

QUICKLY, TURN TO THE GALLUP SOFTWARE CHARTS

75p
Every Thursday

GAMES-X

19th - 25th
March '92
Issue 47

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

THIS WEEK:

BOMBER MAN



PAGE 14

EXCLUSIVE:

MICROPROSE'S ATAC



PAGE 44

INSIDE: FOUR GAME BOY REVIEWS...

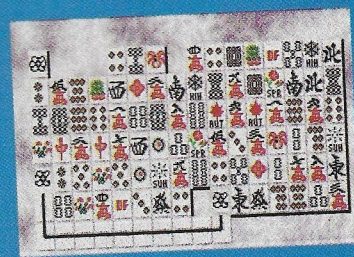
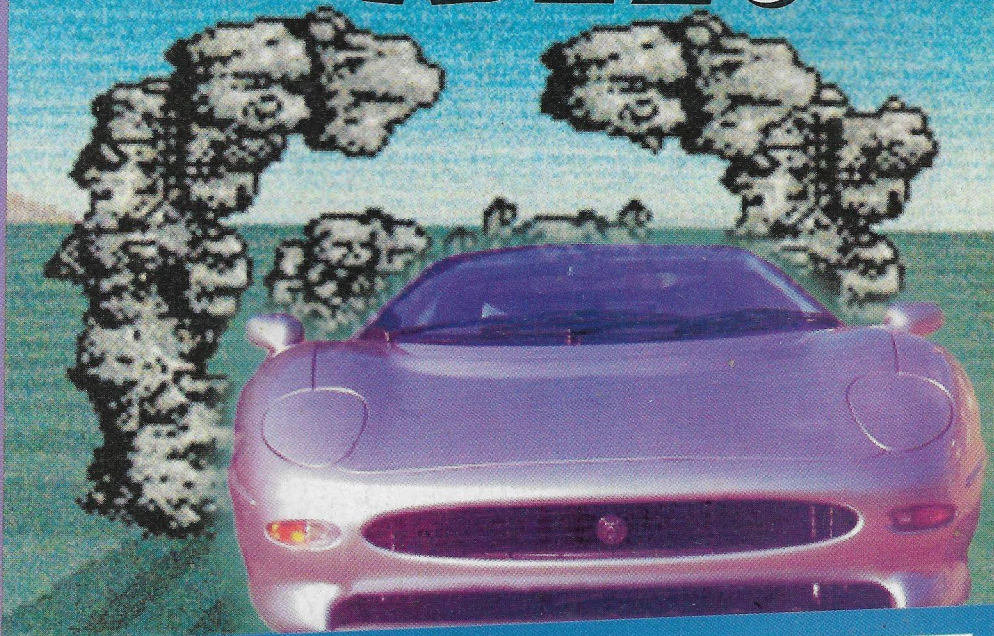
- ★ TURRICAN
- ★ ADVENTURE ISLAND
- ★ ASTEROIDS
- ★ SNOW BROTHERS

PLUS...

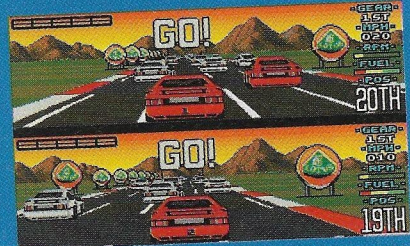
- ★ HYPERSPEED
- ★ WRESTLEMANIA
- ★ TITUS THE FOX
- ★ SUPER TETRIS
- ★ HARDBALL III
- ★ AND MORE



EXCLUSIVE: CORE'S JAGUAR XJ220



THE MOST PLAYABLE PD AROUND PAGE 38



BUDGET BONANZA PAGE 26



WIN A LYNX IN OUR GREAT ATARI COMP p.9

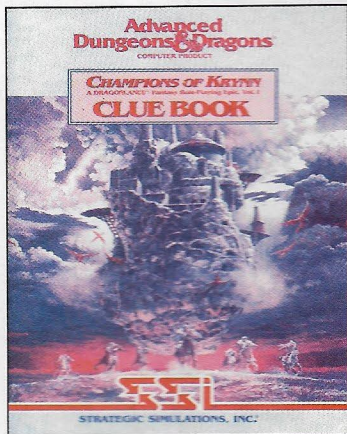
TAKE YOUR PICK FROM THE GAMES-X CLASSIFIEDS



CLUE BOOKS

Just how do I get past the seven-headed hydra armed only with a Morphy Richards sandwich toaster? If you're similarly stuck then why not invest in a cluebook from **US Gold**?

Priced at £4-£8.99, guides are available for most SSI, Lucasfilm Games and New World Computing games. Check out your local computer stockist or call US Gold on 021 625 3388 for further details.



MONITOR MANIA

Christmas saw electronic giant **Philips** completely selling out of its **CM8833 Mk II** monitors. The company signed up with software supremo, Microprose, in a deal

that included a free copy of the hugely successful F-19 Stealth Fighter. Due to popular demand the 'Totally Unreal' package is still going strong.

However, Philips warns potential customers to look out for 'grey imports'. These European units don't carry the British Safety Standards seal of approval, don't come complete with a copy of F-19 and run of a continental power supply.

The CM8833 Mk II costs £299.99 and is available from all good stockists.

GRELL AND FELLA

Grell and Fella is CodeMasters first attempt at the cut-throat genre, garden'em-up. Starring two mystical folk, Grell the Goblin and Fella the Fairy, your task is to clean up the sorcerer's garden.

The garden was once owned by an evil witch who kept all kinds of cute and furry animals in it. Although the garden has now been taken over by the sorcerer,



In issue 32's **Pedal Power** compo, Michael Lever of Bacup, Lancs and Paul Fletcher from Nottingham both win a brand-new Super Famicom. Aren't they the lucky ones!

From issue 33 10 special editions of **The Godfather Epic** video go to the following: Jason Bagshaw, Manchester; Steven McIntyre, Sussex; Jamie Buchan, Grampian, Scotland;

R Middleton, Kent; Gloria Bradley, Derby; S Spencer, Lancs; Neil Sutherland, Strathclyde; Brian O'Hare, Liverpool; Philip Eames, Nottingham, and finally Joe Simcoe who heralds from Kettering in Northants.

Ray Gibbs of Tunbridge Wells will be burning rubber at the **John Watson Race Driving Centre** while the winners of remote-controlled rally cars from our issue 34 compo are: James Tracey, West Yorkshire; T Willard, Surrey; Craig Dickson, Liverpool; Alan Addison, Aberdeenshire and Pritell Mustru, West Sussex.

the little beasties still roam free and you've got to stop them.

Grell and Fella is a horizontally-scrolling platform/combat game. Switching between Grell and Fella, use your skills not only to get rid of the meanies but also to revitalise the patch.

Available for the Spectrum, Amstrad, C64, Amiga and ST, **Grell and Fella** is scheduled for release around May.

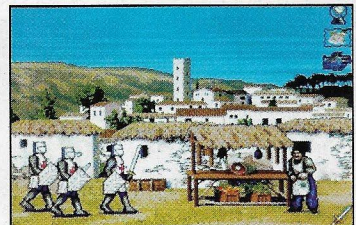
ALIEN BREED 2

After the runaway success of **Alien Breed**, Team-17 is to begin work on the follow-up. Imaginatively titled **Alien Breed 2** the game will feature tougher aliens, missions on planets, larger levels and more variations of aliens than we care to think about. Due for release on the 1 meg Amiga, Team-17's **Alien Breed 2** should be ready at Christmas.

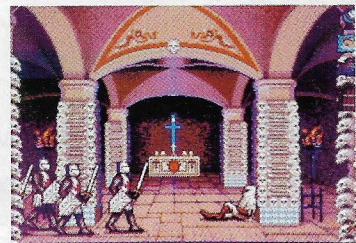
VENGEANCE OF EXCALIBUR

Once again we travel to jolly old England to King Arthur's Camelot in this sequel to the fight against the evil Shadowmaster. In this lavish graphic spectacular, you explore medieval towns and countryside in search of jolly clues to the whereabouts of the kidnapped King.

O'Shad has also stolen the kingdom's treasure, the holy Grail and high-tailed it off to Spain with his bimbo, the court enchantress.



So your job is apprehend this medieval Ronnie Biggs. **Vengeance of Excalibur** combines adventure with battle action and there are role-playing elements as you integrate with the medieval folk. To be available on Amiga and PC in April.



LEGEND

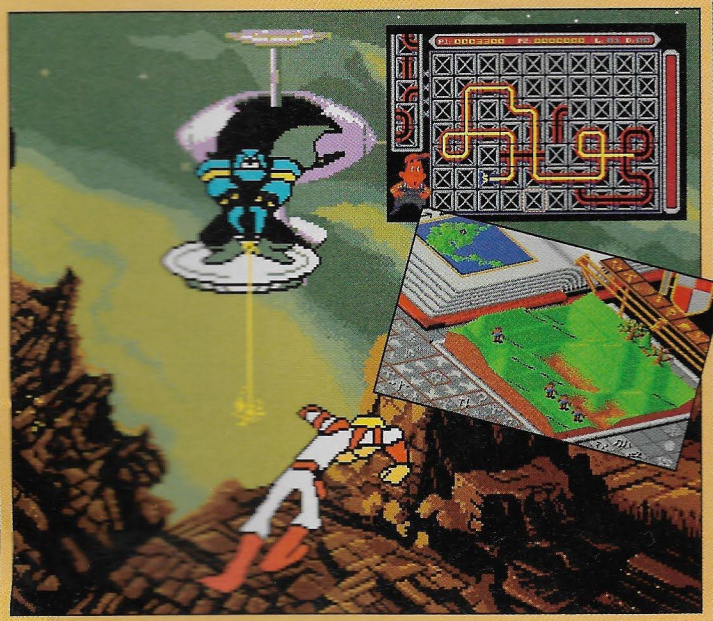
The deep and meaningful adventure, **Bloodwych**, was a dungeoneer's dream. Now the two-man design team Peter James and Tag has a prequel, telling the story of what happened before the events of **Bloodwych**.

First reported in issue 26 of *Games-*

AWARD WINNERS

From the people who brought you **Soccer Stars** comes another amazing compilation. Offering a saving of over £100, **Award Winners** features some of the most celebrated games ever to appear on the home computer. Available for the **ST, Amiga and PC**, **Award Winners** features four classic games.

The graphical excellence of **Space Ace** will have you amazed, **Kick Off 2's** stunning gameplay will astound you, **Pipemania's** logic will frustrate you and the strategy of **Populous** will keep you busy for hours. Available from **Empire**, **Award Winners** is a must!

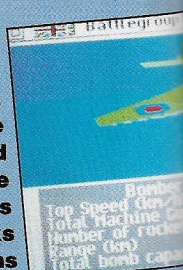


CAMPAIGN

Campaign is a war-game simulator, designed for 20th century wars. The current release is set in the **Second World War**. Featuring a plethora of the hardware found during the era, **Campaign** includes around 100 different vehicles such as tanks and trucks, not to mention a multitude of guns and ships.

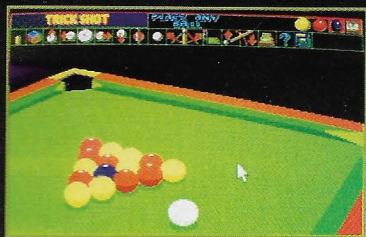
The idea of the game is to win the war; this is done by successfully concluding a number of campaigns which in turn are made up of several battles. The key behind success is logistics, and commanders will be responsible for implementing supply systems, seeking out the enemy and planning attacks.

The game allows up to 3200 square kilometres of ground detail to be used - that's nearly enough for the whole of Europe! **Campaign** is due for release in May from **Empire**. The game will be available for the **Amiga, ST and PC**.



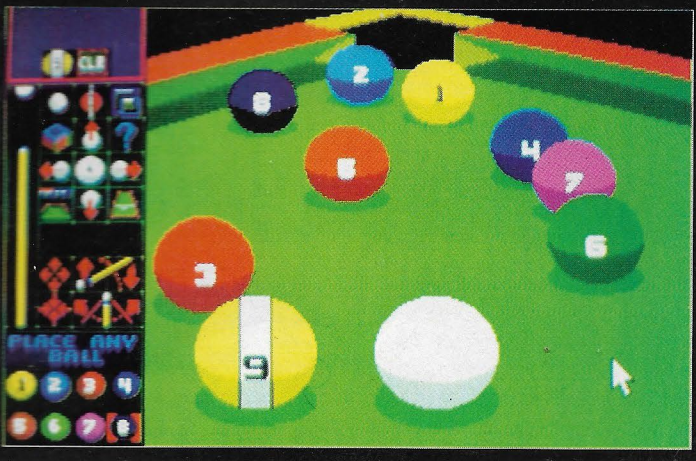
ARCHER'S 8-BALL

Archer Maclean's brilliant Jimmy White's Whirlwind Snooker was arguably game of the year and won Archer the Industry Award for Technical Achievement.



Now Mclean is putting the finishing touches to the stunning sequel, a Pool simulation starring that brilliant 3D engine.

The interface has been cleverly changed and will feature all the rules of the various pool games. The game, published by Virgin, will feature on ST and Amiga in May.



X. Legend is graphically superior to Bloodwych, combining both 2D and 3D elevations and stunning graphics with a revolutionary puzzle engine designed to fox the most experienced adventurer.

In addition to RPG there's a stunning battle section requiring war strategy as well as man to man combat.

Legend is massive, full of variety and more open-ended than Bloodwych, and the control interface has been much enhanced. To be published by Virgin Games in April on Amiga and ST.

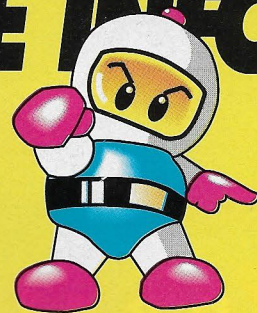
STEEL TALLONS

Later this year you can expect to see the fantastic arcade blast **Steel Tallons** hitting your screens. Atari is developing the ST version and Domark is currently looking for an Amiga development team to bring this superb game from the arcades to your machine.

Steel Tallons is a stonking helicopter blast, fast moving and packed with blinding action. Steel Tallons will be eagerly awaited by us all.



INSIDE INFO



Best of the Bunch

Lynx Compo 9
Two, yes two (count 'em) Atari Lynxs to be won in our incredible Slinky Lynx compo!



Bomber Man 14
It's been a struggle to get any work from the gang this week. The reason? Bomber Man!

Regulars

Street talk 11
We were so excited at visiting Stafford that we sent two, yes two (count 'em) roving reporters to see what the punters thought.

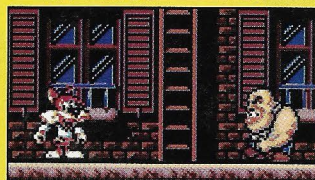
PD Page 38
Now you've heard the budget, see what to spend your extra pennies on with our super two (count 'em) page special.

Console Connexions 20
Hold onto your hats - this week we've got five, yes five (count 'em) titles for the Game Boy, not to mention WWF Super Wrestlemania, plus lots more!

Tip-X 29
Robocop 3, Wing Commander II, Terminator 2, Populus II and...

Player's Guide 30-33
The Games: Winter Challenge and Storm Master made easy.

Faves of the Week



Titus the Fox 12
Get a load of this cunning character - the latest cute super hero to charm your socks off!

Dr X's Clinic 35
Back to earth with a bump, the chunky, cheery chappie answers your questions with a song and a smile... hmmm.

Sneaky Peeks 41-45
Wait till you see Hardball III, ATAC and the super Jag XJ220.

X-it 46

ON YOUR MACHINE THIS WEEK

AMIGA

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PC COMPATIBLE

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ATARI ST

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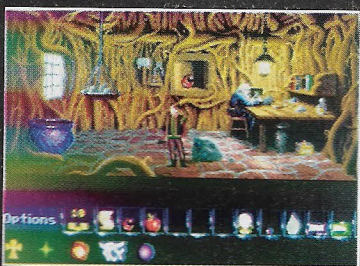
EXpect the Un**e**Xpected on

26

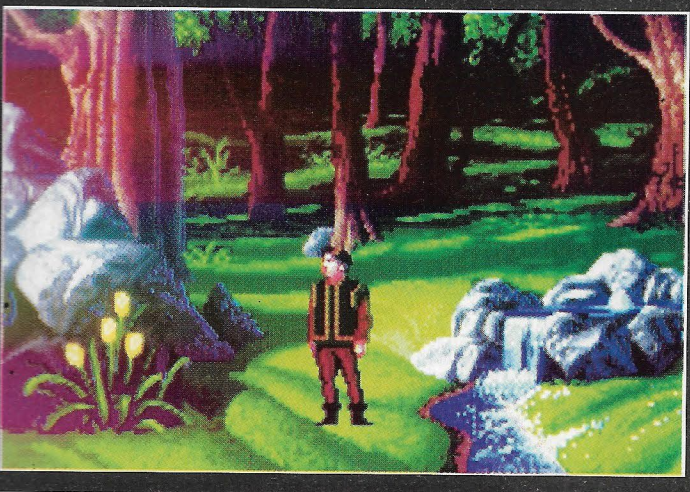
May

KYRANDIA

Fables and Fiends - The Legend of Kyrandia, is an extravagant graphical adventure set in a semi-fictional world that mixes aspects of both medieval and Renaissance times.



Kyrandia is not the traditional role-playing game. Rather it is an adventure game with separate quests, each involving puzzle solving and missions as well as interaction with many weird and wonderful characters. Kyrandia is not due for release until September on Amiga and PC. These are the first screens to be seen.



THEY WALKED AWAY

Have you ever seen those spectacular motor racing accidents where the car skids, somersaults, turns into an inferno, and the driver calmly gets out, dusts himself off and walks away?

Well now there's a compilation video of the spectacular accidents aptly entitled **And They Walked Away**.

Also a second compilation video, dubbed **And They Walked Away 2**, comes free with Accolade's impressive driving simulation *Race Drivin'*, available next month on Amiga and PC.

CRISIS AT THE KREMLIN

No guesses as to what inspired this game of political intrigue and government overthrow! Billed as a geo-political simulation of the Soviet Union, **Crisis in**

the **Kremlin** combines multi-media animation with a challenge to drag the USSR out of political and financial chaos and shape it up for the 21st century.

It's a 'what if?' game with an economic model of the Soviet Union. Players are given the opportunity to initiate realistic policies, budgets and reforms in an experimental setting.

You can choose to take on the role of a hard line Stalinist imposing laws, restricting civil rights and freedom of the press, while another could experiment with anarchy. But how would an economy and society used to an iron hand react to freedom?

Information for the game comes from Kremlin office memos and the academy of political sciences. **Crisis in the Kremlin** will be available for PC in May, published by Microprose, other formats are yet to be confirmed.

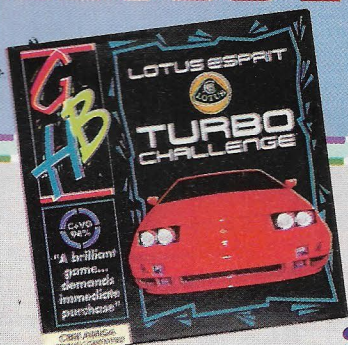
ON THE SHELF!

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
Conan	Virgin	CD ROM	£49.99	20/3/92
Covert Action	Microprose	Amiga	£34.99	20/3/92
D/Generation	Mindscape	PC	£34.99	23/3/92
Die Hard 2	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
Dizzy's Excellent Adventure	CodeMasters	Amiga	£24.99	25/3/92
		ST	£24.99	25/3/92
Epic	Ocean	Amiga	£25.99	20/3/92
Fighter Command	Impressions	PC	£34.99	24/3/92
Here With the Clues	Domark	CDTV	£39.99	19/3/92
Hoversprint	CodeMasters	Amiga	£7.99	20/3/92
		ST	£7.99	20/3/92
Hunt for Red October	Grandslam	Amiga	£9.99	20/3/92
		ST	£9.99	20/3/92
Keys of Maramon	Mindcraft	Amiga	£25.99	20/3/92
Mickey's Crossword	Disney	ST	£25.99	19/3/92
Rocketeer	Disney	Amiga	£25.99	14/3/92
		PC	£30.99	16/3/92
Samurai	Impressions	Amiga	£29.99	23/3/92
		ST	£29.99	23/3/92
		PC	£34.99	23/3/92
Tilt	Genius	PC	£30.99	20/3/92
Top Banana	Hex	CDTV	£29.99	23/3/92
Ultima 6	Mindscape	ST	£30.99	20/3/92
Ultima Underworld	Mindscape	PC	£39.99	19/3/92
Video Kid	Gremlin	ST	£25.99	20/3/92
Wing Commander Deluxe	Mindscape	PC	£45.99	19/3/92

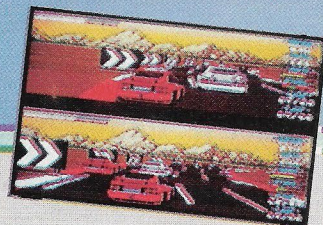
LOTUS ESPRIT TURBO CHALLENGE



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	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	◆	DIZZY'S EXCELLENT ADVENTURES House: CODEMASTERS Team: VARIOUS
3	◆	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
4	▲	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
5	▲	TERMINATOR 2 House: OCEAN Team: DEMENTIA
6	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
7	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
8	▲	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
9	▲	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
10	▲	ROBOCOP 3 House: OCEAN Team: DID
11	▼	CARTOON COLLECTION House: CODEMASTERS Team: VARIOUS
12	▲	SOCCER STARS House: EMPIRE Team: VARIOUS
13	★	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
14	▼	A320 AIRBUS House: THALION Team: IN HOUSE
15	◆	HARLEQUIN House: GREMLIN Team: WARP FACTORY
16	★	ANOTHER WORLD House: US GOLD Team: DELPHINE
17	★	FUN SCHOOL 4 (OVER 7) House: EUROPESS SOFTWARE Team: IN HOUSE
18	★	ULTIMA 6 House: MINDSCAPE Team: ORIGIN
19	★	SUPER SPACE INVADERS House: DOMARK Team: THE KREMLIN
20	▼	THE JETSONS House: HI-TEC Team: 221B

1	▲	RAINBOW ISLANDS House: HIT SQUAD Team: GRAFTGOLD
2	▼	F-16 COMBAT PILOT House: ACTION 16 Team: DI
3	▼	ITALIA '90 House: TRONIX Team: VIRGIN
4	▲	FIRST DIVISION MANAGER House: CODEMASTERS Team: CYRUS SOFTWARE
5	▼	BUBBLE DIZZY House: CODEMASTERS Team: LYNDON SHARP
6	▲	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
7	★	DOUBLE DRAGON 2 House: TRONIX Team: BINARY DESIGN
8	◆	SCOOBY DOO & SCRAPPY DOG House: HI-TEC Team: PAL DEVELOPMENTS
9	▼	ROBOCOP House: HIT SQUAD Team: PETER JOHNSON
10	★	TREBLE CHAMPIONS House: E & J Team: IN HOUSE

1	▲	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
2	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
3	▲	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
4	▲	HARLEQUIN House: GREMLIN Team: WARP FACTORY
5	▲	ROBOCOP 3 House: OCEAN Team: DID
6	▼	A320 AIRBUS House: THALION Team: IN HOUSE
7	★	ULTIMA 6 House: MINDSCAPE Team: ORIGIN
8	▲	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
9	★	AWARD WINNERS House: EMPIRE Team: VARIOUS
10	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT

1	▲	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▲	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
3	★	EUROPEAN SUPERLEAGUE House: CDS Team: IN HOUSE
4	▼	ANOTHER WORLD House: US GOLD Team: DELPHINE
5	▲	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
6	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
7	★	ROBOCOP 3 House: OCEAN Team: DID
8	★	GODS House: RENEGADE Team: BITMAP BROTHERS
9	★	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
10	▼	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT

1	★	FUN SCHOOL 4 (OVER 7) House: EUROPESS SOFTWARE Team: IN HOUSE
2	▲	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
3	▼	STAR TREK 25TH ANNIVERSARY House: ELECTRONIC ARTS Team: INTERPLAY
4	▼	MONKEY ISLAND 2 House: LUCASFILM Team: RON GILBERT
5	▲	BOARD GENIUS House: BEAU JOLLY Team: VARIOUS
6	★	WING COMMANDER 2 House: MINDSCAPE Team: ORIGIN
7	★	FUN SCHOOL 3 (5-7) House: EUROPESS SOFTWARE Team: IN HOUSE
8	▼	JETFIGHTER 2 House: US GOLD Team: BOB DINNEMAN
9	★	LINKS House: US GOLD Team: ACCESS
10	★	F-15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS

ALL FORMATS

ATARI ST

BUDGET

IBM PC

★ 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.

...RESCUE THE HOSTAGES... RESCUE THE HOSTAGES... RESCUE THE HOSTAGES...

When Operation Thunderbolt confronts a deadly alien force there is only one way to survive... check out **SPACE GUN**. Rescue the crew of an Earth-bound cargo ship hijacked by an unknown life form. Annihilate those hideous creatures throughout all levels of your space craft using the high powered weaponry. You have a stunning arsenal of 'specials' such as the



and the



plus many more.

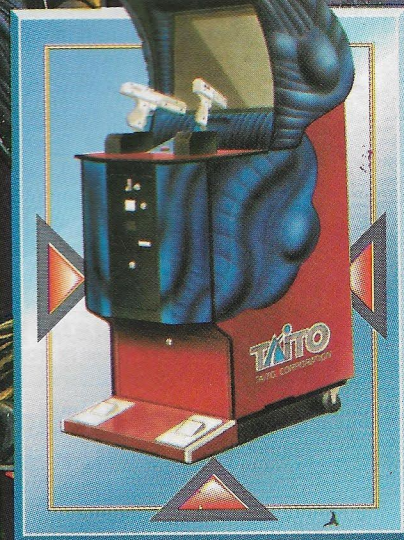
From first person perspective you confront an interminable onslaught... it is the survival of the fittest.

SPACE GUN



Taito

COMMODORE · SPECTRUM · AMSTRAD
ATARI ST · CBM AMIGA



ocean

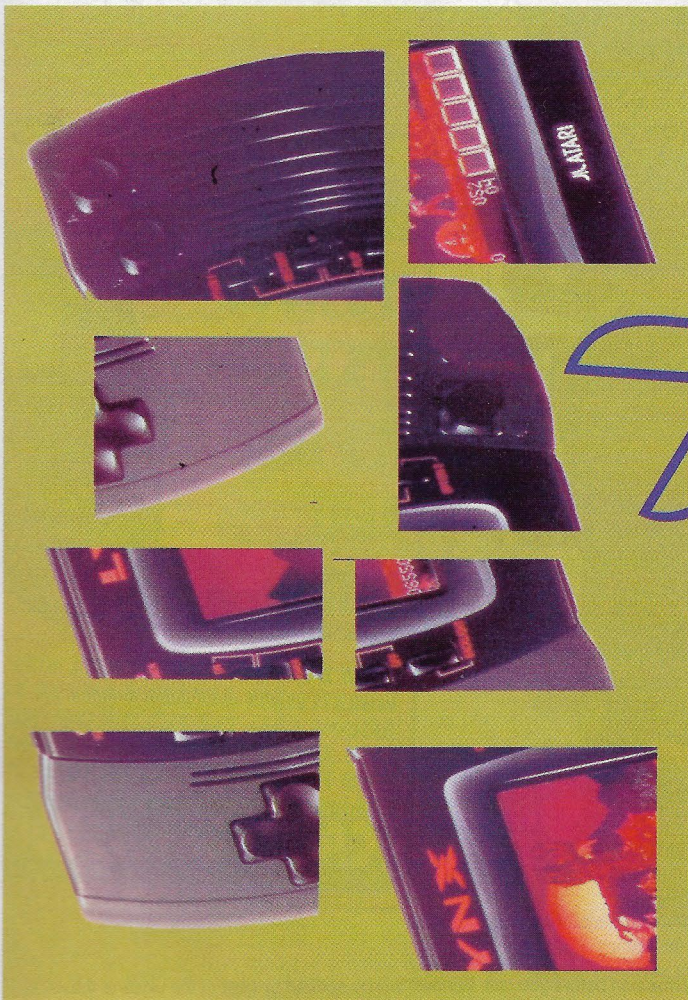
**TWO LYNX
HAND HELDS
TO BE WON
COURTESY OF
ATARI**



You're sure to feel like the cat who's got the cream once this dinky little Lynx is purring away nicely in your lap



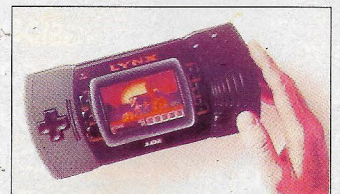
KINKY SLINKY LYNX



Go on admit it, you've been dying to get your mitts on a Lynx for ages, but however hard you try your funds just never manage to run to the asking price.

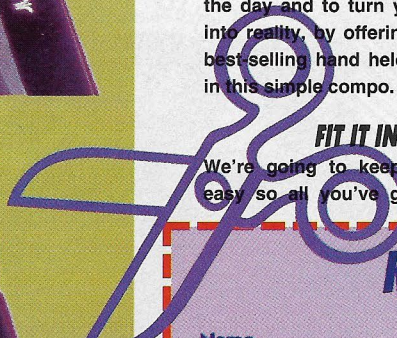
Well now Atari is here to save the day and to turn your dreams into reality, by offering two of its best-selling hand helds as prizes in this simple compo.

complete the jigsaw on the left, stick the pieces together and send it, complete with your name and address, to: **Games-X**, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



FIT IT IN

We're going to keep this really easy so all you've got to do is



KINKY SLINKY LYNX

Name.....

 Address.....

 Post Code

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

Machine type.....
 I also own a

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.

WRESTLING BONANZA!

IT'S CRAZY!



WIN ALL THIS!

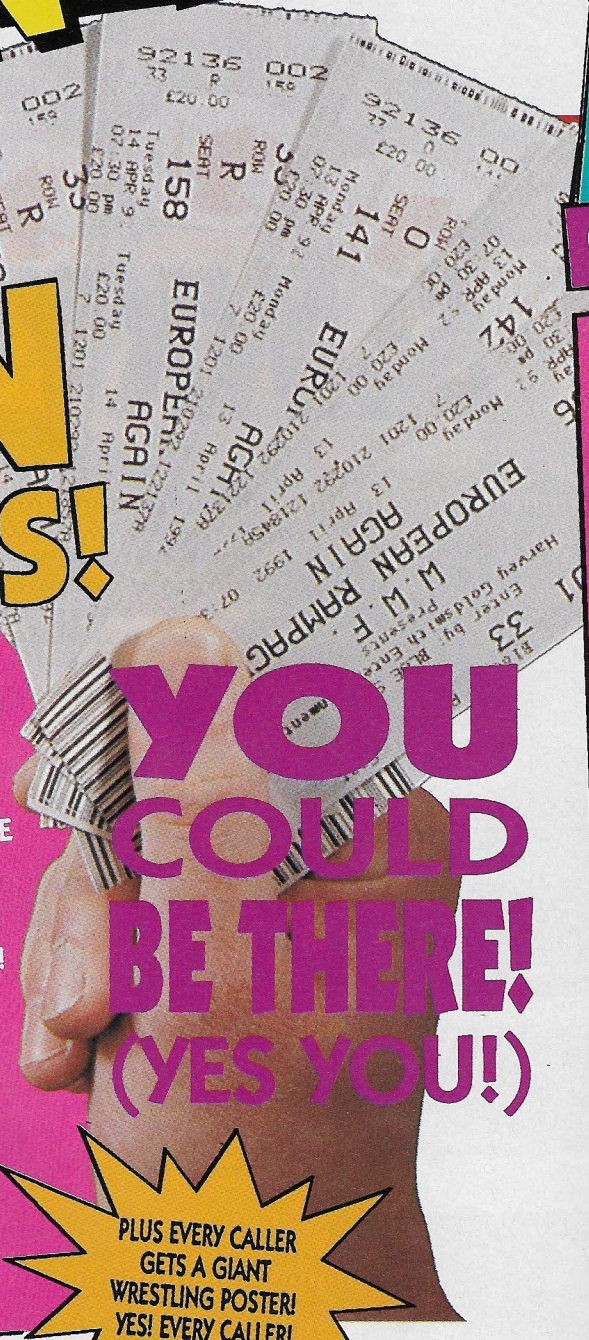
CALL 0839 550006

SOLD OUT

WIN TICKETS!

YES YOU COULD BE RINGSIDE! THE STARS OF WRESTLING ARE COMING TO THE UK. TICKETS SOLD OUT INSTANTLY, BUT YOU COULD BE AT WEMBLEY BY ENTERING OUR SIMPLE COMPETITION. THIS COULD BE YOUR LAST CHANCE TO BE THERE! WE'VE 5 HOT TICKETS TO BE WON!

HURRY!
0839 550007



YOU COULD BE THERE!
(YES YOU!)

PLUS EVERY CALLER GETS A GIANT WRESTLING POSTER! YES! EVERY CALLER!

HEY WRESTLE MANIACS! YOU COULD WIN WRESTLEFEST!

**IT'S AWESOME!
IT'S HUGE!
IT'S LOUD!
IT'S THE REAL THING!**

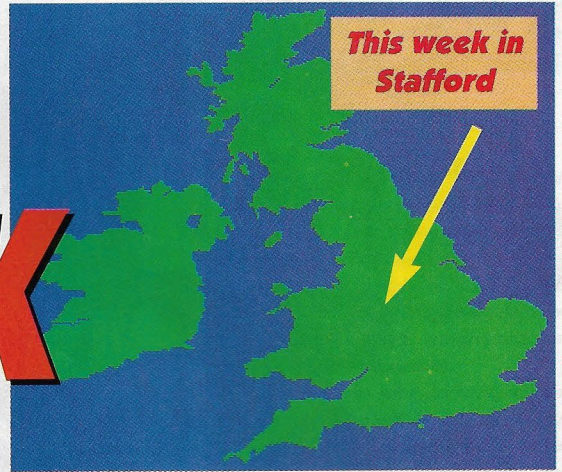


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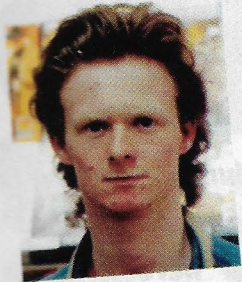
Well, here we are at AR Computers in Stafford, and what a jolly place it is too. A hip software shop to pay homage to, a bunch of gaming enthusiasts to natter to, a camera with which to capture those images... what more could you wish for?



STREET TALK

John Addams (19)

I come here because I own a Sega Mega Drive and I like being able to try the games out. My favourite at the moment is Golden Axe II and I'm currently after Quack Shots.



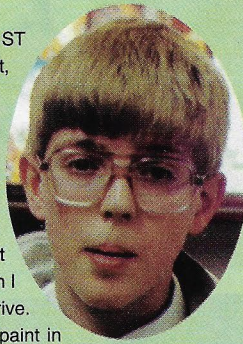
When I go to the arcades I usually like to play the old Turtles game most, that or Turtles II if I can find it! In my spare time I do a spot of live role-playing with a bunch of mates.

James Harvey (14)

Dixons has got my ST at the moment, apparently repairing it.

It's been there two months and I haven't been told what's wrong with it! My favourite game right now is Turrigan but I like to play Sonic when I can get near a Mega Drive.

I like to draw and paint in my spare time, but when I get my ST back I think I'll probably go through a phase of playing Robocod!



Andrew Wilson (17)

Just like my mate, John, I've got a Mega Drive and I think Joe Montana 2 is the best game I've got.

I've played John Madden '92, and although it's supposed to be better I still prefer Joe's Sports Talk by far, I just seem able to get on better with it!

When I have some spare time, generally at weekends, I also like to partake in a bit of role-playing. There's nothing like it when you want to mellow out and get groovy, man.



Darren James (13)

I'm saving up for a Super Famicom, I'd like to get the American-style one because you don't need an adapter to play the excellent Japanese games.

I've got a Mega Drive but I think my favourite game is the Amiga version of Final Fight. In my free time I like to come here! I used to play rugby, but I've given that up.



Jools (20-something)

My perky little photo seems to be popping up all over the place nowadays, what a popular boy I am!

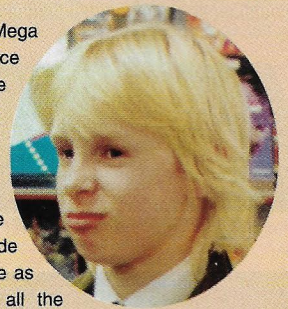
My weekends are spent fighting off all those fans dying for more intimate knowledge of the whirlwind world of computer gaming. But I never give in!

When relaxing there's nothing better than listening to Color Me Badd and sipping banana daiquiris on the patio.

Edward Gibbon (14)

Being able to afford a Mega Drive would be nice because some of the games look good on it. I've only got a 64 at the moment but I like pretty much all of the games.

WWF is neat on the Sega isn't it? Two Crude Dudes is a really fun game as well. I think that out of all the genres I probably like beat'em-ups best actually! Maybe it's the sadist in me or maybe I just need to get rid of all that aggression. A massage would be nice!



Andrew Club (19)

Well, I really like computer games, especially Falcon 3.0 on my Amiga. As for hobbies, what hobbies? I don't really have any, apart from playing games that is.

I do like to watch the occasional video when I feel up to it. I dunno really, I don't do much! I hate any kind of sport, all that jumping around and getting sweaty just isn't natural you know.



Andy (22)

On my Amiga 1500 I'm well really into Microprose Grand Prix. In my spare time I like to listen to rock music.

I haven't really got any favourite bands, I'll just listen to anything as long as it's not too soppy and the meaning behind the lyrics aren't too difficult to understand.



SHOP TALK

Andrew and Chris Rawlinson

The shop has been open for about 16 months and we're currently selling more Amiga stuff than anything else. The Mega Drive is doing very well, whereas the Amstrad, Speccy and ST are really dying off.



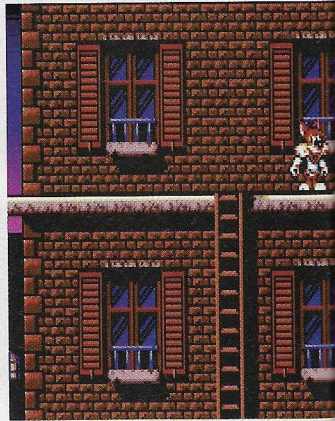
trouble getting in with the mob at Bandai. We don't really like selling Japanese imports, it's better if people can read the booklets!

The ones that sold the most

1. Formula 1 Grand Prix
2. Sonic the Hedgehog
3. Robocod
4. WWF
5. Harlequin
6. Winter Challenge
7. Lemmings
8. PGA Tour Golf
9. A320 Airbus
10. Fun School 4

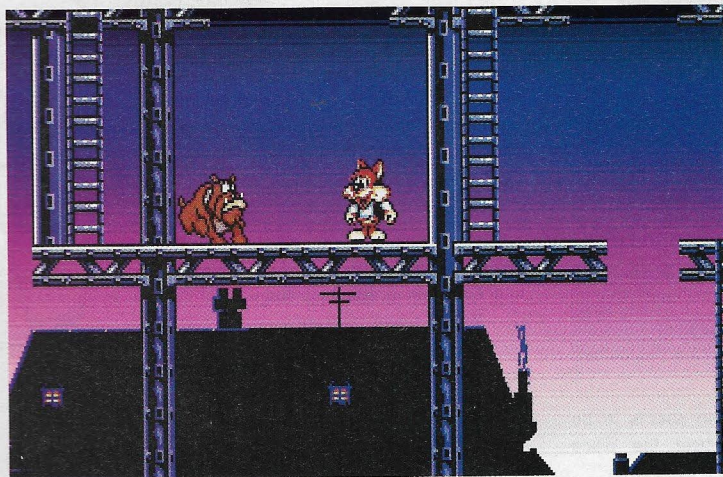


Our hero encounters a nasty without any type of weapon. Does he attack him with Tai Chi and break his neck? No, he gets into a panic and runs away!



RATED

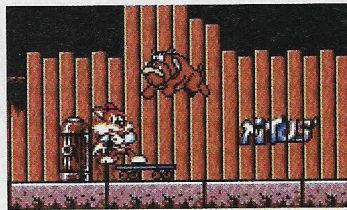
TITUS



We may not be in Scotland but let's make some Iru-Bru anyway!



Just when you thought it was safe to stroll in the park you are set upon by a crowd that has mistaken you for a worm



Wheeeee! Should you be fortunate enough to find one, then a skateboard is very useful



First there was a plumber named Mario, then there came Sonic the Hedgehog, and now here is the latest name in cute characters - Titus the Fox. He's lean, mean, cute and angry!

With the excellent Blues Brothers under its belt, French software house Titus has wisely decided to stay with the platform genre.

Titus the Fox is the latest in a long line of cute, loveable and agile creatures to appear leaping gleefully around your computer screen.

Foxy, his girlfriend, has been kidnapped and taken to a hideaway in Marrakech found in the Sahara desert... can you rescue her from the clutches of some evil clan of beastly humans?

FOXY LADY

Armed with only your intelligence you set out on the perilous mission to Marrakech and back.

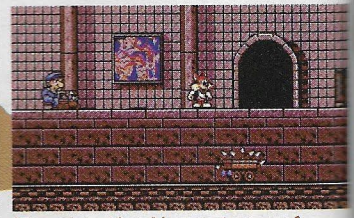
En route there will be many foes blocking your path in the form of beefy

street crawlers, guard dogs and Arabs to name but a few.

Lying about various levels are many items such as crates, bottles and bags of shopping for you to pick up.

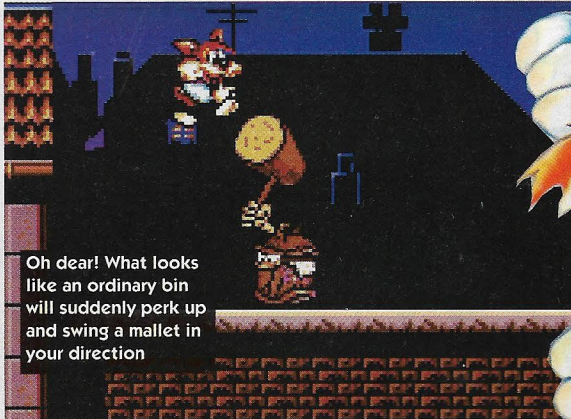
Stay on your toes, collect them and they can then be used to either stand on top of or hurl in the direction of your enemies to get rid of them forever.

As you'd expect, the levels are

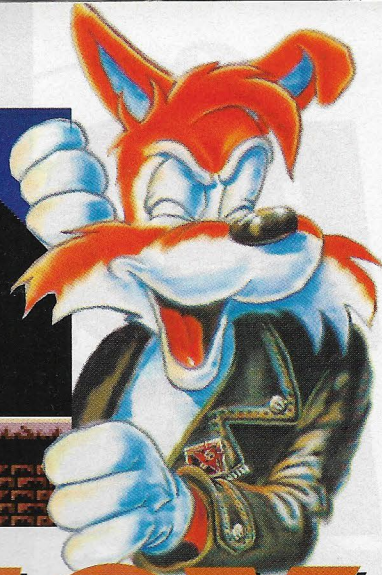


The subway level is a vast maze of similar looking corridors riddled with vagrants and rats!





Oh dear! What looks like an ordinary bin will suddenly perk up and swing a mallet in your direction



THE FOX



absolutely filled to the brim with platforms and ladders and there are a number of routes to take in order to reach the end of each.

You'll have to watch out though because some of the platforms are very weak and won't be able to take the weight of our hero. If he stands on them then he'll soon discover exactly what gravity is!



At the end of level three you'll meet your first end-of-level nasty. Use the rubber ball nearby to attack him

Running about on foot becomes a bit tiring after a while and therefore the programmers have kindly given Titus both a skateboard and a flying carpet for use on certain levels. You will have to find them first though!

Then it is simply a case of jumping aboard and travelling to wherever you want to go.

There are also items that are useful in other ways for you to carry along; these take the form of springs and rubber balls which will make you jump increasingly higher if you keep leaping onto them.

Your journey will take you through 15 perilous levels boasting some of the darkest and seediest areas of the world.

You'll start off in the streets of your home town but will have to go through sewers, caves, desert and an

underground railway before the final showdown at Marrakech itself.

However, once you have rescued Foxy you'll have the equally dangerous return journey to contend with.

Control over Titus couldn't be simpler; running and jumping is performed in the way you'd expect while to collect items you'll have to pull down on the joystick and press fire.

If you are finding things just a little too fast at certain points then don't worry, by pressing F10 the speed will be halved, very handy indeed!

You have three lives to begin with and for each there is an energy level which goes down each time you touch a nasty bloke in your path.

Energy can be gained by collecting the energy capsules that lie about the levels and come in plentiful supply.

FACT FILE

Software House: Titus
Development Team: In House



Titus the Fox is a highly addictive platform romp with a very appealing central character and challenging gameplay.

The levels have been mapped out perfectly, being neither too long nor too short and although progression is difficult it is not impossible.

It was a very wise decision on the programmers' behalf to introduce the option to slow the action down if you so wish, more so since the speed of the game is incredible.

Titus legs it around the various levels at such a pace that even Carl Lewis would have trouble keeping up with him!

The graphics are excellent with loads of cute characters on screen and backgrounds that are detailed enough to look right without hiding the sprites.

Although the first three levels all look very similar, the others are varied enough to retain your interest.

The sound is a little annoying but thankfully the tunes can be turned off and the spot effects aren't all that scarce anyway!

The real down point of the game is the amount of time it spends disk accessing. On the other hand this allows you to take a break between levels and doesn't annoy too much.

Obviously this is going to be compared to The Blues Brothers since it is pretty much an identical game but there are enough new features to raise it above the quality of the aforementioned. Recommended.

£25.99 OUT SOON



The scrolling of the ST version is sadly not as good as the Amiga but that is only to be expected really. Everything else about the game is identical so if you want to know what it is like then read the above Amiga comment.

£25.99 OUT SOON



The PC version is every bit as impressive as the Amiga with smooth scrolling VGA graphics mode and good sound.

This means that the game is very appealing to play and, at the surprisingly low price for a PC game, good value for money.

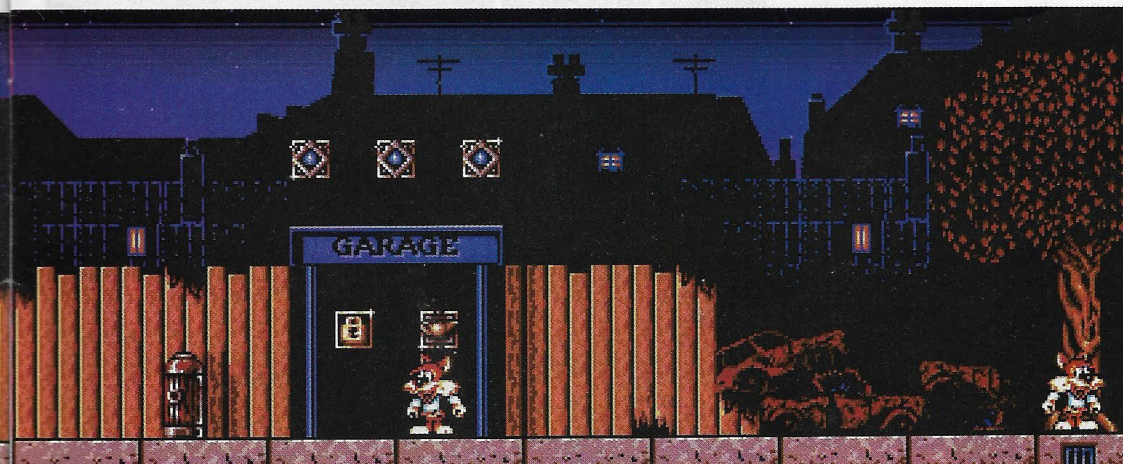
£25.99 OUT SOON

X-RATING: XXXX

Gameplay: 16/20

Lastability: 17/20

Presentation: 16/20



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

NICK's getting ready to go into hospital for an operation. He's not worried about the surgeon's scalpel. He seems more concerned about how he's going to cope without his daily doses of Bomberman and Pinball Dreams!



SCOOOP looks up to the heavens in the sheer hope that his newly sprouting grey hairs will disappear. O' man Clarkson blames it on the trauma caused by spending all day, and all of the night with Alex 'bundle of joy' Simmons???

JASON's made a surprise visit to the office. Living in the south he doesn't visit the frozen north. Upon arrival Jason was mistaken for the coffee machine repairman and made to fix the darn thermostat!



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



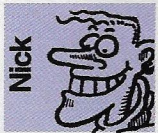
£25.99 OUT OCTOBER



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



BOMBER DYNABLASTER



NICK This game is good. There, I've put my cards on the table, you know where I stand. Simply gaming perfection, Bomberman is darned fine, sweet as cherry pie, as addictive as strong black coffee.



Although it's also called Dynablaster, I prefer to call it Bomberman. Old habits die hard. Bomberman was first released way back in 1990 for the PC Engine.

Despite being an immediate hit in the office it had limited scope for the general player due to the machine availability. Now though it's out on the 16-bit machines and if people have taste, this should shoot up the charts.

Bomberman is actually two games. The first is the one-player mode while the second is a multi-player option with the chance to blow away up to four of your mates.

Five people can play simultaneously, achieved by the game coming complete with a dongle which acts as an additional two joystick ports.

Dongles aren't a novel idea of copy protection, but at least this serves another purpose.

It has two joystick ports at the rear, making the game playable with four joysticks, while a lone gamer whacks at the keyboard.

The one-player mode is your basic Bomberman game. Your girlfriend has been kidnapped and taken off to a castle.



Meat Market Massacre



You start the five-player multi-player mode surrounded by bricks and more bricks, and even more bricks



The blocks clear and you chase the other players or play it cool by waiting for them to kill themselves off



Bomberman soon gets hot under the collar. Avoid the two suckers who blow each other up



The final conflict. You manage to survive as the poor blue chap hits it. You've got to laugh

Your Bits 'n' Bobs



EXTRA BOMB



INCREASE BANGS



SPEED UP



FUSE BOMBS



POWERFUL BOMB



PASS WALLS



FLAK JACKET



EXTRA BOMBER

MAN



The first level, you're shown by a mask of Bomber Man, pronounced in the GX office, Bom-Ber-Man!



Bomber Man is, understandably, a trifle upset and sets off on an explosive mission to rescue her.

This takes place over 64 levels, divided into eight stages. Each stage features its own graphic style and a particularly nasty end-of-level guardian to deal with.

BOMBS AWAY!

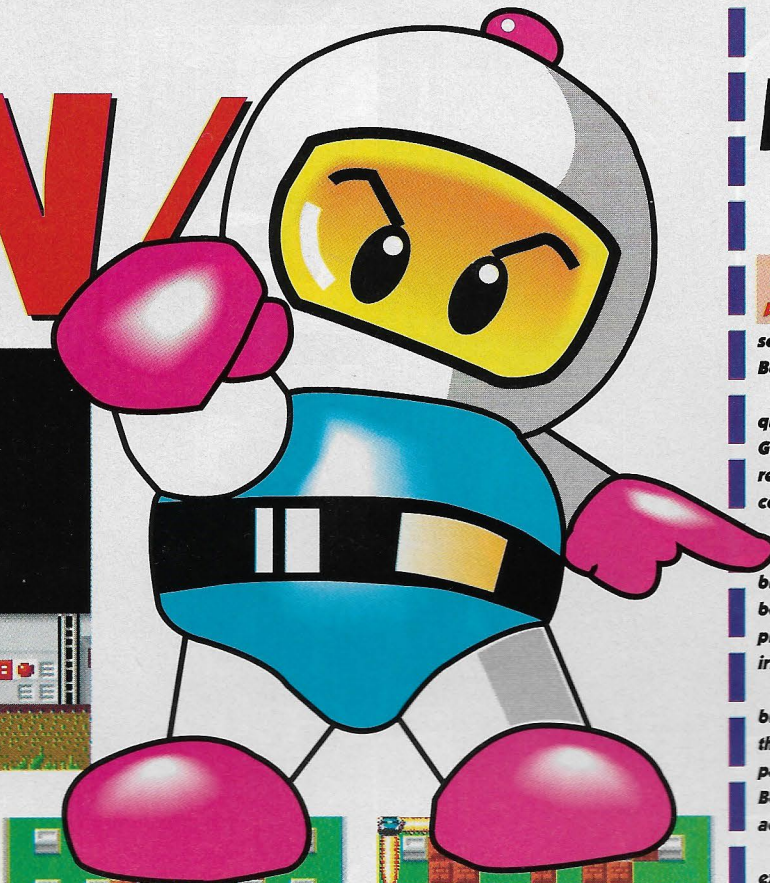
The aim is to destroy the menagerie of strangely wonderful creatures which move up and down the alleyways.

Avoid these at all costs and strategically place the bombs to explode where the nasties will appear, ensuring that you're shielded from the blast.

Complete each level by destroying all the freaky nasties, collecting the power-ups and finding the hidden exit. Easy? Mmm, try it out for yourself.

Essential to the gameplay are the power-up icons which you can discover by blowing up the blocks. These all have different yet vital effects to help the cause of Bomber Man.

The basic two symbols are the bomb and the flame. The bomb allows you to drop more than one at a time, and



On the single player mode there's loads of nasties just waiting to have their wicked way. Basically, don't let 'em



A tip. Don't get caught between a bomb and a wall. Death by splattering isn't pretty



Once you've destroyed the nasties, find that level's goodie, find the exit, then ping! You disappear to the next part

the flame then actually increases the size of the explosion.

Other collectable icons speed up the game rhythm, allow you to explode the bombs when you want, walk through bombs or walls, or even render you indestructible when hit by a bomb explosion.

Lose a life, and you're back to square one with a wimpy bomb.

GOING DOWN A BOMB

The multi-player mode is exceptional action packed stuff which turns the best of mates into arch enemies.

Up to five players can participate in a game of mass carnage; simply blow each other up until one loner survives.

You select the number of wins required to be the Bomber Man champion, then you're away.

Each Bomber Man is placed in either a corner or the centre with five players, surrounded by walls.

Simply blast away the blocks surrounding you, collect one of two power-ups, multi-bombs or bigger blasts, then set about destroying the other players.

Actually, there are two styles of play given as options for the multi-player mode, you can also play 'killer.' This is the same as the standard game but adds an additional element of fun.

The destroyed walls give an additional icon, a skull. Collecting a skull is a risky business, but it's certainly worth it, if only for a laugh.

You can get a ridiculously fast speed-up, or you keep dumping your bombs, become bomber impotent, or even have poxy little explosions which are embarrassingly small.

I'm not one to sing the praises of a game every time it happens to catch my eye but this comes across as an exception. Cue orchestra.



FACT FILE

Software House: UBI Soft
Development Team: Hudson Soft



When you're a gaming sceptic like myself, it's a rare sight indeed to come across something which really grabs you. Bomber Man is one such game.

It's fast paced action with addictive qualities which would cause it to carry a Government Health warning. You'll regrettably be forced to leave the computer for such whimsies as sleep and food.

Music isn't as good as the original, but it has an upbeat, beeboppaloobop tempo which is pleasant background music, although irritating to those not actually playing.

Graphics are hardly awe inspiring, but good enough. A classic game like this relies on its gameplay, not namby-pamby graphics. Bomber Man is Bomber Man, and you'll just have to accept it.

There can't be that much with such exceptional gameplay as this. It's simple, it's addictive and it's bloody good. Bomber Man is pure computing fun, the way games should be.

Buy a six pack and get a group of mates round for an explosive evening, or even buy a six pack and stay in by yourself for enjoyable lonesome bombing into the early hours.

It's really that good. If you don't like it then all I can suggest is to take up tiddlywinks.

£30.99 OUT APRIL



Fun times are here again. Forget the graphics, forget the sounds, and leap into pure gameplay enjoyment. Bomber Man ought to be alongside such classics as Pacman and Space Invaders.

It never will get pride of place, but maybe it should. From one to five players, it's a must for serious gamers everywhere.

£30.99 OUT APRIL



To be honest, I've not seen this version. The gameplay should be as hot as the others, but the multi-player mode will probably lack significantly.

Graphics and sound should be acceptable, but we shall wait and see. It will without a doubt be a must for your collection.

£30.99 OUT APRIL

X-RATING: XXXXX

Gameplay: 19/20
Lastability: 17/20
Presentation: 16/20

FACT FILE

Software House: Microprose
Development Team: NPS Labs



Hyperspeed is typically Microprose, right down to the 112 page manual, so you know you're in for good quality computer entertainment. This doesn't rock the boat.

Quite frankly, it's a good game, the only criticism being the time it takes to get deeply involved in it.

Naturally, on the PC a great deal of the gameplay enjoyment boils down to the machine type and speed and the sound card.

You can play the game reasonably well on a sub-eight Megahertz machine, but it's advisable to sacrifice the VGA to EGA to bump things up a trifle.

It's totally engrossing, and darned irritating at the best of times. Getting to know the vast variety of aliens is an experience just in itself, and the diplomacy necessary ensures that fun times are back in town.

Graphics are crisp, colourful and clear. Even without VGA pictures are of a decent quality, though admittedly lacking in certain quarters. The action is fast one moment and thought provoking the next.

Hyperspeed is a game with which to burn the midnight oil. Massive and engrossing, it takes the best of role-playing, strategy and space action to make one tasty cocktail.

This is well worth sampling if you've got plenty of time to sacrifice. If you like deep strategy with arcade elements, then you'll be enthralled for quite a long, long time.

£39.99 OUT NOW

X-RATING: XXXXX

Gameplay: 14/20

Lastability: 16/20

Presentation: 14/20

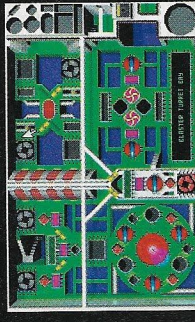


Set in the distant future, Earth is an ecological disaster zone falling apart at its seams. The only way out is to discover suitable new planets, colonise them and appease local aliens until Mother Earth recovers.

HYPERSPED

Just plain aggressive and need to be wiped out to ensure the safety of the colonists, while others are open to question.

Deal with these and you'll soon gather a good deal of hearsay about the others, both good or bad.



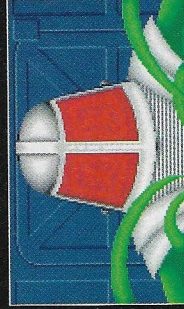
Keep a close eye on the state of the components in the engine room for full power and general quality of your ship

Some will drop red herrings or try to corrupt you, but it's still advisable to take note of everything they say because you'll be able to use them to good effect later and be on the right track to your first peace treaty.

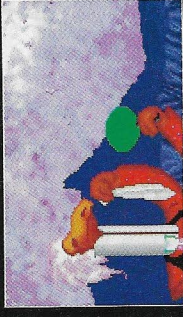
Problems arise when you become overtly friendly with other races' enemies for they then become too uncooperative and you'll be in a real pickle. In such cases you could be thrust into a star battle.

Battling away in space is neat, fast and exciting. You commence battle with your main ship, shooting with laser blasts and even guided missiles.

COMMUNICATION BREAKDOWN



The alien species are a wide and diverse bunch. Some are sex mad, some speak without vowels and others simply want you 'off their turf'



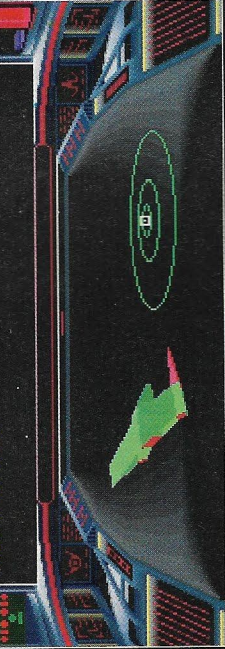
You can also launch additional fighting craft such as a fighter or a kamikaze which have a great deal more manoeuvrability.

Fighting depends on the actual alien type encountered. Indeed, some actually require a show of strength before they'll actually talk.

Some have special weapons which you can find out about during conversations, while others are stumbled on by sheer bad luck. Each star cluster boasts innumerable planets to visit some way outside your range, so a little forethought is required to ensure you've got enough fuel and know the potential planets.

You're given your mission by two rather camp characters who represent Earth. I don't know, in the future they trust anyone

Scrapping in space is hardly a novel idea but it's good fun. Either blast him with your laser or guided missiles, or send off a manually controlled kamikaze or a nippy little fighter



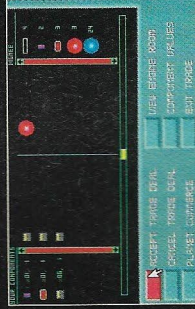
Microprose, that master of the simulation art has just released a game so unlike its normal flight, sport and driving simulators.

Hyperspeed is a space strategy with the obligatory space fighting scenes and general spaceship pilot routines, blended together with role-playing and strategic qualities.

You start the game by being debriefed by the big knobs of the earth's government.

You are given a free reign to select the planets and deal with the variety of alien species within each specific star cluster of which there are four.

There is a whopping menagerie of planets to choose from, each getting a great deal tougher. You simply choose suitable



Trading with the aliens is vital, although they can be rather uncooperative or rip-off merchants

abodes for habitation and then dump your primary colonists.

Be sure to select carefully, the temperature and atmosphere have to be right and a variety of minimal commodities is essential for later transactions with other species.

FRIEND OR FOE?

The alien species are a bizarre set of weirdo freaks, each with different temperaments. Some are



When you arrive, you may be devastated to discover there ain't nothing there! Check up on the planets anyway, you could get a pleasant surprise



The process of navigation is easy, although in most cases you won't have the foggiest idea of where you're going. Click on where you want and watch your fuel

NAVIGATING THE STARS

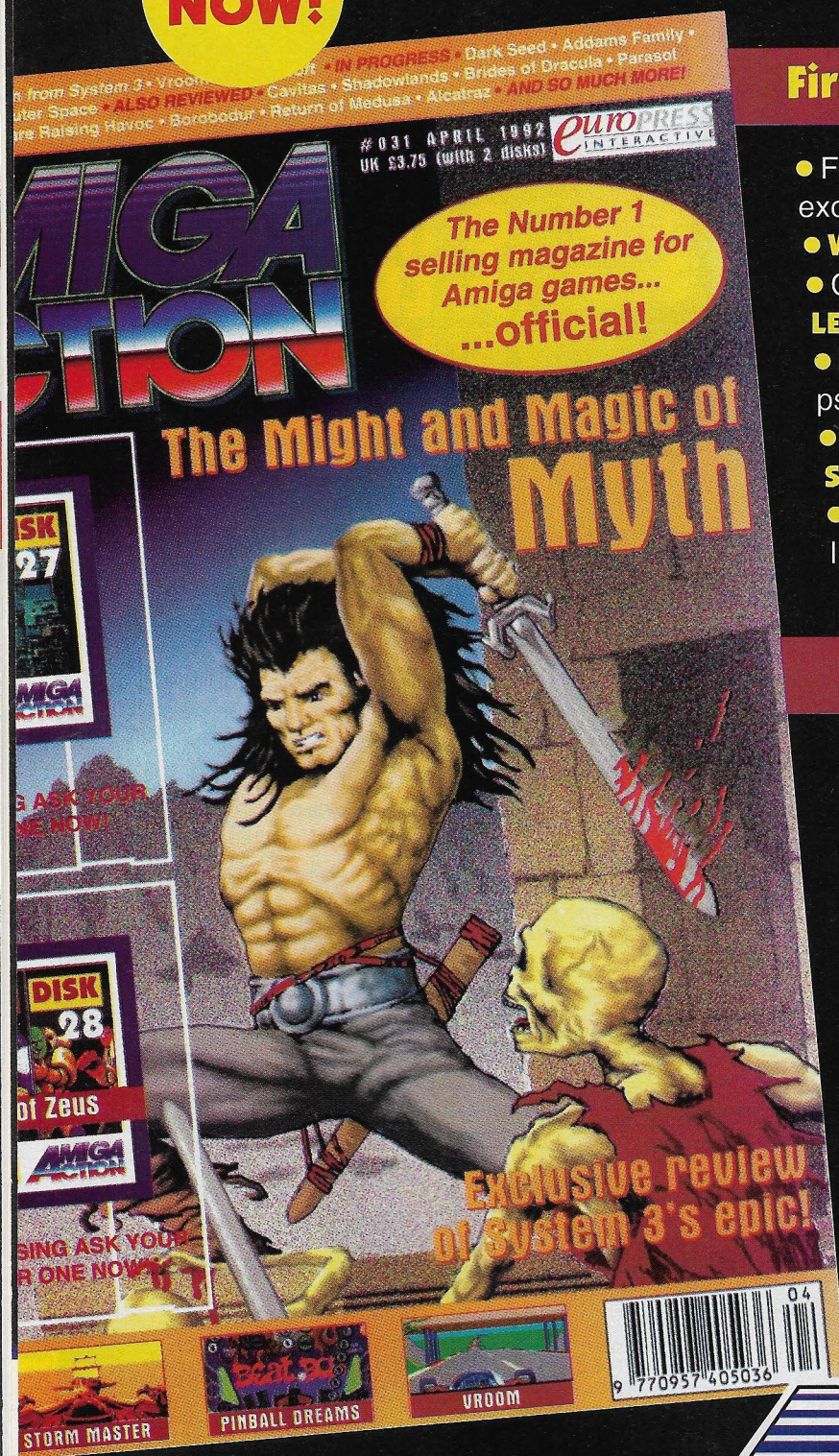


SEGA FORCE

**GAME-FREAK
ALLEY CATS
KNOW THEIR
ALLEY RATS —
THEY STAY
ON TOP COZ
THEY READ
SEGA FORCE,
THE MAG
THAT ALWAYS
REACHES
PARTS OF
GAME-FREAK
CITY OTHER
RAGS CAN'T!**

The mag that's too sexy to be left on the shelf!

OUT NOW!



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- As if these greats weren't enough, there's also Electronic Zoo's adventure of Olympian proportions as you are the **SON OF ZEUS!**

The best selling Amiga games magazine in the entire universe – it's official!

(ABC July to December: 58,404)

PLUS all your regular favourites perfectly splattered onto top quality pages, absolutely aching to be read by your adoring eyes. The very best news, features and reviews!

AMIGA ACTION

SUPER TETRIS



You know what to expect, Tetris is super, therefore Super Tetris must be super-duper. If only my equations worked. This tries, nearly succeeds, but doesn't quite hit the mark.



Alexey Pajitnov is the man to blame for unleashing the fiendishly addictive Tetris onto the world. Not content with being one of the classic games of the '80s, bundled with every Game Boy, it's now been revamped. Was there any need?

I certainly don't think so. Classic simplicity is perfect for some games, while complexity is the biz for others. Tetris is the ideal game with the bare minimum of things to think about, just strategic planning.

This version appears to add things to the gameplay simply because there seemed an opportunity to do so.

The idea is sound and it does give an additional element, but it doesn't make it a better game.

ADDICTS' HAVEN

Tetris, for the uninitiated, is a game of removing lines of blocks. Seven different types of shape drop down the screen at random, and your aim is to fill the empty gaps and get an unbroken line.

This is the same, but has some extras. The first



The trick is to remove layers while at the same time saving bombs to explode the treasures

is, when you remove a line or two, you are given 'bomb clusters'.

These increase with the number of lines removed, and can be used to remove superfluous bricks or collect the treasures.

The treasures are a new and good idea. With numbers, they add to the number of pieces left to fall, whereas others fill

up gaps or destroy bricks, remove lines, bomb things or prepare the next piece.

The actual play area is split into two, with a deeper pit than the original. The first is set below the water level with the rubble and treasures, and above with a basic Tetris layout. This scrolls up slowly throughout the game to reveal a hidden picture.

Control is easy, either using mouse, joystick or keyboard. Two people can play, using a mixture of the controls or on another computer although adding a time-limit makes things slightly more hectic.

Being probably the only Russian game of note, it's bound to sing the praises of the republic. Nothing political, just lots of images of the Moscow State Circus.

As a game, it's good. Neither brilliant, nor terrible either. Competent gameplay and idea, but lacking that certain something.

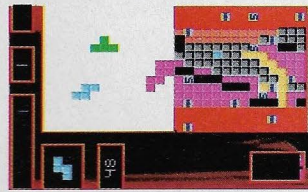
I'll leave it at that.



One-player mode is as snazzy as the original although the play area is slightly different



Forget the mice and concentrate on building up these blocks



The two-player mode builds up to a hectic pace. Both battling for the highest score without giving anything away

FACT FILE

Software House: Microprose
Development Team: Spectrum Holobyte



Super Tetris is a let down. OK, so it's Tetris with knobs on, but why on earth did they bother?

Gameplay is the same old addictive formula, hours just whizz past as you attempt to remove the layers of blocks. Unfortunately, you expect more than the 10 levels to justify it as 'super'.

The number of features does redeem itself somewhat. Timed single player games and an on-screen two-player option add an additional element to the gameplay, as does the two-player link-up on two linked PCs.

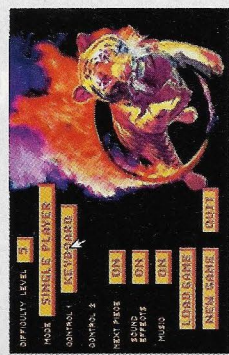
Graphically, the screens are rather nice but the actual gameplay area is far too small. Large, chunky, colourful bricks would have gone down a treat but they're eye squinting and poxy.

Musical effects are limited, and the new in-game features don't add anything special. They're OK if you want 'em, but they'd be better off as a game option by itself with normal Tetris.

Super Tetris doesn't justify itself. There are far better clones on the PC scene and at nicer prices.

The best are still the Mac and Game Boy versions, this doesn't come close. It might be official, but so what?

£TBC OUT APRIL



X-RATING: XXXX

Gameplay: 16/20
Lastability: 12/20
Presentation: 13/20

CONSOLE CONNEXIONS



It's Game Boy madness this week as we review no less than five games for the fun-sized hand held. And grapple fans can check out WWF Wrestlemania on the Super NES...

NINTENDO'S HOTLINE

When it first opened in January of last year, the **Nintendo Hotline** received a total of 150 calls shared between six councillors.

Now, just over a year later, the work force has increased to 10 and it takes up to 2000 calls every day, seven days a week.

The hotline covers both NES and Game Boy titles and each councillor is trained to answer every question you ask on any official UK release.

At the moment their knowledge extends to about 150 carts on the NES and approximately 60 games for the GB, and the range is always increasing.

The hotline also offers advice on the best games for each machine as well as release dates for forthcoming products on the market.

Soon hints and tips for the forthcoming Super NES games will be included with the information, the current products being worked on are F-Zero and Super Mario World.

As mentioned before, this service is open seven days a week, 12pm-8pm Mondays to Friday and 10am-3pm Saturday and Sunday. If you're stuck, give it a call on 0703 652222.

ILLUMINATION FROM EUROMAX

Euromax Electronics is soon to release a series of **light magnifiers** for two portables, one for the Game Boy, the other for the Game Gear.

The Game Boy unit, very tastefully kitted out in grey, snaps onto the unit and fully illuminates the otherwise dull LCD screen. The adjustable lens allows for a comfortable viewing angle, otherwise it can be moved completely out of the way.



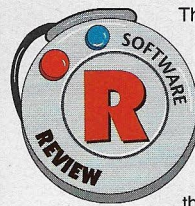
The Game Gear unit matches the machine in colour and screws into the hole found on the bottom of the GG.

The Magnigear is only a magnification lens, not a light, but still provides clear, crisp images without cutting off the edges.

The Game Boy accessory will cost £16.95, while the Magnigear will retail for a mere £12.95.

Thanks to:
Megacom Distribution, 13 Mansfield Road, Nottingham NG1 3FB.
Tel: 0602 475151.
Console Concepts, The Village, Newcastle-U-Lyme, Staffs ST5 1QB.
Tel: 0782 712759.
KC's Computers, 3 High Street, Loughborough, Leics LE11 1PY.
Tel: 0509 211799.

Asteroids



The beauty of Asteroids lies in its simplicity; at the helm of your triangular space craft, you must guide your way through the never-ending asteroid belt by destroying waves of space boulders.

Using button B through the cannon, pushing up on the D-pad allows you to accelerate while left and right turns your ship. While avoiding the aliens, your ship will at the same time be attacked by aliens that wander through space, picking on lone craft.

They'll attack by shooting you with lasers, although a single shot should destroy them. If you find yourself caught with nowhere to run, pressing A will activate Hyperspace.

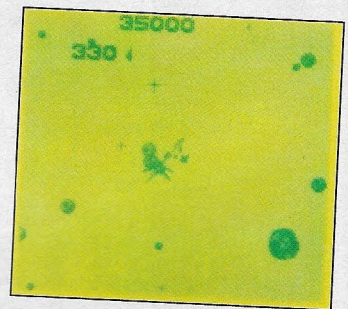
LOST IN SPACE

This will warp you to a random position although it is possible that you may suddenly appear in the path of another spinning asteroid.

It is feasible to link more than one Game Boy together for a two-player game. There are two multi-player modes: competition and cooperative.

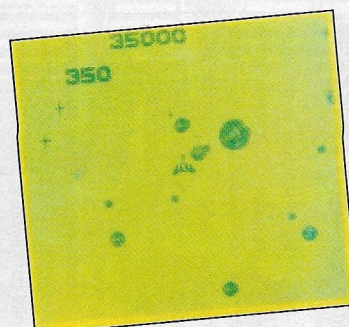
Choosing the latter puts both of you against the might of the Asteroids, whereas selecting competition mode pits you against your human opponent.

Graphically the game remains very



simple and the sound is nothing particularly outstanding, but more importantly it is fun to play.

The question you must ask yourself is whether you want to shell out that much cash for a game that appeared on the old Atari 10 years ago. **X**



GAMEPLAY
0 5 10 15 20

LASTABILITY
0 5 10 15 20

PRESENTATION
0 5 10 15 20

X-RATING:
XXX)

CONSOLE NEWS

GAME GEAR TOP 10

1DONALD DUCK	◆
2NINJA GAIDEN	▲
3MONTANA FOOTBALL	▲
4LEADERBOARD	▲
5HALLEY WARS	▼
6WOODY POP	▲
7PENGO	▲
8PUTTER GOLF	★
9COLUMNS	▲
10OUTRUN	▼

CHART SUPPLIED BY GAME
SEE CHART PAGE FOR SYMBOL KEY



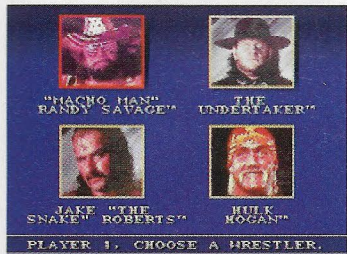
There is no doubt about it, the hype alone is going to make this game sell by the oil-tanker load.

Every living child under the age of 15, and some of the older gamers out there must have seen at least one rumble on Sky TV by now.

If this doesn't happen to be the case you must have heard of Hulk Hogan, perhaps the most famous wrestler of them all.

In the USA it is said that if he was to run for president then he'd record a landslide victory. Just as well that he doesn't plan on entering politics really!

It will come as no surprise to you that WWF is a beat'em-up. Choose from



16 different wrestlers and compete in a number of acted out battles in front of millions of adoring popcorn eating fans.

ROYAL RUMBLE

There are three types of wrestle match for you to take part in: the standard one-



WWF Super Wrestlemania

on-one, a tag team where there are two fighters on each team, and finally the survivors' match.

In this there are four wrestlers to a team, the winner being the first team to exhaust all four of its opponents.

All the moves fans will know and love are to be found; there are body slams, throws, jumps off the ropes and many more, all of

which will inflict untold damage on your opponents.

That means that this game has one up on the real thing - realism! When the various fighters perform the punch moves on the others it actually looks like they are hitting them.

ARM OVER LEG

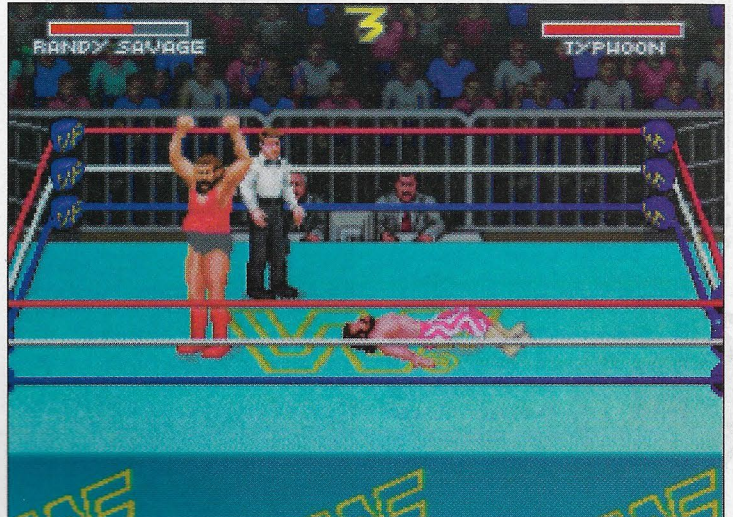
Control over your man is fairly complex to begin with, especially since to perform the various moves you have to press various combinations of buttons. Never fear though, after a while things begin to gel quite nicely.

You'll find yourself beating up the opposition in no time at all, which is basically what the game is all about.

It does lack one thing however and that is the option of fighting in a competition.

This takes a bit of fun out of it because trying to win a cup actually gives you a goal in life which has a tendency to extend the longevity of the product somewhat.

This is made up for by a two-



After a series of pretend kicks and punches my opponent finally calls it a day

GAMEPLAY 	PRESENTATION
LASTABILITY 	X-RATING: XXXX

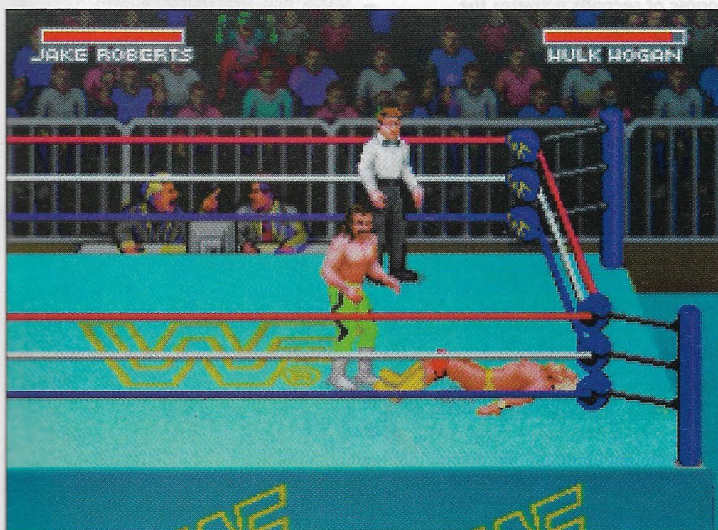
player option. Beating up your best friend without actually hurting him does have a certain amount of appeal to it.

The graphics in WWF are excellent, featuring brilliantly animated fighters and a realistic crowd. However, fighting in

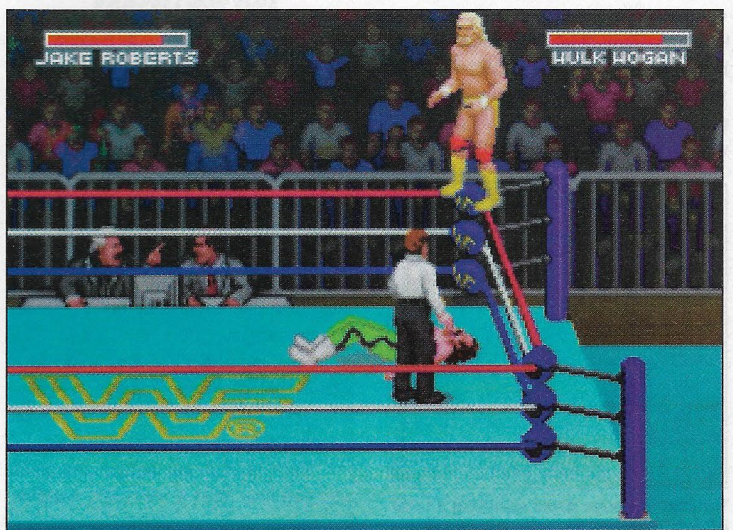
the same ring time after time can become annoying.

If the colours of the canvas and ropes had been randomly changed then at least things would look a tiny bit different each time you play.

As it is, WWF Super Wrestlemania is fun in two-player mode but sadly gets tedious too soon if you are playing by yourself. It will undoubtedly appeal to all fans of the real thing. **X**

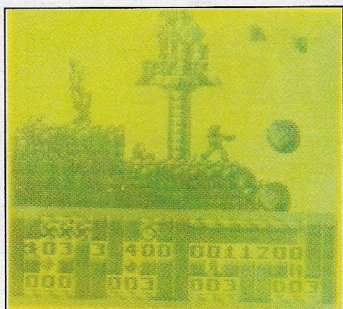


Now obviously I'm not going to let him get away with knocking me out!

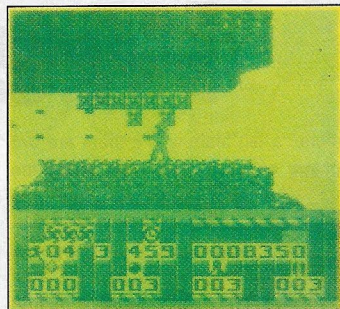


So I've kicked him down and I'm now going to leap on him from the ropes! Ha!

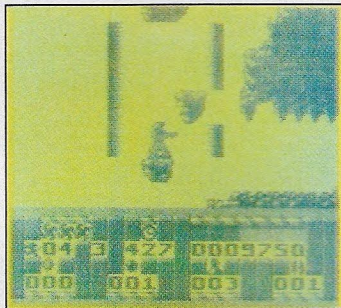
Turrican



Just when you thought you were safe, boulders crash down around you threatening death



False walls can be destroyed by blasting away at them. They often hide bonuses, but you'll find more aliens too!



The laser wall is a simple way to defeat a lot of enemies. Just tap select twice to fire



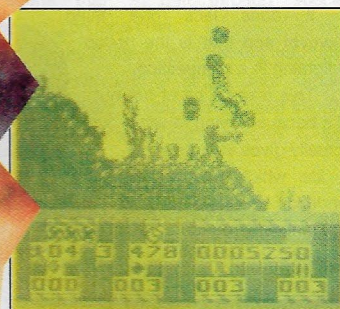
collect numerous power-ups and tokens that vastly improve your gun's overall power. In addition 1-ups can be collected, along with energy top-ups and extra mines and grenades.

Lastly, the remaining bonus is the star which engages a shield around Turrican, making him invulnerable.

Turrican is a massive shoot'em-up which is pretty tough and will challenge the skills of most gamers.

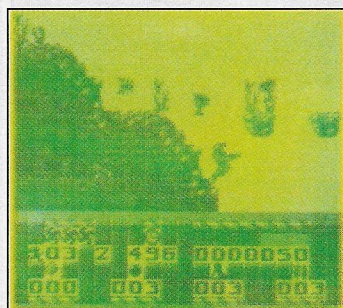
The Game Boy version turns out to be every bit as playable as its 16-bit predecessors.

Although a little repetitive, on the whole this is a cart definitely worth looking out for if you fancy a challenge. **X**



Holding down the fire button for a couple of seconds activates the lightning whip

GAMEPLAY	
LASTABILITY	
PRESENTATION	
X-RATING:	
XXXX	



Turrican is a huge game spanning a total of four worlds. Make it to the end of a level and prepare to face the guardian

movement, with Up or A making him jump and Down to duck.

Button B fires his gun, a low power weapon, but can be increased to a laser or multi-directional fire. Holding B unleashes the lightning whip, a rod of death that you can rotate around you. Pressing Down and B drops a mine.

Turrican can also change into a buzzsaw which makes him temporarily invincible; this is done by holding Down and pressing A.

Pressing select one lobs a grenade, while tapping twice will launch a power line which then causes damage to all enemies on-screen.

Each level is set against the clock and you only have a mere 500 seconds to complete the first mission.

Throughout your adventure you can



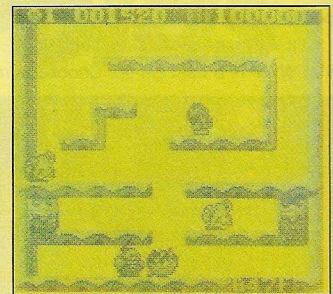
Snow Brothers is a frosty version of Bubble Bobble, starring two snowball twins, Tom and Nick.

The story behind this platform adventure will chill you to the bone and will snow doubt have you shivering with fear!

Snow Bros is a one-player game for the Nintendo hand held. As Nick you must rescue Tom, your brother, from the clutches of King Scorch.

He is held captive deep within the evil Lord's castle which spans a total of 50 challenging rooms.

You must scramble from one level to the next, but before you can enter



Nick can immobilise the enemies by lobbing snowballs at them. He can then kick the ball to destroy the foe



Adventure Island is a platform romp in the style of Wonder Boy. As the young but heroic Master Higgins you must battle across eight hostile islands in search of Princess Tina.

Guarding each of the island's exits is a huge beastie lying in wait to chew away at your tender flesh, and that's only the beginning.

The princess is guarded by a creature so horrendous, so ugly and so gross that this demon-spawn from hell would only feel happy living in Southend.

Starting on Fern island, Higgins begins his quest unarmed. By cracking open the eggs that are scattered around it is possible to equip yourself with axes



Yeesh! Having broken the bonus egg, you've been awarded the skateboard. Glean the cube, Higgins!?!

Snow Brothers



Power-ups can also be found, giving you one of three things: a speed-up, bigger snowball or the ability to throw the balls further.

In addition you may be lucky enough to find a jar of hot sauce which transforms Nick into a fire giant which can defeat enemies by flying into them.

After every tenth stage you'll be confronted by a guardian. Large abominable snowmen throw small creatures at you and the only way to destroy the oversized ice-cube is by freezing the small foes before throwing the balls at him.

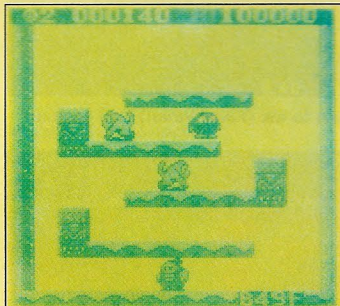
the next chamber you must first defeat the snow guards that patrol each area.

To do this you must freeze them by lobbing snowballs in their direction. The first ball will stun them briefly, but continued bombardment will freeze them into a huge snowball which you can then push against the wall to destroy.

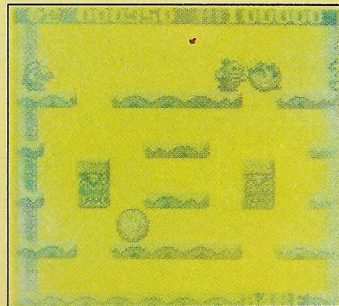
SNOWED UNDER

You have three lives and a total of 10 continues to rescue Tom and the Heart of the Sun, but chances are soon lost with the constant threat from the foes.

If you manage to knock over an enemy with a huge snowball you'll be awarded a bonus object which is worth valuable points.

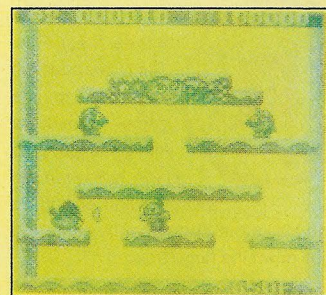


Snow Bros is set over 50 levels of action and features a large variety of enemies including fire-breathing monkeys!



Defeat the vast adversary and you'll be whisked away to King Scorche's treasure room in the bonus stage.

Snow Brothers will be loved by fans of Bubble Bobble, more so since the game is virtually identical, albeit with a chilly theme.



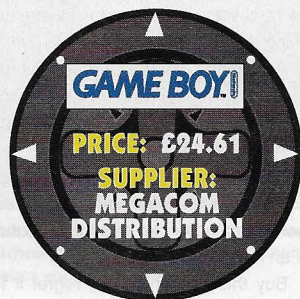
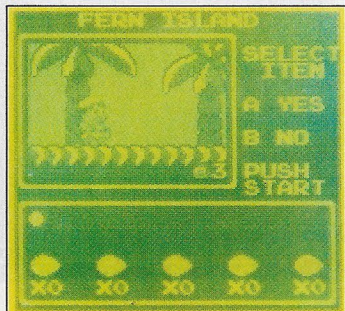
Bansai! Snow in hand, Nick charges to the rescue of his brother, Tom. Nothing's gonna stop this cool dude

The first thing you'll probably notice is how easy the game is to play. Sadly it fails to become increasingly difficult and you'll soon have rescued Tom and the Heart of the Sun.

Nevertheless it is still excellent fun to play and the presentation is great. Just bear in mind the game's longevity when considering the price tag though. **X**

GAMEPLAY 	PRESENTATION
LASTABILITY 	X-RATING: XXX

Adventure Island



which are then lobbed by pressing B. You may also come upon one of four dinosaurs which hatch when you crack open the egg.

The first you'll befriend is Camptosaurus, of which there are two types, Magama and Taylor.

The latter can walk on ice without slipping and attack viciously with his tail,

whereas Magma can walk on lava and breath fireballs.

Classie Elasmosaurus can swim through water, while the Don-Don Pterandon has the ability to fly.

The skateboard allows you to speed across the levels but watch out, one hit and you're off. Other bonuses include milk bottles that top up your energy and

keys that whisk you away to one of the many bonus rooms.

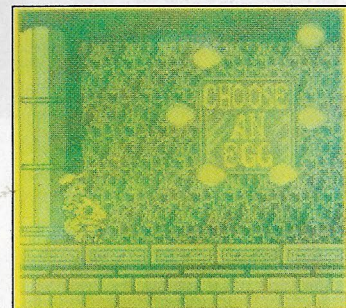
Button A makes Higgins jump, a higher jump is possible by pressing Up at the same time.

You begin with three lives although extra 1-ups appear at regular intervals throughout. In addition you have the option to continue your previous game simply by pressing Start.

EGGCELLENT FUN

When you complete a level you must choose one egg from a selection of six. When smashed open, a bonus is revealed and depending on how lucky you are you'll either receive bonus points or an extra life.

You may stumble across the Honey Girl, a small sprite that flies with and



At the end of each stage you are invited to choose an egg. Inside are a plethora of bonuses ranging from 1-ups to extra points. Select the egg and jump up to see what you've got

makes you temporarily invincible, but you may pick up the eggplant which is one of Higgins' pet-hates so he'll lose power.

His power level also drops as time passes but this can be increased by eating the fruits of the forest.

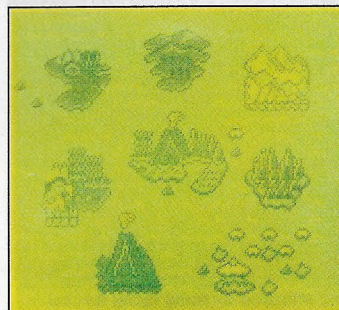
Adventure Island is a playable platform romp that features clear, crisp graphics, adequate sound and a challenge that is sure to keep you playing for hours.

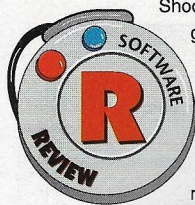
The game itself is very similar to Wonder Boy and fans of that series will probably love this.

The neat little touches such as the various dinosaurs and the selection of power-ups make the game so much more enjoyable to play.

To sum up, an excellent platform romp that will appeal to all ages. **X**

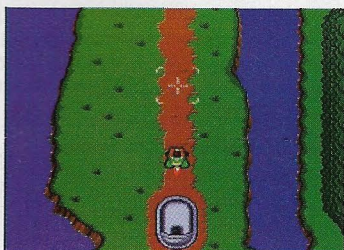
GAMEPLAY 	PRESENTATION
LASTABILITY 	X-RATING: XXXX





Shoot'em-ups come and go but few are as sick as Toilet Kids. The introduction sequence to the game shows a young lad going to relieve himself in the bathroom and ending up being blown out of the roof by some evil forces down the bog!?

You control the poor unfortunate soul as he now battles against the very same nasty beings, powered along the skyways by the force of the wind coming from his bottom.

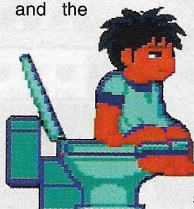


Armed to the teeth with high power bullets and bombs that can be hurled in the general direction of the enemies on screen, you bravely set out on your ominous task.

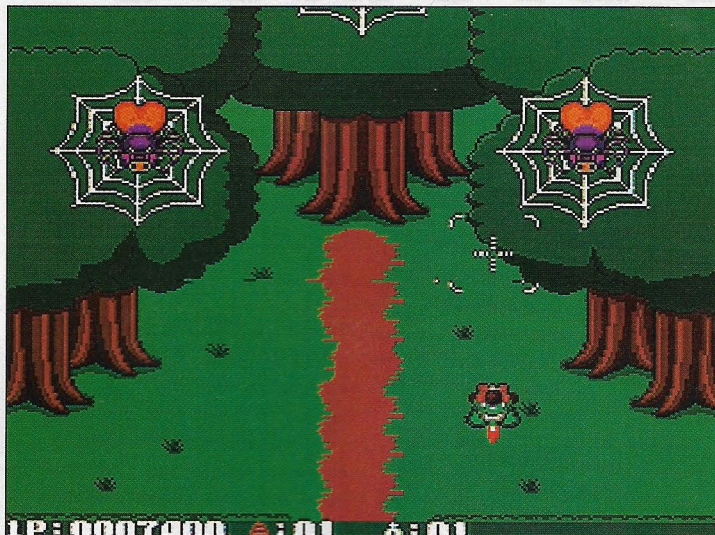
BOG OFF

The enemies mainly take the form of large piles of excrement and the various flies that live on and around them.

There are other unfortunate children around who have been converted to the evil side and begin to attack you,



Toilet Kids



Huge spiders block your way and they are about to die (Yawn! Yawn!) How tedious!

giving you an insight into what you will end up like if you fail in your mission.

As you'd expect with a shoot'em-up there are also large end-of-level guardians for you to contend with, so disgusting that they're unmentionable!

Graphically this isn't particularly inspiring; the central character looks nothing like a stranded kid and the various enemy sprites, while being a little humorous to begin with, are very basic and uninteresting.

The same can be said for the sound in that it gives us nothing more than a naff tune and boring spot effects.

DOWN THE PAN

This is not the type of game that I'd like to play for hours on end, being boring, mindless and unfunny in the long run. I'd avoid it and go for Raiden every time



Powered by a turbo-charged Pump motor you do battle with the seemingly endless waves of nasties...

which at least proves to be fun! Toilet Kids is a vertically scrolling blaster and nothing more.

As a highly unoriginal product it can be quite sickening and on the whole proves to be a very bad game that doesn't warrant the high price tag.

Despite being fairly difficult to advance through I honestly cannot see anyone wanting to play this for more than half an hour.

Buy this one and you'll regret it for the rest of your natural life!



Since the dawning of perhaps the most famous science fiction cult TV series, Star Trek, 25 years ago, Captain James T Kirk has

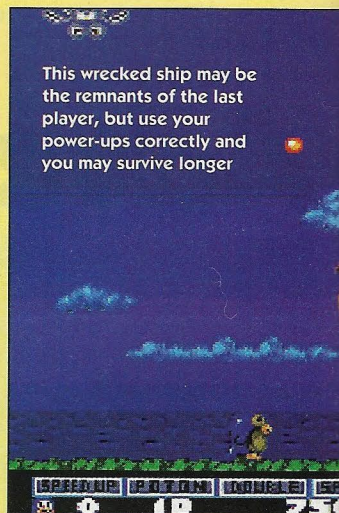
appeared in six hit movies and has boldly taken the USS Enterprise where no man has been before.

Since the age of the tight-fitting polyester jumpsuits, the captain and crew have battled the Klingons across the galaxy. It comes as no surprise that the vicious aliens are once again the cause of Kirk's problems.

Star Trek: 25th Anniversary is a



You are briefed on your mission



This wrecked ship may be the remnants of the last player, but use your power-ups correctly and you may survive longer

PC Engine
PRICE: £39.00
SUPPLIER: CONSOLE CONCEPTS



As you bomb the steaming piles of plop you are attacked by some flying faeces!

GAMEPLAY
 0 5 10 15 20
LASTABILITY
 0 5 10 15 20
PRESENTATION
 0 5 10 15 20
X-RATING:



Parodius is a shoot'em-up, very similar to Nemesis, that appeared on the Game Boy nearly a year ago.

The hostile lifeforms that blitzed your craft in that hectic blaster have now been replaced with fluffy kittens and go-go dancers - bleugh!

There are four craft which you can fly. The most obvious choice is the spaceship although the other three, the Octopus, the Thin Bee and the Pentarou are just as good.

They all have six stages of power-up; every time you collect one of the blocks this changes the type of bonus

Star Trek

single player game which places you at the helm of the old style Enterprise. As captain you must do your best to stop a catastrophe from occurring.

FATHER TIME AWAKENS

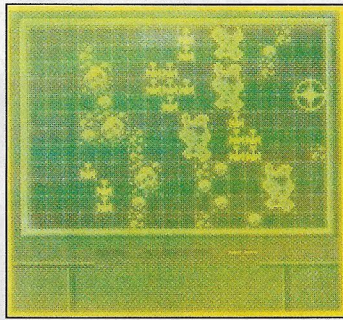
A Domsday machine is spinning through space, destroying planets as it makes its way towards Earth.

The Federation of Planets has developed a Disrupter which should stop the machine in its tracks, but the Klingons have gone and stolen this gadget and dismantled it, thinking it to be a machine of war.

The 12 pieces have been scattered across the galaxy and stored on a planet. You must now recover the vital part by venturing down to the surface.

Before you orbit the planet you must first guide the Enterprise through a series of asteroid fields, Klingon and Romulan fleets and giant space ameobas.

These are horizontally scrolling shoot'em-up sections where you must dodge the giant space rocks, destroy the



Strange new worlds to seek out

enemy spacecraft and carefully navigate your way through the space ameoba's infested body.

Upon reaching the planet, beam down to the surface and then guide Kirk around the planet in search for the missing disruptor piece.

Armed only with your phaser, you must choose to either stun or kill the enemy with the two settings of your gun.

With communicator in hand and the tri-corder strapped to your belt it's only a



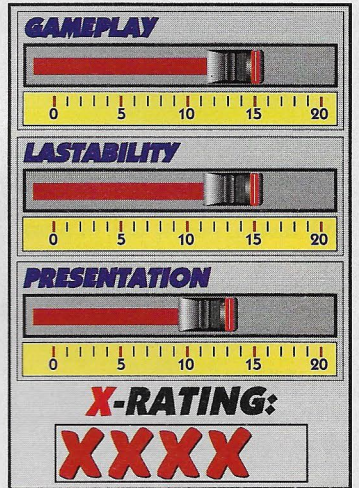
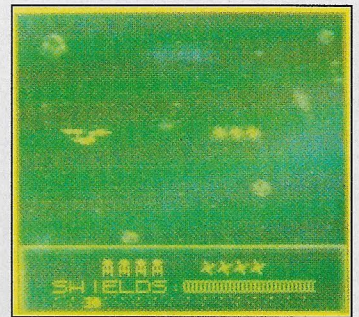
matter of time before you find the part. Unlike the PC version of Star Trek, the Game Boy cartridge is basically a shoot'em-up, albeit a bloody tough one.

LIFE AS WE KNOW IT

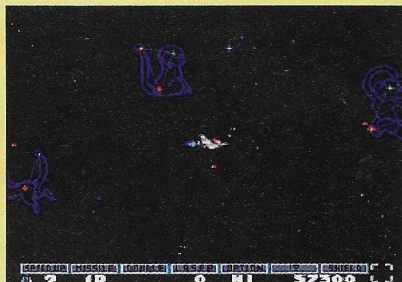
With three lives in hand you may find it hard enough to navigate to the first planet, because every time you crash the Enterprise you're dragged back to the start of the section which is infuriating at the best of times.

Graphically the game is pretty good, as is the sound, although the Game Boy's rendition of the Star Trek theme is a little nauseating.

Star Trek is certainly a must for Trekkies, but I'm certain that this challenging product will appeal to most other GB users too. **X**



Parodius



Parodius is a one or two-player game, although there is a third option that takes you to the stars...

you'll receive. With one bonus, you'll get a speed-up, two and you'll then be awarded a missile.

Double shot is the bonus for three blocks, four for a laser and five for protection in the drones. Finally six blocks gives the ship a shield.

Although the bonuses change slightly for each ship, they effectively

remain the same. There are three difficulty settings: easy, normal and hard, and the option for either a one or two-player game.

Nearing the end of each level you'll be attacked by huge guardians which may look harmless. Watch out though, missiles and bullets will soon come streaming towards you.

The heli-cat is weak compared to clowns that spit fire from their laughing mouths, while the belly-dancer cannot be shot, you must skilfully avoid her by flying through her legs.

CIRCUS CAPERS

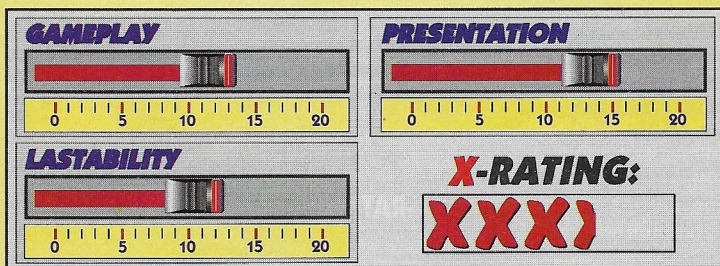
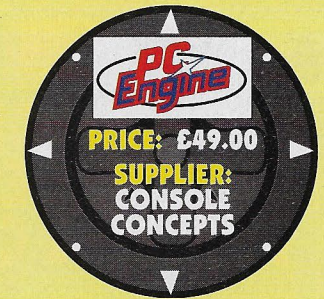
Parodius is a competent shoot'em-up for the PC Engine, nothing more, nothing less.

Its cartoon-style graphics make a change from the likes seen in Gradius, but the mechanics behind the game have all been seen before, nothing new here.

Shoot'em-up fans will probably like it, but not one of the best of its genre. **X**



There are six stages of bonus which increase your ship's weapon power

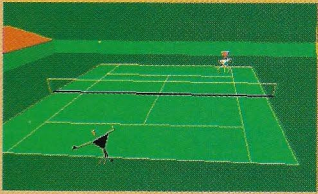


The four different ships have various weapon bonuses - here we see the Pentarou in the midst of the action

ALSO-RANS INTERNATIONAL 3D TENNIS

GBH £7.99
OUT APRIL 16-BIT

The words to explain just how bad this game is are sadly unprintable. Needless to say, it is the worst tennis sim to hit



the Amiga, mainly due to a 3D effect that doesn't quite work. Furthermore, it is extremely unplayable. Avoid it or suffer the consequences!

X-RATING: X)

1943
KIXX £7.99
OUT NOW 16-BIT

A sadly yawnsome conversion of a good coin-op machine. This sequel to 1942, itself a classic coin-op, is slow, tedious and boring to play. I'd rather sit and pick the dirt out from under my toenails than partake in this!

X-RATING:)

BUDGET BO

LOTUS ESPRIT TURBO CHALLENGE

GBH £7.99
OUT SOON 16-BIT

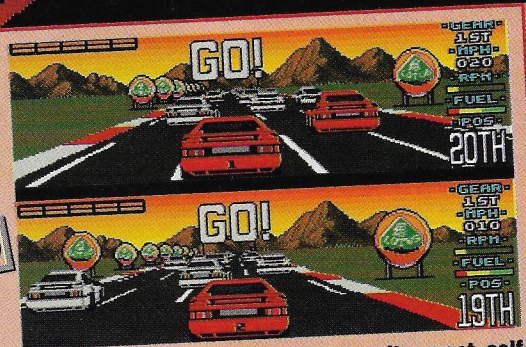
Lotus has now become one of those games that very few people haven't heard of.

Believe it or not some actually prefer the original to the second. To give them credit there are a few good reasons for this.

To start with, the idea of doing laps of a circuit and battling for top position is much more appealing than racing against the clock, just!

Also, the pit stops add an element of strategy to the game and make you actually use your brain while in the middle of some hectic driving.

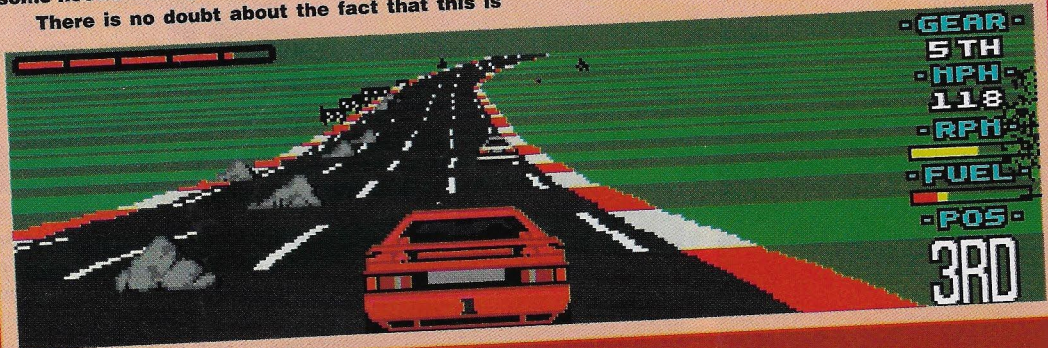
There is no doubt about the fact that this is



great value for money at £8 despite most self-respecting computer owners having already bought it.

If you're one of the few who still haven't witnessed how good a racing game can be on the Amiga, then now's your chance.

X-RATING: XXXXXX



HORROR ZOMBIES FROM THE CRYPT

GBH £7.99
OUT SOON 16-BIT

Originally released by Millennium, this fun arcade adventure finally appears on budget for your gaming pleasure.



You control a valiant young chap as he battles against many foes through six perilous levels. He begins his quest trapped in a mansion and armed with absolutely nothing.

A quick run along will reveal a dagger for you to pick up at the top of the screen. A good job too because a zombie is heading right towards you.

The rest of the game carries on in a similar vein. Although graphics are a bit

dated, when you see them moving it does make up for it slightly - the dying sequence just has to be seen, if only for throwing up value!

This offers a good challenge and reasonable value for money, but only if you like to ponder over what you're doing while you play.



X-RATING: XXXXX

NANZA

RECOMMENDED

Just to recapitulate, here is a list of the top five titles in the shops at the moment...

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. PRINCE OF PERSIA - RESPRAY £7.99

BIFF

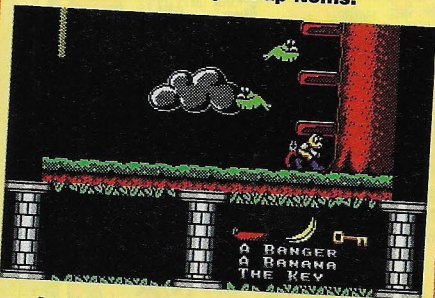
BEYOND BELIEF £7.99
OUT NOW 16-BIT

In Biff you play the title character, a sickeningly cute chimpanzee, as he runs around all over the place solving puzzles and jumping about platforms in time honoured tradition.



Everything in the game, particularly the graphics, has a Spectrum-style feel to it but don't let this put you off since beneath the surface you'll find a fairly enjoyable game.

The controls are simple enough to get the hang of, considering all you have to do is run, jump and pick up items.



As the first release I've heard of from Beyond Belief, this is a competent effort despite being a long way off the quality of such games as Bubble Dizzy and Scooby and Scrappy Doo. However, for younger gamers it is well worth a look.



X-RATING: XXX

HI-TEC SOFTWARE PREVIEW

YOGI'S BIG CLEAN UP

The latest Hanna Barbera license from Hi-Tec sees you controlling Yogi bear as you are put on a sort of rehabilitation course by Ranger Smith.



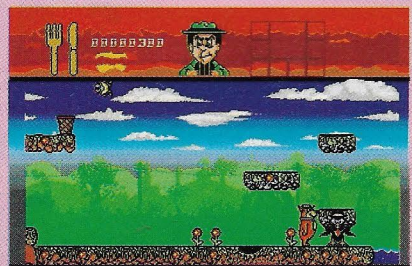
The Ranger wants you to perform various tasks such as picking up litter and dropping it into bins, important to the upkeep of Jellystone Park.

Lying around the park are many picnic baskets for you to pick up for extra energy. Be careful that the

Ranger doesn't spot you in the act, otherwise your acquired strength will be taken from you.



There are plenty of platforms around the park and loads of energy draining nasties. Yogi's Big Clean Up will be released soon at the rather handy price of £12.99.



ALIEN WORLD

To move briefly away from the licensed products Hi-Tec is all set to unleash Alien World, a horizontally and vertically scrolling shoot'em-up written by the same team who brought us the highly successful Scooby Doo and Scrappy Doo.



The only thinking required in a game of Alien World is what weapon to collect for the space craft.

The main sprite is a fly-like thing



who can leap into the air, whizz about and walk along while shooting aliens.

Alien World should be out as you read this and is priced at £12.99.



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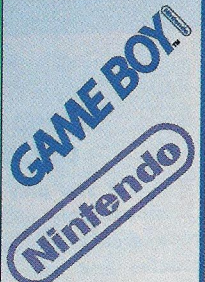
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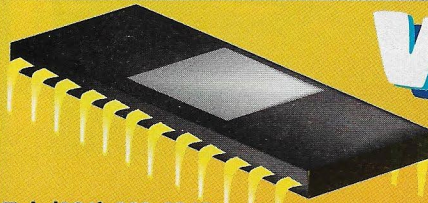
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Spring is springing at long last and the Tip-X mail bag is positively brimming with cheats that to be quite honest are absolutely dreadful! Do you honestly expect me to take some of you seriously? Honestly? C'mon! Send your decent tips to the ever loving: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

WING COMMANDER II

- VIRGIN

PC

I haven't had the chance to try this, but a Mr P Hart from York says that doing the following will give you invincibility, quite handy really...

Load the game by typing CDWING2WC2ORIGIN-K. Now, if you press ALT and DELETE you will destroy anything in your view as well! I hope it works...

EDD THE DUCK

- ZEPPELIN



Quack, quack bloody quack. Isn't Edd a nauseating little dweeb? To skip levels in this budget release all you have to do is press the left mouse button. You could almost discover that on your own if you had half a brain couldn't you?

TERMINATOR 2

- NINTENDO GAME BOY!

On the first level shoot down the towers in the following order to progress to the second level. From the left... 4th, 1st, 5th, 2nd, 3rd. Thanks to Mohamed Nurmohamed from Middlesex for that!

STORMBALL



- MILLENNIUM



Our Jason got his ugly mug in this game! He's the berk with the raincoat handing out the moolah on the gambling bits. All you do is type LET ME WIN, and I bet you could never guess what happens!

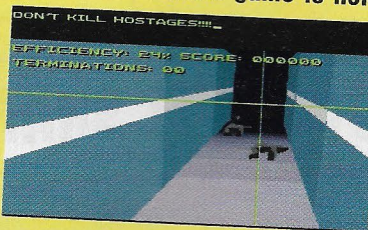
ROBOCOP 3

- OCEAN



This is one I've been waiting for! All you have to do to skip through the stages in the main game is hold

down shift and type THE DIDDY MEN. Pressing escape should produce the desired effect. Thanks to Emma Hardwick from London.



POPULOUS II

- ELECTRONIC ARTS

Right! This is it! I'm fed up of giving you codes for this, so it's the last time I'm going to...



LEVEL 801: MOACAK
LEVEL 822: IIATAK
LEVEL 841: AMOPAT
LEVEL 860: DOAGAO
LEVEL 880: PEUX
LEVEL 902: OOETAD
LEVEL 920: VEJIAK
LEVEL 940: MEETAC
LEVEL 960: DOAC
LEVEL 980: NGCCAF

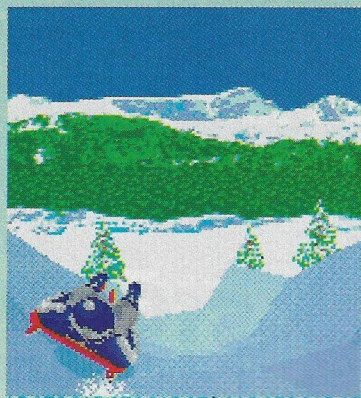
LEVEL 991: SOAAAT
LEVEL 992: LONEAB
LEVEL 993: MOOOAD
LEVEL 994: ABNEAF
LEVEL 995: HOEM
LEVEL 996: ADJIAC
LEVEL 997: OWQUAK
LEVEL 998: AFACAT
LEVEL 999: WOITAB

Also, try typing in MUSIC for a rather dodgy tune.

Winter Challenge has been around in all guises for a while now, and what with the recent Winter Olympics and the perfectly marketed PC and Mega Drive games, it's due for a fresh look.



LUGE



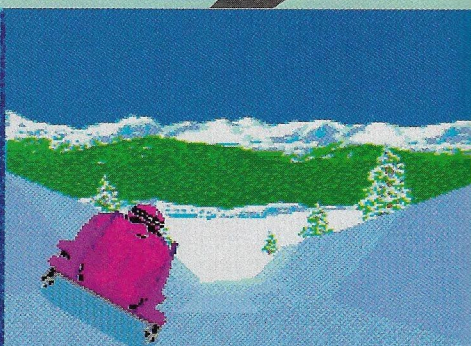
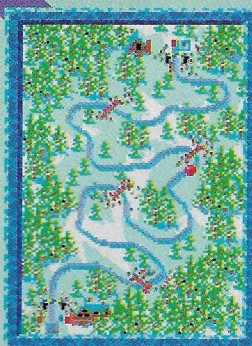
Coming off the slopes into another turn

Mmm. How do you fancy putting on your skin-hugging gear and hurtling down a snaking tunnel of pure ice, blind, lying on a tray? Madness? Yes. Fun? Almost certainly.

Your aim is to retain a central position on the ice; rising up the sides only causes the luge to slow down excessively. However, when a turn appears nip up rather high, lowering down just before the turn ends.

The course is a rather twisty affair so some time spent training should ensure you know all the foibles to obtain a championship best time

BOB-SLED



Slightly climb the bank, not going too high



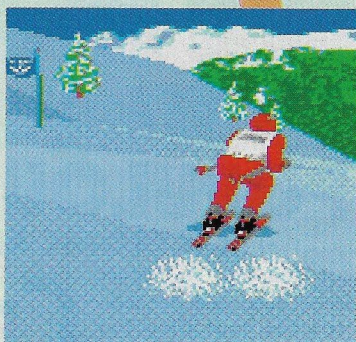
Turning quickly onto the flat for the finish

More stupidity. Four grown men cuddling up while rocketing down a massive and twisty course.

Despite what the manual may say, the best way to get a good time is to keep a mid course over the ice walls, not to push too high nor turn too sharply or you'll only risk crashing at the most inopportune moment.

Really pelt the buttons at the start and the speed generated should stand you in good stead for the rest of the course

DOWNHILL SKIING



Turn only when necessary, cutting through the gates in anticipation



Oversteer and you'll miss the gates, whiz off the piste and end up in a heap

Swooshing down steep, undulating mountainsides requires super sharp reflexes and strong knees.

As speed is of the essence here, try to keep in the tuck position all the way down if possible. If you do get lost you can always get your bearings by skiing upright. You'll lose some time, but will manage to stay in the race.

Try to keep going on a fairly straight course, turning as little as you possibly can and neatly cutting through the gates in anticipation of the next ones. Be careful not to stray too far off the piste though, unless you want to take a tumble in embarrassment



The myriad of sharp turns don't make life particularly easy

GIANT SLALOM

A maze on a deadly course, nipping between 41 gates strategically placed at awkward angles tests the reactions of anyone. It requires skill, fast reactions, and memory.

The curse of this is the dreaded oversteer. Practice in the training mode to discover just how far you can push the course without falling over.

Learn to turn early after each gate and try to retain a tucked position for as long as possible

CROSS-COUNTRY SKIING



Taking a steady and measured walk uphill to keep your speed respectable

If the thought of running through deep snow with a pair of planks on your feet appeals, then this is the best.

Keep a sharp eye on the energy bars; whacking the keys gets the speed up, but it also tires your competitor. Coast in a tuck whenever possible on the downhill sections of the course, but pace your energy for the uphill sections.

The more energy you have, the better your strokes. Don't forget the sudden turns; go too far and the distance travelled will be increased and you might just land up to your knees in a drift



Try to keep turns tight or you'll end up in deep snow

SKI JUMPING



Keep your skis parallel for a perfect flight



Turn quickly to stop, handy when close to the trees

Let's all stand up on a cliff and jump off the edge, avoiding wind and trying to look pretty while travelling a whopping great distance. It's a tricky one.

To get a mammoth 100 metre plus jump takes a deal of practice, but once mastered you'll never forget it. Keep in the centre of the slope, correcting when necessary and then, ensuring you're on a direct take-off, leap.

The trick is to judge the take-off accurately, not at the beginning of the slope when it flattens out, nor too late

BIATHLON

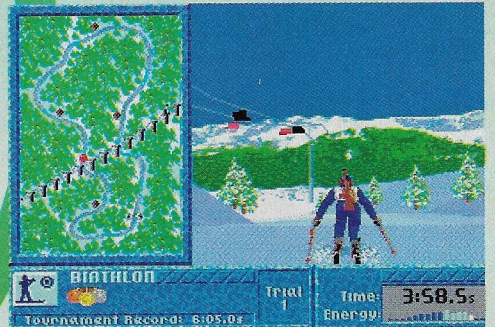
This combines the fatigue of the cross-country together with the necessity to not shake when aiming a shot at tiny targets.

Use up your energy after shooting and when you're going uphill. Try and avoid using any while cruising downhill and use none at all before the shooting range.

The less energy used ensures the shooting aspects are rendered rather easy; the wobble is less and the aiming is a piece of cake. Don't rush the shooting sequences because a miss will add 15 seconds to your time

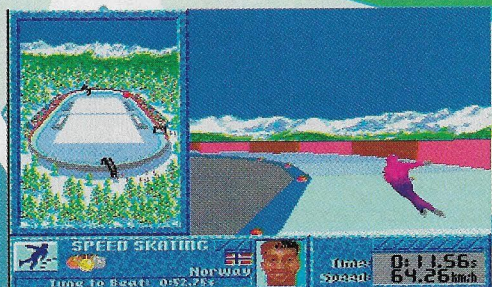


Take your time, then fire away for a perfect score



Relaxing while going downhill around a corner

SPEED SKATING

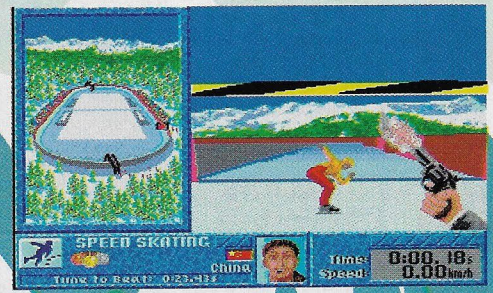


Leave enough room at corners to avoid trouble

More ice madness, pelting over sheet ice with blades on your feet and whizzing past like an icy dervish.

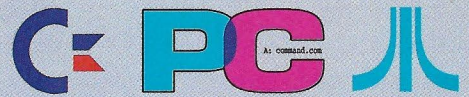
Wait for the start gun to fire and then keep a really tight edge to the inside of the track, but be careful of cutting it too fine when the corner finishes.

Really pelt the buttons until your fingers hurt. If you've got an autofire joystick, simply keep the buttons pressed down and concentrate on the turns. This way you'll get a miraculous time of 20 seconds!



Wait for the gun, then dash like heck

Storm Master combines aspects such as warfare, politics, economics, diplomacy and global domination in an enthralling power simulation with arcade sequences. Here's the Games-X guide to help get you going.



STARTING THE GAME

Stage Zero. You begin with a moderately tough game, basically because you set out with zilch, bar a few coppers.

Stage One is the easiest of the bunch since you're loaded with cash and your fields and mills prove to be productive. Build an army for an easy win.

Stage Two is getting harder. Things are going downhill, morale is low, and you'll have to ensure the arts and education are kept up to standard.

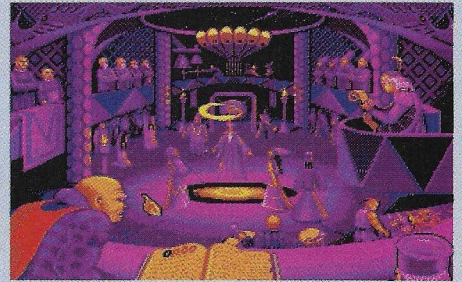
Stage Three, more of a warfare scenario, is an ideal stage if you fancy lots of battle sequences although it doesn't rate too highly on the normal strategy aspects.

Stage Four is quite hard. The basic necessity is to concentrate on farming, keeping your populace fed and then trying to build up your weaponry.

Stage Five, the end of the epoch, do or die. The ultimate battle between the two islands looms so a good all-round strategy is called for

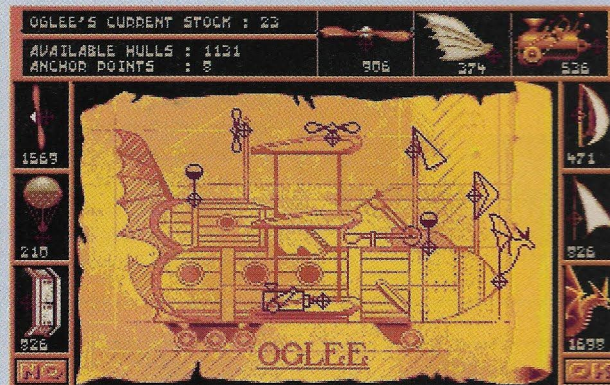
PRETENTIOUS PULPIT PREACHERS

Using the ecclesiast to create a tornado spell is frequently ignored because it's quite tricky. Don't be put off though, it's quite a potent spell although a real pain to get.



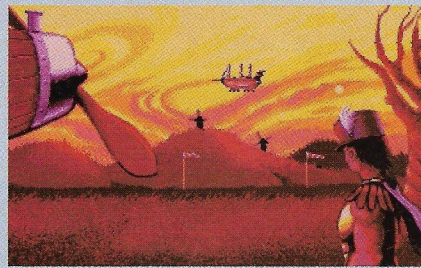
Ensure you click on the correct people at the right time, turning them off with a click as soon as the grimoire turns a page. You've got to be quick and accurate. Fail, and you'll get a gust of wind at the very least

BUILDING YOUR AIRSHIPS



If you have the space, try and fit wings where they look right on the blueprint, and sails on the mast. Put the engine near the centre and balloons on deck near the rear, with prows or shields on the front.

Don't forget propellers and blades, or you won't shift. Kit up with a minimum of one man from each army section



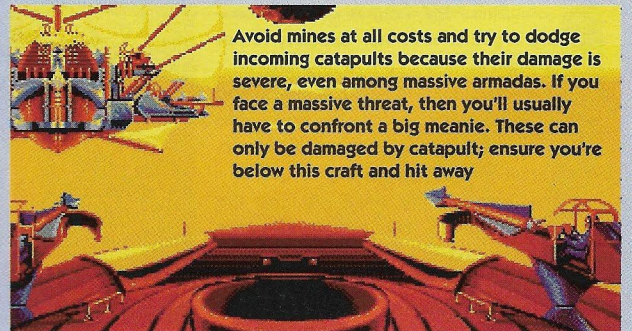
Ensure your lift score is higher than the weight of your ship. It can be less but that's a safe bet. You can then try out your amazing invention in a test flight. If it explodes you'll just need to make some changes before mass production

FIGHTING SEQUENCES



Before beginning, it's necessary to understand the strategy aspects first. The best tactic is to stay where you are and wait for an attack.

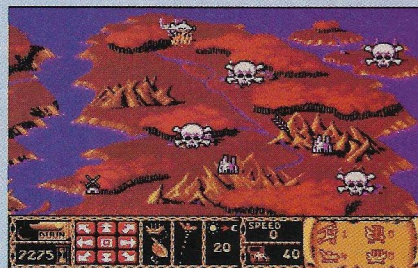
Then use the crossbows, straight forward or the slight diagonal. An excellent tip is to move to the right, then shoot with the left crossbow or vice versa



Avoid mines at all costs and try to dodge incoming catapults because their damage is severe, even among massive armadas. If you face a massive threat, then you'll usually have to confront a big meanie. These can only be damaged by catapult; ensure you're below this craft and hit away

CAMPAIGN BATTLES

Ensure you prepare your craft for a minimum stay of 25 days, with any leeway regarding sudden wind changes, Avoid Koollpers which fire flak and head to destroy their airfields first.



Once you've destroyed the air threat, you can start devastating towns. Simply anchor above a centre and loot it until a skull appears. Do this to all the cities and you've destroyed the enemy, game over. You can destroy the fields and installations, but these aren't essential

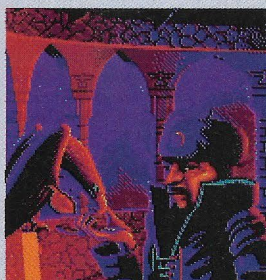


All's fair in love and war. Ahh, it's so nice! One minute you're friends, the next you're destroying the country, cities and families.

The cruel irony of diplomacy is that you marry the orphan princess, and start anew in the next epoch. No 'lives happily ever after' here

WHO'S WHO

THE INQUISITOR



The inquisitor is a particularly useful person to visit. Before campaigns you can check up on stats on the enemy, friendly cities and your councillors. If councillors or your own cities are irritated, you'll know what to do next.

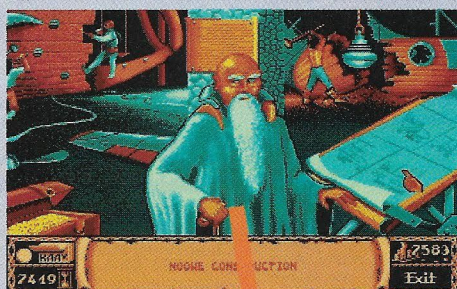
Assassination is vital. If you are planning an attack, ensure that either Leonardo or the commander is slaughtered. Verify enemy positions before an attack by checking the globe here. The eagle is also essential for more productive alliances and exchanges. Ensure you can fulfil your promises first though

THE JOKER

SOLOOTIL CIRCUS	13	+
SILHAATIL THEATRO	12	+
NIIRTIL STADIUM	14	+
OZGAATILAND	13	+
DJOOITIL BROGHFTRACK	13	+
KHUULTILIAN GALERIA	12	+
VOOLBANTIL BOETRIDARH	10	+

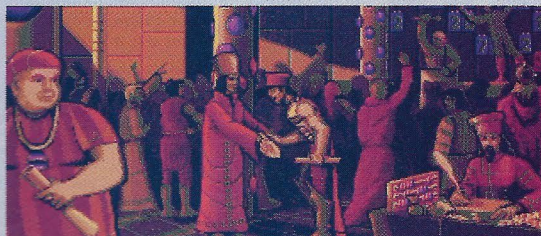
When things look grim, one way to stop insurgencies in your cities is to keep the entertainment going. Always ensure that there is some capital in reserve, not letting things get lower than zero. Anything below 10 requires urgent attention

LEONAARDO



Leonardo needs to be kept happy via a decent budget to the educational institutes. This rapidly disappears, so don't forget to check it. Here you can also design the ships and mass produce them but they can also be wrecked if you invent a better airship design

THE HIGH CONSTABLE

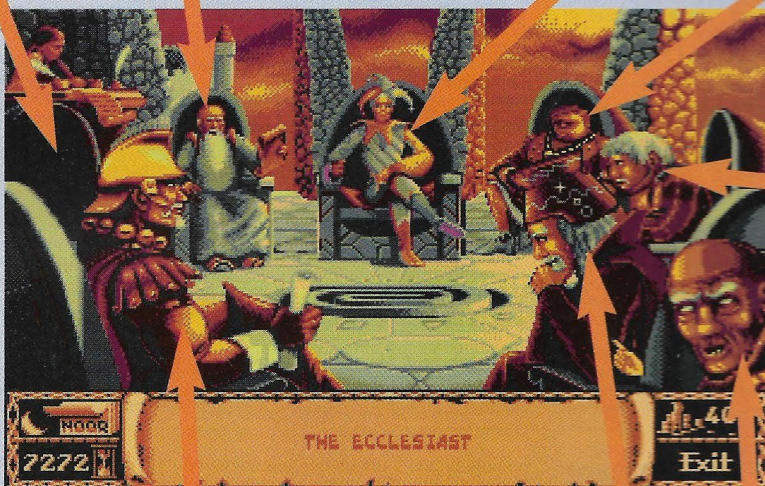


Making deals can work wonderfully, but keep an eye open. Don't waste vital items such as food on things like balloons. A good bet is to sell all surplus stock. You'll suddenly be loaded, but you'll have to visit the stock market to buy essentials.

Beware of the high constable. If you do need funds, only tax when the populace's standard of living is excellent and each city can offer, as a rule of thumb, over 75 kaa each

Depending on your situation you'll need to visit some people more than others, but you can't ignore folk for any length of time, otherwise they'll get miffed and disappear. Here we see a well chuffed set of councillors.

The ecclesiastic is particularly easy to irritate, as is the joker and Leonardo. For the latter two, it's wise to put cash into their respective arts and education funds



THE MASTER MILLER

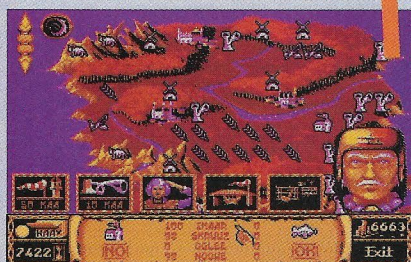


The master miller is an essential chap to visit early on to get your production up to full capacity. If you have enough cash then put lots of wheat on the plains, cattle in the mountains and the bees in sheltered areas near forests.

Don't forget the mills, at least two in the three distinct geographical areas to produce the manufactured goods for your flying craft.

Put a budget on each area, around 10 kaa per production should keep things going nicely. Keep the ecclesiast standing by to refertilise

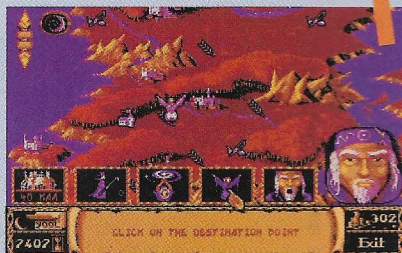
THE COMMANDER



The commander needs to be kept relatively busy. Ensure he's recruiting or building Koopers or airfields. Place these all along the east coast and one near each city and airfield.

You have the capital to launch an attack and recruit enough men for the ships to be built

THE ECCLESIAST



The ecclesiast is a strange character, one minute he seems to be of no use, the next he's vital, especially when it comes to refertilising the drained soil for crops. If you fund the area afterwards production will shoot up.

Don't forget the spells he creates; the smaller ones can be made to increase production of various mills by creating localised winds

THE ADVISER

PRODUCTIONS (MONTHLY) :	2.3
0 CULTURE(S) YIELD 0 TON(S) OF WHEAT	
6 APICULTURE(S) PRODUCE 68 TON(S) OF HONEY	
7 BREEDING(S) PRODUCE 294 TON(S) OF MEAT	
16 MILL(S) PRODUCE 92 PRODUCT(S)	
RESERVE :	
WHITE WHEAT : 1029 TON(S)	
BROOD MEAT : 27 TON(S)	
SOFT HONEY : 2 TON(S)	
IMADY'S HULL : 727	
BRUZE'S HULL : 617	
OLBE'S HULL : 562	
NOOKE'S HULL : 174	
BRON : 922	
JIB : 151	SAIL : 105
WING : 52	BALLOON : 55
PROPELLER : 542	BLADE : 315
SHIELD : 304	ENGINE : 200

Ask the adviser frequently to check on your state of affairs. For the measly sum of one kaa, you'll find out about all your stocks of food and items and the general state of the economy. Keep on visiting him to make sure your food mountain is piled high

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!

ACORN

• Acorn, nine games, keyboard, transformer, and tape-player. £80. Contact Dave Porter on (0582) 504858.

AMSTRAD

• Amstrad PCW8256, with monitor, printer and keyboard. With built-in disk drive. Worth £500, sell for £300 ono. Phone Farooq after 4pm (041) 429-2485.

• Amstrad CPC6128, colour monitor, printer, joystick, multiface two, manuals, mags, games (disk & tape). Worth £810, will sell for £500 ono. Tel: (0963) 251011 after 5:45pm.

• Amstrad CPC464 with green monitor, joystick, over 20 games worth £450. The lot for £150. Ring Lee on (0526) 860781.

• Amstrad CPC6128 with lots of utilities and games. Worth over £900, will sell for £300. Also Wanted. Lynx 1 or 2 or Game Gear. Will pay around £70. Tel: Nyle (0382) 644819.

ATARI

• Atari Mega ST 1 with Phillips 8833 monitor, joysticks, mouse and 200 disks as well as books etc. All for the incredible price of £350. Call James on (0580) 200070.

• Atari STFM for sale. Mint condition, joystick, mouse, over £200 worth of games, double sided plus second drive and over £40 worth of mags. £315 ono. Call Chris (0922) 413198.

• Ninja Gaiden, Rygar, Stunrunner for Atari Lynx £50 the lot. Tel Steve (0703) 786864. No boxes or instructions.

• For sale. Lynx 2, carry pouch, kit bag, Comlynx and 2 great games: California Games, War Birds. Worth over £200 sell for £130 ono. Unwanted Xmas present. Phone Simon after 4:30pm (0286) 831161.

• Atari 520 STFM 512k, D/S disk drive, mouse, dust cover, over 30 games, all mint. £200. Phone Mark (0908) 674228 after 6:30pm.

• Atari 520 STE, 6 months old. £300 of games including First Samurai and Gods. Loads of mags, blank disks, demos. £300 ono. Phone James (0666) 510620 after 6pm.

• Atari 520 STFM and games for sale. Boxed, joysticks, mouse, great condition. Productivity pack, 60 games inc. WWF, Magic Pockets, Lemmings, Kick Off 2. Worth £550, selling price £200. Phone (0322) 667840.

• Atari ST 520 for sale. With around £600 software, Master Sound 2, 2 joysticks, bargain price £200 ono. Ring Greg on (021) 351 7806.

• Atari 520 STFM over £300 worth of software inc. STOS Game Creator and many more games. Plus printer, all worth over £700, sell for £325. Ring Darren on (0280) 812709.

• Atari Lynx 2 + Tournament Cyberball. Immaculate condition, 1 month old. £75 ono. Phone David on (0506) 823254 after 5pm. Buyer collects (Edinburgh area).

• Atari 1040 STE with external double sided disk drive, almost 50 games including DPaint, all originals, two mice and joystick. Sell for £40 ono. Phone Marcus (0795) 876925 after 5pm.

• For sale: Lynx carts. Slime World and Chequered Flag. Separate £20 each. Both £35. Tel (0483) 39544 and ask for Dave. Or swap either one for Viking Child.

COMMODORE

• Commodore 64 for sale with 200+ games, mouse, data recorder. All good condition. Call (02407) 5389. All for £250 ono. Game Gear games and equipment for sale too. Ask for Michael.

• C64 Light Fantastic Pack. Comes with two joysticks, leads, tape deck, light gun, two carts Robocop2, Chase HQ2 and 43 games. Worth £200 yours for £100 or swap it for a Mega Drive and I will pay £30. Phone Ray (081) 443-2484.

• Amiga Cartoon Classics, joystick, mouse, mouse-mat. Brand new at Xmas. Boxed as new, perfect condition, £400 of games inc. Speedball 2, Populous 2, Heimdall, Rainbow Islands, Blues Brothers, Chuck Rock, Robocod (JP II) £400 ovno. Call Hamish on (0925) 263799.

• C64 new shape, lots of games, still boxed. Two joysticks, tape deck, unwanted gift. Two carts Robocop2, Chase HQ2. £100 but reasonable offers welcome. Contact Ray (081) 443-2484 after 4pm any day.

• Amiga Datel Action Replay MKIII cartridge. Unwanted Xmas present, hardly used, as new boxed with manual. £45 ono. Contact Dean after 5:30pm on (081) 318-4247.

MISC

• CD Player, unwanted Xmas present, fully boxed and guaranteed. Manual and leads supplied. Worth £150, take £110 ono. Tel (081) 741-4327 after 6pm and ask for Grant.

• Console machines and games for swaps, mainly SFC, MD and PC-E (decent suggestions only please!). Contact Nicky Lee (08444) 2859 after 5pm only.

NINTENDO

• Game Boy for sale with eight games including WWF, Turtles and Robocop. Also comes with carry case and light. Phone Paul weekday evenings on (0332) 665942. Sell the whole lot for £150.

• Nintendo NES plus three games including S.M.B.2. Sell for £90. Phone (0420) 22619.

* NES, four games and Zapper, inc. Mario 1 & 3, The Simpsons, Duck Hunt, joypads etc. Mint condition, sell for £140. Phone Steve on (081) 508-9517 after 4:30.

• Game Boy and 5 games for sale inc. Mario. £75. Phone (081) 676-0432.

• Nintendo NES with arcade joystick and 7 top games including Mario 3, WWF and Turtles. Also lots of mags. All complete for only £200. (0902) 745153.

• Nintendo Super Famicom for sale with Joe & Mac, Goeman and Big Run. SCART lead and RGB lead, two joypads. Worth £430, will sell for £210 ono. Phone Reuben on (081) 684-5226.

• Game Boy with four games including Blades of Steel and Choplifter 2 - £75. Tel: (0394) 380977 after 4:00pm weekdays.

• Super Famicom (SCART), 2 control pads, 2 games, Super Mario World, Area 88. Excellent condition only one month old. Will sell for £230 ovno. Call Russell after 6pm on (081) 561-2467.

PCs

• Opus PCII-AD computer. 640k memory, 32 Mb hard disk, 2 disk drives, mono monitor and £250+ software and mouse. Also some mags and disks. £550. Phone Gavin on Teynham (0795) 521488.

PC ENGINE

• PC Engine SCART, mint condition, boxed with 1 game, £95. Tel: (0443) 431995 ask for Wayne.

SEGA

• Jap Sega Mega Drive, six games and accessories, Atari Lynx & four games and accessories, £150 each ono. Both boxed in full working order. Phone (021) 353-6490 and ask for Mark.

• Bargain Sale! Master system (Sega) + Light Phaser, Steering Wheel control pads. Contains 9 fantastic games. All for only £165. Worth £350. For further details ring James Cannings on (0572) 823247.

• For Sale: Mega Drive with 5 games like Streets of Rage, Sonic the Hedgehog. 2 joypads. £160. Phone Wakefield 270281.

• Sega Master System plus Rapid Fire unit and five great games £80. Also NES plus three great games. Bargain at £60. Phone Paul on (0225) 837395.

• Jap Mega Drive, plays all games, two joypads, six games inc. Super Shinobi, Mickey Mouse, Fully boxed and good cond. Sell for £200 ono. Phone Scott (061) 776-1280.

• Sega Master System + 2 joypads + 1 control stick. 4 games inc. Rastan. Sell £95 ono or swap for Mega Drive + 1 or 2 games. Tel: (0234) 325189.

• Sega Game Gear and 4 games including Shinobi, Columns, G-Loc and Monaco. Also Carry case and power unit. Worth £220, sell for £150. Call on (0743) 367636 after 4pm.

• Game Gear still boxed with guarantee, power supply and 4 games: Mickey Mouse, WonderBoy, WCLB Golf and Fantasy Zone. £120 the lot. Phone Graham (051) 526-7944 after 5pm.

• Game Gear, brand-new and unused with Galaga £110. Or £135 with Sonic. (Inc. postage) Or swap for one Neo-Geo game and cash. Tel: David (0924) 402244.

SINCLAIR

• For Sale: Spectrum 128k +2, Cheetah 125+ joystick, interface, power pack and 30 great games including Robocop, Wizard and Back to the Future III. Fully boxed for £120. Phone (0563) 29656 after 5pm.

• Spectrum +2A inc. 244 games inc. Golden Axe, 2 joysticks, lots of utls. V.G.C. all boxed as new. £150 ono. Phone (0703) 685685 after 6pm. Ask for Neil.

• Speccy 48k, joystick, tape deck, printer, manuals, over £200 games. Sell for £80 ono. Buyers outside E. Midlands not welcome. Tel: Berton (0283) 813467 and ask for Ben.

• ZX Spectrum 128k +2. 2 joysticks, games, original box and manual. Good condition. Tel: (0276) 23614 after 6pm. Only £95.

• Speccy +2 for sale, over 100 games, leads, manual, joysticks. Write to A. Smith, 25 Carfax Ave, Tongham, Farnham, Surrey, GU10 1BD, with offer. Power lead recently repaired.

• Spectrum 128 +2A. 250+ games, joystick, mags. Good condition. Contact Pete on (0472) 605034 only £150.

WANTED/SWAPS

• WANTED - secondhand Neo-Geo games - King of the Monsters, Sengoku, Ghost Pilots, plus any of the newer titles: Fatal Fury, Thrash Rally etc. Ring Kevin on (0633) 614236. Reasonable prices paid.

• SWAP four month old Amiga Cartoon Classic Pack. With £300 of new games. Worth £700 for Neo-Geo with three games or Famicom with ten. Phone Colin (0383) 513633 between 6-7pm.

• WANTED: Super Famicom games. Will pay between £25-£30 for required games. Tel: Ray (021) 327-5931 especially looking for F-Zero, Goeman the Warrior (English text)

• WANTED: Mega Drive games, will pay £10 for each one and will collect within M/C area. Phone Rob (061) 445-2951. PSU also wanted, will pay £5. Joypad also, £5.

• SWAP: John Maddens for EA Ice Hockey, Budokan for Lakers v Celtics, or Revenge of Shinobi, Sonic for After Burner or Road Rash. Call Stephen on (0234) 272636.

• SWAP: Game Gear games G-Loc or Shinobi for Wonderboy or any other decent game or sell for £8 each. Ring (05395) 33393 after 4pm. Ask for Ben.

• WANTED: For Game Boy, Operation C £11, WWF Super Stars, Megaman, F1 Racer, Super Mario and Batman, pay £12 each. Phone Colin after 5pm on (031) 447-7239.

• SWAP: Bugs Bunny Game Boy for any decent game. Phone (0276) 415857 or send a S.A.E. to Ben Francis, 37 Walton Dene, Aylesbury, Bucks. HP21 7LQ.

• WANTED: Warbirds, Ninja Gaiden, Awesome Golf, Stunrunner, APB for Lynx2. Will pay £10-13 depending on game. Phone (081) 868-6648 after 6pm. Ask for John.

• WANTED: secondhand Game Boy games, willing to pay up to £10 for them. Send list of games to Mark Lewis, 29 Vernon Street, Hafod, Swansea. SA1 2EZ.

• WANTED: Atari Lynx games. Call (0903) 786480.

• SWAP my brand-new Mega Drive with three games or ST or similar. Must be disk drive. I will pay postage both ways. Phone Mike (0383) 735467.

• SWAP or sell 520 Atari ST for Super Famicom or UK, Jap Mega Drive. Atari ST has mouse, joystick, games also monitor. Mega Drive, Famicom must have games and leads etc. (081) 346-4174.

Name

Address

Post code

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

FREE!

SPACE QUEST 4

Can you please help me, you're my last hope? While playing Space Quest IV on the IBM I get stuck after leaving the sewers and trying to board the spaceship. I simply keep getting shot by the sequel police.

P Jaffa, Somewhereville.

Dr X: Wait for the police to disappear for a wee while, they'll return so you'll have to be quick. Click on the hand icon, then make a quick dash for the landing gear. You'll then be able to crouch down and the ship will fly off. Easy-peasy, then you can mess around in the ship.

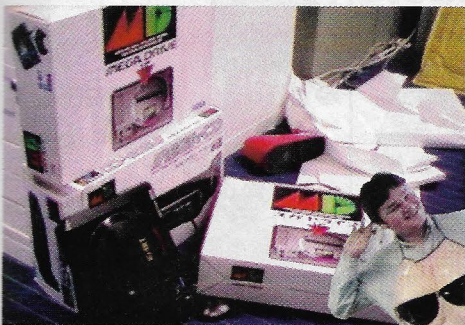
GROVELLERS

In Issue 41 when Jared Houghton from Rochdale asked you for a Mega Drive with £200 worth of software, did he get it? I own a Mega Drive and could you send me £350 and a SCART Mega Drive please, oh great one? PS. I really, really, etc, need it. Thank you.

James Owen, Camberley.

Dr X: Honestly, I've had loads of letters on this topic and you can just about go and hop it. You grovelling little toe-rags. Even if I did have the inkling to give you something, which I don't, no way would I send anything to a spoilt little worm like you.

I guess you're an earthworm, but you've definitely got the tone of a tapeworm. I must be getting old when I can't spot the difference in my great creations.



Here we see the Games-X pile of Mega Drives scattered by the rubbish. We've got loads, but we need 'em too. By the way, you can also see Jools, STA Ed, in his early modelling career sporting a rather nifty number

Wha'd'ya mean, 'I really need it.' Hocus! You've got one already and there are far more deserving causes than your own. I'm absolutely gobsmacked at your sheer audacity!

FIRST SAMURAI

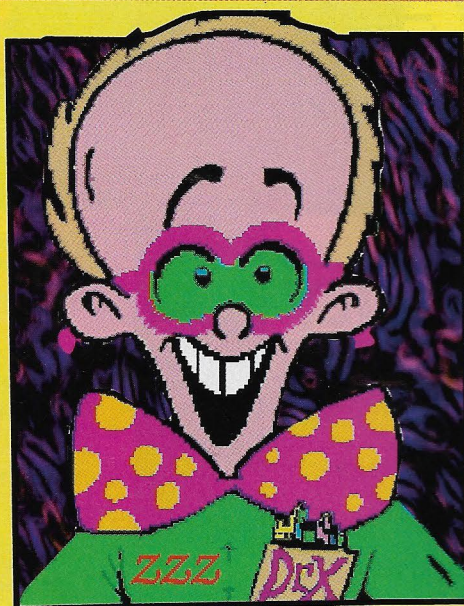
Is 'Gamesmaster' related to you? Don't take it as an insult. He is quite good looking (Hmm). For this brilliant observation, could you please send me F1 Grand Prix by Microprose?

How do you kill the guardian at the end of level four in First Samurai? Lastly, do you know of any things I can type in for Robocod or First Samurai to give me infinite energy etc? Thanks very much.

Jamie Johnston, Edinburgh.

Dr X: I'm not insulted by you thinking I'm related to the Gamesmaster, apart from the fact that his behaviour is infantile compared to mine. If you bumped into the stargazer in the streets he wouldn't have a clue. Bloody television. Read a mag instead!

Yes, I do know a few cheats but I'm not going to ruin your games by telling them to you. As for getting past the end-of-level guardian, it requires a large chunk of luck.



BIG X, Games-X, Europa X House, AdlingtonX Park, Maccxesfield, Chexhire SK10 x 4NP.

The best method is to keep leaping over him, swishing at his weak spot, his head, as you do. Eventually you'll wear him down and should then be able to progress further.

ELVIRA

After purchasing the excellent game Elvira for my PC, I have progressed to the part where you go under the altar to the underground chamber. I was wondering how to put the crown on the crusader's head.

I have tried clicking on it and dragging it over towards his head but that doesn't work. Please could you solve this puzzle for me as it has been driving me crazy for ages.

Paul Williams, Grange over Sands.

Dr X: After great deliberation we've arrived at the overwhelming conclusion that you're on the right track. Not much help really. The simple task which you so



Jools pops up yet again, this time he's showing great taste in his oggling at Elvira. Asked what colour eyes she's got, he merely mumbled something and went

articulately describe is exactly what you've got to do. Go on, try it again, and you'll be able to collect the sword. That's it, erm, sorry.

PSYCHOTIC POODLES FROM MARS

I am at my wits' end. I have recently purchased Monkey Island and I'm having trouble getting past the piranha poodles. Please help me because you're my idol.

Scott Henderson, Edinburgh.

Dr X: Yes, those little pooches are a real pain, but the

Dr X

The details are a trifle foggy, but what a week that was. I was pondering what the heck I should do. Counting stars got a bit repetitive and in those early days computers weren't even invented but then, neither was the earth. So I created everything around me and, by jimminy, I needed a day of rest. Everything is easy now, so if you have any problems drop me a line. I won't be on this plane of existence for long, so make it snappy to: The

key to your problems is an old-fashioned baby. Simply poison the meat with the leaves from within the maze and, hey presto! You can get past those canine terrors.

INBANANA JONES

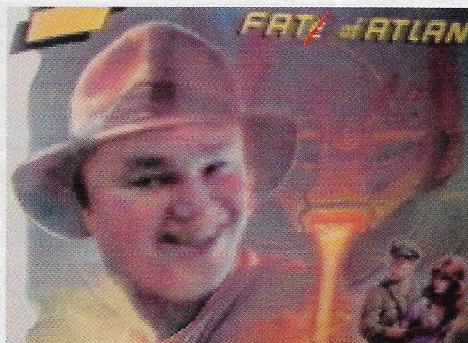
Dr X, my faithful companion, can you possibly help me on Indiana Jones Graphic Adventure? I have got his dad's Grail diary and I have got to the library in Venice, but I can't work out what to do now.

Please don't bother sending me a T-shirt, just a Manchester United Europe game. Do you ever give anyone anything? I'm sure you're not as tight as you appear.

PS: I like the bow-tie! But I think I should tell you that you're going bald!

Leon & Sophie Jenks, Newcastle-under-Lyme.

Dr X: Actually, I do send things out. Not very often, but occasionally. There's nothing wrong with being bald. I believe it's a sign of astute, nay, virulent manhood. If there is anything I am, it's a virulent man. Or am I a man. What is man? Mmm, let's ponder.



ST Action Editor, Julian Boardman, is a swashbuckling sort of hero who bears more than a passing resemblance to Harrison Ford. It's something to do with whips, he was rumoured to explain

In the library look in the Diary. You'll discover three numbers. Then, all you have to do is simply look for the posts with the roman numerals on. Ensure you've taken the red rope off the post, then bash the post on the floor by the pillars. Easy really, and obvious when you think about it.



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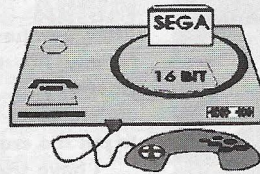
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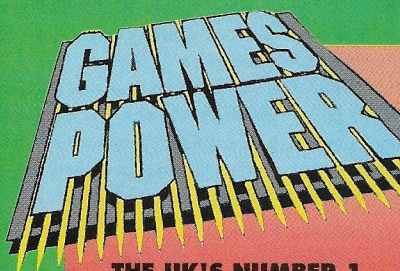
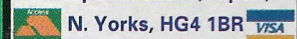
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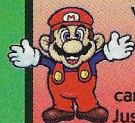
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Scoop Clarkson once commented, "PD... Pretty Dire." This isn't strictly true, as a brief scan through these pages will show. It's good to see the vast field of PD, Shareware and Licenseware flourishing. I've told you before, it's worth getting in touch with some of the PD libraries - for the price of a game, you'll have a remarkably large catalogue. Some naff, some good - it's the risk you take. Try it out...
 Testware, 46 The Avenue, Harrogate HG1 4QD

(0423) 886415
 Public Domain Software Library, Beacon Road,
 Crowborough (0892) 663298
 NBS, 1 Chain Lane, Newport PO30 5QA
 New Age, 30 Anderson Estate, Hockley SS5 5NG
 ST Adventurer's Library, 32 Merrivale Rd,
 Stafford ST17 9EB
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 17 Bit Software, PO Box 97, Wakefield WF1 1XX
 (0924) 366982

MIN

PD - PUB

MATCH IT

LAPD



Shanghai games have been going for, ooh, a damn long time. Match It on the ST is an excellent and challenging conversion of the classic tile game genre.

Basically, your aim is to remove tiles with the same characters on via an imaginary line which can only bend twice. The pairs of tiles are scattered randomly across a board, and you've got to remove all of them within a limited time span.

The graphics aren't bad, and the gameplay is frustratingly addictive. Sometimes you seem to be completely stuck and thankfully, the computer offers a limited number of helps where a pair of tiles are removed for you.



It's certainly an enjoyable game and a pleasant change from an evening's shoot'em-ups. Not action packed, but cerebral and fun, addictive and hard. A worthy addition to any computer gamer's collection.

X-RATING: XXXX



COMMANDER KEEN III - ALIENS ATE MY BABYSITTER

PC

TESTWARE



The Commander Keen series of shareware games are deemed classics by the players. You play the ubiquitous Keen, a cartoonish star traveller with an important mission.

In this, the third in the series, the Aliens have kidnapped your babysitter. You set off in your hover-powered spaceship to rescue her and kill off the alien horde. Each part of the adventure splits to a special gamette, based on the platform game genre.



The graphics are splendid in full colour VGA with smooth scrolling of your character. You can use the keyboard or a joystick to control your hero and the sounds and musical effects, depending on your sound board, are splendid.

You may have to pay quite a fair whack for the registration fee but it's more than worth it. Commander Keen III is certainly one of the best arcade quality games on the PC and it really does look professional.

I enjoyed the first, loved the second, but the third is an absolute stonker. If you want a decent game you could fail miserably with a professional product. This is as sweet as they come. Smashing.

X-RATING: XXXX

BANANOID

PDSL

PC

It ends with an oid, it's gotta be another Arkanoid clone. Those breakout beasts of games come out on PD like rain in Macclesfield, ie frequently. This however, adds something extra to the common or garden varieties.

On the PC it's a brightly coloured VGA effort with super smooth scrolling, which is an extremely nice touch.

You don't expect much on the PC but this caught my attention because of the

slinky smoothness. It's a breakout game of multiple levels with two screens of bricks to demolish on each.

Your mouse-controlled paddle scrolls between the two with professional ease as you rebound the ball, collecting power capsules as they fall to shoot, or stick to, slow down or multiply the ball.

One of the better breakout clones, it's only let down by the lack of a relative mouse control which does irritate, and the sometimes dodgy collision detection.

X-RATING: XXX

BEAT IT!

NEW AGE



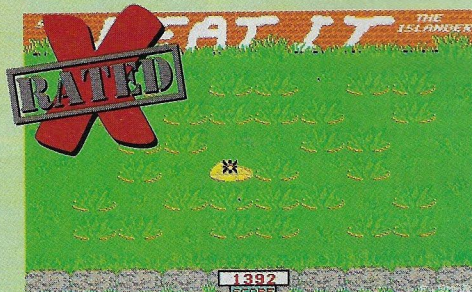
I can't believe my luck, I've actually got some excellent PD coming my way and Beat It! is one such classic. With devilishly simply gameplay and some nice touches, it's a game worthy of applause and a go.

Whereas it isn't actually PD - you have to send a pittance of £3.99 to the author - you do get two decent games, Beat It! and the Human Factor.

Human Factor is a mouse controlled

shoot'em-up in the vein of Operation Wolf. That's OK, but Beat It! is truly addictive.

Armed with your mouse you've got to



blast things which appear in a lawn. Like those hammer smashing games at the seaside, except certain items half your score, or turn the lights out.

Clicking on the correct items will produce a mini subgame, either a fruit machine, a blast'em-up or a skill game.

All great fun, and more than worth £3.99 of anyone's money. The graphics aren't stunning, but it's good enough with the simple and annoyingly addictive gameplay.

X-RATING: XXXX

IMMENSE EXPENSE

PUBLIC DOMAIN OR PRICELESS DIVERSION?

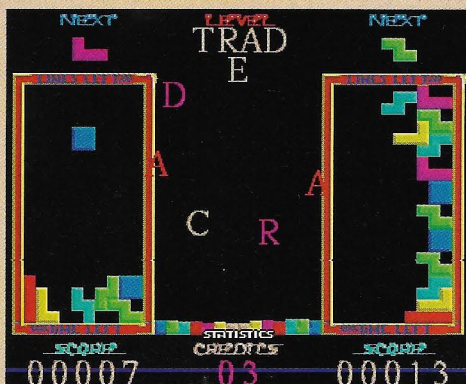
TWINTRIS

17 BIT SOFTWARE



Tetris is without a doubt one of the gaming phenomena of the late eighties, a bizarre game with outrageous addictive qualities. There has been a multitude of conversions on the PD front, yet none quite so slickly presented as Twintris.

I'm not going to bother to explain exactly what Tetris is, the aim is simply to get an unbroken line from a constant flow of odd shaped bricks. This is no exception,



except that there's two Tetris screens to play against a friend.

Graphics are as excellent as bricks can be, and the scrolling is lovely-jubbly. Music is pleasant too, although the 'aren't I clever' demo routine in the middle irritates.

If you want a Tetris clone, this is one of the best, and it plays one mean game. The addiction is still there, but it's still Tetris, the darned game which has lost many a working hour.

X-RATING: XXXX

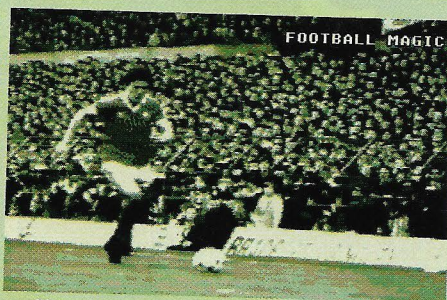
FOOTBALL MAGIC

NEW AGE



Oh not another football manager simulation - yes it is! All the joys of management without the thrills of crowds and being sacked by the board.

As it happens, Football Magic is quite a decent football manager simulation without the many frills of the professional product. You select the team, dabble on the transfer market and deal with the banks. All standard stuff.



You have certain options whereby you can have your goals depicted as digitized images, the league position after every match and a 'quick' option.

There isn't anything particularly taxing to do, but there's more than enough to keep you enthralled.

It's quite enjoyable, although a tad too easy. I won the fourth division championship on my first go, so don't expect too much. It's a funny old game though, results do go awry and the team may not play well. It's a debate whether you'll return again and again, but it's a decent romp.

X-RATING: XXX

WILLY'S WATER WORKS

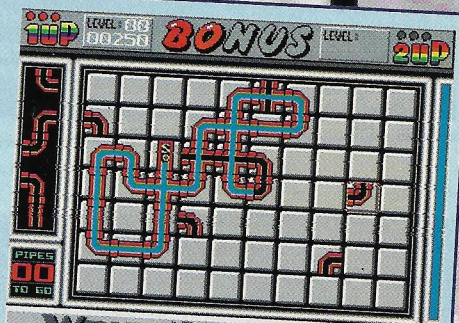
NBS



Oh err! Sounds like a bit of toilet humour. No such luck. Well, if you look past the double entendres, you'll suss out that Willy's Water Works is in fact a Pipemania clone, and a pretty close one at that.

You've got to build a pipe from a random selection down the side, and try to build up a tube in a certain time before the water comes. Believe me, it's easier said than done, but it's another classic game worth having if you haven't got one.

The speed is suspect and the mouse control is irritating at times, but it doesn't



particularly distract from a game made classic by its sheer simplicity. Enjoyable fun which you can pop back to again and again. Great fun.

X-RATING: XXXX

THE JADE STONE

ST ADVENTURERS LIBRARY

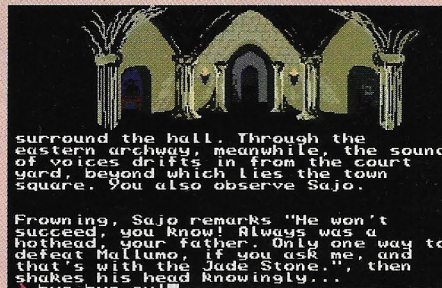


The Jade Stone is a game written by that adventure doyenne Linda Wright and is, as you can come to expect with her work, a typical adventure with novel touches.

A text adventure with occasional average quality pictures, you start the game as the daughter of the king of some far off land. Yes, your standard fantasy lark, and after being propositioned by some fruitcake wizard, your father dashes off in a fury to kill him, like all good fathers do.

However, he doesn't stand much of a chance. That is until you find the jade stone which can banish the wizard from the land forever. That's your task.

It's an excellently addictive adventure



game with classic problems and some new irritations to keep you enthralled.

The actual interface with the player is dubious, and the verbosity of the text leaves much to be desired. However it's a good adventure game for anyone remotely interested in the field.

X-RATING: XXXX

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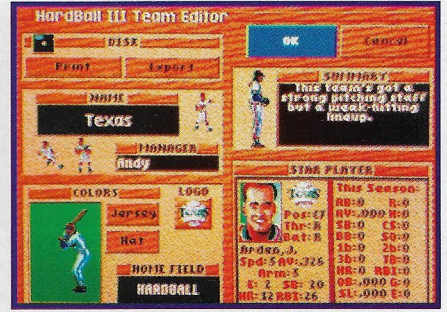
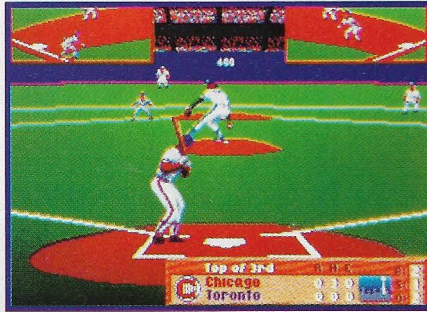
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As more air time is given to the sport of baseball on satellite channels, it's only a matter of time before the 'ball game' becomes a household phrase. Jason Spiller reports.



HARDBALL III

Acolade reckons the best way to portray this most televised of sports is as a TV production. This seems to have paid off – hence Hardball's third sequel, a further enhanced version in all aspects of the program, from presentation down to specific game detail.

Watching baseball on the telly can be confusing, more so since those half-baked American commentators tend to waffle on something chronic.

It can be enjoyed by everyone though and Hardball III makes a bid to bring the realism of the game as well as the TV presentation to the fore.

Looking at the TV production, you're honoured with various camera angles showing you all the action from the pitcher, batter and fielders.

In addition there is actual digitized speech from real baseball commentators to keep you updated on play.

Presentation is still like a TV production with various camera views which have been improved with real US ballparks actually digitized and interpreted for dimension. Moreover, there's more sound and visual effects.

The major difference lies in the managerial and coaching responsibilities which now include the ability to import team data from existing ball games.

ALL FOR ONE AND ONE FOR ALL

On the field, the coach is given greater importance with features that include 'Team Effort' play which means that individual team members can be motivated to help out.

So, if you are in the throws of controlling one player, the rest of the team pitches in. The realism of the game is backed up by statistics from real matches, giving the intelligence to computer-controlled teams.

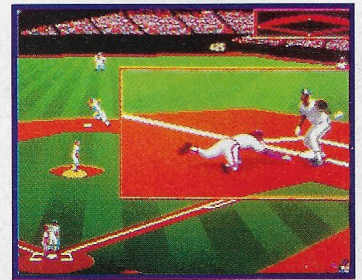
Actual direction of your team allows personal control while the other team members are skillfully manoeuvred by computer intelligence.

This means that when your team is batting, the player positioned at bases will react to the distance that your hit has travelled as well as getting a reaction from the opposition fielders.

When your team's pitching and fielding the computer takes up control until you switch players.

This means that if you're fielding a ball, you can throw and switch control to the nearest man able to catch and field.

At the front end of the match there's all the hype and presentation such as creating team kits, caps and logos.



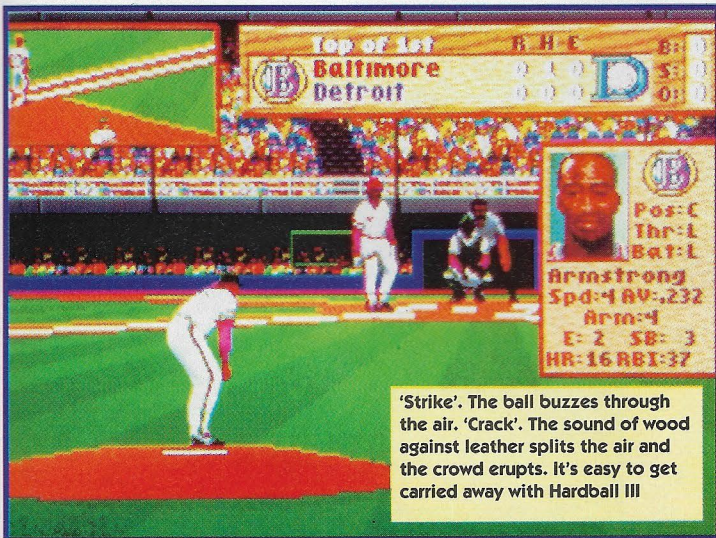
There's also a player editor where you can choose a face, create players and set player attributes, skills and statistics which can be saved down for future use and reference.

The TV production of the game is also enhanced with digitized close-ups and another five different views of the field which are computer selected to show the best viewing angles with VCR-like instant replay.

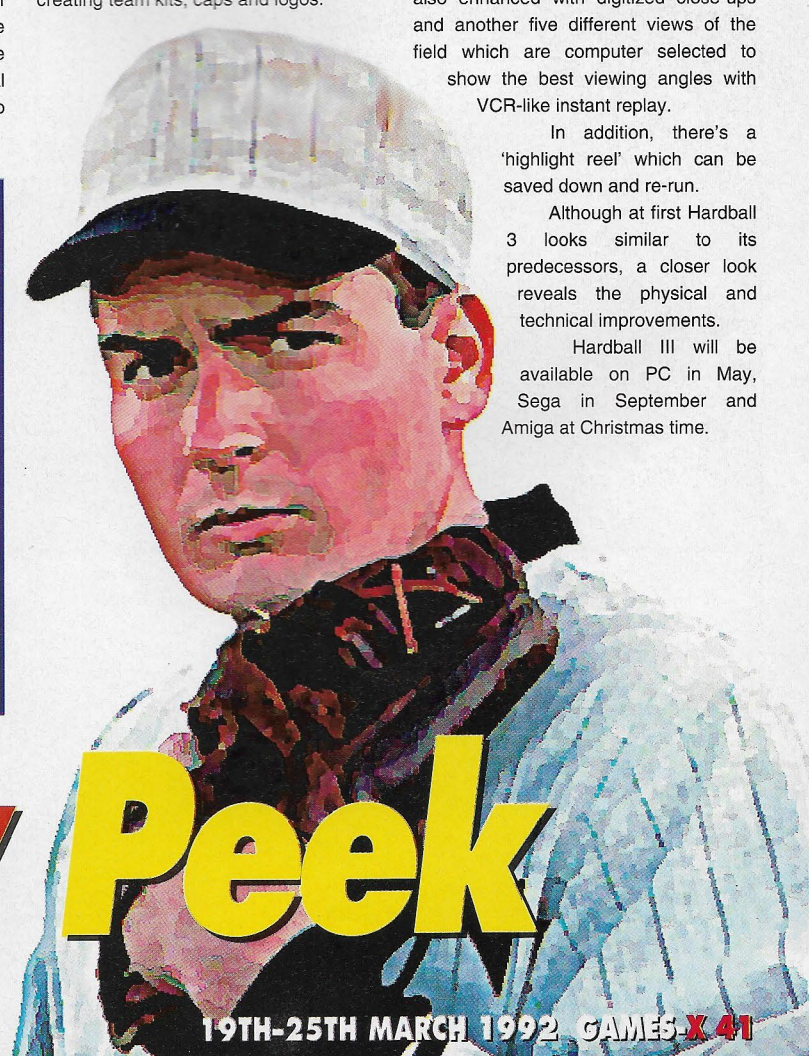
In addition, there's a 'highlight reel' which can be saved down and re-run.

Although at first Hardball 3 looks similar to its predecessors, a closer look reveals the physical and technical improvements.

Hardball III will be available on PC in May, Sega in September and Amiga at Christmas time.



'Strike'. The ball buzzes through the air. 'Crack'. The sound of wood against leather splits the air and the crowd erupts. It's easy to get carried away with Hardball III



Sneaky Peek

Core Design, producer of such excellent products as Heimdall and Thunderhawk, has announced its first ever licensed product, snapping up the rights to base a game on the new Jaguar sports car to be launched in April. Expect a decent rival to Lotus!

Sneaky Peek

JAGUAR XJ220

When this new wonder car is unleashed next month there will be a mass market of licensed products.

You'll be able to get Matchbox cars, Shell oil will be giving things away and of course there'll be the game from Core, which for me is much more preferable, and the closest any of us will get to driving the real thing!

Ever since becoming its own publisher with classic titles like Chuck Rock, Heimdall and Wolfchild under its belt, games from Core Design have been steadily getting better and better.

What's more, it was really only a matter of time before it was to produce a licensed product.

The game, Jaguar XJ220 is being programmed in house by the same boffins who got to grips with the very popular Thunderhawk.

This time, instead of opting for the slick vectors of that classic, they're writing a game in the best tradition of arcade racing offerings.

Does this mean that the Amiga and ST will finally have a close rival for Lotus?

REVVING YOUR ENGINE

In real life the XJ 220 is said to be the fastest road car ever to be produced. As a consequence, when driving you will find yourself up against Lambourghinis, Ferraris, Porsches and indeed anything else you'd be likely to find flying down the motorway at over 200 mph!

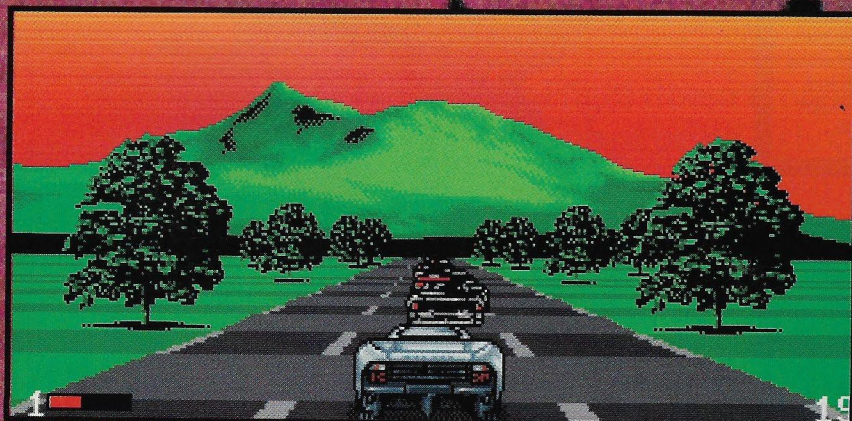
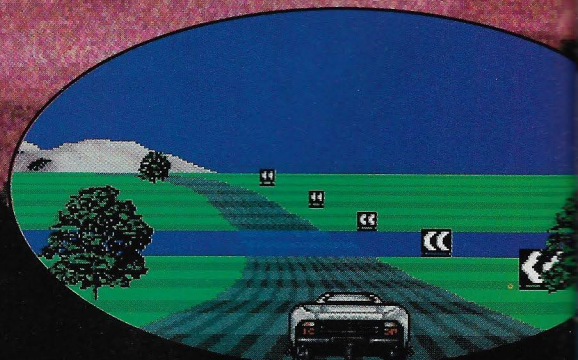
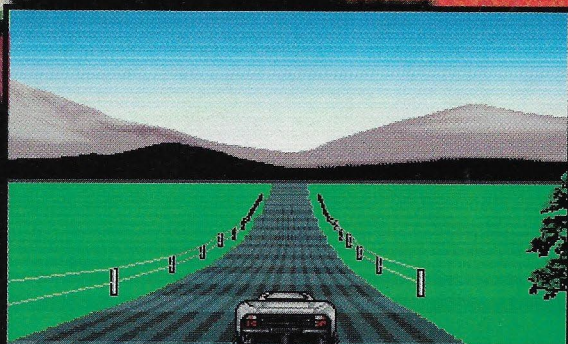
There will be 19 other cars racing, with your aim being to try and finish high enough to qualify for the next race. This, incidentally, means driving like a madman.

There are 12 countries for you to race through, each of which is broken up into three circuits.

The game lends itself more to the original Lotus than the second since you have to race against the other cars around a set number of laps on each circuit.

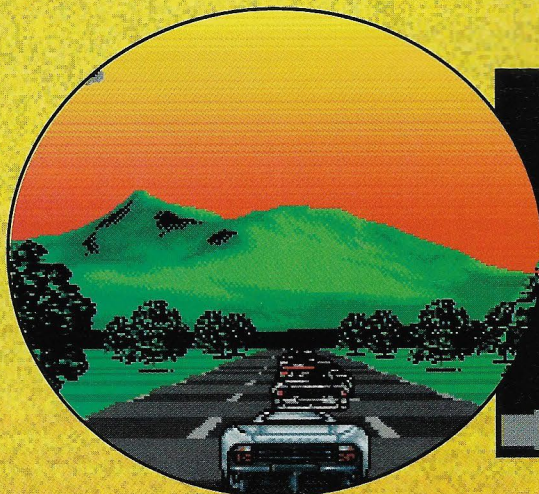
On your journey you'll visit the good old US of A, Russia, China, India, Japan, Switzerland and, of course, sunny England.

Each race is set on a different area to the previous one; you'll be



(Left) The start of a race is crucial, you'll find yourself right at the back of the field to begin with and a long hard haul stretches out ahead of you. Can you really outdo those Porche 959s and Ferrari F40s? Well, let's find out shall we!

220



required to drive through tunnels, over mountain passes and through a crossroads with cars moving at equal speeds across them!

Your cars can also be effected by the environment in which you are racing and you'll have to keep an eye out for puddles, wet leaves and sandstorms, to name but a few.

Leaves can clog up the radiator on the car and slow you down a little, puddles will briefly do the same, while sandstorms will blow across to impair your vision.

These undoubtedly take the game away from the realms of an average racing simulator.

Good news is that Jaguar won't

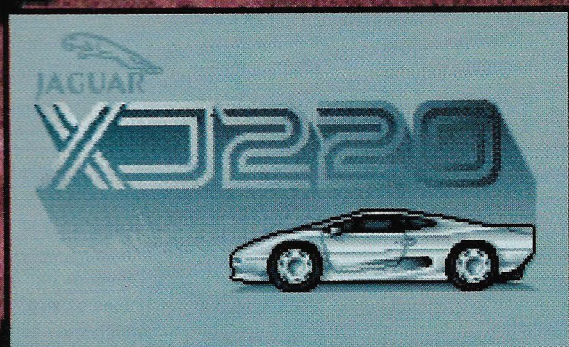
be for the one player only, you'll be able to race head to head against a friend with the fabulous two-player split screen option. This will increase the games lastability immensely!

RACING FOR GLORY

Jaguar XJ220 is currently pencilled in for a May release on the Amiga and Atari ST.

However, both versions will only work on the 1 meg machines for an enhanced product.

But whichever way you look at it, Jaguar XJ220 is definitely going to be a stormer! Whether or not it emerges better than Lotus, however, is entirely in your hands.

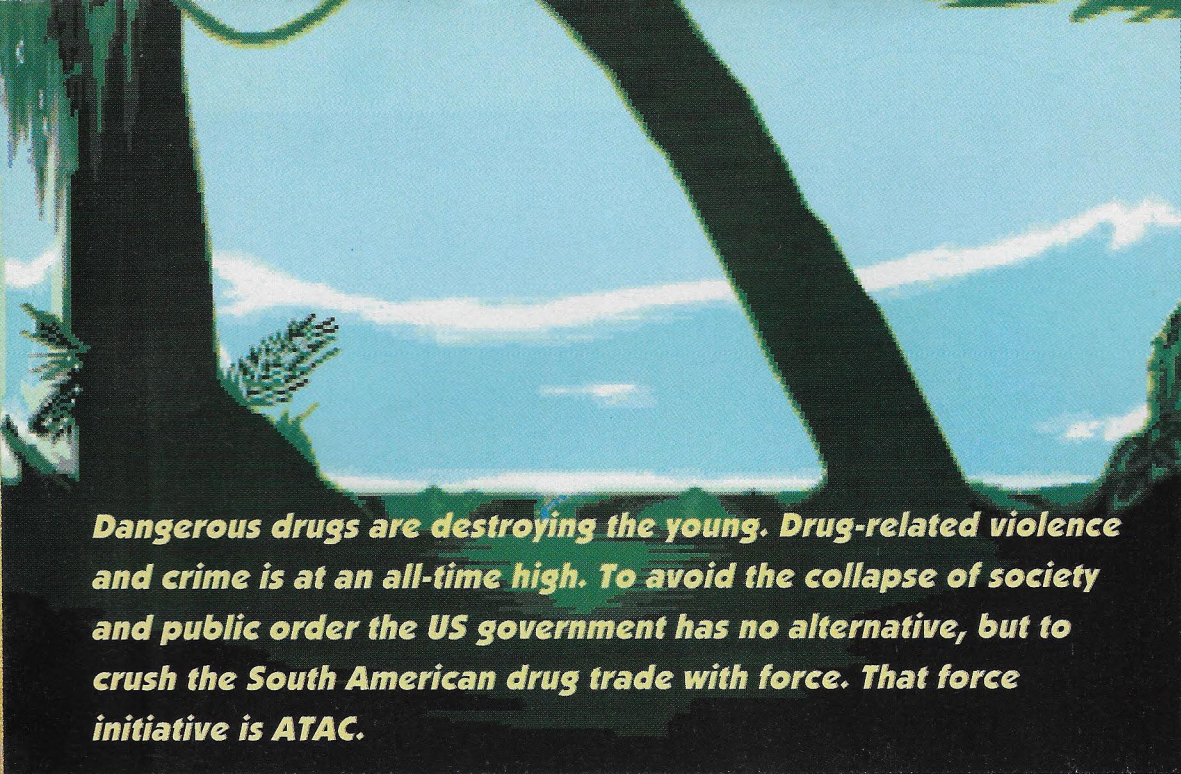


The marshy section is a bit of a pain because you'll find areas such as this to try and get past. These are mass pools of water and they will slow your car down as you drive on through

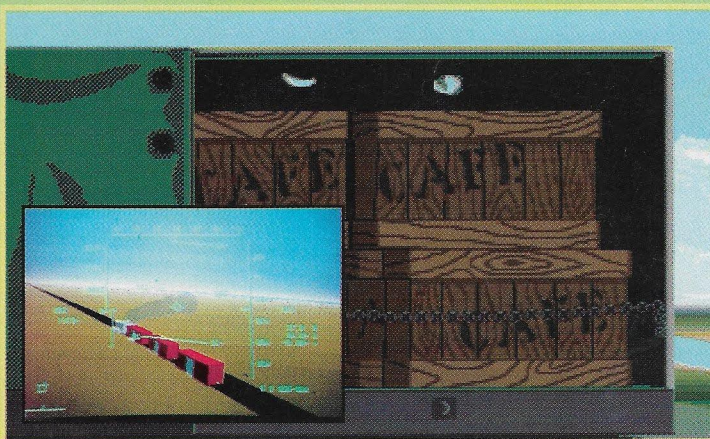


At selected points during the game the road will narrow to ridiculous proportions and you'll have to have both hands firmly on that steering-wheel to survive. Oh, and try not to let your mind wander because you'll need all your concentration as well





Dangerous drugs are destroying the young. Drug-related violence and crime is at an all-time high. To avoid the collapse of society and public order the US government has no alternative, but to crush the South American drug trade with force. That force initiative is ATAC.

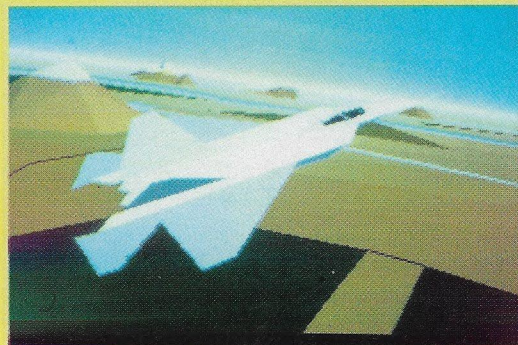
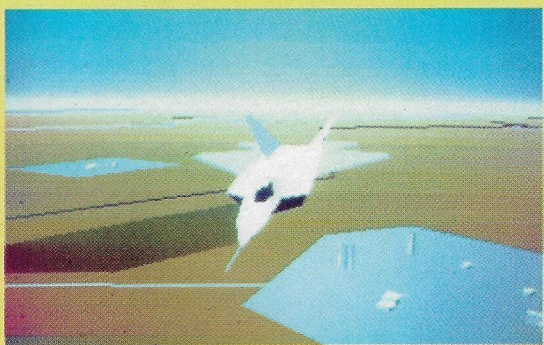


The year is 2001 – new century, old problem: Columbian drug trade supplying western youth with dangerous drugs.

The government has exhausted all legal means of keeping this evil trade under control.

Now the Pentagon is getting heavy. Advanced Tactical Air Command is a covert war to destroy

Action stations! The squadron of F22s scream towards the target. You can pilot any one of the planes and switch from cockpit to cockpit as the real action arrives. Alternatively, if you're feeling a bit squeamish, you can stay behind lines and monitor the operation



the drug production and trafficking links for good.

So secret and sensitive is this mission that if discovered, the Pentagon will deny all knowledge of the operation. ATAC, designed by Jez San and the Argonauts, combines advanced aircraft simulation with role-play and adventure.

CRACK THE PROBLEM

As the commander of this secret unit you can approach the mission in many different ways and get involved in as much or as little of the action as you wish.

What is important is the strategy and planning of the operations. The missions work on the basis of skill, strategy and endurance.

From a base in Columbia, disguised as a plantation, your command is a small unit of four F-22s and two Hughes helicopters.

The drug barons' wealth means that they can easily equal this air-power, backed up by ground-to-air defence weaponry.

From your office you compile information about the various positions of the plantations, factories and trafficking movements.

Using spy satellites, reconnaissance flights and special agents who have infiltrated the drug trade, you compile dossiers on the drug barons and their operations.

With all this information, choose the moment when an attack will cause as much mayhem and destruction, then hit fast and hit hard.

JUNGLE FEVER

Missions include bombing plantations, processing plants, warehouses, hammering enemy airfields and even cooking up an elaborate ploy to trick a drug baron into thinking the attack is from a rival operation which will cause gang war.

During air operations you can use up to four aircraft at once, and while piloting an F-22 you can switch to any of the other aircraft to take control.

The cockpit is reputed to be an accurate interpretation of a real F-22

ATAC



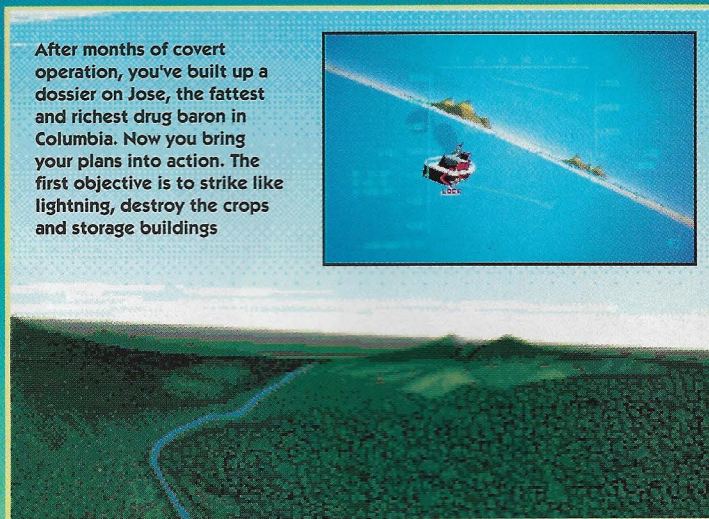
and so those familiar with traditional instrumentation may be baffled.

VDUs show information such as radar profiles as well as general aircraft attitude, altimeter and horizontal horizon.

Meanwhile, weaponry can be

activated by mouse or joystick. The simulation features the Argonauts' impressive fully-realised 3D vector-graphic world.

It includes hills, mountain ranges, rivers and jungle, and before and during take-off, you can look out of the



After months of covert operation, you've built up a dossier on Jose, the fattest and richest drug baron in Columbia. Now you bring your plans into action. The first objective is to strike like lightning, destroy the crops and storage buildings

cockpit from any direction and switch to one of many out-of-cockpit views.

Realism is enhanced further with genuine terrain actually drawn from genuine maps of Columbia.

Each of the drug baron organizations are equipped with varying degrees of intelligence and firepower capabilities so that as you advance through the mission in search of the real Mr Big, the opposition will grow more powerful and hostile.

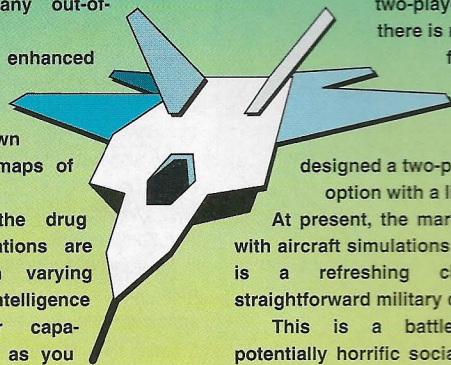
ATAC has not been designed as a two-player game since there is no logical role for the second player.

However

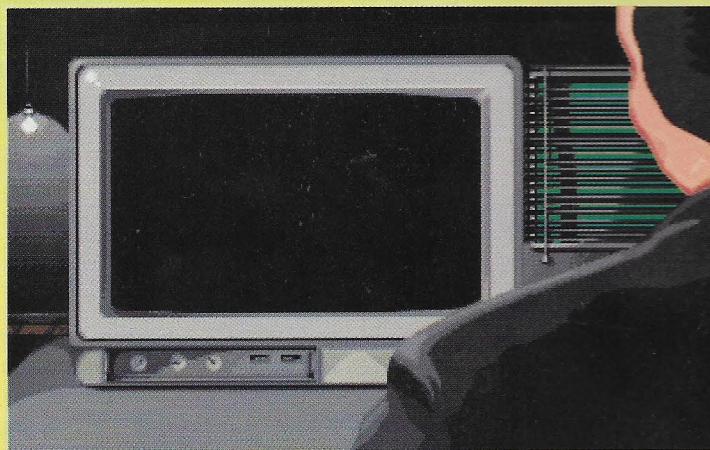
Argonaut has designed a two-player dogfight option with a link-up facility.

At present, the market is choked with aircraft simulations and so ATAC is a refreshing change from straightforward military combat.

This is a battle against a potentially horrific social catastrophe and one which is currently very relevant. F22 ATAC is due for release in May on both Amiga and PC. Watch out for it!



(Right)
From a secret location the task is to compile as much information about individuals and location. Then brief your squad and maintain a constant vigil



y Peek

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!

• For sale, C64 with over 100 games, £150 or will swap for Game Boy and games. Call Jason on (0642) 599883.

• Amiga 500, mouse, joystick over 100 demos & PD. Also over £300 of software. Sell for £360. Contact (0244) 830059.

• CBM 64 disk drive, data recorder, over £800 of software, sell for £160. Tel: (0244) 830059.

• Game Boy for sale in perfect condition, with carry case and Tetris, Super Mario Land, Castlevania, Paperboy, Fortress of Fear, Spiderman, Batman. Best offer please. Call Richard (081) 952-5262.

• Game Boy for sale. £60 or swap for Master System II. Game Boy includes Double Dragon and earphones plus two packs of batteries. Phone Bolton (0204) 656759. Ask for Wayne anytime.

• Mega Drive, five games, boxed as new. Perfect condition. Two months old. Will sell for £200 or swap for Amiga. Phone (0695) 423949, ask for Mark.


• Sega Master System and 5 games, Sonic the Hedgehog, Mickey Mouse Castle of Illusion, Sega Chess, Hang-on, Safari Hunt, Light Phaser 2 control pads. Tel: (0995) 606630. Price £130.

• Mega Drive 5 games including F22 and Sonic. 2 joypads, stereo lead. In excellent condition. Call Chris on (0273) 593799 evenings only.

• Sega Mega Drive for sale includes 6 games including Gynoug, Gairies, ESWAT, Sonic the Hedgehog, Super Monaco and Forbidden City. Also XE-1 arcade joystick. All for only £250. Please phone (0737) 555517.

• Commodore 64 for sale with disk drive, two joysticks, loads of games on tape/disk/cartridge. Worth over £1000, sell for £275 ono. Phone (081) 653-0904 ask for Glenn.

• Atari 520 ST for sale. Mouse, joystick, 100-150 games, good condition. Worth £650 sell for £400. Games include R-Type, Xenon I and II, Double Dragon, Pacland. Phone Matthew on (0842) 761232 evenings.

 **Uncle X is so upset that he's not in Nick's gallery. Cheer him up, write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**



SHOPPING MANIA

I have just sold my Amiga and games for £300 and bought a second-hand Game Gear for £65, complete with battery pack, AC mains connector etc. I also bought Sonic and Donald Duck for the Gear. All that skint me £155.

I wandered about Glasgow and a Mega Drive caught my greedy little left eye. Seconds passed... now it's mine! And Sonic as well.

I was getting tired when I thought I might just pop into the Virgin Megastore across the street to see if I could spend my last £35. When I got in I took one look at the Arcade Power stick for the Mega Drive and just had to say "Wowabangloocha". And then my £35 was history and I had a lot to carry home.

I have only three questions to ask you:

1. Will there be a kit case coming out for the Game Gear like the Lynx's one (which looks really good) or could I just buy the Lynx one and put a Sega sticker over the Lynx one? If there will be one, when will it be born?
2. What would Doc X buy with £300?
3. Have I made a big mistake?

Graham (Sega) Mansfield, Bishopbriggs, Glasgow.

There is a case for the Game Gear and because I'm such a nice person there's one in the post for you. (What he actually

means is that he found one at the bottom of his desk drawer which he had to get rid of - Doc.)

For some inexplicable reason he would like to spend the money paying to be a nursery nurse for a week. The consequences of this on future generations is just too horrible to imagine.

As for the last question, only time will tell. Let's hope you don't suddenly gain a passion for programming!

GENTLY DOES IT!

I own an Amiga 500 1 meg and I am having trouble with joysticks. I have used three already and all of them have broken in three months. Could you advise me on where I'm going wrong in the form of a list of good joysticks.

Gary Astill, Arnold, Notts.

What exactly are you doing with your joysticks Gazza? They are meant to be used for game playing, nothing else!

Obviously you are a somewhat of a roughie-toughie so go for a strong joystick like the Competition Pro or the Zipstick. Also watch out for the Tomahawk later in the year because although it's not available at the mo it could be the one you're looking for.

ARGHHH BOXES

I have an Atari ST 520FM, 1987 model,

WHAT IS IT?



I was reading Games-X last week (well kind of... looking at the pictures really, but don't tell anyone) and I thought I would ask you a few questions:

1. What is a console?
2. What is a computer?
3. What does software mean?
4. Why do you never mention Cousin X, Auntie X or Grandma X?
5. I got this magazine called food and drink and it didn't have games in it! Next time I will never stray from your well good mag again.

Sam Lawlor, London.

1. A console is a unit into which you plug pre-programmed software. This includes machines such as the Nintendo Super Famicom and Sega Master System which you cannot program.

2. A computer is an electronic device for storing and processing data - you can program it to execute your commands.

3. Software is a program which runs on a computer or console. When we talk about software in Games-X we are usually referring to games.

4. Dr X is so egotistical he won't give anyone else a look-in. (No one else is sufficiently important - Doc)

5. No stupid, of course it doesn't have games in it. If it did it would be called Games and Drink.

and I have been considering a 1 meg upgrade. I have scanned your magazine and others, but I cannot find one that has no soldering whatsoever.

Please could you help me as I shall go mad through desperation and those little, but awkward, 'out of memory' boxes.

James Mottram, Reigate, Surrey.

You're obviously not looking hard enough, why not take a look in a more technical mag such as ST User. There are advertisers in there such as

QUESTIONS, QUESTIONS, QUESTIONS



I have an Amiga 500 Plus and I have a long list of questions for you.

1. Does Outrun Europa work on the Plus?
2. Will Dune be coming out for the Amiga and when?
3. What rating out of 10 would you give Final Fight on the Amiga?
4. Is it true that in Indiana Jones and the Fate of Atlantis the adventure game, the speech is digitized?

Adam Edney, Garstang, Preston.

1. Yes.
2. The PC version will be out first at the beginning of April, but you'll have to wait until June for the Amiga version.
3. We reviewed it way back in issue 18. Bri thought it was a real hit and gave it: five Xs, Gameplay 19, Lastability 18, Presentation 18.
4. 'Fraid you'll only get digitized speech on PC CD Rom.

Name

Address

Post code

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

Evesham Micros 0386 765500 and Third Coast Technologies 0257 472444 which sell solderless upgrades. Be warned though, they are a tad difficult to fit.

SOUND IT OUT

First I would like to say that your mag is brill and I have got every issue. Now could you answer my question?

On the STFM is the stereo cartridge worth it and how much is it?

David Hall, High Wycombe, Bucks.

The STFM has three channels of sound but only one output for them. You can buy devices that will let you hear all three channels individually but they will require some technical ability to fit.

Even if you do invest in a stereo board you won't get brilliant sound. Games programmers generally cater for the masses and that doesn't mean people with stereo sound. My advice would be to give it a miss.

SHORT AND SWEET

I own a Sega Master System 2 and would like to know if Final Fight can be purchased, and if so where can I get it from?

PS Please could you send me one of your T-shirts for an 11-12 year old.

Graham Wilson, Fife, Scotland.

It's very doubtful that Final Fight will appear on the Master System. I could send you a T-shirt if I was feeling generous, but seeing as I'm not, I'm afraid you're out of luck.

PLAYING ON THE RUN

I have recently been saving up for a Lynx and I would like you to answer these questions.

1. The Game Gear has a car adapter, does the Lynx have one?
2. Can you use a Comlynx to join the Lynx and Lynx II together?
3. Will Bart Simpson Vs the Space Mutants ever be on the Lynx?

A Mensh, South Norwood, London.

1. For around a tenner you can plug your

hand held into your dad's car and save your batteries.

2. It makes no difference whether you have a Lynx or Lynx II when you link up machines.

3. Not that we know of.

TEAM TALK

Poor old Nicky Noo is currently undergoing surgery and missing a day of work in the process. We all hope he survives and returns as quickly as possible because the office isn't the same without him.



Speaking of Nick: he has recently had a strange turn and has started the Konsoru Corner: Nick's Galleria D'Art. An area of the office where strange pictures of various staff members have started appearing. He takes photos of us and sticks us into computer game screen shots, and believe me they don't half look weird, but they do raise a few laughs from passers-by!



Fungus, or "Fake Tan" as he is now known has been basking under a sunbed this weekend, obviously in a desperate attempt to woo the women. (Sorry Fung!) However, instead of making him look sexy it hasn't made any difference to his battered rugby player looks! Ahem!

Dear Mr or Mrs Newsie,

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NEXT WEEK

out Thursday 26th March

★ REVIEWED:

Myth from System 3

★ The Miracle Piano Teaching System gives John a chance to tinkle on the ivories

★ A whole four pages devoted to Harlequin. Plus the long-awaited third part of the Barbarian 2 player's guide

★ SNEAKY PEEKED: Aces of the Pacific from Sierra On-Line/Dynamix

★ Loads of hints and tips to get you further in Kid Gloves

Contents are subject to change

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It even absorbs the building!
It's..

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