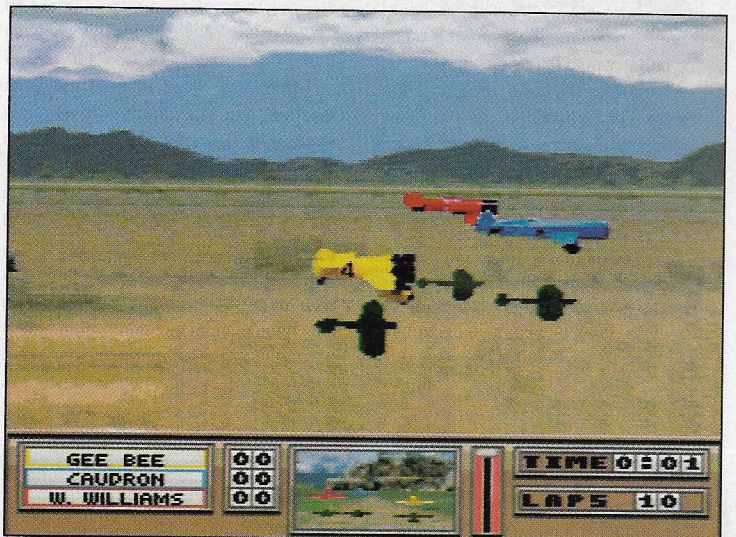
## ROCKET RACE

Onto the last stage, a hectic battle on top of a huge Zeppelin. Jenny is being held hostage on the thin surface, guarded by one tough cookie that's not going to let you stroll straight past.

Beat him, and the luscious Jen will drop to her knees and worship your body.

Rocketeer left me in two minds as to whether I liked the game or not. On one

but I'd definitely think twice about paying £50 for it.



The Gee Bee is a manoeuvrable aircraft, but has it got the speed to outrun the others? Use button A to increase your airspeed and L and R to steer





Hands up all those of you who've played the awful computer-based version of this arcade game? It's a bit rough don't you think?

For those of you who have absolutely no idea what the game is about though, you (and a friend in two-player mode) are thrust into a Running Man-style TV game show scenario.

# Smash TV

Here you must compete for prizes against hordes of cybernetic battle droids who are intent upon both removing your limbs and pounding your head into a sticky mess.

Basically the whole thing is a top-down view of a single room where you must run around picking up prizes and

blasting the living daylights out of every type of bad guy imaginable.

Once you've managed to clear a room you must move onto the next one in the complex, until you eventually reach the enormous end-of-level guardian who must be obliterated before you're allowed to leave the show.

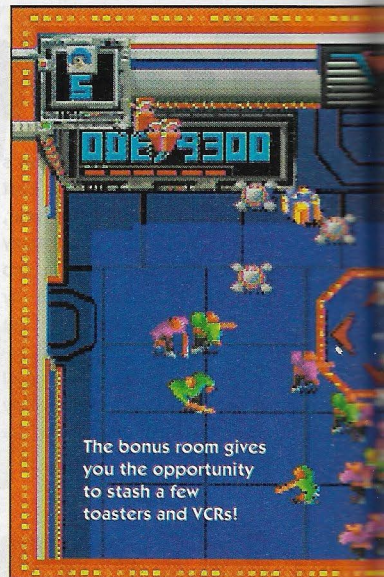
Sounds simple doesn't it? But there are a few problems! For a start the cybernetic bad guys don't just stroll in, shout BOO! and run away.

No, they run in, ooh, about 100 or so at a time and then proceed to beat you repeatedly about the head with very large baseball bats.

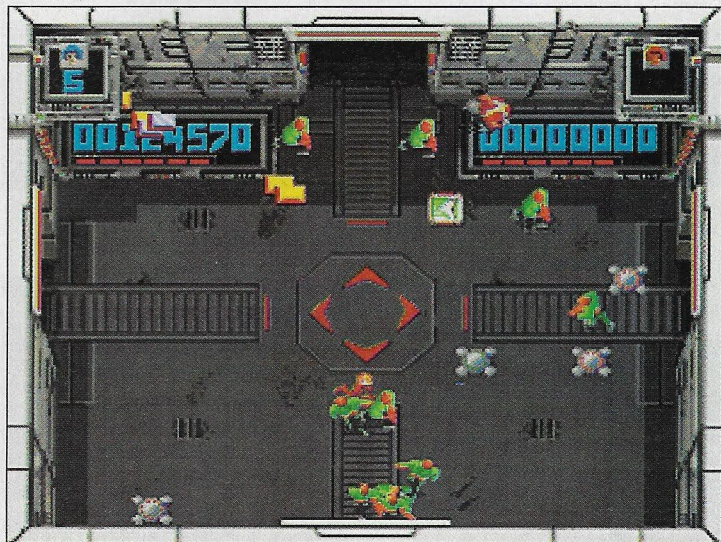
## BOLT ON DOOBRIES

Alternatively they'll jump into a tank and shoot very large missiles at you, or, if they're feeling really mean you'll get 30 or so homing robots who chase you around the room!

All is not against you though! Not only do you get the chance to pick up dosh and VCR's as you're battling through the rooms, but you also occasionally run into some rather splendid weapons which make things a bit more exciting.



The bonus room gives you the opportunity to stash a few toasters and VCRs!



Levels tend to begin sedately and quietly before the carnage really starts heating up

Photon guns, grenade launchers, missile launchers and force fields are all available at some point and will all make the removal of troublesome thugs and vagabonds considerably easier.

These arms are especially useful when you're battling it out with one of the four incredibly huge end-of-show guardians who



# Kid Chameleon



Kid Chameleon is the coolest kid on the block, apart from me of course! In fact, he's so cool you could pour water down his trousers and ice cubes would fall by his shoes!

Anyway, the local arcade is the centre of attention, as a new hologram game is promising youngsters the ride of their lives.

The machine will take them to another dimension, but the game is too real for its own good.

## IMMENSE!

The ever so nasty Dark Destroyer has managed to break free of the game, and is kidnapping the players when they enter the machine. So far every contestant has failed to beat the Dark Destroyer, but Kid Chameleon will have to defeat the beastie and get home by 6.30, or face the wrath of his mother.

Kid Chameleon is very much based around the two console classics, Mario and Sonic. Put simply, Kid is a platform romp of immense proportions, that includes hundreds of foul enemies and a ton of bonuses with which to defeat them.

Set over 103 huge stages, the game spans more than 1850 screens. You must work your way



As the Iron Knight, you can climb walls by repeatedly tapping button C

to the lair of the Elsewhere Evilmeister, but there's more than one route if you use the teleporters.

The game starts in Warrior Pass, which consists of nine sections, which divide further into two or three sectors each. Next is Dragon Fate, followed by Black Perils and Chaos Maze.

The last stage is the Final Marathon, and if you manage to battle your way across Blizzard Mountain and through the Ice God's caverns, you still won't be prepared for what's next.

Button A is used to make the Kid run, while pressing B will make him jump. C is left to activate for the special power, which depends on the helmet you're currently wearing.



The berserker freaks out and charges at the nearest wall. Thanks to his hard head, he'll break it down



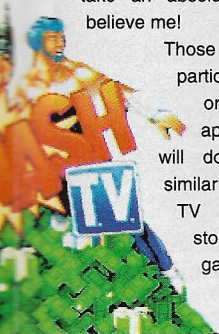




take an absolute age to destroy, believe me!

Those of you with a particularly good memory, or those of you who appreciate the classics, will doubtless find some similarity between Smash TV and the Williams stonker of an arcade game Robotron.

Indeed, the screen layout and



hectic gameplay is very similar to that of the ageing classic. Fans of the no-holds-barred backs against the wall zap'em-up will love it!

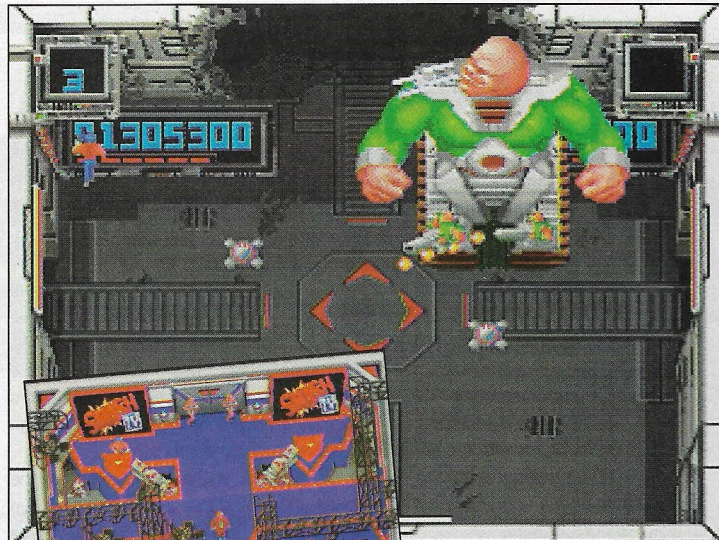
Admittedly, not a great deal of mental dexterity is required. In fact it requires virtually zero thought whatsoever! You do need fast reactions and an itchy trigger finger though!

### FINAL VERDICT

After seeing the awful Amiga and ST version of this game I was concerned as to how the Famicom version would fare.

Thankfully I can quite honestly say that Acclaim have produced a faithfully accurate arcade conversion which should have all you shoot'em-up fans going crackers.

Definitely worth checking out, especially if you've played the arcade game. The similarity is startling! **X**



The tank-like Mutoid Man is a real pig to kill. Not only do you have to blast off both his arms, but once his head has been removed... it grows back!!!

<p><b>GAMEPLAY</b></p> <p>0 5 10 15 20</p>	<p><b>PRESENTATION</b></p> <p>0 5 10 15 20</p>
<p><b>LASTABILITY</b></p> <p>0 5 10 15 20</p>	<p><b>X-RATING:</b> <b>XXXX</b></p>

The helmets appear frequently throughout the game, changing Kid into a more powerful Warrior.

The knight helmet allows Kid to scale vertical surfaces, while the skull transforms him into a tank which can blow away the enemy with its deadly skull cannon.

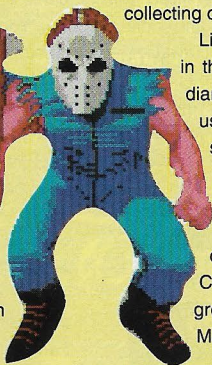
### DON YOUR HELMET

Collecting the samurai helmet will award Kid with ninja skills and a vicious katana sword, while the winged hat grants him the ability to fly like a cyclone.

The skycutter is a skateboard headgear which places a hoverboard at the Kid's disposal, while the hockey mask transforms him into a Jasonesque maniac.

The beserker can charge through solid walls, while Micromax can stick to walls and EyeClops has the ability to reveal hidden bonuses.

Although the game does not use a password system to restore your game to a certain point, you can increase the amount of continues you have by collecting coins.



Lives can also be picked up in the form of Ankhs, while the diamonds collected can be used as a type of deadly smart bomb.

OK, OK, I know the game's a blatant rip-off of Sonic and Mario, but who's cares if it's great? Kid Chameleon is simply that, a great platform game for the Mega Drive. It may not be as graphically impressive as Sonic, but it's filled with neat touches and improves on Sonic's downfall, namely its lasting appeal, because there's 103 levels!

To sum up, Kid Chameleon is an excellent platform romp that looks good, sounds good and plays well - what more could you want? **X**



If you can collect the skull icon, you'll transform the Kid into a thundering tank which can blast away enemies with its powerful cannon

<p><b>GAMEPLAY</b></p> <p>0 5 10 15 20</p>	<p><b>PRESENTATION</b></p> <p>0 5 10 15 20</p>
<p><b>LASTABILITY</b></p> <p>0 5 10 15 20</p>	<p><b>X-RATING:</b> <b>XXXX</b></p>



The island of the lions is crawling with huge wild cats. Forget their gaping jaws, watch out for the magic staff



To scale heights the Kid can either climb the surfaces, use the lifts or fly up as the Cyclone warrior



# Super Contra III



Contra III is a Midnight Resistance game, featuring two rock hard soldiers, a mass of alien scumbags and a bunch of grotesque guardians that make the elephant man look like Julia Roberts.

In this hectic shoot'em-up, the faster you can fire, the longer you'll live. Starting with the standard issue assault rifle, you can soon build your gun into something with more punch.

By destroying the power-pods that hover above, you can collect one of seven weapons. The scatter-gun sprays bullets out in five directions, the flame-thrower incinerates any nearby enemies and the laser rips the scum in half.



Homing missiles are perhaps one of the most useful weapons, while the shells are equally devastating.

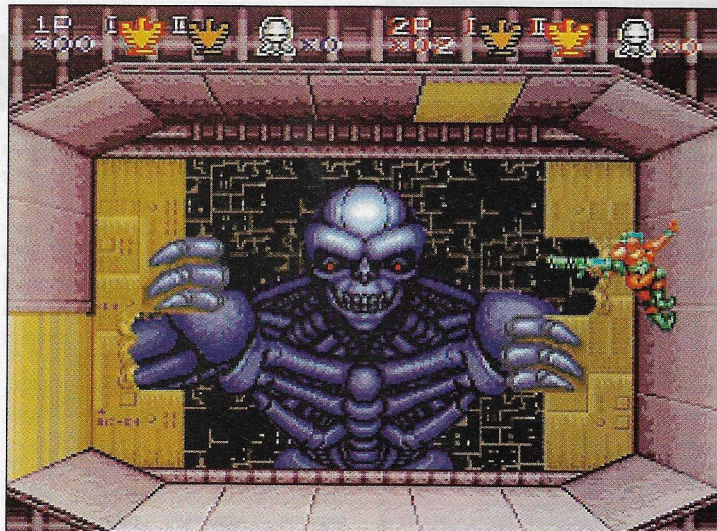
The last two power-ups are extremely handy, one a shield that offers temporary invincibility, the other a high explosive smart bomb.

The first scene is viewed from the side, and using the D-pad you must run for your life to the right. Button Y fires your gun, and B is used to jump.

## MUTANT TURTLE

A detonates one of your smart bombs, while holding both the left and right buttons at the same time sends your warrior into a manic death-spasm, spinning and sending bullets shooting out in all directions.

Your soldier can climb sheer faces and hang from iron girders, and at the same fire his gun.



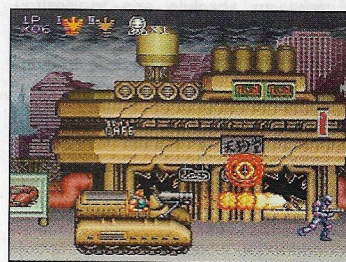
While clinging to the side with your fingernails, you let rip with your cannon. The robot flinches and retaliates with a ball of fire

Having beaten the heavy-breathing turtle that protects the end of level one, the perspective changes as you drop down to the next combat scene.

Stages two and five are watched from above, in a Rotox-style section.

Using the left and right buttons to rotate your soldier, you must collect the five power-ups in order to beam out to the next level.

A steel mill is the next setting, when the two battle buddies are ambushed by a huge robot that entraps them between its legs!?



Yeah, this is more like it, a tank!

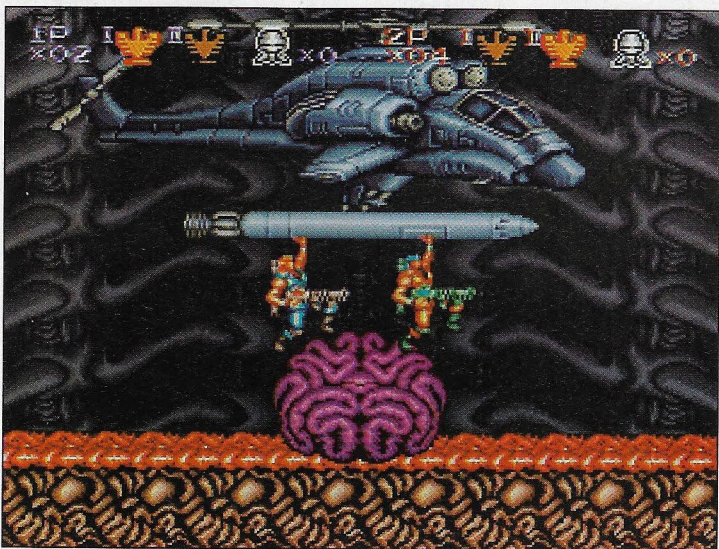
by a huge flying craft, whose engines you must destroy and avoid its fire by jumping from missile to missile.

No sooner are you out of one hostile situation than you're in the next, it's another overhead power-up retrieval game like stage two.

You will finally confront the ultimate nightmare on stage six, which is heavily inspired by Giger's Alien.

Personally I thought Super Contra III was tremendous fun, and is one of the best Famicom blasts in a long time. It may not be the most original cartridge around, but it uses more than one style of game to great effect, and is graphically and sonically outstanding.

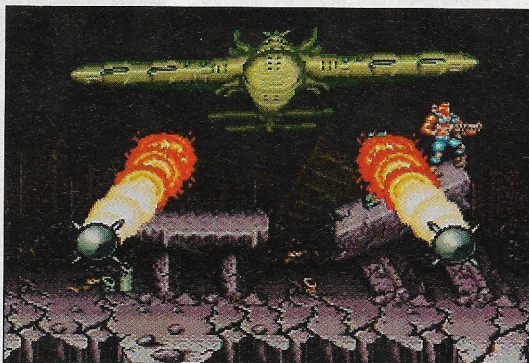
If you want to experience an enthralling shoot'em-up for the Super Famicom, save up your pennies and sample the delights Super Contra III. **X**



You're dropped into the middle of the action clinging to a cruise missile. Below, the final guardian rests in peace, or does it?



Stage two, and you view the action from overhead. Using the left and right buttons to rotate, destroy the turret



Just when you thought you'd completed level one, the scene is set ablaze by two napalm shells

## ULTIMATE NIGHTMARE

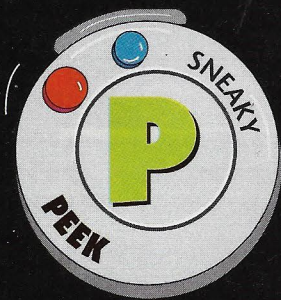
The fourth stage is a super-fast motorcycle ride when you must ride your hover-bike through a tunnel filled with biker thugs, then leap up to grab hold of a helicopter which whisks you away.

Soon you're attacked by a Rocketeer robot, then you must jump from the chopper and cling for dear life onto a cruise missile! You're approached



<b>GAMEPLAY</b>	
<b>LASTABILITY</b>	
<b>PRESENTATION</b>	
<b>X-RATING:</b>	<b>XXXX)</b>





# The Terminator

*"I want to see Sarah Connor... I'm a friend. I'll be back!" The cold, guttural voice of the Terminator. Then, nice as pie, he drives a Chevrolet into the police station and annihilates everyone.*

Schwarzenegger's portrayal of the unfeeling, unstoppable cyborg has turned the Terminator into one of the biggest box office smashes of all time - and they say he can't act for toffee!

Inevitably, there have been numerous game incarnations of Terminator 2 on various formats, and Bethesda Softworks even published an arcade adventure for the PC, in which you controlled either the T-800 or Reece and must destroy the other.

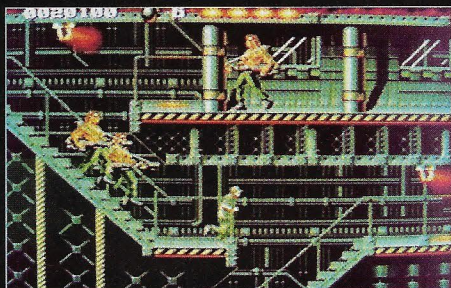
## MUCH MAYHEM

Virgin Games is publishing a game based on the first film, where we discover, through various time leaps, that useless diner waitress Sarah Connor is the most important factor in the future of the world, because she becomes the mother of the rebellion leader John Connor.

You play Kyle Reece, one of John Connor's most loyal rebel soldiers (and his dad as it happens - ah, the wonders of time travel!)



In the level three police station scene, Sarah Connor has to be rescued yet again



Developed by Probe Software, of Outrun and Turtles fame, it attempts to follow the film by depicting certain action sequences and transforming them into gameplay.

It has to be said that there's an awful lot of blood-letting in the game, usually as the result of horizontal-scrolling fisticuffs and blasting with various weaponry. But the game is actually split up by certain individual missions.

The first task is to blow up reactors by setting bombs and detonating them. But Terminators of all shapes and sizes are bent on one thing, and that is to eliminate you.

With machine guns and explosives you've got to cause

as much mayhem as is necessary.

The first stage sees you as Reece trying to penetrate SkyNet, where the time-displacement machine stands.

He must first avoid the towering HKs (Hunter Killers), before entering the complex.

Inside, Reece will be swamped by Terminators, and only skill and courage will allow him to battle through to the Time Machine.

## DOWNTOWN LA

The second stage takes place back in the 20th Century, and you must guide the only hope for Sarah Connor through the dark LA streets, dodging the cops that try to gun you down.

At the police station, where Sarah Connor is being held, Reece must rescue her before she's shredded by the Terminator.

The action is non-stop with Reece blasting various cyborgs, planting bombs and causing mayhem, culminating in an all-out struggle for survival as you protect Sarah Connor from elimination.

Like the movie, it's flash and violent, with plenty of mind-boggling effects and non-stop action.

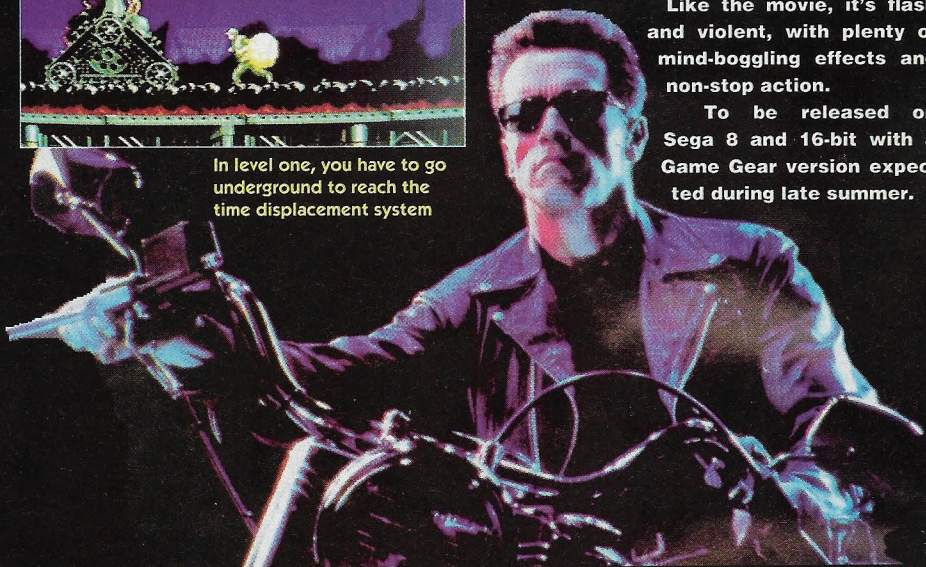
To be released on Sega 8 and 16-bit with a Game Gear version expected during late summer.



As Kyle Reece, you must avoid the police and local vigilantes to get to the Tech Noir bar in time to rescue Sarah Connor



In level one, you have to go underground to reach the time displacement system





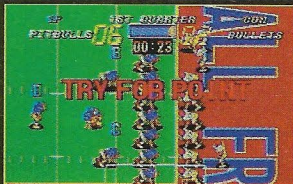
# The Ultimate in Consoles

## NEO-GEO

*Seeing is believing!*



**EIGHTMAN £139.99**



**F/BALL FRENZY £139.99**

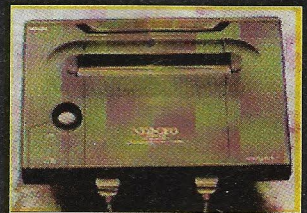


**ROBO ARMY £135.99**

Neo-Geo console (official UK version PAL) .....£269.99  
 Controller .....£46.99  
 Memory card .....£17.99

### SOFTWARE TITLES

Alpha Mission .....135.99	League Bowling .....110.99
Baseball.....89.99	Magician Lord.....120.99
Blues Journey.....135.99	Nam '75 .....120.99
2020 Super Baseball...89.99	Ninja Combat.....120.99
Cross Swords .....139.99	Riding Hero .....139.99
Cyberlip .....120.99	Robo Army .....135.99
Eightman .....139.99	Sengoku .....135.99
Fatal Fury .....139.99	Thrash Rally .....135.99
Football Frenzy.....139.99	Top Players Golf.....139.99
Ghost Pilot.....135.99	



**SATURN SOFTWARE**

**081 368-2701**

3 Woodland House,  
 Woodland Road,  
 New Southgate,  
 London. N11 1PN

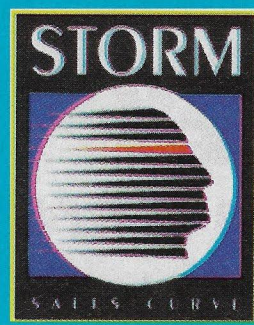
ADDAMS FAMILY £24.99 G/BOY	T2 £24.99 G/BOY	FINAL FANTASY 2 £24.99 G/BOY	BEETLEJUICE £24.99 G/BOY	SIMPSONS £24.99 G/BOY	KLAXX £19.99 G/BOY
BILL & TEDS £19.99 G/BOY	PRINCE OF PERSIA £24.99 G/BOY	Mr. CHINS GOURMET PARADISE £19.99 G/BOY	HAL WRESTLING £19.99 G/BOY	ALTERED SPACE £19.99 G/BOY	ATOMIC PUNK £19.99 G/BOY
ROGER RABBIT £24.99 G/BOY	METROID 2 £19.99 G/BOY	GAMEBOY £65.00	GAMEBOY LIGHT £8.99	HARMONY £12.99 G/BOY	NINJA SHADOW £24.99 G/BOY
DOUBLE DRAGON £19.99 G/BOY	<b>GAMESMANIA</b> PO Box 1758 Canvey Island, Essex, SS8 9UQ. Tel: 0831 868155 / 0268 695355			OPERATION C £24.99 G/BOY	
DRAGONS LAIR £24.99 G/BOY	ROBOCOP 2 £24.99 G/BOY	DOUBLE DRAGON 2 £24.99 G/BOY	FACEBALL (4 PLAYER) £24.99 G/BOY	NAVY SEALS £19.99 G/BOY	ZILLION 2 £12.99 SEGA
BANK PANIC £12.99 SEGA	OVER 70 TITLES IN STOCK	SPACE HARRIER £22.00 GAMEGEAR	SEGA MASTER SYSTEM 2 £55.00	ZILLION £12.99 SEGA	SPIDERMAN £35.00 MEGADRIVE
GAIN GROUND £25.00 MEGADRIVE	SEGA TITLES GALORE 5% DISCOUNT	ARROW FLASH £25.00 MEGADRIVE	FANTASIA £35.00 MEGADRIVE	JAMES POND ROBOCOP £35.00 MEGADRIVE	ESWAT £25.00 MEGADRIVE
ALIEN STORM £25.00 MEGADRIVE	THUNDER FORCE 2 £25.00 MEGADRIVE	RASTAN SAGA £25.00 MEGADRIVE	GRANADA £25.00 MEGADRIVE	INSECTOR X £25.00 MEGADRIVE	add £1 per game P&P, £5 hardware

## The Sales Curve Limited

Is seeking candidates to expand its console development team with positions available for Graphic Artists, Programmers and Musicians to work on the Nintendo range of consoles, S-NES, NES and GameBoy.

We are also interested in hearing from applicants with part completed games or designs.

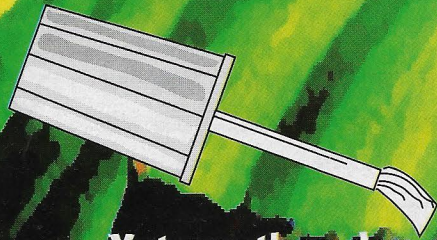
All applications should include current C.V. detailing any relevant experience as well as samples of previous work and should be addressed to:



**Greg Michael**  
 The Sales Curve Ltd.  
 Unit 17  
 50 Lombard Road  
 London  
 SW11 3SU

Tel: (071) 585-3308





Yet another day, yet another tips page intro, yet another bit of text that you probably don't read. I think I must be going down with a bout of paranoia, things are getting a tad quiet here at: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP. Maybe you could all cheer me up by sending in some luvverly letters?

## UNREAL - LORICIEL

Don't tell me some of you actually bought this abysmal excuse for a game? It's a bit rough 'innit? Never mind though, I'm sure those of you that did are finding it a bit tedious and would therefore like a cheat...

All you have to do is type **ORDILOGICUS** when you see the picture of the dragon. Also, if you press [Return] you'll skip levels! Thanks to Tony Coleman from Bucks for those.

## RBI BASEBALL II

- DOMARK

When your opponent reaches third base, keep the joystick held to the left, hold down shift and press fire. Old matey chops should now be hit out. It works, believe me!



## POPULOUS II - ELECTRONIC ARTS

I'm far too good to you aren't I? I mean! All these Populous II codes I keep giving you - just incredible or what?

LEVEL 502: IHOAT  
LEVEL 520: OPQU  
LEVEL 540: DDLOAG  
LEVEL 560: PEITAK  
LEVEL 580: OMAGAC  
LEVEL 599: SIWOAF  
LEVEL 621: UPGHAT  
LEVEL 639: THEMAB

LEVEL 660: NGPEAB  
LEVEL 680: AJACAT  
LEVEL 700: INCCA  
LEVEL 723: NESOAB  
LEVEL 740: ADIS  
LEVEL 761: NEJI  
LEVEL 782: UGHOO

That's enough of that! These codes are far too boring to spend hours typing in... More next week.

## UNDER PRESSURE

- ELECTRONIC ZOO

Nice graphics, shame about the distinct lack of gameplay eh? Well, according to John Thomas (surely not???) from Middlesborough, if you type **GRYMALKIN** on the Amiga version you can skip levels by pressing F1 and gain extra weapons by using the numeric keys.

As chance would have it, a letter from Badvoc the Almighty Pungent from Chelmsford also reveals that a similar effect can be attained on the ST by typing **OCCAI THE NOO**.

## RUBICON - 21ST CENTURY

Big Unc, as Brian is now unceremoniously known within the pages of this glorious tome, has recently stumbled across a rather splendid cheat for that distinctive little game from those 21st Century chappies.

All you have to do is pause the game and press the asterisk on your keyboard. A message will tell you that the cheat mode is activated, and you'll be rewarded with infinite lives.



## TEST DRIVE II

- ACCOLADE

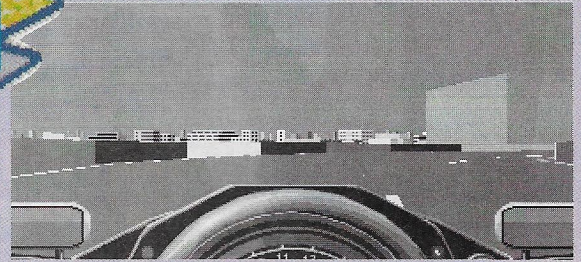
Try typing **GAS** to make your car whizz to... guess where? Now, you don't possibly think that it could be the gas station do you?



Geoff Crammond has done a cracking job in translating the 16 circuits of the high-speed world of the Grand Prix. Now it's time to guide you around an entire season's racing...



## RACE ONE - US GRAND PRIX - CIRCUIT: PHOENIX



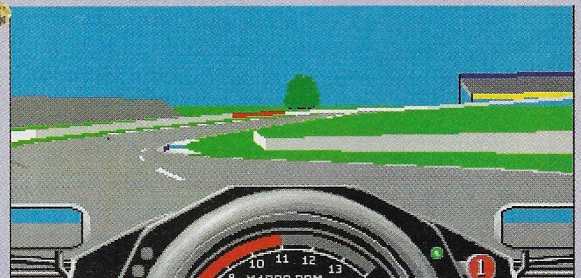
Street races are the most demanding for the driver, and this comes as no exception. There are only two corners on the whole circuit that can be taken higher than third gear and three good sections for passing an opponent, although the more adventurous of you out there will attempt a passing manoeuvre anywhere

## RACE TWO - BRAZILIAN GRAND PRIX - CIRCUIT: INTERLARGOS

The corners on this circuit tighten up towards the end of the lap, making passing even harder. However, there are a number of fast sections at the beginning where any obstructing vehicles can be sorted out with ease. Also, watch out for an offending piece of grass on the start/finish straight!

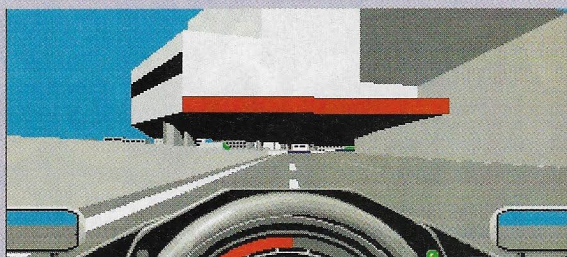


## RACE THREE - SAN MARINO GRAND PRIX - CIRCUIT: IMOLA

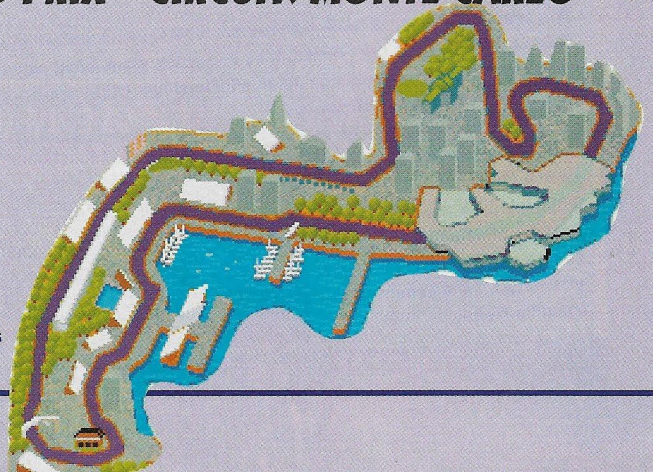


This track is perhaps my favourite inasmuch as almost the entire circuit can be taken at speed. There are a few twisty sections to take note of but otherwise there's not much to worry about. The last corner of the race is very slow so don't approach too quickly unless you want to end up in the pits

## RACE FOUR - MONACO GRAND PRIX - CIRCUIT: MONTE CARLO



If you think Phoenix is demanding, then you won't like this track at all. Almost every corner is a slow one, the worst being a hairpin left-hander, although there are a couple of exceptions. The two prime passing sections are under the tunnel and the start straight



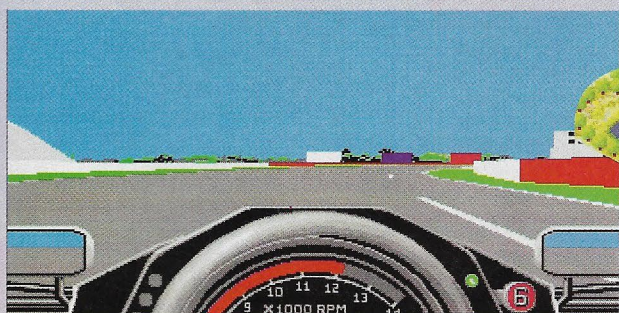


## RACE FIVE – CANADIAN GRAND PRIX – CIRCUIT: MONTREAL



Don't be put off this circuit by the amount of corners; they are fast ones for the main part and can be taken quickly. However, there are two very tight corners, one at either end of the track, which have to be taken very slowly indeed. There are plenty of passing sections around

## RACE SIX – MEXICAN GRAND PRIX – CIRCUIT: MEXICO CITY



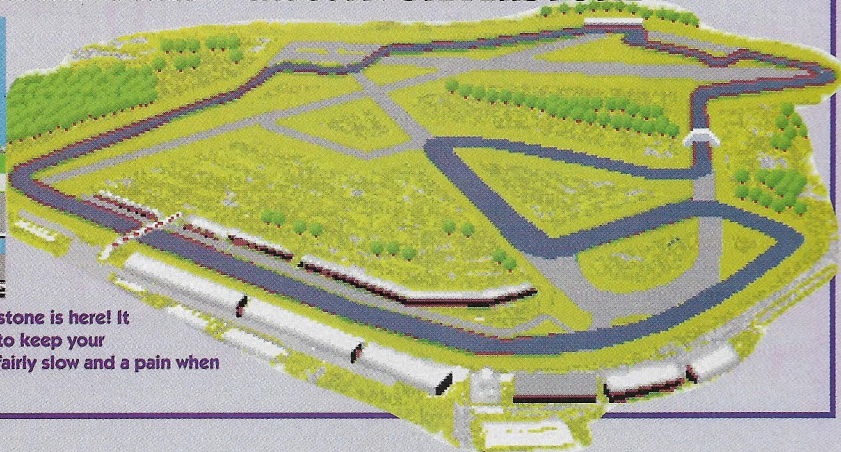
Long and twisty but not too slow. Watch out for one very tight corner that can only be taken in first gear. This is more than made up for by the very fast final bend, yearning to be taken at full whack. Stray off the racing line though and you'll end up with a different story!

## RACE SEVEN – FRENCH GRAND PRIX – CIRCUIT: MAGNY-COURS



This is a very long track with a fast back section but you'll have to be vigilant of a few chicanes that keep your speed down a bit. Moreover, there are a couple of very tight corners, one leading into the finish straight. The pits are slightly deceiving and can be entered by accident, so be warned!

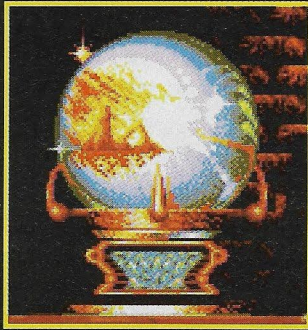
## RACE EIGHT – BRITISH GRAND PRIX – CIRCUIT: SILVERSTONE



Normally this is an easy circuit, but for how much longer? The new Silverstone is here! It is still very fast but now there are a number of slower sections included to keep your concentration intact. The only real problem is the final section which is fairly slow and a pain when confronted with backmarkers



# ELVIRA - THE ARCADE GAME GUIDE



Elvira, mistress of the dark and owner of one of the most famous cleavages on both TV and film. Can you help her in her mission to claim the throne of Transylvania?

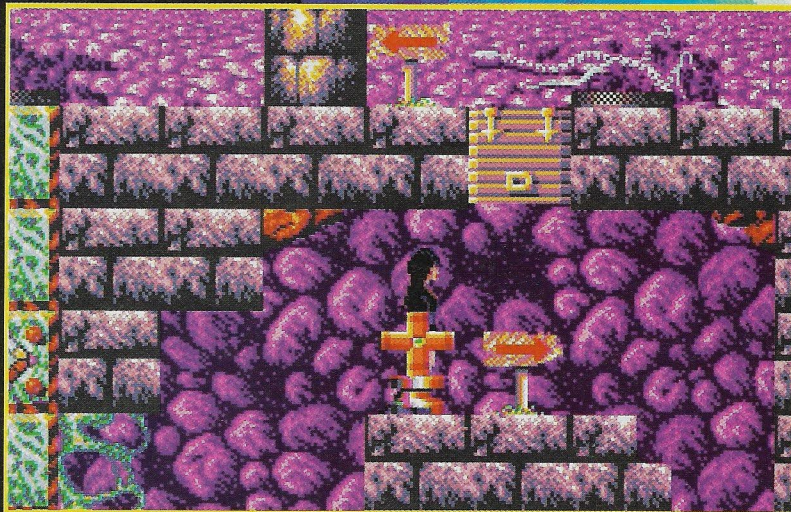


## WEAPONS

As you undoubtedly know from your wise reading of the instruction booklet, the weapons come in three forms. The dagger, which does one point of damage; the star, which does two points of damage; and the torch which does – guess what? – three points of damage.

Once you have hold of the torches try to power up the weapon to the fifth level. Avoid lower level weapon icons because you will automatically revert to the lowest power of a weaker item

## POWER



After many of your encounters with the numerous bad guys that roam around the landscape, you will be in need of rejuvenation. The route guide arrows should eventually lead you to these crucifixes.

Remember the locations and try to return there if you encounter one of the larger obstacles (such as the volcanoes or ogres)

## MAGIC



More often than not you will only come across one of each type of spell in each world. The untimed spells can obviously be used as much as you want, but the timed spells are intended for single sections.

For example, the shield is to be used when you find two volcanoes spitting lava into the air. You will also find fire repellents, lightning and feather fall. Use each wisely and read page six in the manual for a description of how each works







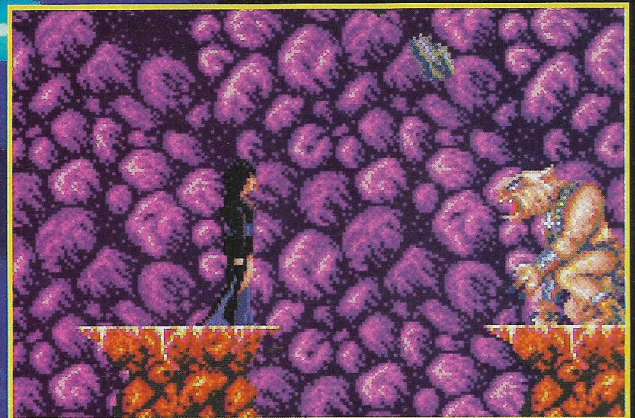
## THE TRADER

Using the trader is a vital point of strategy within the game. Ensure that any trading you do is with items of use in the world that you are currently in.

If you are holding a spell, you may wish to trade it for one of those described in the game manual on pages five and six. In the fire world for example, you may wish to obtain a fire resistance spell.

It is possible to barter with the trader for information, but any offers that are too low will result in him getting all stropky and bugging off

## COMBAT



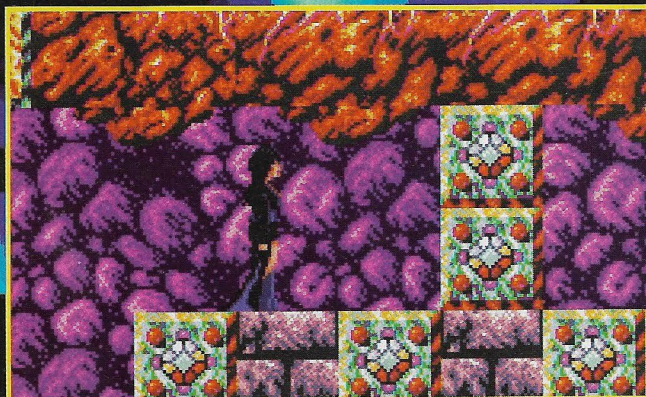
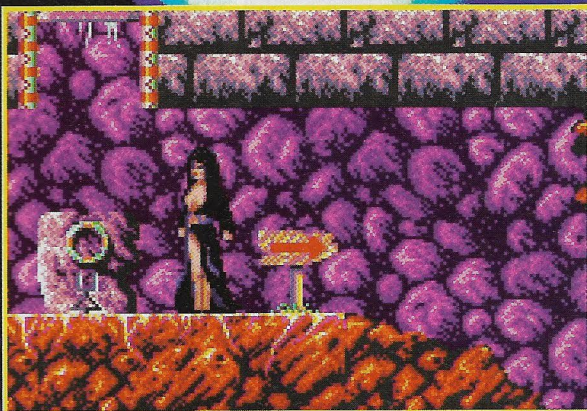
Obviously, a large part of Elvira's time in the three kingdoms will involve a considerable amount of combat. Many creatures will fall to just one or two shots, but there are several when you move deeper that require a degree of strategy.

The ogres shown here are one of the toughest enemies, but they are easily destroyed by standing so they are on the edge of the screen. Fire as quickly as possible and try to destroy any boulders

## ROUTE

Each of the three worlds spans a vast area, but to guide you through each section the direction arrows will show you where to go.

Very often one will lead you to a dead end - when this happens, there is an object, such as a key or treasure chest, which must be collected before the door will open



## TRAPS

Each world is filled with hazards so beware of some of the following:

Collapsing bridges

Deep pits

Fireball-spitting portals

However, one of the least obvious that you will encounter is the pressure pad operated wall. At first glance there appear to be only two pads (the silvery grey stones) - one to open the door and one to shut it. However, behind the wall there is a third which will close the door again, locking you in.

Don't be tempted by the goodies you see. Just move on by



# CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more.

We do not accept adverts for software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

## AMSTRAD

• Only £280! Amstrad CPC464 with colour monitor, disk drive, memory upgrade, mouse, multiface, joystick and £400 of tape and disk software including 220 games. Worth £1500. F.G.C. Phone (0254) 823012 (Lancashire)

• Amstrad CPC6128 colour monitor, disk drive, joystick, loads of games + more £300 ono. Also: Amstrad CPC464 green monitor, TV modulator + more Only £150 ono. Collect from Southend area. (0702) 291769.

## ATARI

• Lynx II for sale. Includes PSU and game. VGC. Will sell for £100 or swap for Game Gear with game (Sonic if poss.) Contact Chris on (0257) 275108 after 6pm.

• Atari 520 STFM Discovery Pack. Mouse, joystick, original games, brand new, mint condition. Was £350, only £200. Must sell quickly. If interested ring Mark on (0525) 370265. Thank you.

• Atari 1Mb 520 STE Turbo Pack for sale. 6 months old + games + mags. Sell for £250. Boxed as new. Phone Matthew between 4pm and 6pm (0703) 892682 on weekdays.

• Blue Lightning & Paperboy for the lynx. £20 each plus postage & packing. Phone Michael on (0274) 591261.

• Atari Lynx - inc. power supply, Comlynx cable, California Games, Rygar, Roadblasters. Still boxed. VGC. Cost new £190, bargain at only £115 ono. Tel: (0924) 823678. May swap for Game Boy + games/cash.

• Atari 2600. Must go! 5 games inc. Pole Position, Tomcat, worth £90, sell for £65 ono. Phone James on (0752) 493115 Mon-Fri 5pm-9pm (plus p&pp).

• Atari 520 STE upgraded to 1040 STE with Turbo Pack. Second 3.5" disk drive, manuals. All boxed £300. no offers. Telephone Swindon (0793) 726957.

• Atari 520 STFM, 2 joysticks, 1 mouse, games and magazines. Boxed and only 2 months old. Mint condition £210. Tel: Khal on (041) 427-4873 after 6pm.

• Atari 65XE with games worth £650. Tape recorder, 3 joysticks, good condition. Still boxed. Worth £175, sell £75. Tel: (081) 857-5042 after 6:30pm.

• Atari Lynx with PSU + five games inc. Warlords, Klax, Gauntlet, superb condition. Any trial welcome. Only £100. Phone (09887) 352 after 4pm and ask for Rubin.

## COMMODORE

• For sale, Commodore 64. New version. Light Fantastic with over 150 games including Speedball II, Rainbow Collection, Premier Collection etc. tape recorder, joystick. If interested, ring after 5pm on (081) 888-8232. £130.

• Commodore CDTV, 3 weeks old, Hutchinson's Encyclopedia, Lemmings, Welcome Disk, two music disks, some Amiga games. All new. Bought from Dixons, unwanted gift. Only £425. Tel: (071) 831-3528. Bargain!

• C64, 6 months old. Over £150 of software, tapes and carts. Boxed, perfect condition. Great value at £150 or swap/part exchange for Megadrive. Phone (0244) 533568 after 4pm.

• For sale. Amiga 500. 1 meg, two joysticks plus boxed, original games. Only £250. Phone (081) 550-6000.

• C64 for sale, 1541 disk drive, dot matrix printer, MkVI Action Replay cartridge, business software over £250 of games on disk. Cassette recorder, joysticks, all boxed. Worth over £600, sell for £300. Phone (0532) 720828.

## MISC.

• Supra Modem 2400 baud with PSU manual and RS-232 lead. Hardly used, still boxed. Only £90! Phone Paul on (081) 657-5610.

• Quantum 85 megabyte hard drive, Gesoft host adaptor, PSU, leads, software to suit all ST's (please note above not cased) Hence £250. No offers. Swindon (0793) 726957.

• Amiga external disk drive only £40 (Cumana) Casio V28M midi module £180. Yamaha Clavinova, electric piano, full size £700. (0689) 857653 (Orpington)

• Yamaha keyboard for sale £55 ono. If interested write to: CSZ, 32 Riverside Crescent, Holmes Chapel, nr Crewe, Cheshire. CW4 7NR. Excellent condition only used twice, unwanted gift.

## MSX

• For Sale. MSX computer with manuals, games and cables. Cost £240, but will sell for £30. VG condition. Phone (0253) 393868 after 5pm.

## NEO-GEO

• Neo-Geo SCART, English, 5 games, ASOII King Monster, Memory card, 2 joysticks, must be seen. £550. No box. Bill, 36 Winyates Centre, Redditch. B98 0NR. No offers.

## NINTENDO

• Game Boy, five games, game Light, Magnifier, CaseBoy. Worth £225, will sell for £184 or swap for Game Gear with TV tuner + games. Phone (0473) 601127 after 4pm.

• Super Famicom SCART, 4 months old, 6 games, Ghoul's n' Ghosts, Golf, Jerry boy, Darius, Adventure Island, Mario. Swap for Neo-Geo plus 3 games. Tel: (0782) 811506.

• Nintendo Super Famicom (SCART), including one game, Actraiser. Only 5 months old. Still in box, excellent condition. £165. Genuine reason for sale. Tel: (0245) 76607 after 6pm and ask for Franc.

• Famicom with Super R-Type and Gradius £180. PC Engine and eight games £150 (boxed) Both SCART. Or swap both for SCART Neo-Geo with at least two games (0423) 562947.

• Game Boy, two games, Tetris, Battletoads. Two months old, still boxed £50. Phone Graham after 7pm (081) 668-2013 (Purley, Surrey)

• For Sale, Nintendo Game Boy plus 4 games - WWF, Super Mario, Gremlins 2, Tetris. Plus headphones and 2 player link-up. Boxed, all new at Xmas. £120. Phone (0993) 883335 after 5pm.

• Game Boy with Tetris, Super Mario, Burai Fighter, WWF and accessories. Altogether worth £150, sell for £100. Phone Julian on (0978) 842851 after 4pm.

• Game Boy for sale, 9 games, mains adaptor, Light, magnifier, amplifier, carry case, cost £310 - sell for £180 - or swap for NES or C64 with games. Phone (0376) 520272 Stuart (Essex)

• Game Boy for sale! Good condition, stereo headphones + 2 player lead. Sell for £60. Phone (0698) 59974.

• Game Boy, 6 games including R-Type, Turtles, carry case, mains adaptor and recharger. All leads and headphones, boxed with receipts, good condition. Only £140 ono. Phone (051) 531-9035.

## PC's

• For sale, Sharp 4501A laptop PC, double disk drive with DOS. 3.5" disk. £300 ono. Tel: (0270) 60168.

• PC. 640k, black & white monitor, 5.25 inch disk drive, software and games, Digimouse controller board and clock board. Brilliant sound, volume control. Bargain at £350. Worth £600+. 21 Trinity Rise, Penton, Mewsey, Andover, Hants.

## SAM

• Sam Coupe computer plus Epson printer, disk drive, joystick, 80 disks, TV, various disk boxes and computer desk. Lots more! Worth £500 sell £320. Ring Paul on (0952) 200113.

## SEGA

• Sega Mega Drive complete with Sonic the Hedgehog and all leads, joypad, PSU etc. 11 months guarantee. £100 including delivery. Ring Phil Brady (0709) 364494 between 8:30am and 5pm.

• Mega-CD and Mega Drive with Heavy Nova and all original equipment. Will work on PAL or SCART. Still boxed. £500. Also Famicom SCART with Mario 4. Still boxed (081) 641-2729 evenings only.

• £240! Mega Drive UK complete with joypad, arcade power stick, 8 games inc. F22, Sonic the Hedgehog and Ghoul's n' Ghosts. Everything boxed as new complete with instructions. Phone Phil on (021) 421-7545.

• Mega Drive carts (Jap) new and unopened Dick Tracy £17, Sonic £24, Spiderman £16. Will sell or swap. Phone Graham (0706) 341272 also Jap converter £10.

• Mega Drive games: XDR (fast arcade action) £15, Moonwalker £17, Jap converter £9. All brand new and boxed. Ring Graham on Rochdale (0706) 341272.

• Sega Master System Plus in mint condition with seven games. £150. Call (0236) 769886 between 5 and 9pm. Ask for David. Must collect.

• Sega Master System with two control pads and Light Phaser and three games. Mickey Mouse, Operation Wolf and Double Dragon. £100, open to offers. Contact Dave on (0565) 873453.

• For sale, Sega Game Gear, four games inc. Shinobi, AC adaptor, £140 ono. Phone (0634) 379390.

• Game Gear Ninja Gaiden game for sale. Brand new £20. Phone Dave on Bolton (0204) 55887.

## SINCLAIR

• Spectrum +3, boxed, joystick. Approx £100 disk/tape software including tape to disk software. Instruction books + 25 mags. £160 ono. Phone (0663) 733412. Andrew after 6pm.

• Spectrum +2A, still boxed. 30+ mags + games. 1 year old. Excellent condition, £150 ono. Tel: (051) 920-5684.

• Spectrum 128 +2, boxed, joystick, nearly 200 games inc. Shadow of the Beast and 3D Construction Kit. £100 ono. Call (051) 638-5681 after school. Ask for Chris.

• 128k Spectrum with light gun, joystick and 78 games. Bargain £100 worth £180. Tel (0253) 872889 (Fleetwood) and ask for Damian.

## WANTED/SWAPS

• SWAP: Have Amiga 500 plus games and external disk drive worth £800. Need decent keyboard, monitor and printer for serious programming. Phone David (0734) 461079 after 6pm.

• WANTED: Neo-Geo games. I will buy your unwanted games at good prices. Phone David (0924) 402244. Also swaps.

• WANTED: Commodore 64 cassettes for money. I'll give full price. Tel: (0253) 895230 ask for Paul.

• SWAP: my Mickey Mouse for your Donald Duck or Spiderman or any other decent game. Must be in good condition. If interested, call Mark on (071) 720-3545.

• WANTED: Nintendo Super Famicom games. Will pay good price. Ring (081) 571-5809 after 4pm.

• WANTED: I am in desperate need for Game Gear games. Especially Sonic or Mickey Mouse. Will pay up to £14. Phone Luke on (081) 504-5669 after 5pm.

• WANTED: Golf and Super Marioland for Nintendo GameBoy. Will pay £10 each. Please contact (091) 259-5702. Mr D Brown, 2 Ashfield Grove, North Shields, Tyneside.

• WANTED: games for Game Boy. Tel: (031) 447-7239 after 6pm.

• SWAP: my Atari Lynx, 2 games, batteries, sun visor, all boxed, excellent condition, for Game Gear and 2 games. Phone Kevin (Cardiff) (0222) 733784.

• SWAP: Electrocop for another Lynx game. Will sell Gates of Zendecon on the Lynx for £15 (or trade with Prince records, CD's, Picture disks etc.) Ring (0237) 477365

• SWAP: C64 computer with over 150 games, lightgun, joysticks, tape loader etc. for NES or Sega Master System. (0279) 411464.

• SWAP: Amstrad CPC464 with colour monitor, lots of games tapes and disks worth total £225 for a Lynx 2 with games and mains adaptor + cash adjustment. Phone Farnborough (0252) 524830 after 6pm.

• WANTED: 512k upgrade for A500. £5 waiting. Anything taken Worcester/Hereford area only will collect. Must be working. Call Brendan on (0886) 21797 after 6pm (not on Wednesdays)


Name .....

Address .....

Post code .....

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

**FREE!**



## FERRY ME HOME

How are you doin'? You've got to help me man, I'm stuck on the game Nightmare on level three, Quest of the Sword. I've gone down the well and I can't handle what that damn chap on the boat does. What does he want? Where can I find it? So be cool and help my vibes to vibrate again.

PS What a great mag. See ya!

PPS Is Black Crypt coming out on the ST?

Peace Lovingly, R Clark, Colchester.

**HOLY X:** You know the old story about paying the ferryman over the River Styx, well this is a slight deviation from the norm. You've got to pelt the sucker with a coin. Easy! Well, this isn't just an average 10 bob, it's obtained by throwing the funnystick at the jester.



Here we see the boat beggar. Simply throw him the coin and he'll be happy - bruised, but happy

The jester is past the fire room beyond the oracle which says 'hunt for gold'. Look for the two switches on the wall of the chamber, activate a pad and press another switch. You'll find another chamber where you see the jester chappy.

As for Black Crypt coming out on the ST. I could say "Yes it is", but I'd be wrong.

## NO LAFFING MATTER

Please can you help me on Leisure Suit Larry 5? Every time I play this brilliant game I get stuck. I head into the office of Silas Scruemall and then he gives me the dummy pocket protector.

The game goes onto a password screen where it says, 'Please type in the password exactly as you typed it'. It is here where I don't know what to do. I have read all of the documentation but I've found nothing about a password.

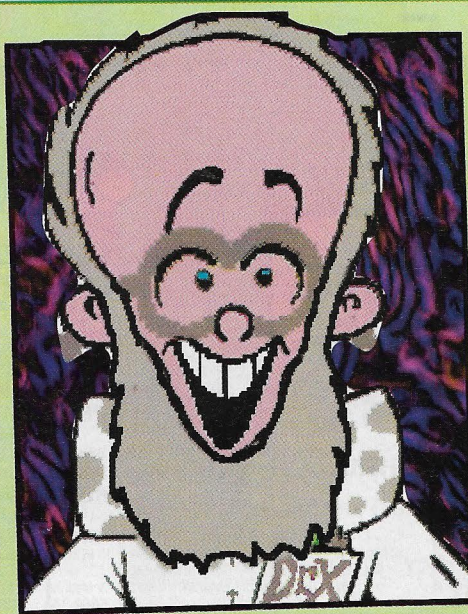
Jonathon Smiles, Lerwick.

**HOLYMACARONI X:** Your actual predicament, my son, isn't really part of the game as I recall. The general consensus around the blessed GX office is that the



The Games-X psycho, Scoop, knows what it's like to cock up passwords. He imagines he's a ninja and then smashes the computer. He has sworn fealty to me, the great one, and is wearing the kinky green headband of that sect

actual password screen is for saving the game. A password thus allowing only yourself to have access to the files and no other sponger wanting a ride on your



one's help, he's available at: **HOLY X**, Games-X, Europa House, Adlington Pearly Gates Park, Macclesfield-by-Purgatory SK10 4NP.

success. Try reinstalling the game, setting your own password for saving the game and don't forget to use the camera.

## IN A TIZZY WITH DIZZY

My sister and I are having trouble with the games Magicland Dizzy and Fantasy World Dizzy. Could you help us?

In Magicland Dizzy we can free most of the yokl folk except Dozy and Grand Dizzy. We get to the point where we can't get any further and we've done all we can and we need to know how to get past the volcano and the rat down the well.

In Fantasy World Dizzy we can get past the dragon but don't know what to do. We think we have to use the lifts maybe? Reading from an earlier episode of your brilliant mag, we read that perhaps you have to use the keys?

Please! Please!! Please!!! Help us, it would be very much appreciated, from your devoted fans.

Jenny and Eleanor Gosnell, Some place in the great scheme of things.

**HOLYISH X:** Well stone me. It's a jolly good job I know the answers to your Dizzy queries or I'd really have egg on my face. Unlikely, but such is the burden of knowing all, including your little secret Jenny. I know...

Rescue Dozy by lighting the candle and rubbing the lamp three times. To get Great Dizzy, you'll have to wait a wee while. Use the pipes to get past the rat and collect the sticky stuff which you can't drop. Take excalibur and jump past the mirror. Easy really.

The lifts are the key, and the keys are of use. Each lift requires a certain key in the correct combination. Have a tinker around yourself.

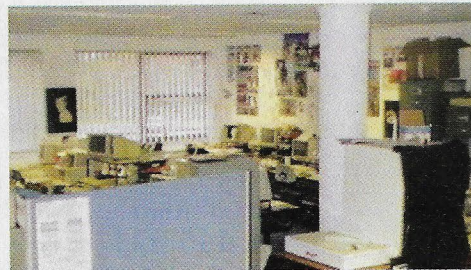
## CHEAT CHEEK

I buy your magazine weekly and think it's the best computer magazine available. Let's get straight to the point, I'll do you a deal. I'll give you cheats for Fantasy World Dizzy, Pit Fighter, Rainbow Island, Prince of Persia and Lemmings in exchange for the First Samurai. All cheats are for the Amiga.

PS Why is your address nearly the same as

# DrX

And lo! He appeared in the clouds, borne by angels. Bells rang, trumpets blared and a choir of nightingales added sweet noise to the cacophony. The meek below grovelled in the dust, their prayers answered. Here he stood, at last. "QUIET!" He boomed. This they did, with the exception of someone asking for a T-shirt. "STOP THIS! I'M BLOODY WELL SICK OF INCENSE. WRITE TO ME INSTEAD." And so it came to pass, if you need the great



Here we see a nice picture of the Amiga and ST Action 'office' - notice how no one is around? Not much action? Typical, they're just a bunch of wasters unlike us marathon men/women in Games-X who battle week in, week out to produce a mag of mystical proportions

the Amiga Action address?  
Gary Smith, Hertford.

**HOLIERTHANTHOU X:** In times gone past, I'd have a nice bolt of lightning come from the skies to frazzle your hair for such blasphemy. How dare you approach me with cheats. You know how I hate them. Horrible, horrible, horrible things. BAN CHEATS!

Well observed Gary! Yes those rabblekinder action people are in the next office. I say 'next office' loosely, a couple of partition boards strung up.

## PAST THE DEADLINE

I'm stuck in the Infocom text adventure, Deadline. I've got to the point whereby I know those who did it but I just cannot arrest both of them at the same point.

I've completed the game, but I'm instructed that there's a better way. I know that I need to get the two together someplace, but where?

Theresa Campbell, Maidenhead.

**HOLYFATHER X:** I can tell you immediately where to arrest the two characters. I played the game many, many years ago and believe you me I've forgotten the names which you so kindly forgot to include. Dunbar, I believe, is one.

Simply, with the verbal, material and clinical evidence, hide behind the shed. You'll then be able to confront the villains and you can tuck yourself in, safe in the knowledge that you've actually completed one of the classic adventure games.



# THE GAMES-X BUMP

## the CARTRIDGE FAMILY

**SEGA MEGA DRIVE GAME BOY**

UNIT 8, CHELTENHAM MARKET HALL,  
CHELTENHAM

Tel: (0242) 250619

151 HIGH STREET, TEWKESBURY, GLOS

Tel: (0684) 290097

CALLERS WELCOME - OPEN MON-SAT 9:30-5:30

## DELTRONICS DIAL-A-GAME

THE 1990s WAY TO BUY THE BEST COMPUTER SOFTWARE

SEND NO MONEY! NO CREDIT CARDS! POST NO LETTERS!  
FREE NEXT DAY DELIVERY TO YOUR DOOR ON MOST ITEMS!!

SEGA, FAMICOM, AMIGA, ST, PC, NEO-GEO & HAND-HELDS

SEGA MASTER SYSTEM only £57 GAME GEAR only £96.99

SEGA MEGA DRIVE (UK) SYSTEM £126.99 (with Sonic Hedgehog)

NEO-GEO (PAL) THE ULTIMATE CONSOLE NOW IN STOCK £299.99

HUNDREDS OF GAMES IN STOCK! PRICES FROM ONLY £3.99!!

YOU PAY C.O.D. (CASH-ON-DELIVERY) ONLY WHEN YOUR ORDER IS SAFELY RECEIVED

**081 769-9568**

PHONE NOW - NORMAL PHONE RATES

### DIAL-A-TIP COMPUTER HELPLINES

Cheats galore  
0891 445 927

Sega Cheatline  
0891 445 933

For info on other  
cheat lines call  
0891 445 904

Nintendo  
0891 445 913

Messages changed  
weekly

Proprietor: Jaqueline Wright, PO  
Box 34, SW Manchester, M15 4LS.  
Calls charged at 36p/min (Cheap rate)  
and 48p/min at all other times

USE YOUR  
VOICE  
TO  
OUTDRAW  
THE  
GUNFIGHTER

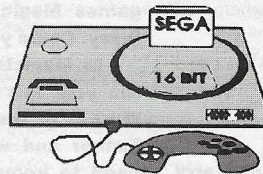
**DEAD  
OR  
ALIVE**

**WIN BIG  
CASH PRIZES**

**0898**

**313582**

### WIN A SEGA MEGA DRIVE



**0898**

**313581**

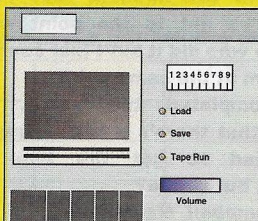
Can You  
Kill  
The  
ALIENS  
For  
CASH  
PRIZES

**0898**

**313580**

If you are under 18 years of age please obtain permission of whoever pays the phone bill.  
INFODIAL, PO Box 36. LS1 4TN. Call charges 36p per min cheap, 48p per min all other times

### DATA RECORDER FOR JUST £9.99



- Fully compatible data recorder
  - Built-in level meter
  - LED status display
  - Tape counter
  - Stylish desktop design
  - Supplied with connecting leads
- All for an amazing price of just  
**£9.99 (+ £1.50 P&P)**

Suitable for Amstrad, Sinclair,  
Electron, MSX & many more!!!! Send your cheque/postal order for £11.49 to:-

**HAWKWELL ELECTRONIC SERVICES**

2 Wymans Cottages, Mount Bovers Lane, Hawkwell, Hockley, Essex, SS5 4JB.

Tel: Southend on Sea (0702) 207593/207274

Repairs also undertaken with free estimates.

### megaDrive Owners Club

### XCHANGE SERVICE!!

Large stock  
of games

for the following systems...

Megadrive S. Famicom  
Neo-Geo PC Engine

Used games & hardware for sale - please ring!

Why not part exchange your  
used hardware/software for a  
different title or machine?  
We are No.1 for part exchange.

WANTED: MEGADRIVE, FAMICOMS,  
NEO-GEOS, & SOFTWARE.  
PHONE FOR A QUOTE.

PHONE NOW & RESERVE A GAME!!

MEGADRIVE NEO-Geo

### NEO-Geo

Official UK Stockist

Neo PAL/SCART

All leads inc.....£269.95

Software (UK)

Burning Fight.....£89.95

2020 Baseball.....£89.95

Baseball Stars.....£89.95

King of Masters.....£89.95

Super Spy.....£89.95

Fatal Fury.....£127.95

Football Frenzy..£129.95

Just a selection -

Every title available

All cheques & Sales/Enquiries

P.O. payable to: Tel./Fax.

M. Conacher 0736 50130

JOIN NOW! FREE MEMBERSHIP

21 Reens Crescent, Heamoor,  
Penzance, Cornwall, TR18 3HW



# ER NOTICEBOARD

## MEGACOM

DISTRIBUTION LIMITED

13 Mansfield Road, Nottingham.  
NG1 3FB Fax: (0602) 475353  
Tel: (0602) 475151/484988

Super Nintendo + Mario World £170.00!



NEO-GEO  
£220.00!

TWIN BRICK £25.00

SCART  
SUPER  
FAMICOM  
£145.00!



SEGA  
MEGADRIVE  
PAL or SCART  
VERSIONS  
£85



CD-ROM  
and ONE  
GAME  
£250.00!!



GAME  
BOY  
£57.00



PC ENGINE £85!



GAME GEAR  
£73.00

WE STOCK ALL THE LATEST GAMES BEFORE ANYONE ELSE!

Trade enquiries always welcome (0602) 475151.

Please add £10 P&P for consoles on next day delivery, or add £5 for normal postal delivery. P&P for games: £1.00 per game, £5.00 for Neo Geo games.

All items do not include VAT and is charged at the current rate.

Order Hotline: (0602) 484988. 10am-6pm. (0650) 336568 after 6pm.

## REPAIRS & SPARES

...to all makes of Computers and Consoles.

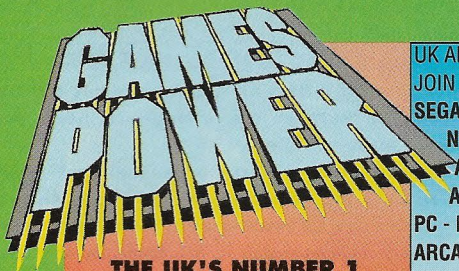
If you've broken your machine, don't just leave it in the cupboard, you'd be surprised at how cheap it is to repair.

Give us a call now to discuss your problem.

WE ALSO STOCK & SELL A WIDE RANGE OF COMPUTERS  
CALL NOW  
SHAROW ELECTRONICS  
**0765 607887**

Freepost LS2842, Ripon,

N. Yorks, HG4 1BR



THE UK'S NUMBER 1 FOR VIDEO GAMES INFORMATION!

100% PURE GAMES INFO!

KEEPING YOU IN TOUCH 24 HOURS A DAY.

For all game players of SEGA, NINTENDO, COMMODORE, ATARI, PC and ARCADES

Ring Benny Bunder's gossip line on

**0891 312 301**

UK AND INTERNATIONAL GAMES NEWS .....	0891 312 302
JOIN GAMES POWER CLUB .....	0891 312 303
SEGA - NEWS, REVIEWS AND CHEATS .....	0891 312 304
NINTENDO - NEWS, REVIEWS AND CHEATS .....	0891 312 305
AMIGA - NEWS, REVIEWS AND CHEATS .....	0891 312 306
ATARI ST - NEWS, REVIEWS AND CHEATS .....	0891 312 307
PC - NEWS, REVIEWS AND CHEATS .....	0891 312 308
ARCADES UPDATE .....	0891 312 309
HOW TO GET FREE AMIGA, PC & ATARI ST GAMES .....	0891 312 310
SWOP SHOP, SELL, BUY OR EXCHANGE .....	0891 312 311
COMPUTER SHOWS, WHERE AND WHEN .....	0891 312 313
ADVICE ON HOW TO BE A GAMES WRITER .....	0891 312 314

FOR FULL DETAILS ON ALL OUR SERVICES RING

**0891 312 315**

©Games Power (UK), PO Box 418, Manchester, M60 3BY. Calls cost 36p per min. cheap rate, 48p per min. at all other times

## COMPUTER REPAIRS

★ FREE ESTIMATES ★

All makes & models repaired and serviced - including printers & monitors.

For further details call...

**HAWKWELL ELECTRONICS**

2 Wymans Cottages, Mount Bovers Lane, Hawkwell, Essex. SS5 4JB.

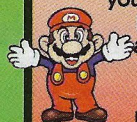
**(0702) 207593** (24 hours)

48 hour turnaround subject to availability.

## CONSOLE CONCEPTS



All the latest releases for Famicom/S-NES. News and forthcoming releases plus a chance to win six games of your choice and a JB King joystick. Just answer 3 questions & send your answers on a postcard, to the address given at the end of the message.



Call

**0898 662 554**

Calls charged at 36p/min cheap rate and 48p/min at all other times. Please ask permission of person who pays bills before calling



All the latest releases, forthcoming releases and news for the Megadrive and Game Gear plus a chance to win the fantastic PC Engine Duo CD-ROM system. Just answer 3 questions and send your answers on a postcard to address given at the end of the message.

Call

**0898 662 555**

(Updated regularly)

## ★ TAROT ★ TAROT ★

The first working Tarot deck for the Atari ST. Discover your destiny. 3 variations of readings, all in full colour graphics! Runs in 512K! Introductory price £9.95 (UK add £1 P&P, Europe add £2.50 P&P)

Send cheques/P.O.'s to:

Dream Promotions

No.3 Woodside Road, Walsall, West Midlands, WS5 3LS

## MUSIC & VIDEO EXCHANGE

COMPUTERS WANTED  
Absolutely ALL Hardware/Software/ Games/Consoles wanted for cash or exchange, also vast selection on sale

**NOTHING REFUSED!**

Bring or send by post with SAE for cash to:  
64 Notting Hill Gate, London, W11  
Tel: (071) 221-1949

To advertise on these pages call Steve Darragh on 0625 850874



## ALSO-RANS

### TUSKER

KIXX £7.99  
OUT NOW 16-BIT

System 3 games are always classics on the C64 machines but sadly none of them reach the Amiga in such an impressive state.

This is a prime example. There are some good touches but they can't hide what is definitely a mediocre game.

**X-RATING: XX)**

### Z OUT

KIXX £7.99  
OUT NOW 16-BIT

X Out is possibly one of the best shoot'em-ups to grace the Amiga. Sadly this sequel fails to impress as much.



This looks very dated indeed, even after just over a year! Don't be fooled into buying it just because the original was good.

**X-RATING: X)**

### NAVY MOVES

HIT SQUAD £7.99  
OUT NOW 16-BIT

A high difficulty level ruins a potentially good game in the sequel to the 8-bit hit, Army Moves. Graphically impressive but otherwise not the type of game to play for longer than five minutes at a time.

**X-RATING: XX**

### PUFFY'S SAGA

HIT SQUAD £7.99  
OUT NOW 16-BIT

Quite a novel search and shoot puzzler with cute characters represented nicely on screen. If you can play it for long enough it can get quite enjoyable. A game to be filed under "Different".

**X-RATING: XXX**

# BUDGET BON

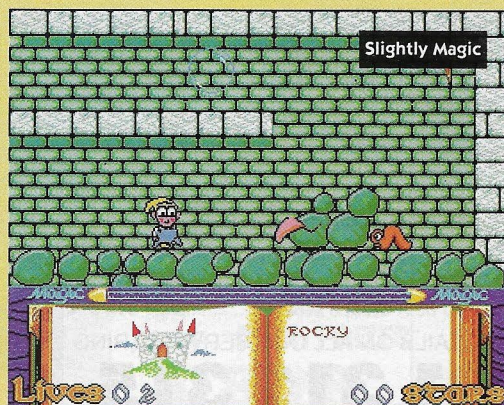
## CARTOON COLLECTION

CODEMASTERS £24.99  
OUT SOON 16-BIT

**RATED X**

Christmas saw the release of the Dizzy Collection onto 16-bit machines while at the same time the Cartoon Collection was making its debut on the 8-bits.

Now the opportunity arises for ST and Amiga owners to get their hands on five cute games for the price of one.



First off is Slightly Magic, an arcade adventure in which you control an apprentice wizard who is unfortunately locked inside a castle. You have to solve many puzzles to get out and use many spells en route.

Anyone who enjoyed the Dizzy games will get a buzz out of this despite it not being up to the standard of, say, Magicland Dizzy.



CJ's Elephant Antics sees you taking on the not so desirable role of an elephant trying to find his way back home again after being captured by a group of hunters.

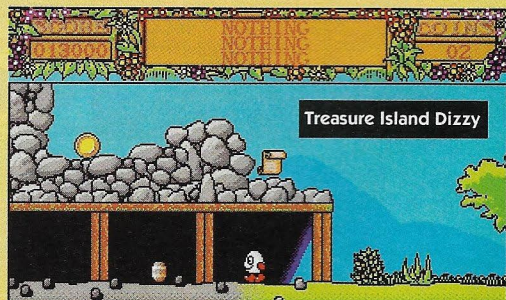
With no puzzles to solve, you engage in all-out platform action, armed with a seemingly endless supply of peanuts.

Spike in Transylvania is the worst game in the collection but is still fun to play for a while.

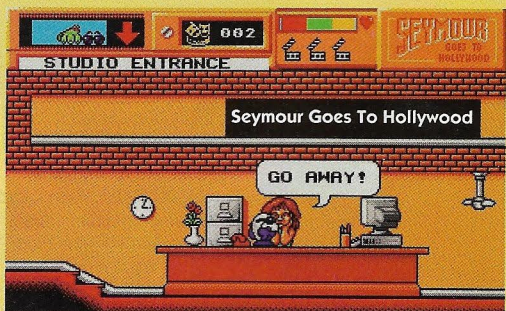


Graphically it isn't all that impressive but the puzzles and humour are enough to keep you going for quite a while.

Treasure Island Dizzy was the first Dizzy release onto the 16-bit machines, and it shows! The puzzles are as you'd expect for a Dizzy game but the whole ensemble is let down by the fact that you are only given one life with which to complete the whole game - it will, because of this, get slightly annoying!



Finally, there's the cream of the collection, Seymour Goes To Hollywood, a previously unreleased adventure through the glamorous world of a movie studio.



In the now famous Dizzy style, Seymour is a fun game to play and the central character is even more appealing than the egg one himself!

For £25 you could do a lot worse and younger enthusiasts will particularly enjoy the games.

**X-RATING: XXXX**

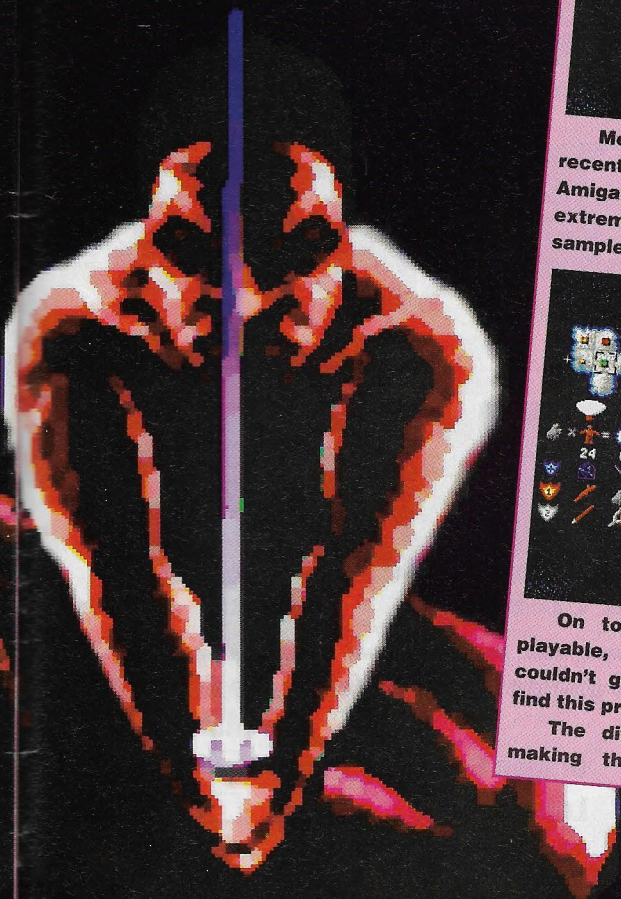


# MANZA

## RECOMMENDED

Over the last few weeks we've reviewed a fair number of games. Here is a list of the top five you can find...

1. RAINBOW ISLANDS - HIT SQUAD £7.99
2. JAMES POND - GBH £7.99
3. STUNT CAR RACER - KIXX £7.99
4. TURRICAN 2 - KIXX £7.99
5. VENUS THE FLYTRAP - GBH £7.99



## MEGA LO MANIA & FIRST SAMURAI

UBI SOFT £30.99  
OUT SOON 16-BIT

When Mirrorsoft sadly sank towards the end of last year UBI Soft was wise enough to snap up the rights to two of its finest products.

Now, only a mere three months after the original release, you can obtain both Mega lo Mania and First Samurai in the same package.



Mega lo Mania is by far the best in the recent crop of God sims to appear on the Amiga. Graphically and sonically it is extremely humorous with plenty of sampled speech to grace your ears.



On top of all this it is also very playable, even people like me who couldn't get to grips with Populous will find this pretty plain sailing.

The difficulty level is also perfect, making things neither impossible nor

ridiculously easy in the process. With over 26 different islands for you to battle through this is well worth giving up a weekend for.



Now onto First Samurai. This is basically a platform arcade adventure with beat'em-up roots. You control a novice Samurai fighter out to avenge the death of his master, the only problem being that the nasty bloke who killed him is now resting many years into the future.



This contains what is arguably the best sound of last year, although the speech does sound a bit German. However, there are plenty of sampled swipes and grunts to keep you interested. Not only this but the graphics are also very impressive.

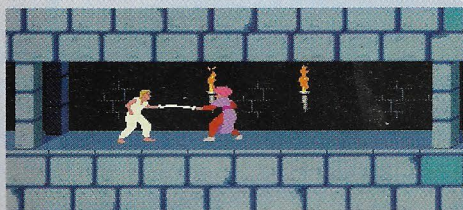
If you don't own either of these two games, then this is perhaps the best buy you are likely to get this year. At only £5 more than both games cost individually, it is a deal well worth undertaking.

X-RATING: XXXXXX

## PRINCE OF PERSIA

RESPRAY £7.99  
OUT NOW 16-BIT

The rather nasty man Jaffar has kidnapped the king's daughter and plans to wed her within the hour.



Only you, the princess' lover, can stop these evil intentions from coming to bear. There is just one niggling problem though - you are trapped in the castle dungeons!

You start the game armed only with your

bare hands so you must find some means, namely a trusty sword, with which to attack Jaffar's henchmen.

The main sprite is one of the most beautifully animated characters in computer history, although when stood still he looks far from impressive.

The game is also a joy to play, sporting 12 levels filled to the brim with guards, puzzles and platforms for you to get past.

The only down point is the similarity in graphics throughout, hardly a hanging offence though! Well worth anyone's money.

X-RATING: XXXXX



# Look at these Outrageous offers!

FROM THE PUBLISHERS OF ...

# AMIGA ACTION ST ACTION GAMES-X

We have a surplus stock from our Subscription Offers that we are able to let you have at incredibly low prices. Choose up to three games per order, and we will despatch them to you within 24 hours. REMEMBER - ORDER NOW WHILE STOCKS LAST! \*

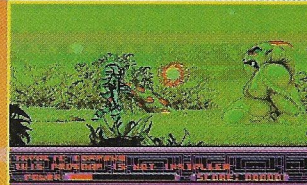
All the following games are available on both Atari ST and Commodore Amiga formats.



Hostages



Chuck Rock



Metal Mutants



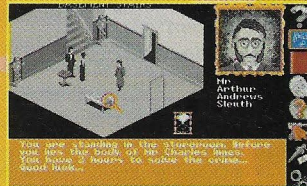
Skidz



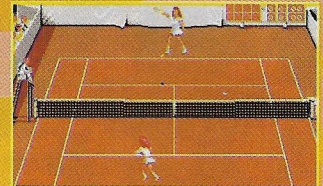
BSS Jane Seymour



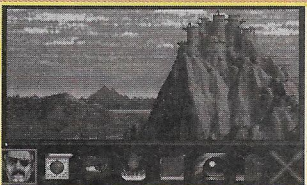
Horror Zombies



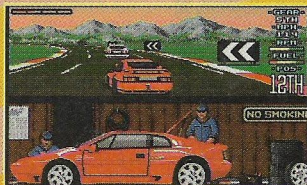
Murder



Pro Tennis



Dragon Breath



Lotus Esprit



Shoot 'em Up Kit



Venus

Choose 1 game for £7.75 - 2 games for £14.50 (and save £1) or 3 games for £21.50 (and save £1.75)

	ST	AM		ST	AM		ST	AM
Hostages .....	<input type="checkbox"/> 7701	<input type="checkbox"/> 8001	BSS Jane Seymour ..	<input type="checkbox"/> 7713	<input type="checkbox"/> 8013	Dragon Breath .....	<input type="checkbox"/> 7704	<input type="checkbox"/> 8004
Chuck Rock .....	<input type="checkbox"/> 7702	<input type="checkbox"/> 8002	Horror Zombies .....	<input type="checkbox"/> 7717	<input type="checkbox"/> 8016	Lotus Esprit .....	<input type="checkbox"/> 7714	<input type="checkbox"/> 8014
Metal Mutants.....	<input type="checkbox"/> 7721	<input type="checkbox"/> 8021	Murder .....	<input type="checkbox"/> 8097	<input type="checkbox"/> 9006	Shoot 'em up Kit....	<input type="checkbox"/> 7705	<input type="checkbox"/> 8005
Skidz .....	<input type="checkbox"/> 7707	<input type="checkbox"/> 8009	Pro Tennis Tour 2....	<input type="checkbox"/> 7719	<input type="checkbox"/> 8019	Venus .....	<input type="checkbox"/> 7706	<input type="checkbox"/> 8006

### NIGHT AND DAY!

We're here 24 hours a day to speedily process and despatch your order. Simply phone our Hotline, quoting your name, address, credit card number and choice of GAME(S) - it couldn't be easier! We accept all major credit cards.

### ORDERING BY POST

Complete the coupon indicating your GAME(S) choice and the method of payment you prefer (N.B. Cheques should be made payable to Europress Interactive). Send this coupon to:

Europress Direct, Junction 8 Business Centre, Rosscliffe Road  
Ellesmere Port, South Wirral, L65 3EB.

MY COMPUTER IS  AN ST  AN AMIGA

CREDIT CARD NUMBER:

\_\_\_\_\_

Expires: /

NAME.....

PAYMENT METHOD:

ADDRESS.....

Visa  Access  Postal Order (UK Only)  Cheque (UK Only)

.....POSTCODE.....

\* Subject to availability

CREDIT CARD ORDERS CALL 051 357 1275 24 HOURS A DAY!





**A game of two names, Bomberman or Dynablaster, it oozes classic simplicity with incredible addictiveness. One of the world's most playable games, it is being released on the 16-bit computers, the Amiga, ST and PC.**

# BOMBER MAN/ DYNABLASTER



**P**roduced by Hudson Soft back in 1990 for the PC Engine, this is arguably the best game produced for that machine.

Everyone who's played it has become immediately addicted, and now the new versions for home computers include all the best aspects, plus much, much more.

The game Bomberman comes complete with an add-on dongle to make it playable. This is more than an anti-pirating device, it also adds a further two joystick ports to the existing two, thus allowing a total of five players to play at any one time.

This multi-player option will probably be its main selling point. Set on one screen, your aim is to destroy all the other players in your bid to become the top Bomberman.

You select the number of wins needed, from one to five, and then embark on an orgy of destruction.

The multi-player game has two styles of play; either the normal one where you have to collect the power-up icons and blow up your enemies, or the killer mode.

The only difference lies in the fact that in the latter mode you are offered skull icons in addition to the normal ones.

These act in a totally random way, whether it be causing problems for young Bomberman or speeding you up to an incredible degree.

## **FUN ON YOUR OWN**

The one-player mode is completely different insofar as it's not basic unadulterated violence like in the fun times in the multi-player mode, with anything up to five players vying for success.

You need to plan a strategy to destroy all the ghoulies which attack unintelligently on a single or scrolling large screen.

64 levels are there to be explored, each divided into eight distinct parts

with the expected end-of-level beastie to destroy after completion of one of the eight sectors.

Power-ups are quite varied and affect the way either your Bomberman or the bombs act.

You can speed up, be made invulnerable, have massive explosions, leave more than one bomb at a time, and you even have the ability to explode your bombs where and when you wish them to go off.

The French company Ubi Soft will release this classic around the end of April/May for the Amiga, complete with dongle, for the price of £30.99. ST and PC versions will follow suit soon after.



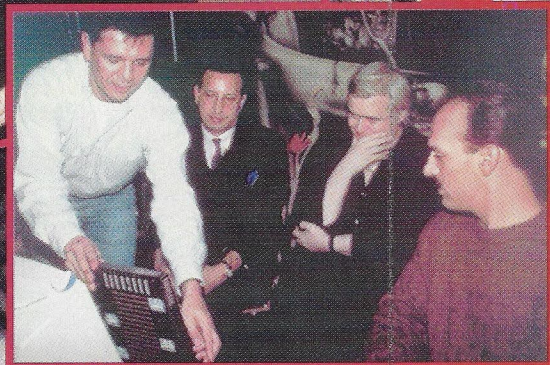
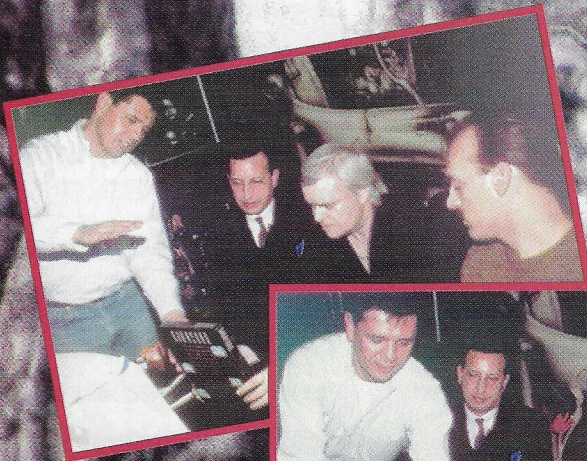
**The aim is to kill all the nasties while collecting from a selection of power-ups and seeking out the exit**



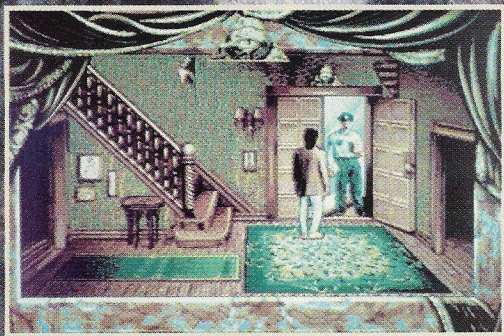
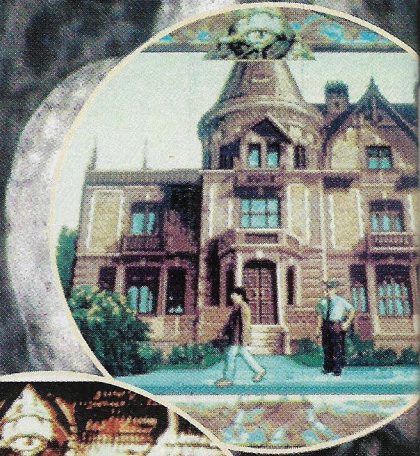
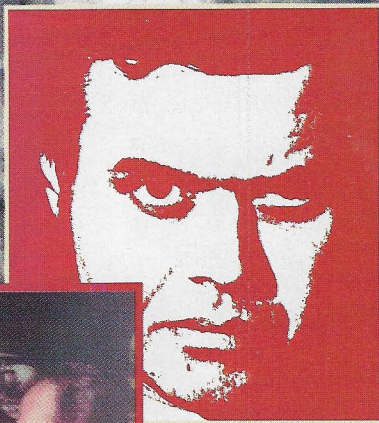
**Expect a fantasy action game every bit as good, if not better, than the PC Engine original**

# Sneaky Peek





The Dark Seed has been written in close collaboration with H R Giger himself. Here we see the man (third from left), surveying the game packaging

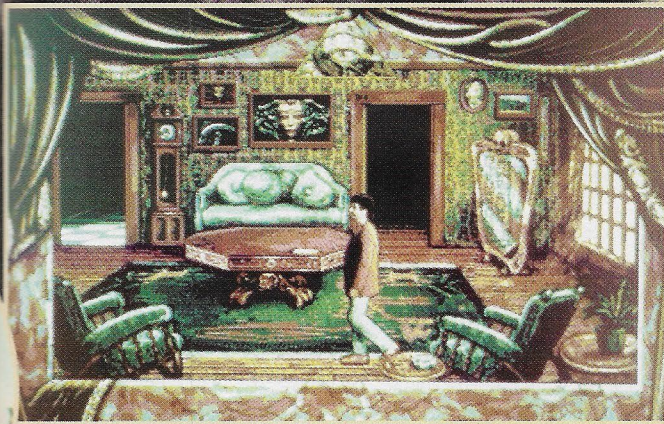


H R Giger's artwork reflects his own very vivid imagination. The image used on the game box is based around his one-time girlfriend who unfortunately shot herself in his living room!

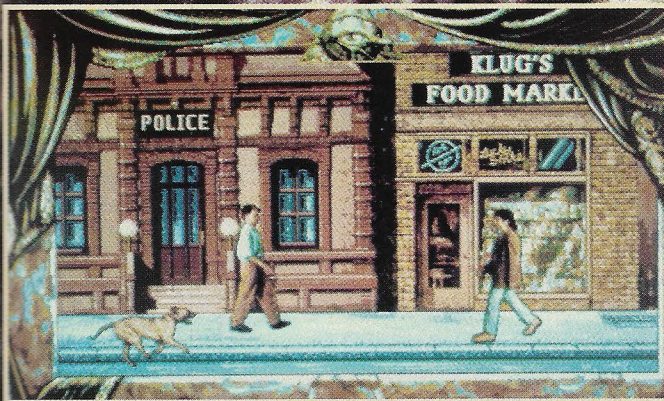


# DARK

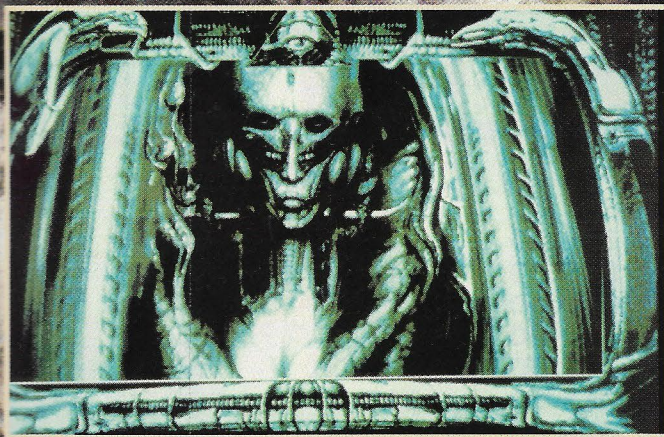




(Below) The normal world is depicted in glorious colour. Here we see our hero, Mike Dawson, en route to the chemist in order to buy some tablets to get rid of his splitting headache



The Alien-esque lands in Dark Seed feature the artistry of H R Giger and are depicted in a macabre grey tone. Mike must beware of these areas because the future of both him and the human race depends on his success



# SEED Sneaky

**Face your worst nightmare as single-handedly you take on a hostile race. Time is against you and you've still got that splitting headache...**



**H**ere's a real teaser for you – what have these games got in common: Bard's Tale, Chase HQ, Defender of the Crown, Dragon's Lair, Sim City, Zaxxon, Pac-man and TV Sports Football?

Well, in case you're baffled, they're all games written by the various members of a new software house, Cyberdreams.

Despite such an impressive pedigree, the programmers at Cyberdreams have not yet released a game on the new label. After two years that state of affairs is about to change.

## MOVIE MOTIVATION

Casting an eye over the team's past successes, its talent to produce top quality games is apparent.

However, one of the major reasons behind the formation of Cyberdreams was to produce games based on unique concepts and exciting story ideas.

The programmers at Cyberdreams have also collaborated with some of the movie world's top artists and designers. The end result? Releases that push both you and your machine to the limits.

It features the macabre artistry of H R Giger (pronounced Geeger), whose designs inspired such films as Alien, Poltergeist II and the eagerly awaited Alien III.

Future titles to be released on the Cyberdreams label include Cyber Race, written in conjunction with Syd Mead, the designer behind Blade Runner, whose other credits include 2010, Star Trek I, Aliens, Short Circuit and Tron.

To complete Cyberdreams' film affiliations there is The Evolver, a game that draws upon the wizardry of John Rosengrant. His designs have been used for Terminator, Terminator 2: Judgement

Day, Predator and Predator II.

Even though the point-and-click adventuring system may seem familiar to those found in other games, the similarity ends there.

Drawing on the artwork of H R Giger, Dark Seed features two totally different worlds. You must assume the guise of a science fiction writer by the name of Mike Dawson.

Having recently received a royalties cheque, Mike Dawson has decided to buy himself the house of his dreams, an old Victorian mansion.

Situated on the outskirts of a sleepy village called Woodland Hills, the residence is everything Mike has ever dreamed of. What he doesn't know though is that the house hides a secret far beyond his wildest imagination.

It seems that his new acquisition is the portal to a macabre dimension. The inhabitants of the shadowy world are biomechanical xenomorphs and their goal is to take over the earth.

In order to perform this they must first have at least one of their kind born into man's domain. Unbeknown to Mike he has been implanted with an embryo and within the next three days will unleash untold terrors on the earth.

All Mike has is a splitting headache! As an unsuspecting surrogate father, he must unlock the secret of how to enter into Dark Seed's world before putting paid to the plans afoot.

Over 60 different screens are featured. The normal world is drawn in glorious colour while the domain of the Dark Seed is depicted in an eerie world that reflects the artwork of H R Giger.

Dark Seed will be released on PC at the end of March with an Amiga version to follow in September.

# Peek



# WAXRIDE Ltd

**HARDWARE & SOFTWARE**  
**HOTLINE (081) 903-9511**  
**FAX HOTLINE (081) 900-0235**

Wembley Computer Centre, 542 High Road, Wembley, Middlesex. HA0 2AA. or our new branch at 325 Edgeware Road, W2 1BN. (071) 724-1229



AMIGA & ATARI HARDWARE	
Amiga 500 Cartoon Classic 1 Mb	329.99
Amiga 1500	669.99
Amiga 500 Class of 90's	459.00
Amiga 2000	1149.99
Amiga 3000	2299.99
Atari 520 STE Discovery Pack	289.99
Atari 1000 STE Family Curriculum	329.99
NINTENDO & GAMEBOY	
Nintendo Control Deck & Turtle Pack	75.00
Nintendo Action Set	59.00
Zappergun	25.99
NCS Advantage	34.99
Python Joystick	8.99
Game Boy with Tetris	62.99
GameLight	8.99
Maanifer	8.99
Kit Case	18.99
Carry Case (hard)	8.99
Battery Pack	8.99
GameBoy & Games Carry All Case (NEW)	14.99
GameBoy Hip Pouch	8.99
GameBoy Lite	24.99
LYNX	
Lynx II	74.99
Auto Cigarette Adaptor	8.99
Lynx Pouch	8.99
AC Adaptor	11.99
Screen Guard	8.99
Lynx Kit Case	14.99
LYNX GAMES	
Hard Drivin'	24.99
Robotron	24.99
Viking Child	24.99
Robo Squash	24.99
Star Runner	24.99
Shanghai	27.99
Electro Cop	26.99
Rampage	26.99
X Y Bots	26.99
War Bird	24.99
Blue Lightning	24.99
Klax	24.99
Pacman	24.99
Rygar	24.99
Xenophobe	24.99
California Games	24.99
GunTet	24.99
Poeland	24.99
Gates of Zendecon	24.99

APB	24.99
Paper Boy	24.99
Chess	24.99
Blockout	24.99
Time Soft	24.99
Chequered Flag	24.99
NINTENDO GAMES	
Star Wars	42.99
California Games	34.99
Metal Gear	29.99
Bionic Commando	38.99
Kick Off	32.99
Marble Madness	34.99
Wrestlemania Challenge	34.99
World Cup	32.99
Mageman 2	38.99
Simpsons	38.99
Top Gun 2	38.99
Super Mario 3	39.99
Wrestlemania Challenge	34.99
Adventures of Lynx	37.99
Bed Dudes	32.99
Bubble Bobble	22.99
Batman	37.99
Castlevania	36.99
Duck Tales	38.99
Double Dragon 2	38.99
Fxamodul	34.99
Grenins 2	45.99
Paperboy	19.99
Popeye	28.99
Snake & Rattle & Roll	22.99
Silent Service	32.99
Defender of the Crown	37.99
Super Off road	22.99
Ghostbusters 2	32.99
World Wrestling	32.99
Tetris	22.99
Turtles	26.99
Robocop	37.99
Mario Bros II	38.99
GAME BOY GAMES	
Amazing Spiderman	18.99
Bubble Ghost	22.99
Beetlejuice	24.99
Hegnes	22.99
49 Zones	22.99
Turtles 2	24.99
World Cup	22.99
Terminator 2	24.99
Star Trek	26.99
WWF SuperStar	24.99
Megaman	23.99
Choplifter 2	22.99
Home Alone	24.99
Dynablast	22.99
Mickey Mouse	24.99
Duck Tales	23.99
Aliyway	19.99
Batman	24.99
Boomer Adventure	22.99
Pacman	24.99
Bill & Ted Adventure	22.99
Turtles	22.99
Castlevania II	22.99
Battletoad	22.99

Bugs Bunny	19.99
Cackler's Palace	21.99
Nemesis	18.99
Dragons Lair	21.99
Double Dragon	21.99
Chess Master	22.99
Fish Dude	16.99
Golf	18.99
Chesse HQ	23.99
Paper Boy	21.99
Pipe Dream	16.99
Robocop	24.99
R-Type	22.99
Dr Mario	19.99
Super Mario Land	21.99
Snoopy	38.99
KWEX	18.99
Fortress of Fear	22.99
Turrican	24.99
Hard Drivin'	20.99
Boxie	21.99
Robocop II	28.99
Simpsons	23.99
Double Dragon 2	22.99
Grenins 2	23.99
Ohlho	18.99
Dynablaster	18.99
Hunt for Red October	24.99



GAME GEAR	
Game Gear	90.00
Game Gear carry case	19.99
Rechargeable Battery Pack	26.99
TV Tuner	69.99
Gear to Gear	4.99
Car Adaptor	16.99
Game Gear Mains Adaptor	9.99
GAME GEAR GAMES	
Chessmaster	30.99
Bengo	18.99
Solitaire Poker	22.99
Hallivras	22.99
Sonic Hedgehog	27.99
Joe Montana Football	20.99
G-Lo	22.99
Outrun	23.99
Factory Panic	23.99
G-Lo	22.99
Outrun	22.99
Putter Golf	19.99
Super Monaco GP	18.99
Ninja Garden	22.99

Mickey Mouse	22.99
Donald Duck	24.99
MEGADRIVE	
Megadrive plus Sonic Hedgehog	127.99
Striker	24.99
Strike/Control pad	24.99
Video Cable	7.99
Japanese Converter	9.99
Control Pad	13.99
Arcade Powerstick	31.99
MEGADRIVE GAMES (UK)	
Pitfighter	49.99
Ar Alive	27.99
Tom Hawk	24.99
John Maddens Football	34.99
Rings of Power	45.99
Spideymon	37.99
Immortal	42.99
Turrican	34.99
Hard Drivin'	20.99
Writer Challenge	31.99
Toe Jam & Earl	34.99
Bonanza Bros	31.99
Shining in the Darkness	48.99
Fantasy Star 2	49.99
Fantasy Star 3	44.99
Truxton	32.99
Populous	37.99
Streets of Rage	32.99
Super Monaco GP	34.99
Sonic Hedgehog	34.99
World Cup Italia 90	27.99
Budokan	36.99
De Capo Attack	32.99
James Pond 2	34.99
J B Douglas Boxing	32.99
Road Rash	31.99
PGA Golf	35.99
Quackshot Donald Duck	42.99
Max	32.99
F22 Interceptor	37.99
Streets of Rage	32.99
Moonwalker	32.99
Mickey Mouse	34.99
Castle of Illusion	32.99
Fantasia	32.99
SEGA	
Sega Master	62.99
Sega Master Plus	75.99
Sega Master II	62.99
SEGA GAMES	
Ace of Aces	28.99
Sega Donald Duck	31.99
Dynamite Duker	24.99
Outrun Europe	26.99
Golden Axe Warrior	27.99
Pacman	27.99
Indiana Jones	28.99
Sega Chess	29.99
Pacmania	31.99
Monaco	28.99
Psychic World	27.99
Sandwich Dancer	26.99
Sega Fighters	18.99
Dick Tracy	24.99

ESWAT	27.99
Populous	28.99
Shinobi	22.99
RG Grand Prix	26.99
Columns	26.99
3D Glasses	28.99
Casino Games	28.99
Wonderboy III	28.99
Strider	28.99
Running Battle	27.99
Sonic Hedgehog	26.99
AMIGA & ATARI GAMES	
Gunship	19.99
midwinter 2	24.99
Mega Traveller	21.50
M1 Tank Platoon	21.50
Beach Volley	7.99
Cabal	7.99
Chesse HQ	16.99
Cloud Kingdom	7.50
Deluxe Paint 1	3.99
Deluxe Paint 2	12.99
Flight of Intruder	24.99
Fast Food	8.99
Flood	9.50
Fruit Machine	6.99
Goos	17.50
Golden Axe	17.50
Moonwalker	7.99
Navy Seals	17.45
Outrun	7.89
PGA Tour Golf	17.45
Prince of Persia	18.99
Robocop 2	17.45
Speedball 2	17.45
Stalk Up	7.49
Toki	17.99
Thunderblade	7.99
Turrican 2	17.45
Wacky Darts	6.89
Xenon	7.99
Pro Tennis Tour 2	17.45
Shinobi	7.99
Double Dragon	7.99
Indy	7.99
Kick Off 2 Final Whistle	11.99
Kick Off Data Disk	7.99
Heroes Compilation	16.99
R-Type 2	21.99
Testdrive 2 (on IBM, Amiga, ST Only)	8.99
SPECTRUM	5.99
Wrestlemania	21.99
Simpsons (Amiga)	9.99
Captain Planet	3.99
Deluxe Paint 3	24.99
Lemmings	5.99
MISCELLANEOUS	
Phillips Colour Monitor 10845	230.00
Commodore Monitor	230.00
3.5" DS DD Disk	100 for 41.00
Citizen @SC Colour Printer	275.00
Star 1220 Printer	180.00
JVC 3.5 inch DS/DD (Boxed 10)	per box 8.99
3M 3.5 inch DS/DD (Boxed 10)	per box 8.99
3.5 inch DS/DD (100)	only 55.00
Disk Boxes from only	3.99

Cheques & Postal Orders payable to WAXRIDE LTD.

Game postage free. Under £15.00 please add £1.00 for postage. Consoles £2.00, Hardware £6.00. All prices include VAT goods despatched on day of order.

Visit our new branch WAX COMPUTERS, 325 Edgeware Road, W2 1 BN. Call us now for more details.

Come and visit our showrooms open 9:30 to 6pm Monday to Saturday/

## WE'LL FIX IT!

Tel: (081) 668-6312  
 Fax: (081) 763-0252

**T.D.S. TRADING** the UK's leading console repair and conversion centre, stockists of converters, leads and power supplies, announces, NOW available for all Super Famicom/Super Nintendo owners, the T.D.S. Games Converter. This amazing little widget will allow you to play American games on your Japanese machine or Japanese games on your American machine.

**Available NOW at a special price of £9.95 (+ £1 p&p)**  
**Offer ends March 31st 1992**

REPAIRS	FROM:	CONVERSIONS TO:	
		PAL I	SCART
Master System	£10.00	£20.00	£15.00
Megadrive	£15.00	£20.00	£15.00
Mega CD-Rom	£25.00	N/A	N/A
Game Gear	£10.00	N/A	N/A
N.E.S. & Copies	£10.00	£30.00	N/A
Super Famicom	£15.00	£35.00	£20.00
Super Nintendo	£15.00	£35.00	£20.00
GameBoy	£10.00	N/A	N/A
PC Engine	£15.00	£35.00	£20.00
PC Super Grafic/Duo	£20.00	£35.00	£25.00
PC CD-Rom Mk1 & 2	£25.00	N/A	N/A
PC GT	£25.00	N/A	N/A
Neo-Geo	£20.00	£20.00	£15.00
Atari 2600, 7800	£10.00	£20.00	N/A
Atari Lynx I/II	£15.00	N/A	N/A

For consoles or computers not listed, please telephone for a quote. All console accessories repaired, joysticks, controllers etc. Please telephone for a quote.

Why not have your Nintendo NES converted to play American games? TDS can offer you a conversion which will enable you to do this - NOW available at £15.00 + £5 P&P  
 All Scart leads for the following machines now only £6.95 Master System, Megadrive, Neo-Geo, NES  
 (We stock many other types of computer and console leads, please telephone for further information.)

Please make all cheques/Postal Orders payable to TDS Trading:  
 126a Brighton Road, Coulsdon, Surrey, CR5 2ND Tel: (081) 668-6312 Fax: (081) 763-0252

**SEND IN THIS ADVERT WITH YOUR REPAIR OR CONVERSION AND RECEIVE A 10% DISCOUNT ON PRICES LISTED ABOVE. THIS DOES NOT APPLY TO LEADS, PSU'S OR CONVERTERS. OFFER ENDS MARCH 31st 1992**



# STORMLORD II: DELIVERANCE

**Deliverance conjures up images of inbred families, white waters and banjos. So a game about redneck freaks would seem to be the order of the day. Ahem... not quite.**

It's actually the follow-up to the immensely successful Stormlord. It's been out for quite a while now on the 8-bit computers, but at long last it is being converted to reach the Amiga and ST owners.

Who on earth is the Stormlord? Well, he's a big mean chappie sporting a beard who waxes a whopping great sword, killing anything in his wake.

Nothing new, you may claim.

But this human meat cleaver has a heart of gold, wishing to free lots of little fairies from their imprisonment in hell.

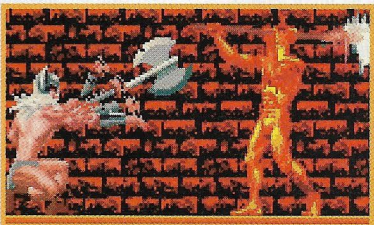
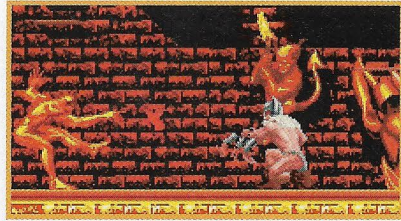
A long time has passed since the evil Queen threatened to kill off the fairies and invade the Stormlord's home. You battled away then and saved the day, freeing the little chappies from the iron yoke so you could relax and spend your retirement in the garden.

## FURIOUS FAIRY FROLICS

Unfortunately, as in most real fairy tales, things didn't quite end so happily ever after. Those cuddly-wuddly little fairies are being held captive again.

You feel it your duty to rescue the tiny people from their incarceration in hell. So much so, o' Stormlord, bless him, was heard to mutter, 'here we go again'.

Stormlord II: the Deliverance is a hack 'n' slash platform game with sleek graphics. Bearing more than a passing



resemblance to Gods, you have to fight your way past devilish monsters through four expansive levels to free the poor little fairies.

Each level is different, both graphically and in the sonics department, where you have to fight a menagerie of quasi-intelligent creatures appearing out of thin air, or attacking from all angles. It certainly looks non-stop action.

The first level is set in the dingy dungeon, quaintly named Satan's Palace. You then hack your way through the Pits of Hell, the Enchanted Forest and finally to Heaven.

The graphics are nicely rendered in either 32 colours on the Amiga, or 16 on the ST, with large, smooth-moving sprites.

It utilises a different scrolling technique which makes the Stormlord strut along, his hair flowing like a true hero.

Released by 21st Century Entertainment, you'll be able to get Stormlord II: Deliverance in the shops around April, priced at £25.99. Go on, save the fairies!



# Sneaky Peek

12TH-18TH MARCH 1992 GAMES-X 45



## CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more. We do not accept adverts for software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

• C64 for sale, cassette (data), loads games, good titles. Going for £75 ono. User manual, good working order. Old model, all leads. Tel: (0253) 825131 ask for Mike Mon-Fri after 4pm.

• Commodore 64, tape deck, five books, joystick, mouse and over 80 games. Still boxed with instructions, bargain at £150ono. Phone (0622) 672556 after 4pm and ask for Brian.

• £120 worth of ZX Spectrum computer games. £30 the lot. Tel: (0224) 695153 after 6pm.

• PC Engine with 2 games (Vigilante and Legendary Axe) and 2 joypads (Standard and Turbo). Very good condition. Only £120, or will swap for UK Mega Drive with games. Tel: (0859) 85235.

• C64 for sale plus two tape decks. 130 games, art package and mouse, joystick, 30-40 mags plus more extras. Only £100. If interested phone David on Guildford (0483) 502357.

• Game Boy 4 games and link-up lead, Tetris, Super Marioland, Spiderman and the Amazing Flip-Up. Unwanted Xmas present. £80 pounds of fun, all boxed. Ring (0244) 536495.

• Game Boy, 10 games inc Roger Rabbit, Gremlins II, Simpsons, Magnifier worth £310, only £215. Call after 5pm (0582) 605976 ask for Matt.

• Swap Atari ST PD, on a one to one basis. Send your list to Chris Palmer, 27 Stanmer Villas, Brighton, East Sussex. BN1 7HQ. It's as easy as A.B.C.!

• Amstrad CPC 464 and colour monitor plus £150 worth of games. As new, all for £300. Tel: (0978) 353908.

• Super Famicom (PAL), 6 games, 2 joypads. Games are Mario, Sim City, Pilot Wings, Final Fight, Actraizer and Super R-Type. V.G.C. £275 ono. Phone Dave on (0829) 41150 Tarvin.

• Famicom game carts for sale. Super Tennis, Gradius III, Big Run, Bomboozal, Super Ghouls 'n' Ghosts. Please phone for prices. Ring Tahir (0494) 791686 Mon-Wed before 5:30pm Thurs-Sat before 6pm.

**Uncle X labours long into the night replying to your letters, so write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**



### PAINTING BY PIXELS

I purchased my Amiga nearly two years ago, and with it I found the Deluxe Paint II package and I was very impressed by it. As I practised I became better at drawing cars, planes etc.

Now I have been using the program for a while, I am beginning to realise that it has limited capabilities and I want to move on to a more advanced program with more and better tools.

The only other program I have tried is Deluxe Paint III and I was not very impressed. I am not looking for animation tools.

Please could you suggest a few better paint programs and also give me some prices?

PS I now have 1 megabyte of RAM so I can use 1 meg paint programs.

**David Sharpe, Chadderton, Oldham.**

*Easy one this, Deluxe Paint IV is just what you're looking for. It is by far the best package available for the Amiga at the moment, incorporating every utility you could want. You do need 1 meg though. It'll cost in the region of £70.*

### ON TOP

Please could you answer these questions for me?

1. Is the Neo Geo better than the Amiga?

2. Are Sonic and Mario really coming out on the Amiga?

3. Is Sonic coming out on the Game Gear?

**Alex Caunt, Scarborough, N Yorkshire.**

1. *The Neo Geo is by far the most powerful machine, but in terms of value for money the Amiga comes out on top.*

2. *This is the question on everyone's lips, considering the amount of letters we get on the subject. Expect Mario to hit your screen in autumn '92 - take a look at this week's news for more details.*

*As for Sonic, well although the rights have been gained by US Gold it is up to Sega to decide when the game can be developed.*

3. *It's already available.*

### MY OPINION

I've got some comments on your magazine, but please keep the Games-X scoring system. Now here are my X-ratings on the most important bits of Games-X.

1. The news at the beginning **XXXXX**

2. Compo **XXXXX**

3. Game reviews **XXXXX**

### WORTHY CAUSE?

**SAD CASE LETTER** I always read your fab magazine from Dr X to X-IT. I think it's a real step for mankind. To show my love for your wonderful mag I would like to wear some kind of publicity. A Games-X T-shirt perhaps? To put this another way "Gimme a T-shirt NOW or else!".

**Nick Glasson, Wot, No Address?**

*Dear, oh dear, demanding a T-shirt but not including your address. Ne'mind here's a piccy of the GX shirt just to remind you of what might have been.*



4. Game advertisements ie Special Reserve **XXXXX**

5. Console Connexions **XXXXX**

6. Tip-X **XXXXX**

7. Software Charts **XXXXX**

8. Dr X **XXXXX**

9. Street Talk **X**

10. Sneaky Peek **XXXXX**

11. X-it **XXXXX** etc, etc, etc.

12. Team Talk **XXXXX**

13. The whole magazine **XXXXX** etc, etc, etc. Great, get the idea?

**Haider Ali Butt, Bradford, W Yorks.**

*Sorry I had to shorten your letter but you seemed to get carried away singing the*

### TIME TO REPLY



I am writing to you concerning your reply to James Barret, issue 44. In the reply you said if you only want a computer for games, then you might as well get a console. I do not agree.

When I was a wee tot in 1988 (age 11) all I wanted was to play games. That Christmas I gratefully received an Amiga (the best games machine at the time) and enjoyed games for a year or so, but I got bored with their unoriginality, which led me into the world of the technical side of computers, particularly animation which has kept me occupied for ages.

The main point which I am trying to get across is that getting interested in the technical side of computers does not come straight away and only comes after getting bored of games.

I hope you print this letter as it might guide prospective buyers to steer clear of consoles. Believe me I am very glad I didn't get a console.

**Edward Regan, Sutton Coldfield, West Mids.**

*Give me a break, are you out for my blood? If you'd looked at my reply properly I did say that if you wanted to use your machine for something more than just games playing then an Amiga or ST would be your best bet. Maybe I didn't make it clear enough for the less intelligent of you out there, eh Edward!*

*Anyway, at least this has proved that there are some opinions loose out there.*


Name .....

Address .....

Post code .....

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

**FREE!**



## IN HIDING

**LESSON OF THE WEEK** I have just recently got an Amiga 500+. However I have been unable to find the expansion cartridge. Please help as I am at my wits' end.  
**Craig McNeil, Portpatrick.**

OK dimbo, If you mean where is extra RAM, it's built onto the main circuit board of the computer. Try booting up with your Workbench and taking a gander at the number of bytes that are free. You should notice it is double the amount found in the old A500.

If you want to expand your A500+ further you can buy extra RAM cards to slot in the expansion port. However, if you do this, make sure the new card doesn't include an internal clock as this will cause your system to fail.

praises of GX. You're spot on with X-it, but surely you should re-evaluate your opinion of Dr X? (No - Doc)

## ST STRUGGLE

As a weekly subscriber to Games-X it is becoming more apparent that the ST is dying a slow death rather quickly (hmm, interesting mix of phrases there Bri - Doc), when it comes to software houses developing their wares.

With Sierra going for the so-called Premier League, gamers with STs feel some anxiety for the future.

It becomes more and more frustrating each time one buys any games may to see that games are available on PC and Amiga only.

**Brian Clough, Dumfriess, Scotland.**

The situation is such that it's more profitable for software houses to concentrate on PC and Amiga games. I

do sympathise with you and other ST owners, but it's the old vicious circle routine: fewer STs are sold, resulting in less software being produced, so fewer machines are sold...

## BIG HEAD

What's your problem? Why doesn't Doc use his brain (eh, sorry I meant pea) and let his head go on a diet. Then you could fit at least another million letters on the page. Or you could hire out his head for advertising space.

**Siôn Cavill and Leif Cussen, Wimbledon, London.**

You've hit on a brilliant idea there, but I think we could get rid of the old goat.

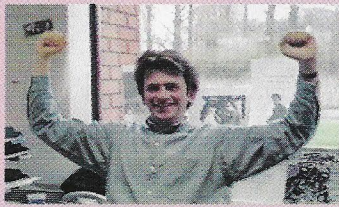
We've been trying to do this for ages but he won't go away (Excuse me! Due to my extremely high IQ I need an overly large head in which to store my brain. This is a clear case of jealousy, you sad people - Doc).

## TEAM TALK

Bomber fever has hit the office this week with the emergence of Bomber Man on the Amiga. Four-player frenzies seem to be used at any given moment during the day. No longer will I think of a two-player game as argument provoking after witnessing a blast of this corker of a game!

Fungus is once again as chuffed to bits as he could

possibly be thanks to the England rugby team retaining the Grand Slam. Hopefully this bout of good feeling will result in slightly less work for us! (You can always dream can't you! - Fungus) Hoorah!



**Dear Mr or Mrs Newsie,**  
**Please would you reserve/deliver a copy of Games-X every week for:**

**Name** .....

**Address** .....

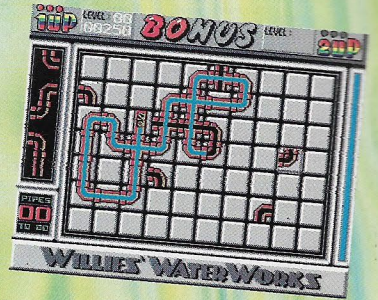
**Post Code** .....

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

# NEXT WEEK

## out Thursday 19th March

★ **After searching through gallons of PD games here's the best selection to be had**



★ **Get ready for hectic baseball action in Hardball III**

★ **Hit the slopes with our incredibly informative The Games Winter Challenge guide**

★ **Get behind the wheel of a Jaguar XJ220 to take a look at Core Design's latest offering**

★ **Save money by taking a look at our Budget Bonanza**

Contents are subject to change

# WHO DUNNIT?

### EDITORIAL

**Deputy Editor:** Pam Norman  
**News Editor (North):** Nick Clarkson  
**News Editor (South):** Jason Spiller  
**Production Editor:** Feargus Carroll  
**Production Asst:** Sharon Greaves  
**Consoles Editor:** Alex Simmons  
**Staff Writers:** John Davison, Brian Sharp, Nick Walkland

### PUBLISHED BY

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

### ARTWORK

**Art Editors:** Jonathan Ross, Jane Gollner  
**Asst. Art Editor:** Rob Sharp  
**Advertising Artwork:** John Fellows

**Games-X original concept and design by Hugh Gollner**

### COMMERCIAL

**Group Ad Manager:** Nadia Lawlor  
**Ad Manager:** Steve Darragh  
**Sales Executive:** Ian Kenyon  
**Circulation Manager:** David Wren  
**Production Manager:** Carolyn Wood  
**Managing Director:** Brian Raynor  
**Chairman:** Derek Meakin

**While Europress Interactive does its best to ensure that all information contained within the editorial and advertising is correct, Games-X cannot be held responsible for any omissions or inaccuracies. No part of this magazine may be reproduced without written permission.**



TAKE YOUR SENSES TO THE EDGE...  
... AND BEYOND!

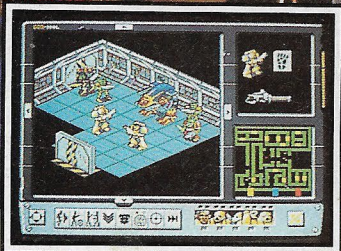
# SPACE CRUSADE

FAILURE BRINGS  
NOTHING. SUCCESS  
WILL BRING IMPERIAL  
HONOURS...

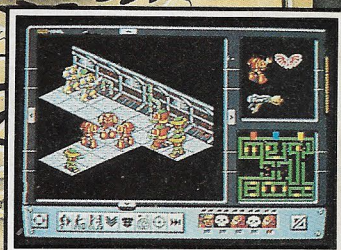
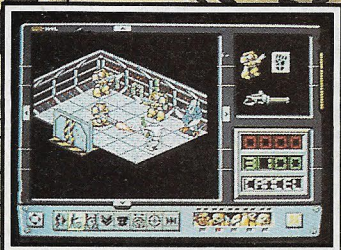
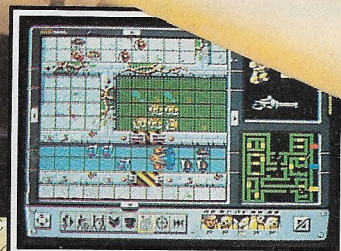
Enlist with the Space  
Marines and enter  
the fiercest conflict  
mankind has ever  
faced! Forgotten  
starships infested  
with a multitude of  
evil creatures from  
the Realms of Chaos  
drift from the  
Warp...

...Aboard these  
silent alien hulks,  
the Space Marines  
battle to save  
humanity. Only the  
bravest return from  
fighting the hordes  
of Chaos and the  
mighty war machine  
Dreadnought.  
Will you be one  
of them?

Available on:  
Atari ST/STE,  
IBM PC, Amiga  
Spectrum,  
CBM 64/128  
and Amstrad  
Cassette &  
Disk.



Screen shots  
from Amiga  
format



Gremlin Graphics Software Ltd.,  
Carver House, 2-4 Carver Street, Sheffield S1 4FS.  
© 1991 Hasbro Bradley UK Limited. All rights reserved. "Space  
Crusade" was developed in association with Games Workshop Ltd.