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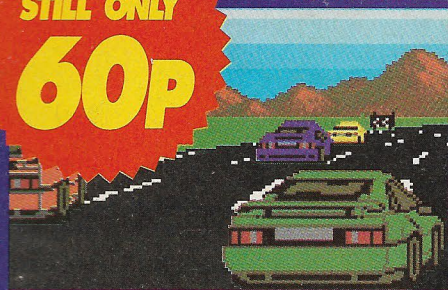
GAMES-X

7th-13th June '97
Issue Seven

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

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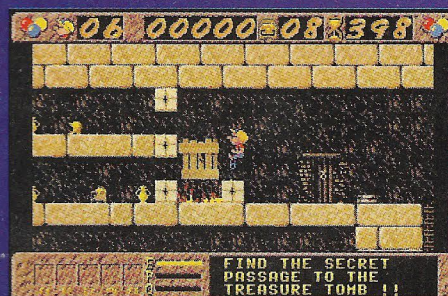
Lotus Turbo 2



EXCLUSIVE INFO: LOTUS TURBO CHALLENGE 2

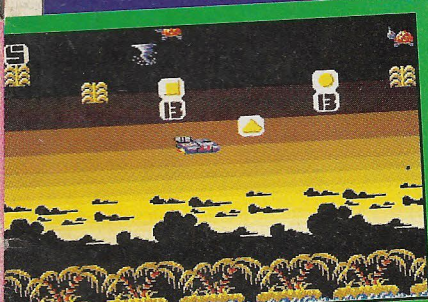
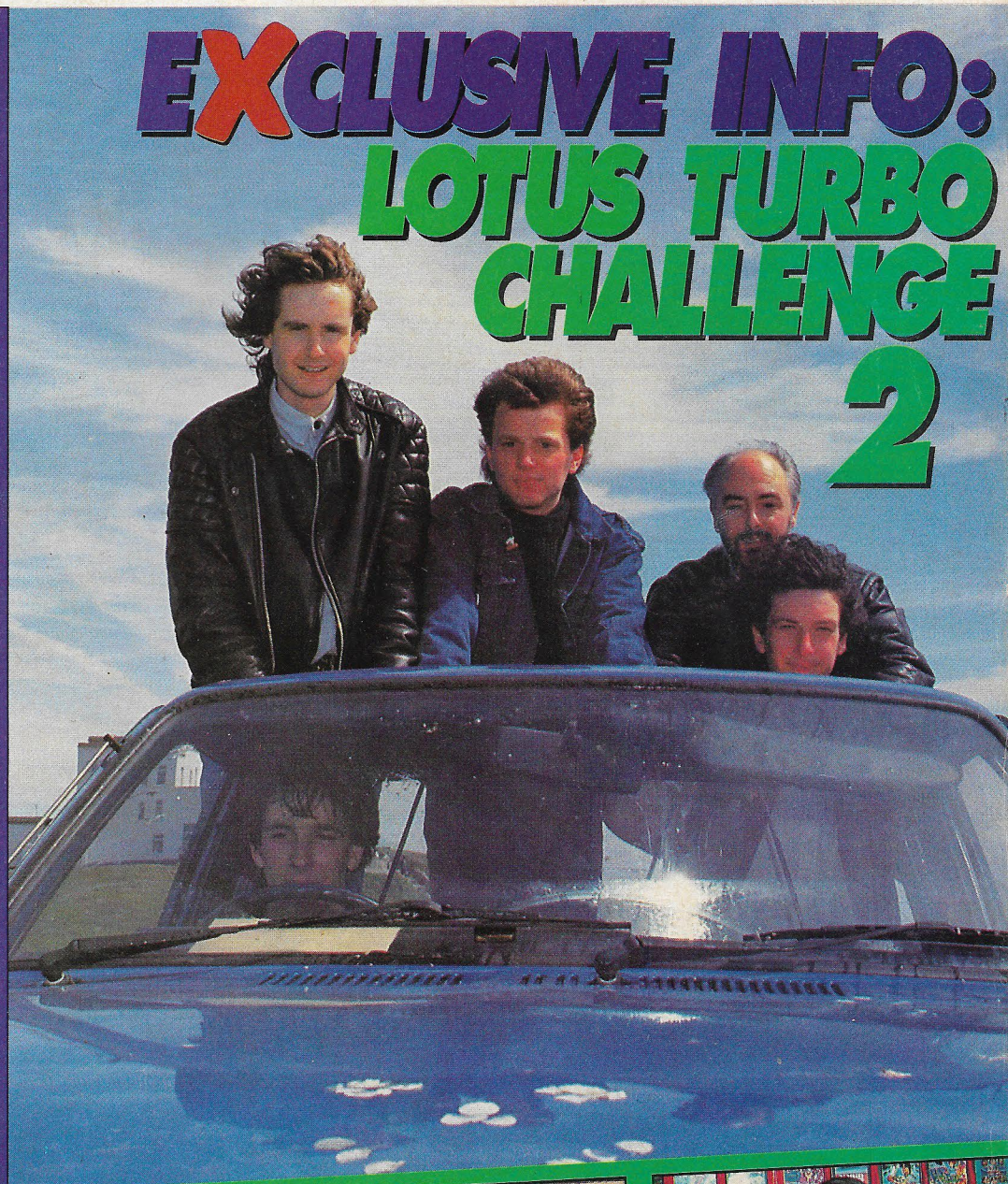
EXCLUSIVE:

- ★ LOTUS TURBO 2
- ★ PP HAMMER

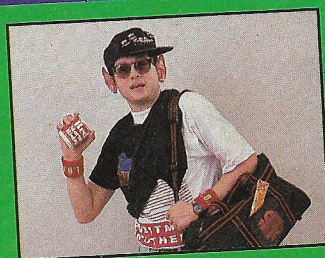


PP Hammer and his pneumatic weapon

- ★ OUTZONE
- ★ CRIME DOESN'T PAY
- ★ MEGA PHOENIX
- ★ KEYS OF MARAMON
- ★ FAMICOM SUPER PRO BASEBALL



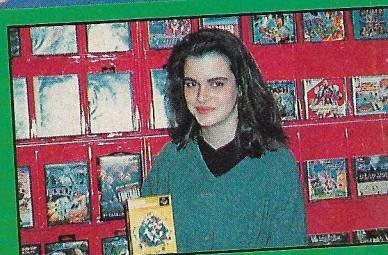
OUTZONE p.17



FIND OUT WHY NICK'S DRESSED UP

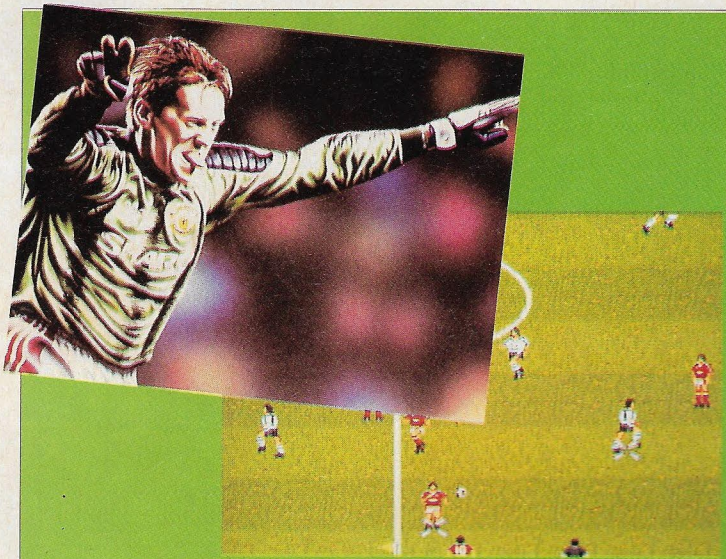


CRIME DOESN'T PAY



THE WORD ON THE STREETS p.40





MANCHESTER UNITED

Manchester United - The Official Computer Game was released in February 1990. Since its appearance the game has sold in excess of 110,000 copies.

Each box contained a product registration card which Krisalis analysed thoroughly. The end result is *Manchester United - The European Edition*. Rather than simply bolting on extra bits to the existing code, Krisalis has written the game from scratch.

Now's your chance to take the world famous club into European competitions. Have you got what it takes to win the European Cup, the UEFA Cup or the European Cup-Winners Cup? What's more, Krisalis has also included the option to allow you to enter the European Super Cup and the World Club Championship held every year in Japan.

The new game features full goalkeeper control, one to four players option and the ability to play at different levels - from a full managerial role to a simple single player role.

Dean Lester commented: "Manchester United is going to be the football phenomena of 1991".

Available from Krisalis towards the end of June, Manchester United Europe will be out for the ST and Amiga at £25.99, PC compatibles at £29.99 and the C64, Spectrum and Amstrad at £11.99.



CRIME BYTES

Commodore is linking up with the Metropolitan Police and four major newspaper groups in a competition aimed at crime prevention.

To win your share of computers, including an Amiga 1500 for the overall winner and seven runners-up prizes of Amiga 500s all you have to do is draw the background scenes for a computer game based on *crime prevention*.

You then have to explain each scene, the object of the game and details of any special effects. School or youth club entries could win you an incredible CDTV.

For subject matter you may choose from car thefts, juvenile crime, personal safety, burglary, business crime and even computer fraud. The competition is open to these under 17, either as individuals or a group and who living in the Greater London area.



KNIGHTS OF THE SKY

That ol' warmonger Microprose is developing the World War I aircraft simulation, *Knights of the Sky*, for the ST and Amiga with a release date of early September.

The game, which simulates flight in WWI biplanes was originally produced for the PC about a year ago, and proved to be extremely popular.

EURO CHAMP

Congratulations to Daniel Curley from Ancoats, Manchester. Daniel was the proud winner of the first ever televised international final of the *Sega Challenge 1991*.

Held at the Hotel Plaza in Nice, on the eve of the Monaco Grand Prix, Daniel beat off challenges from both 13-year-old Isaac Gonzales from Spain and 14-year-old Mike Rosendhal from Germany.

The battle was fought over several Sega titles including Michael Jackson's Moonwalker, Truxton and Super Monaco Grand Prix. Daniel won grandstand

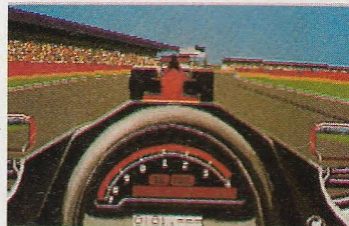
tickets to the Grand Prix, a limited edition Game Gear and a Mega Drive, plus the trip of a lifetime to Sega Research and Development in Japan.

Everyone at Games-X would like to congratulate Daniel on his achievement.

GRAND PRIX

The designer of Microprose's Stunt Car and Revs, Geoff Crammond, is currently developing what's secretly predicted to be the definitive Formula 1 car racing simulator. The game features a full 3D world which is more refined and realistic than Stunt Car.

The 3D environment will be the



backdrop for real tracks, ranging from Silverstone to Suzuka. Additionally, there are realistic pit lanes and all the

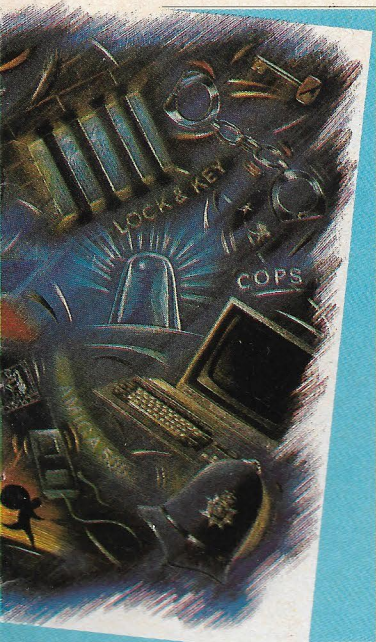
EYE OF THE BEHOLDER 2

US Gold's Dungeon Master beater is currently riding high at the top of the charts. Games-X can reveal that the programming team at (SSI strategic simulations inc) is already busily programming the game's follow-up.

Under the working titles of *Eye of the Beholder 2* the new game will have a host of additional features. News as to exactly when the new game will be released is top secret but rest assured, we'll keep you posted.

Meanwhile SSI is also working on *Buck Rogers 2*.





computer-controlled opponent cars are independent.

If Stunt Car is anything to go by, race fans have certainly got something to look forward to. The game is being developed for the Amiga and ST.

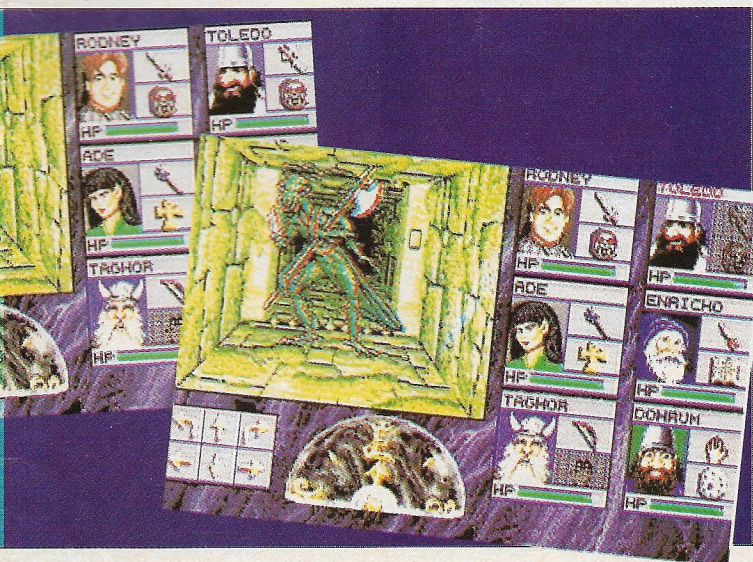
SILENT SERVICE II

Rumour has it that Microprose is working on plans for a sequel to its ageing submarine simulation, Silent Service. Due to their military experience the company has a reputation for playing it's cards close to it's chest – there are fewer leaks than in a Polaris submarine. But under extreme torture, one the ranks buckled and blurred.

Service II, is likely to have more realism, numerous mission scenarios and even more action. At present it's at the drawing-board stage, but infiltration is now underway and so we'll let you know more as we learn it.

HEROQUEST

The first of the HeroQuest Data Disks will be available in about six weeks time.

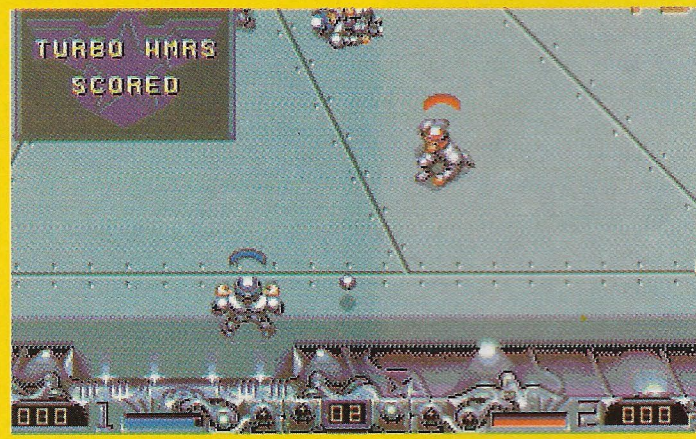


SEGA NEWS

Mirrorsoft is stepping up production on the Sega systems with some of the best games to be released in recent times. Games include the great Bitmap Brothers' blast, *Xenon II* as well as its future sport epic *Speedball II*. Other titles include *Predator II* and *Battlemasters*. But are we likely to see some original games developed from scratch on the Sega?

Mirrorsoft's development manager, Tony Beckwith, responded: "At the moment, Sega want to produce the best and most popular games to have been released, in order to build up Sega ownership. It's practically impossible at to sell them an original idea at the moment when there are so many great games about.

"It's more straightforward and cost-effective to convert games and so all of those we're producing for the Sega are our best and most popular 16-bit games. Whether we will be doing original stuff in the future really depends on the market."



Lair of the Witch Lord will be the first to appear, with *Kellar's Keep* following soon after.

Both titles will cost £12.99 on the 16-bit machines and you'll need an original copy of HeroQuest to run them.



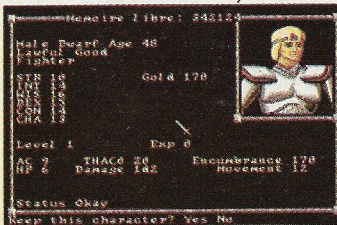
Featuring even more deadly tasks for your warriors, both games include new meannies for you to do battle with.

CALLING US GOLD

Are you stuck with a US Gold adventure game? Whether it be a Lucasfilm, SSI or Delphine game, help is now at hand. US Gold has set up a 24-hour hint service. All you have to do is call up the relevant number and listen. Just look on this list for the game you're stuck with:

- Hillsfar, Dragons of Flame, Heroes of the Lance – 0898 442 025
- Pool of Radiance, Curse of the Azure Bonds, Champions of Krynn – 0898 442 026
- Buck Rogers, Secret of the Silver Blades, Eye of the Beholder – 0898 442 030
- Lucasfilm Adventures – 0839 654 123
- Delphine Games – 0839 654 284

All calls are 33p per minute off peak and 44p per minute peak. Please ask the person who pays the phone bill for permission before you call.



INSIDE

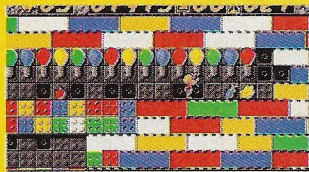
Best of the Bunch

Making Money 10
Discover the real power behind the marketing of games.

Posey Poster 24
Magnetic Fields in all its glory!

Magnetic Fields 38
Games-X managed to catch up with these demons of speed.

Game of the Week



PP Hammer 14
The guy with the incredible pneumatic weapon is sure to grab your attention and keep it!

Regulars

Free For All 8
We have got sooo much software to give away it's infeasible.

Gallup Charts 7 & 32

Tip-X 27-30
Back To The Future, Deadhead Scramble, Blue Lightning, Killing Cloud. And more...

Dr X's Clinic 35
With a special brand of humour – well he likes to call it that!

Console Connexions 36
From out of the forest he came with console news galore.

Street Talk 40
Find out the Concept behind Consoles in Newcastle-u-Lyme.

Arcade Action 41
The best machines to spend your silver jingley stuff on.

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- Amiga: Search for the King.....22
- PC: Champ Soccer.....22
- Amiga: DISC.....22

WINGS OF DEATH REMIX

Okay, so I know that Thalion's *Wings of Death* has already been released. However, if you missed the game the first time you now have the chance to get your hands on the **Remix**. Complete with free T-shirt, the game includes new sound effects and the like. Get your copy of the *Wings of Death Remix* for £19.99.

If you can't see the game at your local stockist then write to Active Sales, its address can be found under the Give it a Try article.



EXCELLENT ADVENTURE

Join those wacky time travellers, Bill and Ted, on a far-out trip through time. Pose puzzles to Socrates, jam with Beethoven, munch twinkies with Ghenghis Khan and search out

Napoleon at Waterloo.

Due for release at the end of June, this fully animated arcade adventure recreates all of the fun of the hit movie, **Bill and Ted's Excellent Adventure**.

In all, 12 triumphant levels of excitement await you. The program will include Read Sound digitized voices and

CARDINAL OF THE KREMLIN

From the author of *Hunt for Red October* and *Red Storm Rising* comes a riveting story of spies and scientists, negotiators and covert operators - masterfully linked in the technological race to develop a Star Wars defence system. Based on Tom Clancy's multi-million best seller is *Cardinal of the Kremlin*.

It offers a realistic glimpse of the complexities and dangers in maintaining America's strategic defences. Espionage and misinformation, kidnapping of scientists and engineers; run a spy network, monitor peace negotiations; deal with third world revolutionaries and more.

A stunning graphic opening, with original music score, sets the stage for the global events about to unfold. You must manipulate a myriad of international forces, develop and test your laser systems and anticipate the Soviet's next move. The fate of America's laser anti-missile project, code name: *Tea Clipper*, is in your hands.

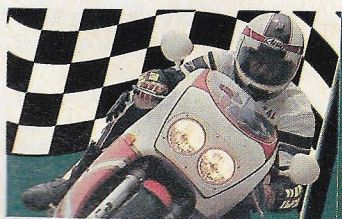
The excitement and intrigue of this quest now comes to life in the strategy computer simulation, *The Cardinal of the Kremlin*. Already available on the PC, the game will appear in the Amiga towards the end of the month.

actual screen shots from the film. Amiga and PC owners will be able to join in the fun soon.

Moto Grand Prix includes amazing 3D graphics, fast action and real control. PC owners will be able to feel the need for speed this summer.

MOTO GRAND PRIX

The Software Business is to release **Moto Grand Prix** on the PC during June. The game features a number of



circuits over which you can race either against other riders or the clock.

NO NAMES

After concentrating on air sims for so long, you could be forgiven for thinking that Digital Integration's head was permanently in the clouds.

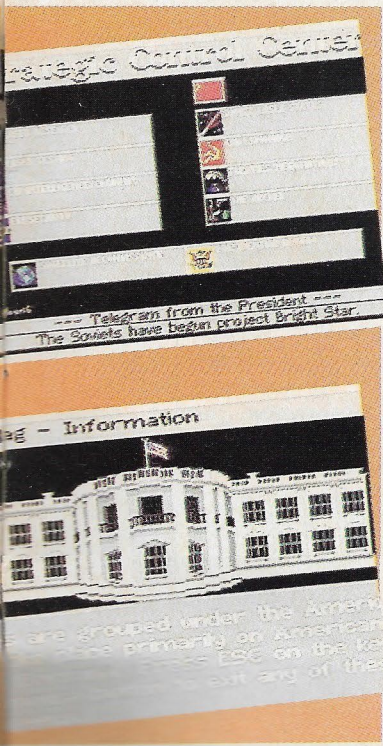
On the contrary, the boys who brought you the pioneering F15 Strike Eagle and the amazing F16 Combat Pilot, are set to launch a new label, which will stand for anything but air/sims.

Games on the starting blocks include a **yet-to-be-named arcade/puzzle affair**, similar in many ways to

US GOLD DUAL FORMAT TAPES

US Gold has announced that all its full price titles on the Spectrum and Amstrad will be available on a single tape with one format each side.

MERCS is the first release featuring the new flippy tapes and will be out this month. Future titles to also appear on the same format are believed to include the likes of *Final Fight*, *G-Loc*, *Shadow Dancer* and *Gauntlet III*. Whether the format will catch on is still unknown, but I reckon it's a pretty brilliant idea.



enabling you to look in six directions through the eyes of your exploration team.

The basic gist of the game is that you are in control of a party of explorers, who must achieve a series of missions and objectives and, like your average exploration party in Star Trek, some pretty nasty things can happen.

PANTHER

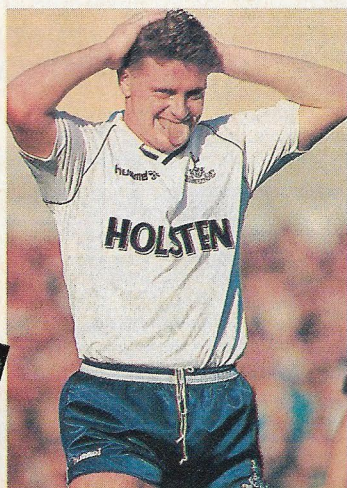
Following last week's announcement that Atari had decided to ship its new super console into Europe, ahead of the US, it has now emerged that it has temporarily shelved the launch.

The Panther was to lead Atari's attack on the console market, which the company dominated in the early '80s, and was hoping to recapture. Leaked details describe the super-console as a 68000-based 16MHz machine that is to incorporate a CD ROM interface.

Atari itself has not confirmed or commented on the move, but then again the company has only just decided to quietly admit that the Panther actually exists.

GAZZA AGAIN

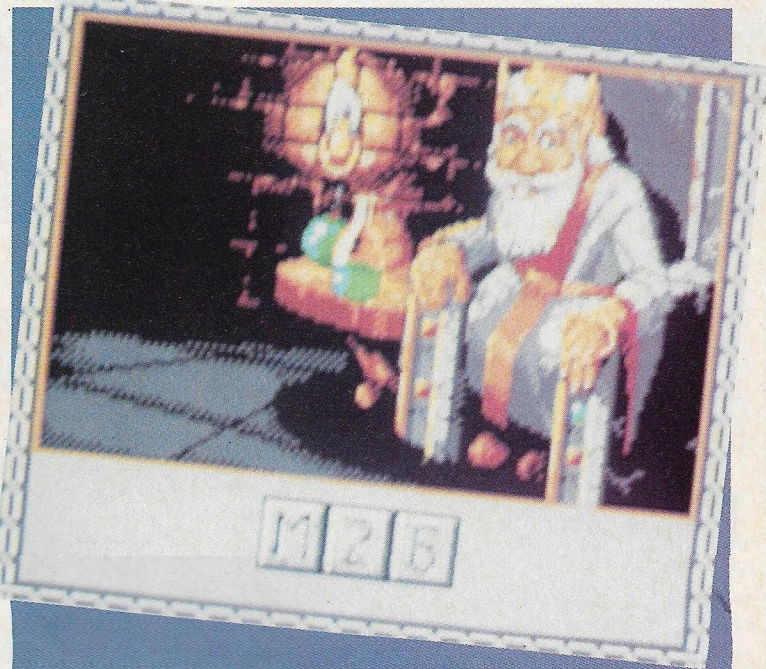
Did you see the Geordie lad in the Sun the other week playing on a Lynx. Well, the cheeky wotsit enjoyed the machine so much that he had the nerve to ask Atari to supply the Tottenham team with 20 Lynx machines for their forthcoming Japanese tour, despite the fact that he won't be playing.



EXCHANGE SYSTEM

Are you a console owner? Have you completed that game and want to get rid of it? Now you can.

Console Connexions (not to be confused with our console pages - name is pure coincidence) is a new cartridge exchange scheme that is available for the PC Engine, Game Boy, Lynx, Nintendo Entertainments System and Super Famicom. If you've got an old cartridge call Console Connexions on 0782 714739.



SHADOW SORCERER

Having identified the increasing polarity of Advanced Dungeons and Dragon computer players between younger hack 'n' slash monster bashers and the more mature role-players, who like their adventuring at a slower pace with more conundrums than carnage, US Gold has developed a new system that truly reflects the way in which the original game is played.

The scenario has your characters herding frightened refugees who are fleeing the advancing Draconian armies. Your task is to protect and feed the people while exploring the hazardous terrain for a safe haven out of reach of the evil horde.

You will need all your diplomatic skills to prevent the refugees from disintegrating into a mob that would be at the mercy of the enemy. In addition you must ensure the correct balance of characters in your scouting party.

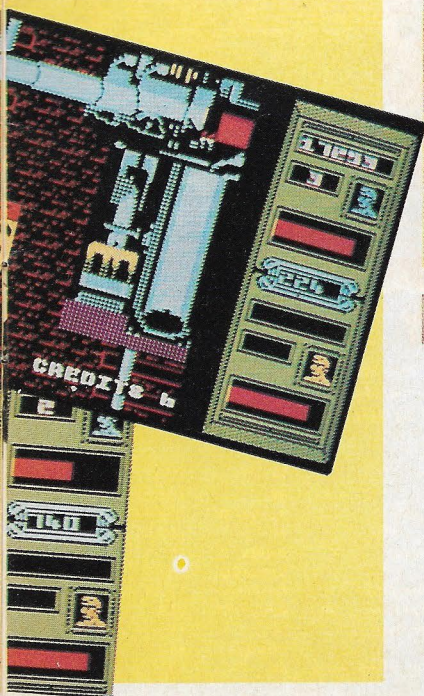
Featuring a 3D isometric play-field for indoor encounters and a hex grid for outdoor fights. *Shadow Sorcerer* is 100 per cent mouse and icon driven with a wealth of 3D animated characters representing your party.

Available on the ST, Amiga and PC, *Shadow Sorcerer* will appear from US Gold in September.

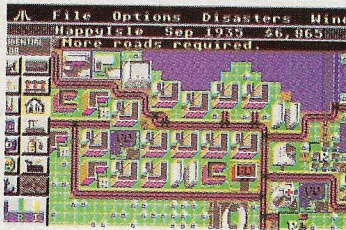


the time honoured classic Boulderdash. The game which features some 111 levels, is being designed by Tension Software who is based in Switzerland.

Another project for the strictly no air sims label is being written from scratch by designers, Grey Matter. The game is billed as an **action/adventure** and features textured polygon landscape and scaled sprites. Additionally, there's a rather nifty and unique viewing system



SIM CITY FAMICOM



Sim City originally on 16-bit format has been available on the Nintendo Super Famicom for a few weeks now.

Unfortunately unless you can read Japanese you're not going to be able to understand the text displayed.

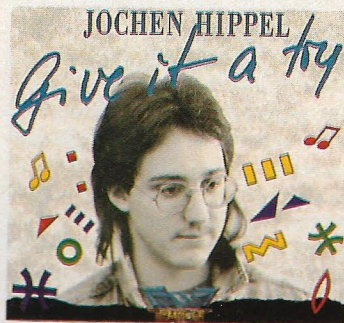
However, now you can buy the game complete with English instructions. Available from Console Concepts, the Famicom version of Sim City costs £50 and believe me –so play God, and understand what you're doing!

GIVE IT A TRY

Does the name **Jochen Hippel** mean anything to you? Maybe not, but this

German musician is the name behind several of the Thallion game tunes. Now you can listen to Jochen on your CD player thanks to his latest release – give it a try.

Featuring soundtracks from the likes of Wings of Death and Dragon Flight, the CD also includes new pieces



of Jochen's work. The highlight of the CD is perhaps Jochen's collaboration with programmer Michael Bittner – **The Bittner Rap** is like no other rap you've heard before.

If you want your copy of Give it a Try, write to Active Sales, Unit 4, Acton Hill Mews Business Centre, 310-328 Uxbridge Road, Acton Hill, London NW3 9QU. The CD will cost you £6.99.

AIR SIM

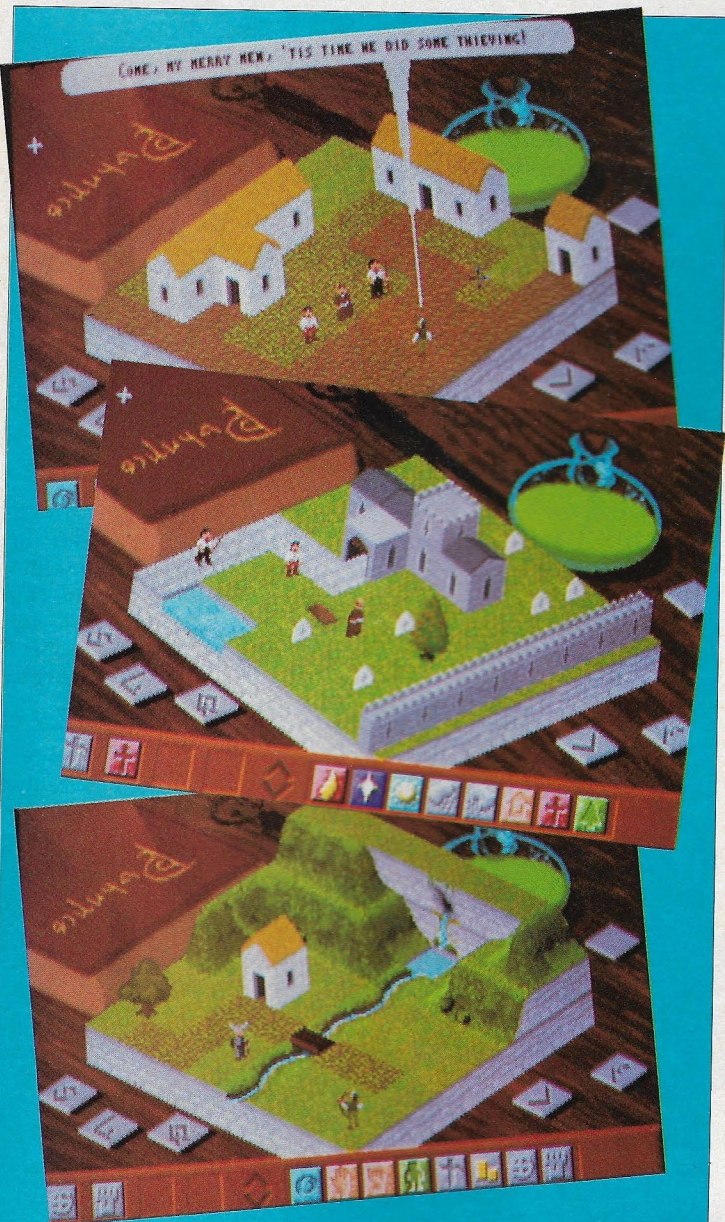
DI's MD Dave Marshall, a leading authority in aircraft simulation and fly-by-wire, is designing an aircraft simulation to follow the brilliant F16 Combat Pilot?

"There is another jet aircraft simulation on the drawing-board at the moment. But with the market being so competitive, I'm not willing to give many details away – suffice it to say that the game's going to top everything that's been before and set the standard for a long time to come."

PERFICK

Following on from it's last two titles, Full Contact and Alien Breed, Team 17 is currently working putting the finishing touches to it's next blockbuster. **Perfick** is a classic arcade shoot'em-up that will be available for one meg Amigas.

The game features full screen overscan, 50 frames per second action, 32 colours, 10 different weapons



ROBIN' THE RICH

In this historic epic from Millennium, Robin is thrown out of his family's seat by the Normans – headed by Prince John and the Sheriff of Nottingham.

The objective is to guide Robin in his attempt to overthrow the Normans and win over the Saxons.

The game is a fusion of

realistic real-time play where you have physical control over the Lincoln-green one. But there is an ethereal plain where you communicate with Heron, your god.

Look out next week for a full description of the game in an interview with the designer Steven Grand.

DI BUDGET

Another string to Digital Integration's bow is their newly formed budget label **Action 16**. With so many companies turning to budget market in these times, DI's MD Dave Marshall was asked why?

"A company like Digital Integration, which brings out maybe one game a year, and that is self-



funded with no big advances to live off, needs to have a side to the business which brings in a more regular income. DI is not disassociating itself from the Action 16 label and so we're determined that all the games which we release are of a good quality."

The next game to be released will be **Loriciel's Tennis Cup** in June just in time for Wimbledon. The price of Action 16 games will be £9.99.

systems and many, many more extraordinary features. Amiga owners should keep their eyes peeled for Perfick – it's going to be a biggy.



WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released – i.e. you will be able to buy them – during the next seven days...

Product	House	Team	Format	Price	Date
Armalyte	Thalamus	ARC	ST	£25.99	10/6/91
Metal Mutant	Palace	Silmarils	Amiga, ST	£25.99	13/6/91
			PC	£25.99	13/6/91
Pro League Manager	Codemasters	In-house	Amiga, ST	£7.99	11/6/91
			Spectrum	£2.99	11/6/91
Off Road Rally	Codemasters	Lyndon Sharp	Spectrum	£2.99	11/6/91
Cadaver Levels	Mindscape	Bitmap Bros	Amiga, ST	TBA	13/6/91
Battlemaster	Mirrorsoft	Millennium	PC	£29.99	13/6/91
Elvira	Hair Software	Hair	C64 disk	£24.99	13/6/91
Life and Death	Mindscape	Software Toolworks	ST	£25.73	13/6/91

GAMES CHART

1	◆	EYE OF THE BEHOLDER House: US GOLD Team: SSI
2	◆	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
3	▲	MONKEY ISLAND House: US GOLD Team: LUCASFILM GAMES
4	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
5	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
6	▲	POWER UP House: OCEAN Team: VARIOUS
7	★	TOKI House: OCEAN Team: OCEAN FRANCE
8	▲	CREATURES House: THALAMUS Team: APEX BROTHERS
9	▲	VIZ House: VIRGIN Team: PROBE
10	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
11	▼	GODS House: RENEGADE Team: BITMAP BROTHERS
12	▼	BACK TO THE FUTURE III House: IMAGEWORKS Team: PROBE
13	▼	HEROQUEST House: GREMLIN Team: 221B
14	★	SWIV House: STORM Team: RANDOM ACCESS
15	★	TRACK AND FIELD 2 House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
16	★	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
17	▼	MICKEY MOUSE House: SEGA Team: SEGA ENTERPRISES JAPAN
18	★	SUBBUTEO House: ELECTRONIC ZOO Team: IN HOUSE
19	★	GOLDEN AXE House: VIRGIN Team: PROBE
20	▼	FINAL WHISTLE House: ANCO Team: STEVE SCREECH

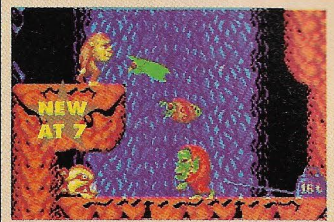


CHART FAX

Eye of the Beholder stays at the top of the heap for another week after rocketing in there last week, thus proving that Dungeon Master may have finally met its match.

The Turtles continue to hang around, 27 weeks in the Chart is rather excessive for a game of this quality. Monkey Island continues its climb to superiority.

Toki storms in at number seven and is the only new entry on this week's Chart. There are plenty of re-entries lower down including the home computer version of Subbuteo and medieval swordplay in Virgin's Golden Axe.

Lemmings has risen one place at the top end of the Chart. The biggest climber is Creatures from



Thalamus which has climbed an awesome 12 places to number eight.

Gods has begun its undeserved demise from the Chart despite being helped by the ST sales. Finally let's say goodbye to Final Whistle which will surely be gone next week.

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

Turn to page 32
for our specially
compiled machine
specific charts

GAMES-X

By now most of the lucky card winners should have claimed their prizes. Don't worry if you haven't sent in for your prize yet, just get those cards in as soon as possible and we'll send you the goodies.

Anyway there's lots of software left over and so we're keen to give it away. Because it's quite obvious that many of you don't have cards, we've decided to throw the contest open to all and sundry. However, we're not going to make it easy. We've devised three tests which sort the men from the boys, the women from the girls, and the sheep from the goats.

Just look at the tasks. Write the answers and your name and address on the entry form provided and wait to see if you are a lucky *Games-X* winner.

Send your form to: *Games-X* Super Software Clearance competition, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

The closing date for this competition is 14th June 1991.

THE GREAT £2 SOFTWARE CLEARANCE COMPETITION

Task 1

What games are shown in these distorted screenshots?

A **B** **C**

Task 2

Solve the anagram to find the software house names

CAR
SI

Task 3

Match up the name of the reviewer with his photo

1 **2** **3**

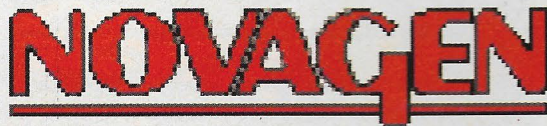
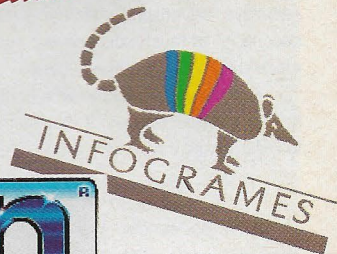
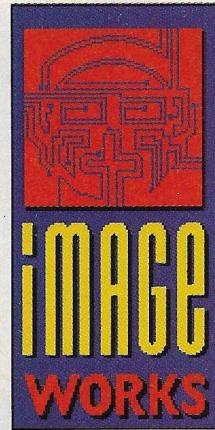
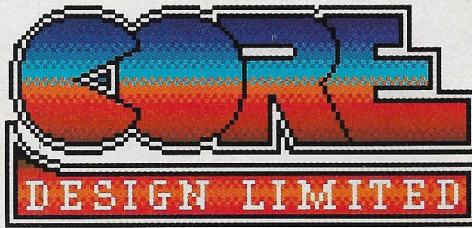
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Merchan
Feudal Lords,
Torvak the Warrior
Killing Game Show,
Gem-X, White Shark,
Zork 3, Supremacy, Hel
Atomix, Pro Soccer 2190, M
Back Gammon, Gomoku-Rej
Tin on the Moon, North 8
Simulator, Toyota, Tur
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...Striker, Corporation, Car-Vup,
...Chuck Rock, Lemmings, Obitus,
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£20,000 SOFTWARE CLEARANCE COMPETITION ENTRY FORM

- 1** What games are hidden in the screenshots?
 A)
 B)
 C)

- 2** List the six software house names found in the anagrams...

- 3** Match the photo of the reviewer with his name...
 Photo 1 is a picture of.....
 Photo 2 is a picture of.....
 Photo 3 is a picture of.....

Rules and regulations:
 No employees of Europress Interactive or participating companies are eligible to enter. In the event of any dispute the Editor's decision is final. No correspondence will be entered into regarding the results of this competition.

Name.....
 Address.....

 Post Code.....
 Machine type.....

A fast buck

Marketing is the twentieth century boom industry! George Wesley investigates how the promotion of computer games affects your buying habits

It was the Americans who discovered that a little time and effort spent promoting products could produce startling results. Television is the most seductive advertising medium ever. It provides a 30 second hit of music and moving images that are simply irresistible to the average punter.

The story is the same with computer games as it is for other products, except that there's a whole lot more to the process than a straightforward TV ad.

CREATING AWARENESS

Almost 40 per cent of the software house's share of the price of a game goes straight into marketing. The hype begins when the latest arcade corker rolls off the production line. It may be a fab game but if no one knows it exists, it's not gonna sell many units, right?

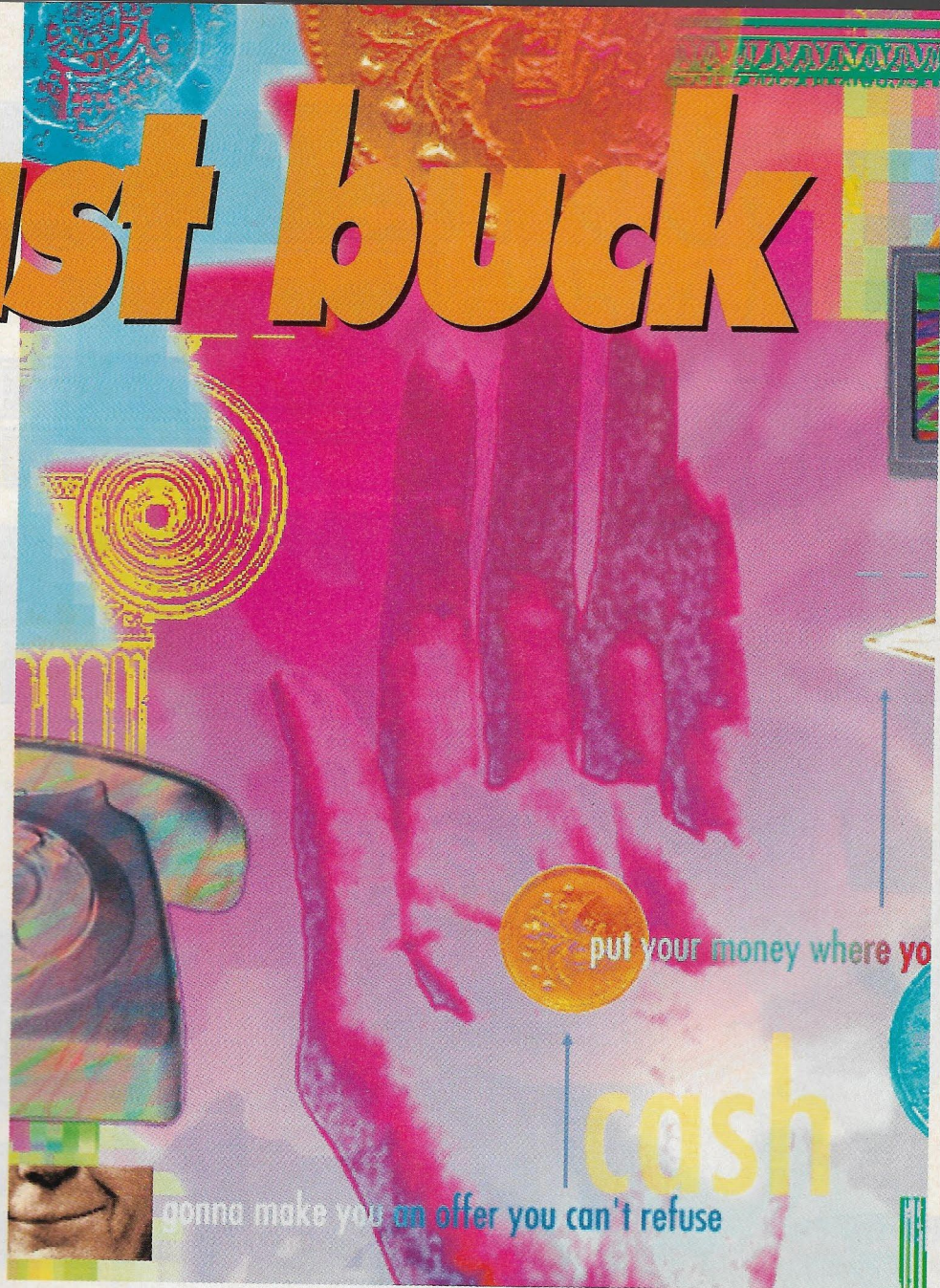
So an in-house team of marketing people or an out-of-house PR company picks up the product and tries to evolve a strong relevant image associated with the game that can be used in a marketing campaign.

If it's a beat-em-up, then one line of attack might be to produce posters and magazine ads of little guys in orange robes hurling kung fu stars around.

Well, that's one line, but a face is needed. OK, use Bruce Lee. Most people know the name and associate it with martial arts.

So the photographic libraries are scoured for a decent picture of the long-dead oriental hooligan, illustrators commissioned and so on. See how it starts to build up?

The overall aim of a marketing campaign is to catch



your eye and grab your interest without you being aware of it.

Back to the evolutionary action. The PR people sit around free-forming words and phrases just like an episode of Thirty Something, until they stumble on a catch phrase which they like and which fits the game – from one tiny catchword a mighty marketing campaign grows! Coupled with the image, this is the foundation upon which the rest of the marketing process is built.

The next step is to decide just how far the software house is prepared to go in order to gain public awareness. If the game stems from a big movie tie-in or other licence such as the Turtles, then the sky's the limit. TV advertising is probably the way forward.

If the game's a biggie but hasn't had to have its

rights acquired at great expense, then the way forward will be via high profile full colour ads in the leading mags such as *Games-X*, posters and point-of-sale material and expertly designed packaging.

GETTING IN PRINT

A full colour ad in a mag such as *GX* reaches an awful lot of potential punters and with the right artwork and blurb their interest is guaranteed.

The game's packaging has to look good too. When you're idly scanning the shelves at the local software store, what makes you buy? Closing your eyes and prodding at a box with a finger tip, or the irresistible lure of bulky-looking exciting packaging? Not for nothing did Maria Whittaker strip down to pan lids and skimpy

TOP FIVE HYPE SUCCESSES

It's not just computer games! Here are the top five hype success of the twentieth century

- 1 Levi 501s: Russian peasants have been known to kill to get their hands on a pair of black 501s (maybe it's the red tab). Possibly the sexiest item of clothing in the known Universe.
- 2 Conservative Party: Woke up to the possibility of hype after disastrous election results. Employed little-known PR people Saatchi and Saatchi and still around almost 12 years on (and so are Saatchi and Saatchi – just).

- 3 Stock, Aitken & Waterman: Suitably hyped pap pop for the masses. They made a million (...at least!)
- 4 Amstrad PCW: Amstrad coupled the ancient CP/M operating system and Z80 processor with a converted telly and a non-standard floppy drive, bunged the unwholesome mess into a flimsy plastic case and off-loaded this spawn of Beelzebub onto a computer-unsophisticated public. The range sold a million.
- 5 Football Manager: Kevin Thoms's smiling phizong leapt off a million magazine pages and his footie game sold and sold!

AND THOSE THAT DIDN'T MAKE IT...

❶ **Elan/Fian/Enterprise:** The home computer that was better than all others. Built in joystick and more ports than you could shake a DMA cable at, the machine never actually made it into plastic and silicon (apart from one or two prototypes).

❷ **Bandersnatch:** The computer game that was better than all others. So good it took talented teams months – and months and months and months – to come up with exactly nothing!

❸ **Sinclair QL:** The Quantum Leap forward that was a cut-down leap backwards.

❹ **Sinclair C5:** Uncle Clive's products had a habit of bombing ignominiously. The C5 was no exception.

❺ **Deely boppers:** The funky headwear that the average inhabitant of Broadmoor wouldn't be seen dead in.

leather G-string for the Barbarian package from Palace.

Most game disks come in giant brightly-coloured boxes. Only when you get them home do you discover that most of the insides consist of expanded plastic inserts. By then though, it's too late, yet another marketing ploy hits the mark.

When you do pick up a game box, there's usually screen shots of the most exciting parts of the game, more breathless buy-lines and the promise of compos, badges and free T-shirts contained within. It really is an irresistible combination.

The computer stores also have cracking posters dotted around the walls, usually with the same images as in the ads and on the packaging so that they're coherent and recognisable. Lots of software is accompanied by badges and even T-shirts. If the game's popular, there'll be an awful lot of kids wearing these advertising gimmicks. See how you're being constantly bombarded by imagery and advertising?

GREAT GIVEAWAYS

But all that's just the tip of the iceberg. Working with major mag publishers, software houses can cook up cool competitions, put playable demos of their latest releases on Amiga/ST Action's cover disks, distribute all manner of clothing – baseball caps, sweat-shirts and more, and even produce promo videos!

And don't forget the in-depth reviews that feature in GX and other magazines. Although not strictly advertising – if a game's crap we tell you! – they do help to whet the appetite.

The stakes are high in marketing, but there's a lot to be gained from a successful game. And remember, each time a game provides enough cash for the likes of the Bitmap Bros to go on round-the-world cruises, it also gives them the cash to develop the next game that's gonna keep you playing for hours on end.

GIVING IT ALL AWAY

CAPS – over 30% of your body heat is lost through your head. In an effort to save you catching the flu many software houses provide freebie hats. Indeed, one software house even supplied a full face mask

EARS – all the better to hear about the next big release – Mr Spock

SHADES – ah the future's so bright you've got to wear them

T-SHIRTS – the number one best freebie has to be the T-shirt. They come in hundreds of different shapes and sizes. On the last count Nick, our news editor had in excess of 75 freebie T-shirts

MUGS – merchandising is certainly no mug's game. You name it – there's a mug for it. Personally I reckon the EA ones are the best

BADGES AND STICKERS – second in the best giveaway league, badges are a sure fire winner. However, who wears them? Not me matey! Meanwhile, stickers are great fun – try sticking one... well just about anywhere

BAGS – obviously supplied for you to keep all those lovely-jubbly T-shirts in

PENS – glorified Bic biro's make great gifts. Sadly I always manage to leave them at the supermarket checkout

CD'S – read the book, played the game, bought the poster? Now listen to the soundtrack in full digital stereo

NICK-NACKS – some games just can't be pigeon-holed. Such games need alternative merchandising. A stud for Paul Gascoigne's soccer game, a blow-up whale for Toobin' and perhaps most strangely – a nappy for Powermonger

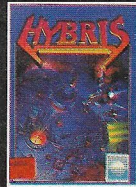


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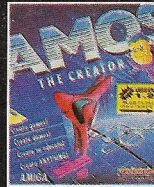
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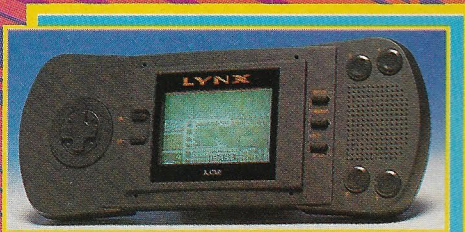
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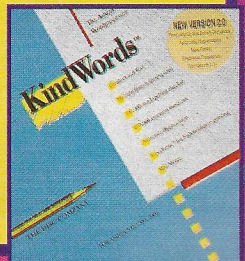
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GAMES-X SCORING SYSTEM EXPLAINED!

Being the highly sensitive and caring people we are, once again Games-X brings to you the ins and outs of the scoring system. Oh, you'll also learn a little more about our reviewers as well.

X-RATING: XXXXX



The higher the rating the better the game

ALEX is torn between thinking he's Barney Sumner or Johnny Marr at the moment. (The members of Electronic, for those ill informed out there). It's only a shame that he can't sing or play the guitar!



BRIAN'S telephobic tendencies have thankfully been cured due to you wonderful people calling him with requests for Monkey Island tips. He would however, be grateful if you would all stop calling now as all the attention is getting boring!



JOHN has thankfully managed to rid himself of puzzle games for the week and is now sinking his teeth into Mega Pheonix from Dinamic. Here we can see his guitar playing digits in a perfectly natural looking pose.



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



Gameplay

How the game actually plays

Lastability

How long you're going to stay at your machine

Presentation

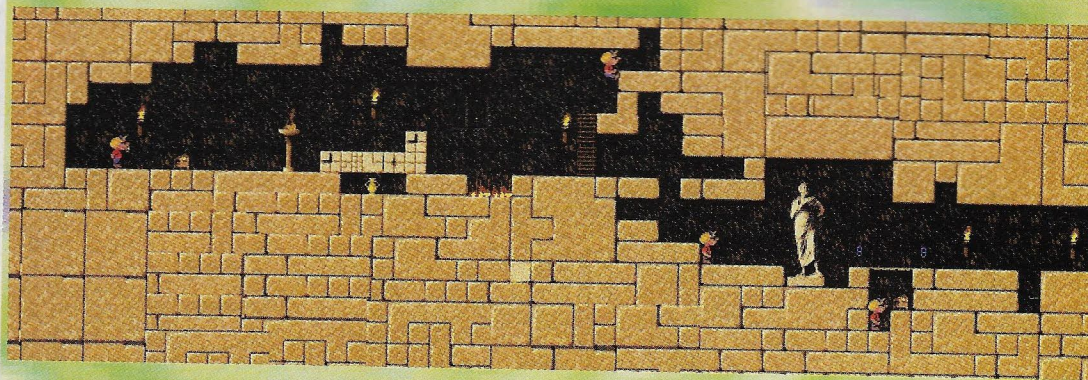
Just how good the sound and graphics really are

RELEASE INFO

C64 c£11.99 Now
Atari ST £24.99 Now



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



PP HAMMER AND PNEUMATIC WEAPON



Before we start on the innuendos, PP Hammer - no relation to the award-winning MC of the same name - is your ordinary construction worker. Oh, there is one exception - he carries an enormous pulsating tool.

PP Hammer is Demonware's latest product, following hot on the footsteps of the successful The Power and Oops Up. Hammer, this time without a Snap! backing track or any other famous tune to accompany the action, is a platform romp with a few obvious differences.

At first the game is reminiscent of Rick Dangerous 1 and the enthralling sequel, but the similarities only go as far as the teasing gameplay and the puzzle element of the game.



Once you've collected all of the goodies on the level, you must then find the exit. To begin with it is usually situated near to the last gem but later it's harder to find

PP's lucky break came when he was busy penetrating the ground with his weapon and suddenly he lost his

footing and he fell into a dark world...

Believe it or not, PP hadn't entered the infamous Macclesfield Triangle,

PP HAMMER'S HOUSE OF HOARDS

PP Hammer can have up to six lives remaining

The score box shows how many points PP has managed to collect

How many gems you have left to find

The time remaining on this level

This small door is the only exit to the next and later levels of the game

Step inside to take a ride: one of the many teleporters scattered around

The selection boxes that show which pieces of equipment you're carrying

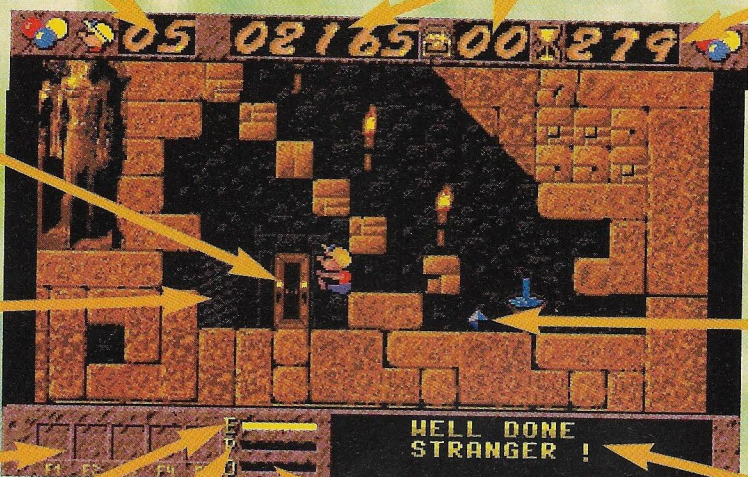
PP Hammer's energy bar

How long the potion you're using will last

The amount of oil in your pneumatic weapon, and how long the lubricant will last for

A blue gem which may look like an ordinary jewel but is in fact a teleporter that takes you to a bonus room

The text box gives PP Hammer some useful hints



Follow the passages that lead to the next level but watch out for traps along the way

D HIS PON

instead he had fallen into a world of underground caverns which were full to the brim with gems and other such goodies.

Armed with his biting drill, PP Hammer has to battle against the ever-decreasing clock to find all of the treasure and run through the exit before it closes.

This wouldn't be that hard if it wasn't for the traps and meanies that gradually knock away at our hero's energy.

The traps that Hammer has to overcome include spikes which spring from hidden crevices, walls of flame that are deadly to touch, falling blocks, burning oil, acid-spitting statues and pools of water.

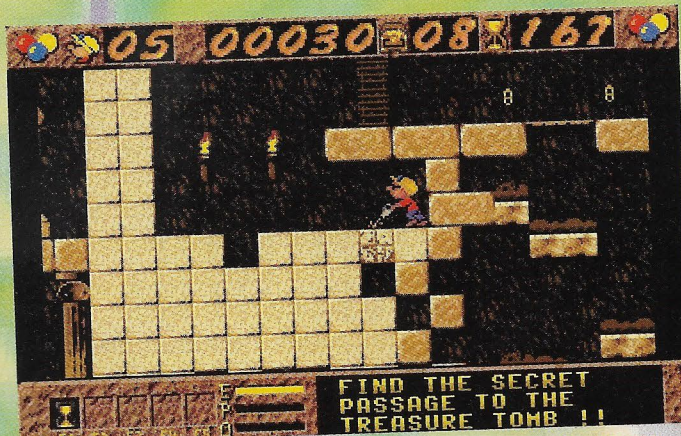
Any contact with these will chip a line of your energy bar, and once all of your life-force has gone one of your six lives will be lost.

The nasties include rats, bats and gobbledegooks. You will also have to fight creatures from the ethereal plain, which appear as ghosts, mummies and skeletons.

To complete a level you simply collect all of the treasure before leaving through the exit. Treasure is sometimes just scattered around, but you may find it is under blocks.

To get the bounty you must drill away at the concrete to destroy the brick. This will give you access to areas further down, although the squares only disappear for a short time and when they reappear PP could get trapped and crushed. If you find a special gem in the rocks, you'll be transported to a sub-level.

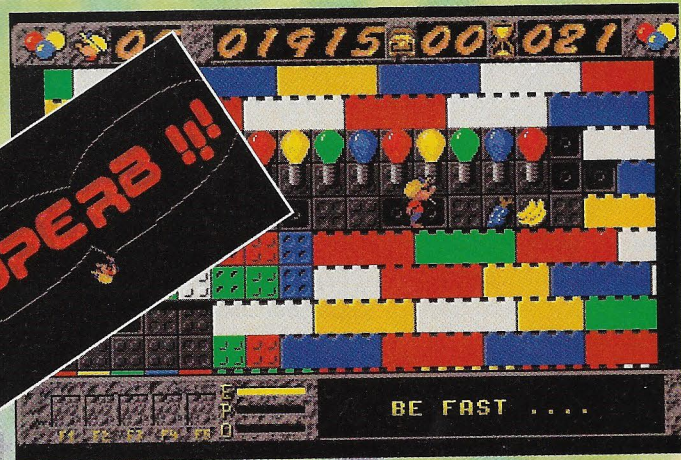
The idea of the secret stage is simple - collect as many gems and treasure as you can before the time runs out.



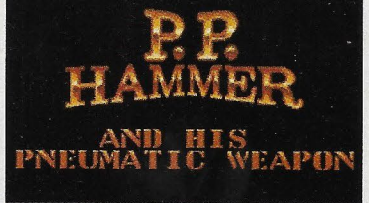
PP Hammer is an expert and can handle his pneumatic weapon with skill and precision. Various tins of oil can be collected along the way so the drill will be more efficient and faster when it is in use



Another of the worlds featured in PP Hammer is a totally frozen wasteland. Unfortunately this part of the puzzle is trial and error, and only time will tell if you can survive the ever-lasting challenge



When you pick up a special blue gem you will be transported to the bonus room. The idea of this is to collect as many gems in the quickest time, and hopefully get PP to shout superb!



FACT FILE

Software House: Demonware
Development Team: Traveling Bits
Programmer: Gunnar Liedar
Graphic Artist: Kai Magerkord
Music: Dirk Magerkord

Unlike Demonware's other products PP Hammer doesn't use a Snap! song as a selling point. Instead everything is original, including the rather amusing title.

Most of the company's other games are of the puzzle genre, and the same applies for PP. However, whereas games like The Power perhaps failed due to their repetitive nature, PP Hammer has more variation and thus keeps you playing for longer.

The 70 levels that are present offer new challenges, a variety of meanies and obstacles to overcome, and are intricate and highly detailed.

The control system, via the joystick, is simple to use and should prove to be no problem. The sound is bearable, and the graphics, although the sprites are fairly small, are easily adequate. The backdrops are colourful and provide an atmospheric setting.

The standard of puzzle games these days is incredibly high, with products like Lemmings dominating this particular genre. However, PP Hammer manages to hold its own and is in fact an infuriatingly addictive little game.

On the whole, a good product but some of you may think twice about paying over 25 quid for it.



X-RATING: XXXX

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

RELEASE INFO
Amiga £25.53 Now



© 1990, Mindcraft Software, Inc.

FACT FILE

Software House: Mindcraft

Programmers: Peter Alcomani, Don Likeness, James B Thomas

Graphics: Ugar Atabek, Jim Haidy, Maureen Kringer, Maggie Parr, Knight Technology

The lack of a VGA colour mode is really disappointing as this meant the graphics aren't of a particularly good standard. On the whole they are small and blocky.

Sound effects are very poor indeed consisting of nothing more than the odd beep and an ear-piercing footstep sound. Luckily there is an option to turn these noises off - something I found particularly useful!

The controls take some getting used to but once you do, the game is really easy to play.

The only major problem that I discovered with the game is the speed which was too quick for really accurate movements.

On the positive side however, this does allow you to reach your destination very quickly. This also serves to attract the arcade fan as well as role players.

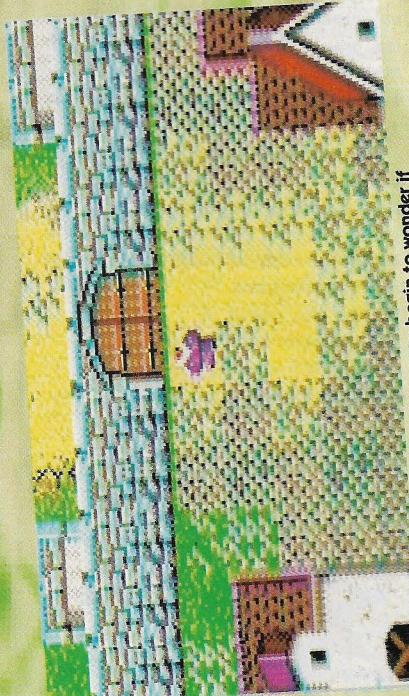
X-RATING: XXX

Gameplay: 12/20

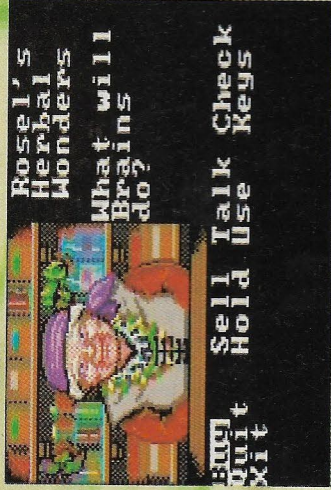
Lastability: 15/20

Presentation: 10/20

RELEASE INFO	
IBM PC	TBA June
C64	TBA June
Amiga	TBA June



Standing just inside the gates of town you begin to wonder if taking on the job of monster exterminator was a good idea



Inside one of the magic shops you can buy various magic potions which will destroy any monsters - well hopefully, anyway!



Maybe you'll want to sleep a little, but the caring landlord will throw you back outside when night falls

THE KEYS TO MARAMON



Maramon has been overrun by evil monsters and you have been asked to deal with the problem. Being the silly blighter that you are, you've agreed. Images of fame and fortune have corrupted your mind, but there are a fair few things that you didn't expect...

Upon arrival at the island town of Maramon you took a brief look around and talked to some of the townsfolk who told you of strange monsters which roam the town at night.

These monsters have been feared by everyone for what seems like forever and all the citizens are really excited at the prospect of you ridding the region of these terrible beasts.

Following the standard RPG rule you control each character in four directions.

There is a slight difference as when you enter the night-time stage you also have a fire key which launches your weapon at any monster which stands in your way. As you progress these creatures take more and more shots to kill.

HORRID BEASTIES

There are many locations for you to visit around the town. A trip to the local library might give you some clues on your quest and information about the town history.

Also visit the local shops and bars, buying items and talking to the

inhabitants. You're equipped with two weapons and these depend on the character you are playing.

Choose from playing either: a huntsman, armed with a longbow and a mighty axe; a blacksmith, carrying a hefty hammer for protection; a courier, armed only with his fists; or a scholar, who protects himself with a trusty sabre.

Each of these characters can defeat the night creatures in their own special way.

Killing these monsters is not

the only task in the game, you will also have to find the four keys to the four towers around the town.

Each key is specific to one tower as every door is made from a certain type of metal. These towers lead you to the underground caverns.

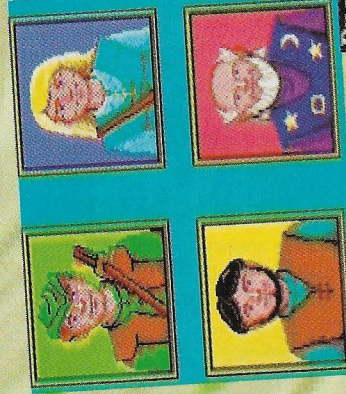
ALL DAY AND ALL OF THE NIGHT

There's an option to skip the day-time stage and go straight to the night, here the game changes into a

slight arcade style game. This involves you running around trying to shoot as many of the monsters as possible, the total number of which is shown in the bottom left of the screen.

When the sun comes up the action will stop and you will be told what happened during the night.

This info includes what shops were raided and ruined and how many monsters you actually killed. Once this is over the second day begins...



Selecting your character from this bunch of ugly mugs is no easy task. I mean who wants to look like THAT?



Brains (Paused) 50 Arrows 9 Monsters

Night-time comes and the monsters begin to run around the town destroying anything in their paths, they obviously don't know about your arrival

OUTZONE



A shoot'em-up with a few puzzle bits or a puzzle game where you shoot things? Outzone is the game reviewer's nightmare, it's almost impossible to categorize! However it does present an original concept which we are bound to see more of in the future...

Outzone sees you flying 28 different missions. Your objective is to accompany a spaceship in distress out of the forbidden zone.

In order to do this you have a heavily armoured super shooty high speed spacecraft which is capable of ripping around the numerous obstacles in the zone and getting rid of any hindrances.

The ship which you're protecting is particularly wimpy and feeble. It doesn't have sufficient shield-power to withstand any kind of collision, so you have to make sure that its path remains clear at all times.

ARGHH, WATCH OUT...

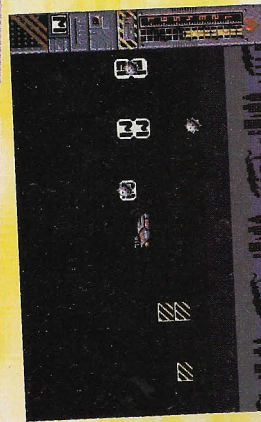
To top it all the guidance system of the said craft is also completely wrecked so it can't stop or avoid



By picking up the little ship with your tractor beam you can change its trajectory

anything which gets in its way. You are obliged to continue on your merry way recklessly barging into trouble. Bloomin' typical eh? Fortunately your wonderful little

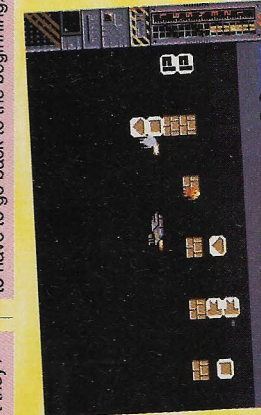
luxury super ship just happens to have a tractor beam on board with which you can alter other crafts' trajectories. They think of everything these days don't they?



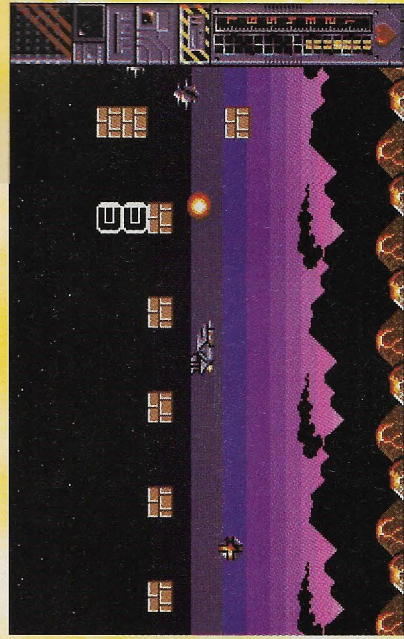
You stumble across a number of alphabet blocks meaning only one thing - a weapons stash!



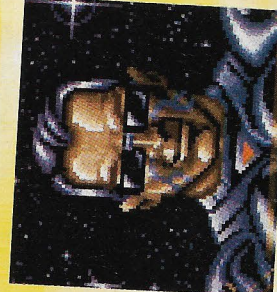
After taking exception to your intrusion loadsa meemies come flying towards you



While avoiding the fire balls you must destroy the blocks which hang in the air



You will have to contend with the hordes of aliens whilst you attempt to remove the obstacles from your path



Your hunky pilot complete with cool shades prepares to embark

Every one of the 28 zones is composed of 20 screens and these contain obstacles of two different types.

Firstly there are the indestructible natural obstacles such as plants, stone walls and rocky bits, and then there are the marked blocks which are the important bits of the game.

THE PUZZLING BIT

The blocks have inscriptions on them which are either geometric or alphabetical.

In both cases they can be destroyed by consecutively touching two blocks with the same inscription using the nose of your ship.

If you fail to get rid of the blocks in this manner, the ship which you are protecting will eventually plough into them so you have to go back to the beginning.

The sole reason for destroying the patterned blocks is to create a gap for the ship's flight path. The alphabetical blocks are a little more useful as they will give you one of a number of bonuses including shield power-ups and big powerful weapons.

THE SHOOTY SHOOTY BIT

As you progress further and further into the game you will be confronted with a number of bad guys who must be shot at using your lasers. These nuisances vary from strange bug-like creatures to funny little spaceships and lumps of debris.

All of the inhabitants within the forbidden zone consider your intrusion into their world absolutely intolerable, and will proceed to let you know about this in the most violent way possible.



FACT FILE

Software House: UBI Soft/Lankhor
Programmers: Stephane Belin, Nicolas Andrzejak
Graphic Artist: Stephane Belin
Music: Nicolas Andrzejak

It looks like a fancy parallax scrolling shoot'em-up with posh graphics. But it plays like a fast paced puzzle game. So what is it?

Well the answer is - a bit of both and that makes it quite a playable and original little game. However there are a few drawbacks.

My biggest quibble is that there is no kind of password system for getting to higher levels. Every time you finish a game you have to go back to level one.

Also, when you lose a life you have to go back to the beginning of the level, this is really infuriating at times.

Secondly, the sound is awful and you'll soon be reaching for the volume knob.

The idea behind the game is highly commendable, and if you're looking for something a little different where you have to use your noggin a bit you'll probably like it quite a lot.

X-RATING: XXXX

Gameplay: 13/20
Lastability: 12/20
Presentation: 14/20

RELEASE INFO
Atari ST £90.49 June
Amiga £90.49 July



FACT FILE

Software House: Dynamic

Programmer: Pablo Ariza & Fernando Jimenez

Graphic Artists: Javier Cubedo & Snatcho

Music: Jose A Martin

Ok, so it's trendy at the moment to produce rehashes of old games. But so what? This is a fairly feeble excuse for a game, and considering all the hype which has been around for the last few months the game is very disappointing.

Graphically it looks very nice, there are lots of pretty scrolling graphics, and loads of big sprites. Sonically it is very impressive indeed, there is some really great music, and the in-game sound effects are of a very high standard.

It is a real pain to play however, and it really suffers in the old sprite detection department.

The copy we had for review appeared to be a full version, but unfortunately it seemed to be absolutely riddled with bugs. I hope that this problem is remedied when it goes out for general release.

X-RATING: XX

Gameplay: 10/20

Lastability: 8/20

Presentation: 5/20

RELEASE INFO

Amiga £20.42 June

Atari ST £20.42 June

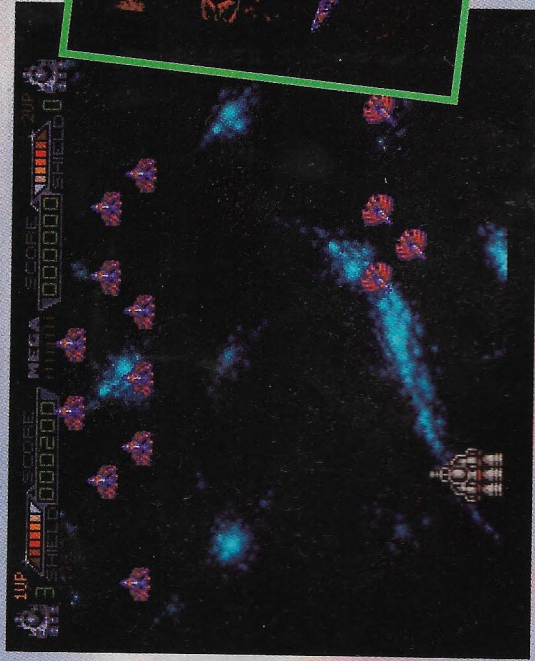
PC £20.42 June

MEGA PHOENIX

The metallic birds attack yet again.



After years of being dormant in the outer reaches of space they now return, and boy are they miffed! In a fit of unmitigated violence they now attack the human race with added vigour and reinforced battleships...



As the eggs crack, the larger creatures burst forth spewing their deadly laser phoenix droppings

The very first level pits you against a fleet of tiny little birdies who will attempt to dive bomb you

Those of you old enough to remember the original Phoenix arcade game will no doubt have fond memories of it. Before this came out the only other shoot-em-ups in the arcades were the classic titles Space Invaders and Galaxians. Graphically this really stood out from the crowd and was immensely popular.

Thanks to those chaps at Dynamic we now have a mega turbo charged version of this age-old classic. Not only have there been a number of significant cosmetic changes, we now have a number of added bits and bobs.

THE NEW AND IMPROVED...

The most obvious change is the inclusion of the Mega Phoenix, a huge behemoth of an alien mechanoid which protects the evil Orejuit's mothership.

Destroying this considerable hindrance will introduce you to the other major difference in this sequel, the inclusion of weapon power-ups. Nothing spectacularly original, but it helps to give the game that added little bit of variety that it so desperately needs.

All the modern standard shoot-em-up features are present. We have a profundity of different alien ships ranging from the easy to blast little phoenix to the big pain-in-the-backside mutha phoenix. All of

the characters are very intricately drawn and are animated to a superb standard.

The basic aim is nothing exceptionally complicated. All you have to do is clear wave after wave of aliens and kill off the big mothership every fourth level. Nothing complex, nothing contrived,

the controls are sluggish and the action is a bit on the slow side.

The aliens move fast enough, in fact they can move so quickly that you very often don't stand a chance! Also this suffers from one of the worst sprite detection routines I have come across in a long time. Sometimes getting hit by

PLAYABILITY

So how does this new version play then? Well, I think the biggest problem is undoubtedly the fact that

an alien won't register at all, and very often you will find that you will explode when they don't even come close to you!

It is incredibly infuriating — numerous and colourful explosives could be heard from everyone in the office who had a go at the game!

There is definitely a trend at the moment of doing snazzed up versions of old classics. Recently we've had Jeff Minter's Defender II, Space Invaders '91 and now this. The big question is — do we really need them?



It is possible to play as a team where two players battle together against a common enemy. Using crafty tactics you can draw the enemy fire away from each other



The giant mothership is home to the evil interstellar dictator, Mr Orejuit esq. His craft is defended by a large shield and is carefully patrolled



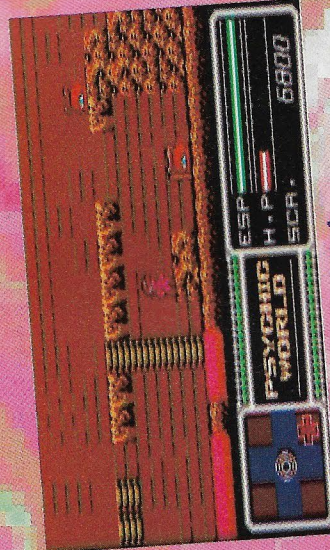
The giant Mega Phoenix itself, guardian to the Evil Orejuits mothership and dropper of big orange eggs



The first level is fairly simple with small easy to kill aliens and few jumps



Don't step in the red lava or you might burn your soul (groant)



Lucia battles through the weirdest of all enemies in the psychic world

PSYCHIC WORLD



Rescuing kidnapped family members is always thought of as a great storyline for a game. But who in their right mind would battle against evil beings that are much bigger and more powerful than you are? I thought that no one would stick up their hand, because you're not mad! Are you?

Deep in the heart of a forest, Dr Knawik set up his laboratory to work on a special ESP Booster. Due to the isolation he grew very bored and hired two assistants who were the twins Cecile and Lucia.

One day the animals the Dr used for experiments began to get a little restless, suddenly there was an explosion and Cecile went to investigate.

PSYCHOTIC PSYCHIC

The doctor warned her not to get too close to the cages but it was no use, they bolted and escaped, taking Cecile with them.

Lucia vowed to rescue her sister and using the ESP Booster helmet set out on the mission of a lifetime.

Taking the platform shoot-em-up scenario the game takes place



A plant throws its roots at you under the ground and you must shoot it before it kills you

over five different landscapes starting out on the open plains.

The first stage is fairly simple but there are a few scenarios that will try your patience. Be assured that the levels won't all be as easy as the first but they will all try to stop you in your quest.

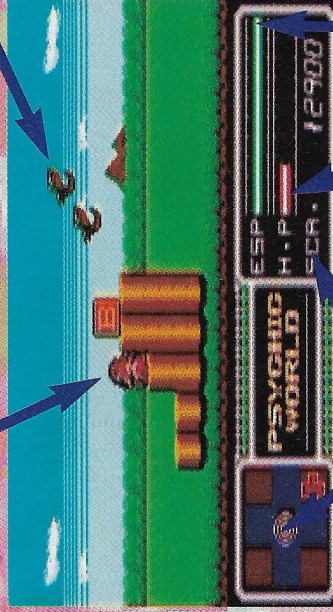
To begin with you are armed only with a puny, spud-gun-like shooter. This can be constantly powered up throughout the game.

The furthest I got was a three bullet wide forward shot. Most enemies take two shots to destroy while others take a lot more.

ESSENTIAL STUPID POWERS

Lucia, the trusty heroine with a bad temper

Nasty energy sapping creatures that don't like you very much



Psychic Powers that can be accessed

Energy bar - don't let this drop too far

ESP power remaining to be used

The controls are fairly standard with the two buttons used for jump and fire while the direction control along with one of the others are pressed for the psychic forces.

These powers take the form of different weapons, smart bombs, invincibility shields and so on.

THE TIME IS RIGHT

These weapons can be used at any time as long as the ESP meter on the right hand side of the screen hasn't dropped too far.

At the end of each level you will encounter a rather large and

none too kind looking creature. These meanies take a fair wad of shots to destroy and when they do they leave behind a special icon for your ESP meter.

As usual you can tell that these objects are about to appear as strange things begin happening all around you, such as the sky going black, an earthquake starting and so on.

if you run out of energy and die, don't despair, as included is a continue option which lets you start at the beginning of the world you did on.

PSYCHIC WORLD

PRESS START BUTTON
© HERZIG CO. LTD 1989
REPROGRAMMED SOME © SEGA 1991

FACT FILE

Software Hoaxes: Sega Enterprises Ltd
Development Team: Sega - Japan

Platform games are perhaps my favourite type of game on the market and when they are coupled with shoot'em-up action they result in the loss of a week's sleep. This game unfortunately didn't provoke that particular affliction.

The graphics are small, colourful and very poorly animated. Some of the screens look exactly the same as previous ones you have just encountered!

The sound effects are fairly average while the tune soon begins to get annoying. Controlling the game took a while to get to grips with, but this was partly due to the silly Sega control pad.

Perhaps the main problems were that it was far too hard to die on level one, and level two was unbelievably difficult.

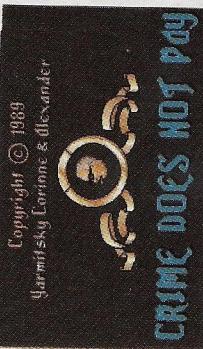
The continue option was quite welcome until I realised that there was an infinite supply of credits.

This is not one of the best titles to hit the Master System but it is still worth a try even if you only laugh at the storyline.

X-RATING: XXX

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

RELEASE INFO
Master System £25.53 June



FACT FILE

Software House: Titus
Programmers: Corrine and Alexander Yarmitsky

The one thing which really stands out with this game is the complexity of the plot which gives it a great deal of depth.

As you progress through the city you will encounter and interact with more and more of the key characters, as well as finding certain documents which will incriminate them.

This is the best part of the game and it can be quite fun trying to remove the mayor from office by exposing the sordid details of his past.

However, the complex plot is seriously let-down some very poor presentation. Graphically the game is an absolute pig. The scrolling and sprite animation are quite dreadful and this is a considerable hindrance to the way in which the game flows.

Trying to fight with the awful, unresponsive controls really detracts from the gameplay and spoils something which could have been quite superb.

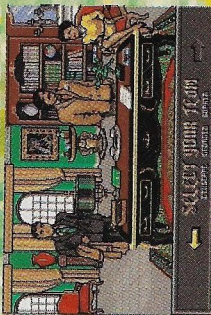
X-RATING: XXXX

Gameplay: 12/20
Lastability: 12/20
Presentation: 8/20

RELEASE INFO
Atari ST \$25.53 Now
Amiga \$25.53 Now
PC \$25.53 Now

If you want to get anywhere and be someone in your town there is only one way of doing it—you have to become the King of Crime. To ensure that you retain this position you're going to have to get yourself elected as mayor. That's not a problem is it? No course not...

By using and manipulating either your Chinese or Italian partners in crime you must challenge the systems of law and order by using corruption and blackmail to control the town. Money and power are the keys to success, if you can get them you can do anything you want.



The first thing you must do is select which Mafia you want to represent. Here we have the likely looking Italian bunch

Basically this is an arcade adventure which is stretched across a total of 200 screens. You must load up your 45 automatic and move out into the streets where you will come face to face with punks, assassins and police officers who are all out to get you!

PARTNERS IN CRIME

At the beginning of the game you must choose to control either the Italian or Chinese Mafia. Then you have to select which member of your clan you are going to send out onto the streets first.

Your group will always comprise of three members. Firstly there is the Godfather, the ageing boss who is seeking to rule the town.

Secondly you have the hit man, a vicious but useful ally who's very handy with a pistol, and thirdly



The young Italian lady steps out into the perilous streets to do battle in the underworld. We see her contemplating whether or not to pop into the butchers

CRIME DOES NOT PAY



This town ain't big enough for the both of us - do people really say that? The only solution to your problems is to gain total control of the city in this latest release from Titus, which is apparently endorsed by the Mafia!

there is the beautiful, but deadly young lady who has more tricks up her sleeve than you could imagine.

Each member has their own special qualities which you must discover and then use accordingly by adjusting your actions.

ROAMING THE STREETS

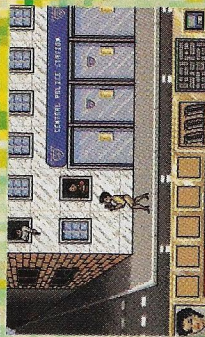
This is one of those games where you go out into the world and generally just explore, whilst trying

to avoid getting shot or beaten up. You will encounter numerous characters on your travels who can be interacted with to a certain degree.

Many of the key characters hide scandalous secrets, and exposing them will help you to progress towards your ultimate goal. This won't be easy because they will take great pains to have you and your accomplices removed



Inside the butchers we find that he can help us. He is the spokesperson for the electorate and his political views can best be described by his profession!



Outside the police station you are attacked by gunmen!

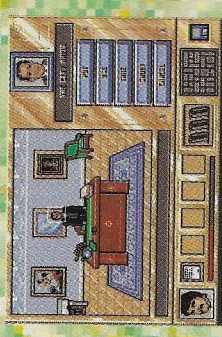


Our hunky Italian hero, looking particularly suave in his Gucci suit moves out to dig up some scandalous information on the city's high and mighty

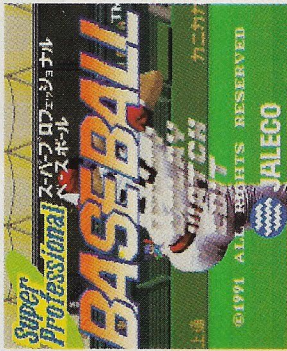
from the scene.

Graphically, it isn't all that impressive, and likewise the animation and scrolling aren't particularly awe-inspiring. Because of the sluggishness of the graphics the gameplay does seem to suffer somewhat.

Joystick reaction is slow, meaning you will very often find yourself being shot at without being able to respond.



The major sits in his grand office as you step forward. Will he throw you out or just shot you?



FACT FILE

Software House: Nintendo
Development Team: Jaleco

At first the superb graphics, slick animation, crisp sound and addictive gameplay that Super Professional Baseball has to offer keep you playing, but it doesn't take long to see that the game is perhaps too repetitive and to be quite honest, you end up considering it dull.

Sure, it manages to recreate a good game of baseball, but some may find that the game is just too damn hard to get a decent game going.

The fielding is easy, but trying to get a good hit on a ball is much harder than it looks.

The two player option helps to rectify the skilled computer player, but the asking price is far too high to justify the purchase.

Thanks to Console Concepts/PC Engine Supplies - 0782 742759

X-RATING: XXX

Gameplay: 10/20
Lastability: 12/20
Presentation: 16/20

RELEASE INFO
Famicom £45.00 Now



"Strike!". Man out, so now it's your turn to bowl. Button B will send the ball speeding towards the batter, and spin can be applied by nudging the movement arrows



Super Professional Baseball has over a dozen different teams to choose from. Each team has nine members who have their own individual characteristics and strong points



To strike the ball you must simply press button B. However, more complex shots include holding down B and moving the direction pad, as well as judging the timing correctly!



Having smacked the ball deep into the centre of the field, the perspective changes to view the fielders belting around after your shot. Tapping various buttons will make you leap or catch the ball

the ball successfully, you will automatically start running around the bases. In a two player game the fielder must then use the small map on the right to move his man, ready for the catch. Button B should make him attempt the catch.

If you're lucky, you'll get a home run which will award you with a point for each man at a base.

Alternatively you can run each man in for a point each. The game is set into 10 rounds.

If the score is equal at the end of these then extra time is played. And the end result decided on.

SUPER PROFESSIONAL BASEBALL

Names like the Yankees and the Red Socks are synonymous with World class baseball, and at the moment the World Serie is under way. The crowd is enormous as you make your way to the mound for the first ball...



Unlike American football, baseball isn't riddled with over-complex rules and constant game-stoppages. The teams are divided into the batters and the fielders.

These teams are made up of nine players. On the field there are four men who protect the bases, one bowler, a back-stop and three fielders.

Before the game begins you must choose your team. There are 13 to pick from, each with their own kit design and numerous other

characteristics serving to distinguish them from other teams.

Super Professional Baseball is a game for one or two players, and it tries to include every feature of the real game, apart from the odd heated argument between the refs and players!

The controls, once you get used to them, are fairly easy use. To bowl the ball, simply press button B.

If you fancy something a little out of the ordinary, moving the direction pad will apply spin, and



Congratulations, you've beaten the opposition! The 10 rounds are up and you've come out a winner, with three more runs that your opponent's team

holding down the left and right buttons and the movement arrows will make your player change position.

As for the batter, button B will make him swing. Alternatively the Y button will make you bunt the ball, which is, basically block and hit the ball short.

The same applies for moving to the bowler, although it is possible to move him forwards and backwards as well as left and right.

RIGHT PLACE, RIGHT TIME

Timing is essential when hitting the ball, as this will determine how well you hit the shot.

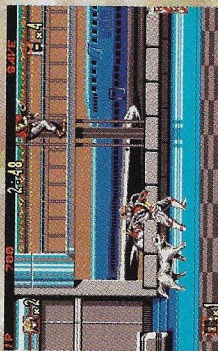
If you miss, you notch up one strike. If you miss three, your batter is out. Lose three batters by either strikes or catches and the roles will be changed. If you managed to hit

GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

Shadow Dancer Atari ST

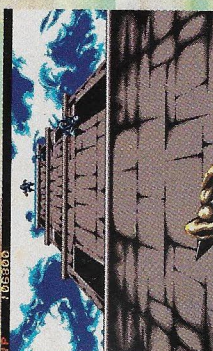
First Reviewed: Issue One
Software House: US Gold
Development Team: Innoqes
Programmer: Steve Howie
Graphic Artist: Andy Pang
Music: Matt Simmonds

The arcade version was a classic, the Amiga was excellent and the ST follows suit and doesn't disappoint at



all. Accompanied by your vicious mutant you have to search for and collect detonators before they explode

The ST graphics are the same as those on the Amiga version in every



aspect and the scrolling is just as smooth.

Sound effects are of a slightly lower standard but not by any noticeable amount. This game is a must for all platform shoot'em-up fans as it really stands out in this genre of game.

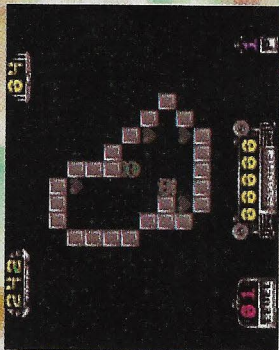
X-RATING: XXXXX

Gameplay: 16/20
Lastability: 18/20
Presentation: 17/20

The Power Commodore 64

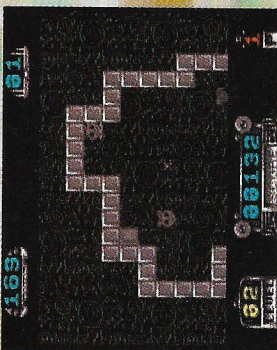
Software House: Demonware
Programmer: Johannes Lipp
Graphic Artist: Boris Kunkel
Sound: Peter Thierolf

In this game you have to guide Max around the screen to meet his girl, Mini. A simultaneous two player mode



and screen designer have been incorporated to add lasting appeal.

The graphics are average and the rendition of Snap's, The Power was the



selling point of the Amiga version and the C64 ditty is a fairly good version of the same.

Perhaps the down point is the gameplay which is far too repetitive.

X-RATING: XXX

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

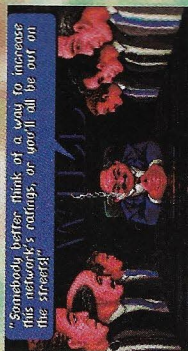
The Search for the King Amiga

Software House: Accolade
Programmer: Steve Carrwright
Graphic Artists: Bonnie Borucki,
 Roseann Mitchell
Music: Russell Shiffer

Talking control of Les Manley you have the ambition of finding the King of rock and roll, Elvis himself.

To perform this amazing task you have to solve many puzzles. Control of the character is carried out using various keyboard controls.

The graphics are of the usual adventure standard and give depth and



"Somebody better think of a way to increase the amount of ratings, or you'll all be out on the streets!"

humour. The central character is animated well and interacts with many different items on screen.

The sound effects consist of many rock 'n' roll ditties and the odd spot



effects. If you can drag yourself away from Monkey Island you'll find a great challenge in Search for the King.

X-RATING: XXXX

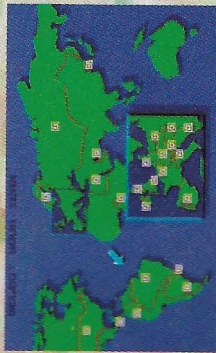
Gameplay: 14/20
Lastability: 16/20
Presentation: 16/20

World Championship Soccer IBM PC

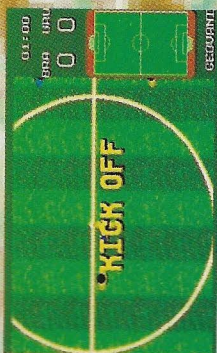
Software House: Elite

The popular Sega football game has been converted to the PC. Although the game is not quite up to the standard of such classics as Kick Off 2, this is a very respectable scrolling footie game.

Graphically I was expecting something a little bit more special than is actually presented here. As far as EGA



graphics go, I suppose it is of a fairly good standard but it would've been nice if it had supported a few possible add-



ons boards, such as VGA graphics or a decent sound card.

On the whole, considering the features included this is a very good conversion. It's not the best football game available, but you could do worse.

X-RATING: XXX

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

DISC Amiga

Software House: Loriciel
Programmer: Alexis Winogradoff
Graphic Artist: Dominique Sablons
Music: Michael Winogradoff

Who remembers the part in Tron where they were throwing killer frisbees at each other? Well thanks to



Loriciels you can now play this on your computer.

The Atari ST version of this game came out a couple of months ago, and the presentation was of a more than



reasonable standard. Graphically this Amiga conversion is practically identical and surprisingly enough, so is the sound!




The gameplay has not suffered at all in the conversion the only noticeable difference is that the sprites are perhaps a little bit smoother.

X-RATING: XXX

Gameplay: 13/20
Lastability: 12/20
Presentation: 14/20

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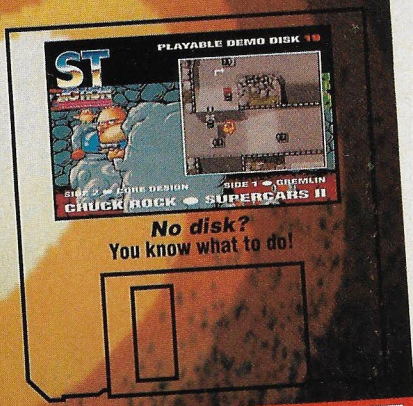
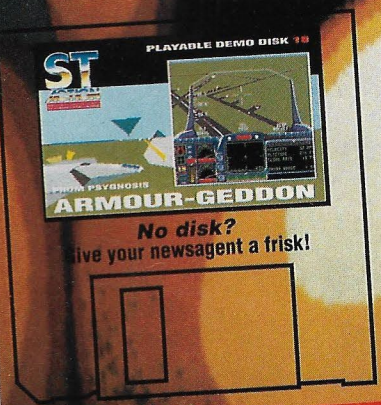
ST ACTION

THE WORLD'S MOST DEDICATED ST GAMES MAGAZINE

Caveman capers:

Unique playable single level for Chuck Rock plus full review

Reviewed:
Monkey Island,
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Metal Mutant, Nam,
plus Shadow Dancer and
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Supercars II, Chuck Rock and Armour-Geddon demos this month

Now starring at a newsagent's near you

GTGA...

Taking last month's STA Game of the Month award, Readysoft's Wrath of the Demon has had our very own Alan Bunker hooked for days. This month, he gives you all the advice and tips you'll need to be able to vanquish the Demos from the Kingdom it has overrun.



GREEN AND GRASS
The grass is green, the sky is blue, and the sun is shining. It's a beautiful day in the Kingdom of the Demos. But don't let the peaceful appearance of the land fool you. The Demos are lurking in the shadows, waiting for the right moment to strike.

IT CAN'T HOLD US FOR EVER
The Demos are a cunning and crafty race. They are able to disguise themselves as humans, making it difficult for you to identify them. Keep your eyes peeled and your wits sharp. The Demos are always watching you.

THE DEMON'S SECRET
The Demos have a secret weapon that makes them a formidable force. It's a powerful magic that allows them to teleport and teleport back. Use this knowledge to your advantage and you'll be able to defeat them.

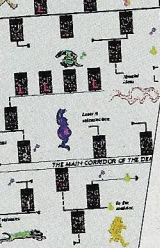
BACK IN THE CLEARING
The clearing is a dangerous place. It's a trap set by the Demos to lure you in. Be careful of the trees and the rocks. The Demos are always lurking nearby.

THE DEMON'S STRATEGY
The Demos have a strategy that is both simple and effective. They use their magic to create a barrier around you, trapping you in a clearing. Once you're trapped, they can attack you from all sides.

THE DEMON'S WEAKNESS
The Demos have a weakness that you can exploit. They are vulnerable to fire. Use your fire spells to defeat them. Fire is the Demos' Achilles' heel.

THE DEMON'S TIPS
1. Stay alert and watch for the Demos. They are always lurking in the shadows.
2. Use your magic to create a barrier around you. This will protect you from the Demos.
3. Use your fire spells to defeat the Demos. Fire is their weakness.

...WRATH OF THE DEMON



GREEN AND GRASS
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Mega Traveller 1

EMPIRE



PUNTER-POWER

GAME: MEGATRAVELLER 1
PRICE: £20.00
RATING: 83%

GENERAL COMMENTS

CONCLUSION

RECOMMENDATION

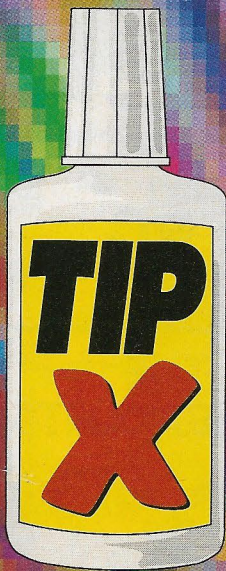
THE VERDICT

THE DEMON'S STRATEGY

THE DEMON'S WEAKNESS

THE DEMON'S TIPS

ST ACTION... THE WORLD'S MOST DEDICATED ST GAMES MAGAZINE!



It's nice to see a number of decent cheats coming through. Keep them rolling in but PLEASE don't just copy them out of other magazines... We're not stupid you know (Oh, really? – Uncle X). Send your cheats to The Omnipotent Bottle of White Stuff, Tip X, Games X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

DEADHEAT SCRAMBLE

– NINTENDO GAME BOY

Anthony Mills from Walsall in the West Midlands has kindly provided us with a cheat which allows levels to be skipped. You must press button B eight times and then button A as many times for the number of levels you want to miss.

BLUE LIGHTNING

– ATARI LYNX

Let's get the ball rolling this week with Michael Lockwood from Nottingham he's sent in a bunch of level codes for this superb hand held shoot'em-up.

- | | |
|----------------|----------------|
| Level 1 - AAAA | Level 5 - NINE |
| Level 2 - PLAN | Level 6 - LOCK |
| Level 3 - ALFA | Level 7 - HAND |
| Level 4 - BELL | Level 8 - FLEA |
| | Level 9 - LIFE |

BACK TO THE FUTURE II

– IMAGEWORKS



Looks like this week is one for cheats on fairly oldish games.

If you pause the game and then type in THE ONLY NEAT THING TO DO you will

awarded infinite lives and you'll be able to skip levels really easily just by pressing Z. Thanks again to Anthony Mills for this one.



BACK TO THE FUTURE III

– IMAGEWORKS



What the hell eh? Give 'em the cheat for BTTF2 so you might as well put in the one for BTTF3! Type in the following to get infinite lives and to skip levels. Level one type ROTTEN CHEAT, level two LOUSY CHEAT, level three LOW DOWN CHEAT.

KILLING CLOUD

– IMAGEWORKS



A couple of weeks ago Games-X brought you a player's guide for this superb game. Well just to keep you going for a bit here are a few level codes which will get you as far as mission five. Anyone who can send me the next five codes will get a free piece of software!

- Level 2 - A66TG7EZ
- Level 3 - 2WWTQ7E3
- Level 4 - QXX6G6EB
- Level 5 - 3336RWE3



3FDD 49785321
NAME: Eugene Cody
ADDRESS: The Freeman
ADDRESS: Few still alive
ADDRESS: Few still alive
ADDRESS: Few still alive
ADDRESS: Few still alive



Oh for goodness sake, I've got to catch her this time.

BARBARIAN

– PSYGNOSIS



A few people have written in asking for cheats for older games, so in response here's one for a game that's as old as the hills!

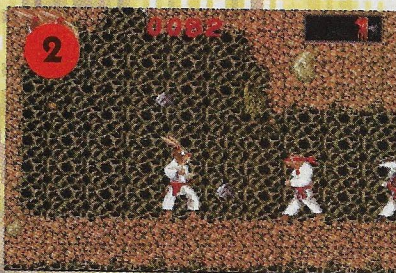
Our big brawny buddy will be reappearing soon in the imaginatively titled Barabarian II, so here's a cheat for the original game to keep you going while you're waiting for him. On the title screen type in 04-08-59 for infinite lives. Haven't finished the game by now? It's about time you did!

CORRECT MISSION CODE IDENTIFIED
PREPARE FOR MISSION 5

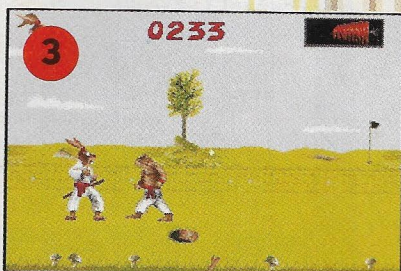
There has been a leakage at a large chemical plant and it has filled the air and burrows with a foul nerve gas that causes normally peaceful animals to become aggressive. Seemingly this remarkable gas also causes the creatures to grow considerably in size and become experts in the martial arts! Isn't science wonderful?



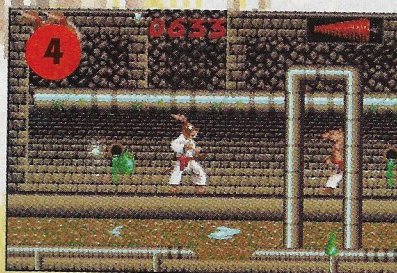
The first screen will pit you against a pair of badgers, who will do little more than walk towards you. Punching them is the best defence but make sure that you don't let them hit you back



Your first underground experience may cost you a life. The rocks falling from above must be avoided at all costs. Don't be too hasty, let your assailants come to you and then make a dash for it when the coast is clear



Stripped to the waist a brawny beaver comes in for the attack. He's quite a hostile chap so keep him at arms length until you are sure you can get him. The golf balls at this point are also a real pain. Make sure you stand so that the balls will go straight over your head



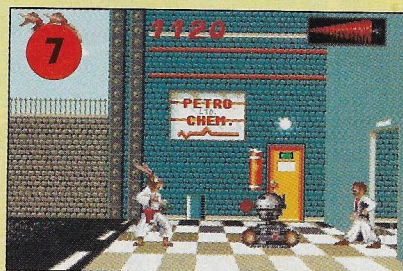
Underground in the second level you will have to contend with the green ooze which seeps from the city's sewer system. Like the rocks in the previous level make sure they don't get you or it'll cost you precious energy.



When you walk the streets of the city you'll have to contend with Cecil deciding that he desperately needs the use of a water retaining vestibule. If the little blighter does actually manage to drop a little message on your bonce it will cost you dearly in energy. There is no way of getting rid of Cecil so you'll just have to keep your eyes peeled



When you reach this screen do not go up the ladder. If you keep moving to the right you will find that there is a carrot hidden behind the wall at the far right hand side of the screen. You'll have to contend with a couple more frogs at this point, but they're really easy to dispose of!



Outside the chemical plant you are confronted with a security android who is reasonably easy to dispose of. Following him will be a worker from the plant who must be overcome before you move into the main rooms of the factory



Once inside the plant you have nearly reached your goal. Keep on fighting and take it easy! A number of security men will attack you, along with numerous incarnations of Arnold the Android. Try to make sure you enter the plant with at least one spare life otherwise there will be rabbit stew in the chemical plant canteen!

THE COMBATANTS



Ninja Rabbit – our valiant hero dressed in his Ninja garb and ready for action. He is armed not only with his bare paws but also with a bo. True to his cause young Bunnykins is so dedicated that he even ties his ears back to stop them getting in his eyes



Brian Badger – the very first opponent that you will meet. This mean snarling and vicious nocturnal creature is a real cinch to knock out if you use your trusty bo



Boris Beaver – stripped to the waist to reveal his handsome and muscular hairy chest this creature takes particular exception to rabbits practising martial arts. High kicks and punches are your best defence

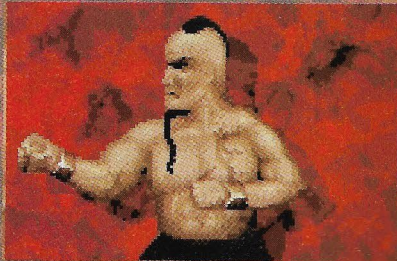


Gary the Gardener – roaming around the city in a dazed trance, Gary seems to enjoy giving you a good seeing to with his spiky pitch fork. If you can place a well aimed kick to his head he will fall very quickly

Full Contact is one of those games that once you begin you can't stop playing until you see the next challenger. Unfortunately this isn't a very easy task as to kill each man a different tactic is needed. Oh woe is you. Well not any more!

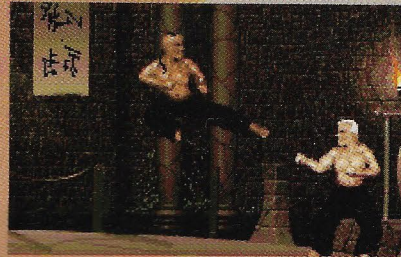


Opponent 1: Tong Lo



As you might have guessed Tong Lo is a native Australian, brought up on a TV diet of Prisoner and Young Doctors you can guess why he took up the art of kick boxing.

Luckily for you he is still suffering from the bad acting syndrome these programmes gave him and as a result is very easy to kill.



Repeatedly kicking him in the head will soon see him put six foot underground.

Strength: 2
Speed/Agility: 4
Skill: 3
Charm: 0

Opponent 5: Castille



More of an Italian stallion than Rocky ever was, Castille is a mean sword fighter. He learnt his profession in the pizzerias of Rome chopping up all the various toppings with his mighty sword (oo-erf)

He is a real ladies man and takes out a different girl every night. His tiredness will be his downfall as he is very slow. Again the head-kick is the best move to kill him quickly but to perform this run straight at him and kick him as he turns around to face you. He is actually quite hard.

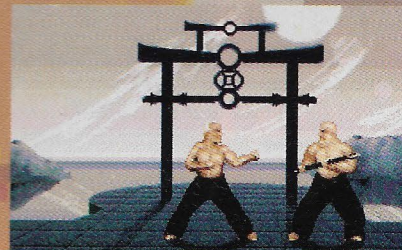
Strength: 3
Speed/Agility: 2
Skill: 8
Musical Talent: 0

Opponent 2: Carrigun



Carrigun was born and raised in Wigan. He learned to protect himself with a pool cue at his local bar. Soon he was the fear of the town and the Triads discovered his unbelievable talent and took him on instantly.

Gaining the title of Bo Master - nothing to do with smelly arm pits, believe me! - he is actually very hard to beat. Luckily he is very



slow due to his size so jumping him and kicking his head from behind is the best way to kill an overweight fop.

Strength: 5
Speed/Agility: 3
Skill: 6
Good looks: 0

Opponent 6: Lewis



The long lost favourite prince of an unknown Eskimo tribe, Lewis has taken the easy route to become leader of the Triad gang. He killed all his superiors with poison tipped darts until he became the first in command.

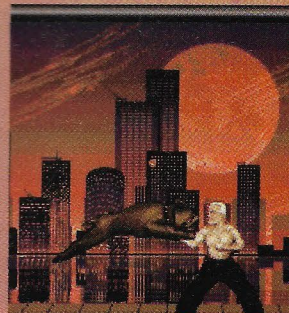
These darts are his only form of defence against you and he will throw them when he is out of range of one of your kicks. Jump over every dart he fires and perform the deadly high kick when you are close enough.

Strength: 4
Speed/Agility: 5
Skill: 6
Flower Arranging: 10

Opponent 3: Thomas the Dog



Strength: 5
Speed/Agility: 6
Skill: 3
Friendliness: 0



Thomas' story is a sad one, he was abandoned and he spent two years at Battersea Dogs' Home. The other dogs hated him and picked on him constantly until one day Thomas almost killed a renegade poodle.

Carter rescued him and took him in as a fierce guard. He will run at you and try to knock you over with a powerful jump, this can be stopped by punching him in the face as he launches himself. Oh, sometimes he will try and nibble your trousers so get out of the way if he doesn't leap at you

Opponent 4: Carter

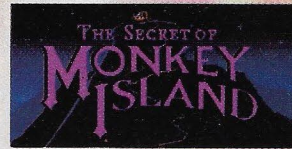


Carter is a veteran of the New York streets and can beat the meanest of all fighters. He is a black belt in chinese cookery and kills many of his opponents by feeding them poisoned dishes of chicken and fried rice.

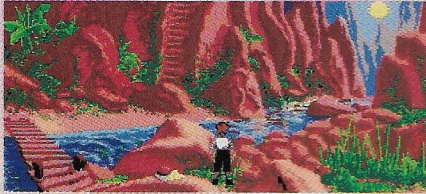
Luckily he doesn't try this technique on you and just runs at you in revenge for the death of Tom. He can be killed if you crouch and kick at his head when he comes into range.

Strength: 6
Speed/Agility: 7
Skill: 7
Cooking Skills: 1

Those brave adventurers who have managed to make their way to Monkey Island may be having a few problems. I'll give you all the help I can so that you can (hopefully) progress a little further.



THE RIVER FORK



If only you could find some way of destroying the dam it would prove to be important



If you climb using the footholds you'll find one of Herman's gadgets. What is it and what does it do?

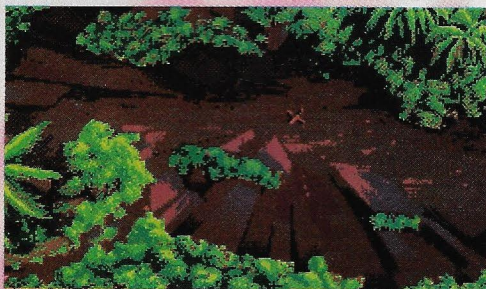


If you climb up again and push a rock you may find out. Beware, it may help or destroy your ship!



The Fort – this is where Herman lives, you can take any item you wish from here but remember to keep each one concealed.

Why not try tipping the cannon? It might reveal a couple of items which are vital



The Crack – if you look to the bottom of the crevasse you will notice something very important – oars. Getting these will involve a great deal of puzzle solving elsewhere on the island



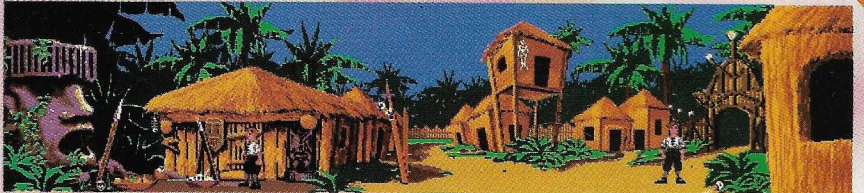
The Monkey – this little furry friend can be a lot of help to you, but how to get him to help you is the problem. It's fairly logical really, just think what a monkey's favourite food is and hey presto!



The Clearing – the giant monkey head must be reached somehow and to get there the gate has to be opened. Unfortunately, even if you find out how to open it, the darned thing will close as you approach. Experiment with the totem poles to find an entrance.

To please the natives you can take one of the idols in front of the monkey, this will get you on friendly terms with the locals.

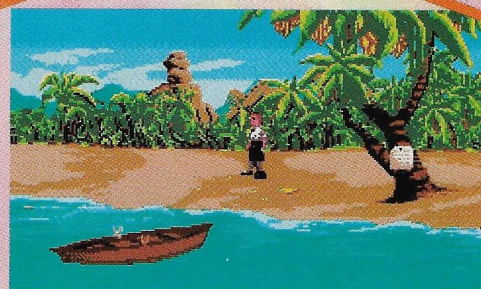
To open the head you'll need something which Herman Toothrott has borrowed from the natives, but what does he want back in return?



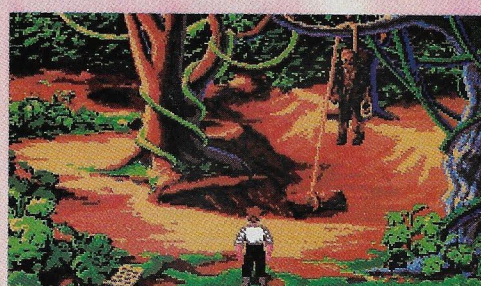
The Native Village – when you first appear here all you can do is take the bananas and then be thrown in the hut accused of being a thief. You must find some way of escaping the village and

take the fruit to someone who'll appreciate it.

Later on if you give the natives the correct items they will help you in your quest. But other problems must be solved first



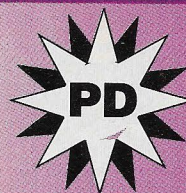
The Beaches – these are the only places you can travel to when you are in the rowing boat. They may also be the locations of useful items as long as you perform the correct action to make them appear



The Pond – when you reach the pond first of all you can't do anything other than pick up the memo and look at the body which is hung up. If you manage to change the look of this area by... (snip)

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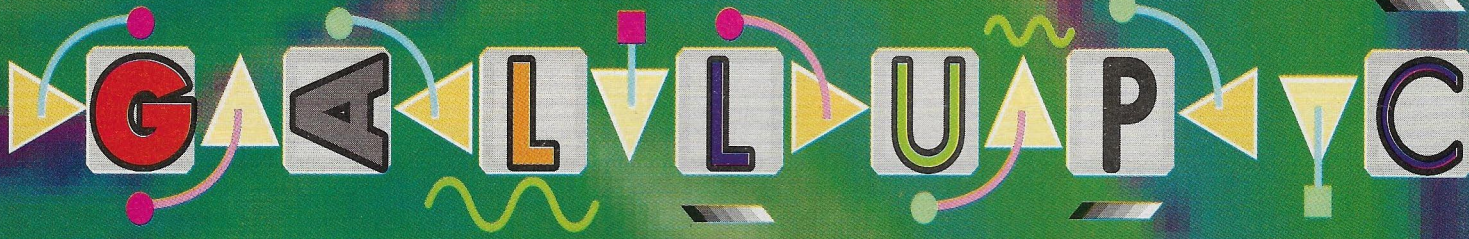
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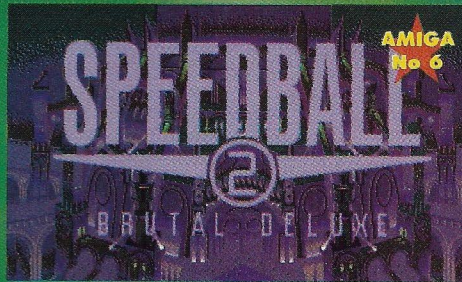


Those mean green Gremlins have smashed their way straight to the top of the NES Chart proving that cute Mogwais are all the rage, but remember not to feed them after midnight or you're in for real trouble!

Two other new entries appear this month and **Super Mario** proves his latability by leaping all the way back to number two. **Super Off Road** falls dramatically after last month's high entry and **World Wrestling** holds its own in the middle of the Chart.

The Amiga Chart has changed slightly with the highest new entry being Ocean's conversion of the little known arcade game, **Toki**.

SWIV makes a reappearance at number seven



while the other re-entry is **Panza Kick Boxing** from US Gold. Speaking of US Gold it still dominates the top two positions with **Eye of the Beholder** and the

excellent **Monkey Island**, will it ever be number one?

The shock of the week is **Magic Land Dizzy's** demise from the number one position in the Budget

1	◆	EYE OF THE BEHOLDER House: US GOLD Team: SSI
2	◆	MONKEY ISLAND House: US GOLD Team: LUCASFILM GAMES
3	★	TOKI House: OCEAN Team: OCEAN FRANCE
4	◆	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
5	▼	HEROQUEST House: GREMLIN Team: 221B
6	▲	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
7	★	SWIV House: STORM Team: RANDOM ACCESS
8	★	PANZA KICK BOXING House: US GOLD Team: FUTURA
9	★	CENTURION House: ELECTRONIC ARTS Team: KELLYN BECK
10	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN

1	▲	GODS House: RENEGADE Team: BITMAP BROTHERS
2	▲	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
3	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
4	▼	HEROQUEST House: GREMLIN Team: 221B
5	◆	SUPERCARS 2 House: GREMLIN Team: MAGNETIC FIELDS
6	★	FLOOD House: ELECTRONIC ARTS Team: BULLFROG
7	▲	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
8	★	CARRIER COMMAND House: MIRROR IMAGE Team: REALTIME SOFTWARE
9	★	GOLDEN AXE House: VIRGIN Team: PROBE
10	★	WORLD CHAMPIONSHIP SOCCER House: ELITE Team: MARTIN WARD

1	◆	CREATURES House: THALAMUS Team: APEX BROTHERS
2	★	SUPREMACY House: VIRGIN Team: PROBE
3	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
4	▲	VIZ House: VIRGIN Team: PROBE
5	▲	POWER UP House: OCEAN Team: VARIOUS
6	▲	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
7	★	SYSTEM 3 PREMIER COLLECTION House: SYSTEM 3 Team: VARIOUS
8	★	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
9	★	SHADOW OF THE BEAST House: OCEAN Team: IN HOUSE
10	★	I PLAY 3D SOCCER House: IMPRESSIONS Team: SIMULMONDO

1	▲	TEENAGE MUTANT HERO TURTLES House: IMAGE WORKS Team: PROBE
2	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
3	▲	POWER UP House: OCEAN Team: VARIOUS
4	★	NAVY SEALS House: OCEAN Team: JOHN MEELAN
5	★	VIZ House: VIRGIN Team: PROBE
6	★	NOW GAMES 5 House: VIRGIN Team: VARIOUS
7	★	SWITCHBLADE House: GREMLIN Team: CORE DESIGN
8	▲	NARC House: OCEAN Team: GREG MICHAEL AND STEVE SHARK
9	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
10	★	SWIV House: STORM Team: RANDOM ACCESS

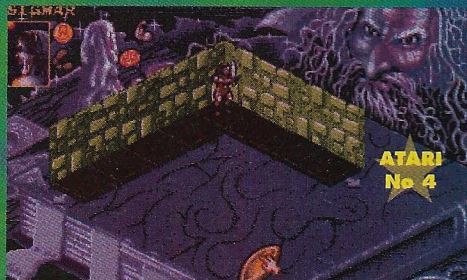
are charts exclusively from Gallup

H A R T S

Chart, but what has replaced it? Yet another Dizzy game! What's wrong don't you play anything else? **Paperboy** stays for another week but continues its disappearing act from the chart, maybe it'll be on the way up again soon, who knows?

I don't believe that people are still be buying the **Turtles**! I mean, you must have noticed that it's decidedly naff by now, but for some reason it keeps appearing near the top of all the charts.

Not surprisingly, **Gods** is now numero uno in the ST Chart, but what has happened to **HeroQuest**? The sales have dropped allowing it to fall to number four! Hopefully it'll go back up again, cos it certainly deserves to.



Thalamus' cute platform romp, **Creatures** still sits on top of the C64 while **Supremacy** makes an impressive appearance at number two.

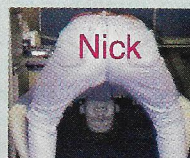
TEAM TALK

People around the office have been desperately trying to find a game to equal the now classic, **Mario World**. **Nick** has been attempting **Gods** on the ST and he can report that he's quickly progressing through it. Oh, he's also making a bid to become a **Railroad Tycoon**.

Alex doesn't play much as he's far too busy listening to **Electronic's** new album and wondering which T-shirt to wear tomorrow.

Brian on the other hand is playing **Gremlin's Switchblade II** and says that it is the best game he has played for ages.

Fiona has acquired some ducks and spends all her time, when not at work, feeding them.



1	★	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
3	▲	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
4	▲	POWER UP House: OCEAN Team: VARIOUS
5	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
6	▼	SWITCHBLADE House: GREMLIN Team: CORE DESIGN
7	★	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
8	★	SUBBUTEO House: ELECTRONIC ZOO Team: TEQUE
9	★	GOLDEN AXE House: VIRGIN Team: PROBE
10	▼	GREMLINS 2 House: ELITE Team: TOPOSOFIT

1	★	GREMLINS 2 House: NINTENDO Team: SUNSOFT
2	▲	SUPER MARIO BROS 2 House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
3	▼	MEGA MAN 2 House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
4	★	BLACK MANTA House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
5	▼	WORLD WRESTLING House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
6	▲	SNAKE RATTLE 'N' ROLL House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
7	★	NINTENDO WORLD CUP House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
8	▲	FAXANADU House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
9	▼	DISNEYS DUCK TALES House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
10	▼	SUPER OFF ROAD House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN

1	▲	DIZZY PANIC House: CODEMASTERS Team: OLIVER TWINS
2	▼	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
3	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
4	◆	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
5	▲	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS
6	◆	EURO BOSS House: E AND J Team: IN HOUSE
7	▼	PAPERBOY House: ENCORE Team: NEIL BATE
8	★	KWIK SNAX House: CODEMASTERS Team: OLIVER TWINS
9	★	CJ'S ELEPHANT ANTICS House: CODEMASTERS Team: GENESIS
10	▼	CONTINENTAL CIRCUS House: MASTERTRONIC Team: TEQUE
11	▼	MULTIMIXX 1 GOLF House: KIXX Team: IN HOUSE
12	▲	QUATTRO RACERS House: CODEMASTERS Team: VARIOUS
13	▲	OPERATION WOLF House: HIT SQUAD Team: OCEAN FRANCE
14	★	WONDERBOY House: HIT SQUAD Team: ACTIVISION
15	★	KICK OFF House: ANCO Team: DINO DINI

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

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Europress Interactive, publisher of *Games-X*, *Amiga Action* and *ST Action* requires games reviewers for these and future magazines. The successful candidates would be aged 18 or over have several years of gaming experience, preferably on several machines. A reasonable ability with the English language is also a bit of a prerequisite.

The job is based at our South Manchester (Macclesfield) offices and so ideally candidates would live in the area or be willing to relocate. Salary range from £5,000 to £8,000 dependent upon ability and experience.

Write enclosing details of your qualifications, gaming experience, copies of any published work and a 500 word sample review to: **Chris Stevens, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**

GAMES-X

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

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

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

• Want to join a hints and tips club? Want a book full to the brim of top hints, tips and cheats. Yes? Then send a SAE to: S Hurst, 36 Sandgate, Stratton, Swindon, Wilts. For the low down.

• Commodore 64 for sale. Under 12 months old, data recorder, joystick, lightgun. About 100 games. £99 ono. Phone Andrew on 0256 472858.

• Game Boy, nine carts including Turtles. Excellent condition (Boxed) £120. Phone Richard 081 443 4752

• Wanted: Game Boy Batman instructions £3+. Call Malcolm weekdays between 4-5.30pm. Telephone 0592 721 222

• Do you want free Amiga PD? Send 50p for catalogue. Chris, 6 Clover Close, Cumnor Hill, Oxford, OX2 9JH.

• Neo Geo, Nam75, Ninja Combat, Magician Lord, Joy Kid, Plus 2 joysticks £590.00 Contacts wanted also cheap universal energise wanted. Bill, 36 Winyates Centre, Redditch, B98 0NR.

• Swap Altered Beast for Mega Drive. Want Paper Boy Cartridge also swap Response Alarm System (House) offices. Contact Ray, 48 Beswick Royds St, Rochdale, Lancs, OL16 2XE.

• Swap my super Famicom for either PC hand held or Mega Drive and Game Gear phone 0200 25357.

Name Cheque enclosed for £ _____

Address

(Minimum £2 for 10 words)

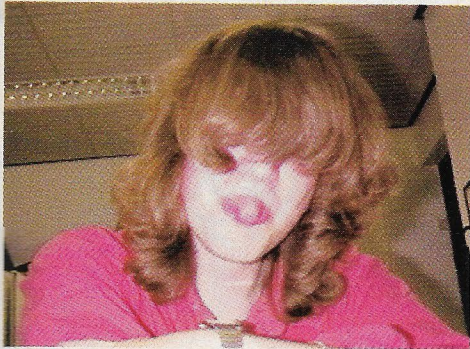
Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP

TOUPEE TIP

Please could you give me a tip? The game I'm stuck on is Leisure Suit Larry 2, and I cannot find the wig. As seen as you know everything, I was wondering if you could solve this little teaser.

Nick Williams, Swansea.

Dr X: Ah, now there's a game. Larry 2. It brings back memories of my youth when I used to slick my hair back and roam the streets in search of eternal love, but



Our resident Sierra expert, John Davison, has completed Leisure Suit Larry 2. Thankfully he had no problems finding the wig!

instead I was picked up by a strange man in a full length trench coat who asked me if I wanted to see some puppies!

On with the problem. The thing with Sierra games is that most of the problems can be solved if you think about things logically. Now where would you go to buy a wig?

First of all you try a wig shop. Seeing as the island on which Larry is stranded hasn't got one of these, why not try the Barber shop. The Italian stylist will take one look at your bald spot, throw you into the chair and hey presto you'll leave the shop a new man with one full head of hair.

EVEN MORE LARRY

I am having trouble with Leisure Suit Larry 1. I have got as far as smashing the window and getting the pills, but I do not know what to do with them, so please help.

Robert Baldock, Somewhere.

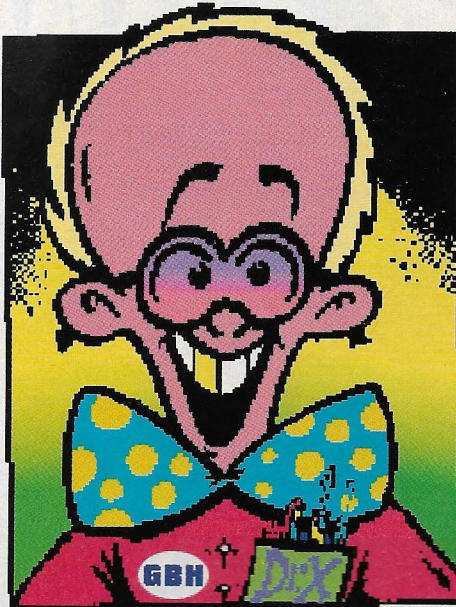
Dr X: I seem to remember Leisure Suit Larry having a warning on the box and was only to be played by people



Forget Larry Laffer, and keep your eyes out for Leisure Suit Leslie, coming to a monitor near you soon

of the age of 18 or over. By the state of your handwriting I reckon you're a mere child at the age of, say 14.

Oh and by the way the Tipp-ex which was strategically located over the area where you had written your age didn't fool me for one second. I'm not the dummy on this mag. I'd have a word with Uncle X as far



DrX

T is a very sad week, as the time has come when the Boy Blunder has left the nest for pastures new. You've no idea how much it hurts me to see him pack up his Mac and stuff it into the latest so-called trendy handbag.

Anyway life must go on so the address you must send your pleas for help to is: O Great and Hugely Intelligent One, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

as that is concerned! So in my book all this means that you are under age. Call me old fashioned (you're old fashioned - Unc X), but I'm not going to give you a tip for another four years.

8-BIT PUNCH-UP

I am having an argument with one of my friends and thought you could help and put an end to the dispute. What is the best 8-bit computer?!

I say it's the Amstrad CPC 464 PLUS. My friend says it's the C64. Well, which has better sound and graphics?! Please help. By the way, I think that guy that wrote in and said you look like Paul Daniels is right and yes you do have a big forehead. Cheerio. Alastair Imrie, Prestbury.

Dr X: During my years of experience, and there have been many, I have come to the decision that I prefer the Commodore 64. The reason for this is that the C64 is backed up by a huge selection of new and old software which covers almost every style of game you could imagine.

Also challenging the 8-bits is the Sega Master system, which is still an 8-bit machine but the graphics are far superior to any you'd find on a C64 or an

Amstrad. Well, there you have it, the great one has spoken. (That's a matter of opinion - Unc X). OK that's it just get off my page dummy!

STUCK IN STEALTH

I have recently bought Operation Stealth and am stuck at the bit where you get thrown in the sea by your brother. I can manage to free Glames, but I cannot free Julia. At the moment I'm carrying the watch, the bracelet and the little box but I still can't solve it. I hope you can help.

Christopher Walker, London.

Dr X: If you managed to release Glames I've no idea why you cannot manage to cut through Julia's ropes. When you're tied up next to Julia on the boat, operate the bracelet. Once you've been thrown overboard, wait until you sink to the bottom. Once again use the bracelet on Glames, thus freeing him. Finally it's Julia's turn. If you're quick enough the two can make good their escape.

ROBO-SLOP!

Please could you help me get on to the moving hooks in Robocop 2 on the brewery level. I've even phoned up the Ocean helpline and they couldn't help. Please, please help me as I would like to proceed further into the game.

Scott Ireland, Surrey.

Dr X: The brewery, eh? Strange, I didn't realise there was such a level. In fact there isn't. Either you've



Can Robocop leap from hook to hook in the brewery? Nah, 'cause the action takes place in the warehouse, stupid!

thought this question up out of the blue or you're talking about level three, set in the warehouse.

I presume you cannot make it onto the hooks, but all you have to do is simply jump onto the hooks - that's it. There's nothing hard about that, is there?

WOLF BITES BACK

Now that operation Wolf has been released on a budget label I decided to buy it. I own an Amiga, and ever since I started playing it I have been stuck. I managed to battle though to level two, but I keep on dying.

P Bailey, Banbury.

Dr X: It is plainly obvious that you, unlike me, do not have the raw-muscle power which it takes to make a Green Beret. It think you may have cocked your Uzi for the last time and now you're only firing blanks.

It has been said that I'm rather jolly decent at computer games, and trying not to boast, I completed Op Wolf on the day that I laid my hands on it.

Now, this either means that I'm the best or the sight of the enemy turns you to gherkin and sardine jelly (or that you know a cheat - Uncle X). My advice to you is practise. Don't forget to use the continue option, and destroy the boss on level two with a well aimed rocket.

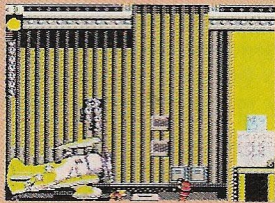
CONSOLE CONNEXIONS

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

Ciao, console companions, glad to hear that you rate the Connexion pages – the Wood Gnome is here to keep you up-to-date with the latest and best in consoles!

ROCKETEER OVEREER

Speeding in on the Nintendo NES is Bandai's *Rocketeer*. Based on the comic series and an upcoming motion picture, this game is very similar to Sunsoft's *Batman* with the main character being able to punch and collect ammo so you can use special weapons.



There is also a special *Rocketeer* icon that lets you fly around the screen.

The game is filled with cinematic displays and an interesting storyline that follows the movie. Go from level to level collecting ammo and lives before fighting the end-of-section guardians. *Rocketeer* follows the comic book character and has enough action to please his comic fans – check out a review soon.

EXPLOSIVE ACTION!

Bomberman, on the PC Engine, looks like being an addictive game for all ages. The concept is simple, destroy all of the monsters who are trying to destroy you. Naturally you use bombs to accomplish this task.

Each maze gets progressively more difficult as there are more and indestructible blocks the further you get.

The graphics, while not exceptionally detailed, are adequate for this type of game and the music is



GAME: SOLOMON'S CLUB
SUPPLIER: PC ENGINE
SUPPLIES
MACHINE: GAME BOY
PRICE: £21.00

Solomon's Key was a favourite among many of the earliest Nintendo users and now Tectio has captured the spirit of the original puzzle game for the Game Boy. Solve the puzzles, get the key and escape!

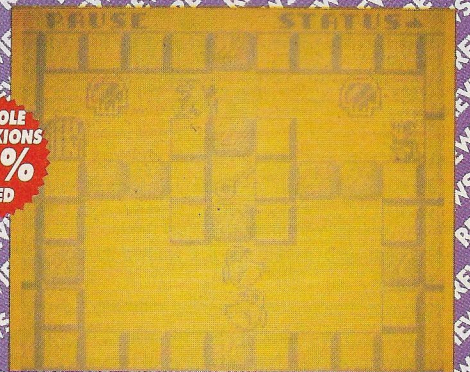
Before play, each level begins with the on screen creation of the puzzle room. Treasures are located, the puzzle blocks are arranged and monsters are placed upon them.

Normally you will see a variety of different monsters such as ghosts and dragon-type creatures. The dragon, for example differs from the other monsters as he can use a range weapon – a life-sapping strip of fire in your direction as you approach. There are lots of power-ups to help you on your way and increase your score.

The essence of *Solomon's Club* is the

creation and destruction of blocks using your wand. In this way you can use the creation of blocks to reach previously inaccessible areas of the screen. Destroying blocks is used to clear a path or kill a monster who falls to his death (heh, heh).

With five levels of difficulty, plus 10 rooms on each level – including a password for continual action – and 13 magic power-ups, *Solomon's Club*, although not exactly an original concept, provides long-lasting, addictive gameplay.



CONSOLE CONNEXIONS
81% RATED

similarly bouncy. The more experienced gamer may find *Bomberman* too easy, but the potential addictive gameplay could make it ideal for younger players.

THE BEAUTIFUL BRINEY SEA

You've seen her in the movies, now play her in Capcom's newest movie licensed game for the NES. *The Little Mermaid* is a cute game featuring great Disney-like animation of the mermaid and her underwater friends and even her enemies too!

Swim underwater in search of sunken treasure. Some treasure chests require solutions to puzzles before they will open, revealing the prize inside. Look out for lots of snapping fish and huge sharks while searching the lower depths

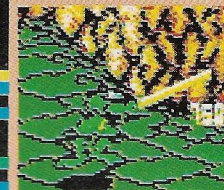


of Davey Jones' Locker where even Jacques Cousteau fears to tread water.

FROM TURTLES TO TOADS

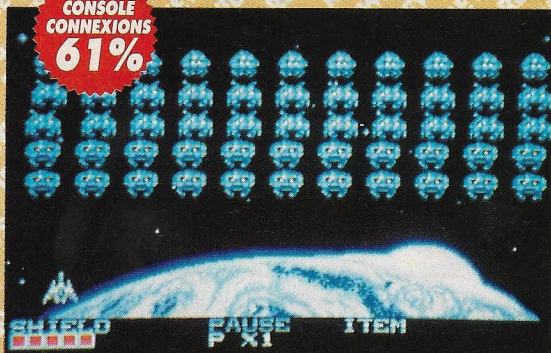
Three funky amphibians fighting their way into NES history bring colourful graphics and good animation in Tradewest's *Battletoads*. Destroy the enemies and pick up their pieces to use as weapons!

Battletoads has 12 levels of fighting action with enough variety on each level to keep the game from becoming just another beat-em-up. The toads are fast, funny and furious. Two players can join in on the fun for even more action.



GAME: SPACE INVADERS '91
SUPPLIER: WHIZZ-KID GAMES
MACHINE: MEGA DRIVE
PRICE: £35.00

CONSOLE CONNEXIONS
61%



The arcade classic has been revamped and is ready for players in 1991. Expanding upon the original, there are now power-ups and a variety of different aliens in new and spaced out scenery.

By combining the items obtained by beaming and destroying UFOs it is possible to get a number of items, although you cannot use the same items in consecutive rounds – with the exception of the Recover Shield. In addition, there are usage limits to some of the power-ups found.

Items include the following: the Hyper Laser – very useful because when it hits a single invader it triggers an explosion on both sides. This creates an explosive wave over the entire horizontal line, although you may only use it twice. The Homing Bomb – homes-in on an invader, the Buster Laser



slices in a vertical direction, and the Power Beam – used in a similar way to the laser in *R-Type* whereby you store energy while keeping your finger pressed on the button.

Even though *Space Invaders '91* has improved graphics and a beefed up soundtrack the theme is far too old. Other than the improved presentation it is an average game. The only factor that saves it from a totally damning review is the solid, if uninspiring, gameplay.

8-BIT INFOGRAMES

Infogrames recently announced a wodge of new releases to add to its growing catalogue of console software. The full list is as follows.

On the Game Boy Infogrames will be releasing **Bubble Ghost** – out now in the States, distributed by Kemco. No UK date yet.

Pop Up will be ready at the end of the year to be distributed by Infogrames itself. On the NES, **Hostages** has been renamed as **Rescue** and is being distributed by Kemco worldwide.

You should be able to find this game in the shops now. Also on the NES is **North & South**, ready in July. Distribution for the States and Japan will be undertaken by Kemco while Infogrames will handle Europe.

Beleaguered Amstrad GX4000 fans will be pleased to hear that **Tin Tin on the Moon** is out now for their machines in Europe – a UK release has not been decided upon.

HOW MANY? FOUR?

Yes, folks the white shark, Greg Norman – so called because of his fondness for tuna fish – has survived a drastic conversion to the NES by Arcadia.

Featuring all of the elements that make a good golfing game (balls, grass, you know the sort of thing)

Greg Norman Golf

features a number of courses and clubs to help you get the lowest score possible.

The graphics are quite good with different shades of green (no surprises there) used to give the backgrounds a more... well, let's say green look. A review and a playoff will follow.



INFOGRAMES HIT POWER CONSOLES

Infogrames has announced a range of releases on the latest 16-bit consoles. On the Nintendo Super

GAME: OPERATION C SUPPLIER: ELECTRO GAMES MACHINE: GAME BOY PRICE: £24.00

Battletron tanks, stealth subs, laser cannons and annihilating androids. Friends, apparently, of that quiet, unassuming character from the cosmos – the Black Viper, the names parents give their poor kids, nowadays, eh? In the immortal words of Gladys Knight he's come back to finish what he started.

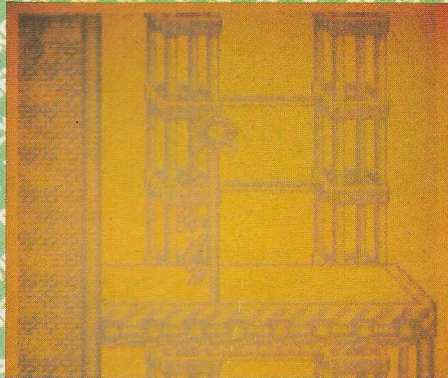
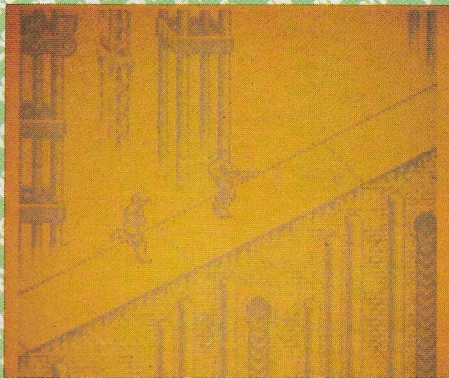
Now sit down, calm yourselves – here, have a brandy – all is not lost 'cause you control Scorpion (he's the good guy). Through five freak-laden levels of the enemy base he must go maiming and killing.

CONSOLE CONNEXIONS
80%
RATED

As Scorpion you have three lives – displayed as medals of honour – and a bonus life after 20,000 points and every 30,000 thereafter. Plus, there are plenty of power-ups to keep you in the game. The Spread Gun fires ammo in three directions, while the Fire Gun sends explosive shells in four directions. The Homing Gun guides shells to your target.

Although there are only five levels they are varied in their structure. Levels one, three and five follow the basic side-ways scrolling leap'em-up while levels two and four take you to a look-down viewpoint demanding different arcade skills.

Graphics are detailed and the sound is lively. The sprite is pretty small but that, in turn, gives the game a larger scale effect. Action is fast and furious with imaginative level design. Operation C offers addictive blasting action – go get it!



Famicom Infogrames has released **Drahkkn** in Japan and in the States distributed by Nintendo itself. Following **Drahkkn** on the SF is the strategy game, **Full Metal Planette**. No release date has been decided for this game as yet.

Developed for the Mega Drive, is a game based upon the Disney film of the same name – **Fantasia**. A

platform game featuring Mickey Mouse, **Fantasia** has similar gameplay to the popular **Castle of Illusion** release. Out now in the States.

SKWEEKY GAME GEAR

Infogrames dived into the realms of the Game Gear hand holds with the announcement of a forthcoming conversion of the popular arcade game, **Skweek**. Infogrames bought the rights from Loriciel to complete the conversion.

RETURN OF BATMAN?

There are reliable reports that **Batman** is to return to the NES. **Batman – The Return of the Joker** is rumoured to be the new instalment from Gotham City.

Superb graphics and sound are promised along with the best animation yet seen on the NES.

PC ENGINE TAKES A FALL

News from the States is the imminent fall in price of its version of the PC Engine – the **TurboGrafx-16**. NEC has, from May 20, dropped the price of the console to a meagre \$99.95. The accompanying CD-ROM is also set to fall in price to just \$299.95 while selected software will fall to less than \$20.00.

Does this mean that UK sourced Engines will also fall in price? Is NEC dropping the price of the TurboGrafx-16 in preparation for the release of a new NEC 16-bit or 32-bit mega-console? And what of the price of bagels? Let the rumours begin!

Thanks to:
Electro Games, 2 Overton Drive, Wanstead, London E11 2NJ. Tel: 081 530 8246
Whizz Kid Games, Unit 9, Mid Kent Shopping Centre, Adlington Park, Maidstone, Kent. Tel: 0622 766010
PC Engine Supplies, The Village, Newcastle-under-Lyme, Staffs ST5 1QB. Tel: 0782 712759



CONSOLE CONNEXIONS
72%
RATED

GAME: BIMINI RUN SUPPLIER: ELECTRO GAMES MACHINE: MEGA DRIVE PRICE: £35.00

Dr Orca, dreaded international bad guy has kidnapped your twin sister, Kim. Flanked by an armada of killer boats and helicopters, they're hidden somewhere in a maze of islands. So take the helm of a high speed power boat, the **Banshee**. With the help of your devoted friend **Luka**, you must rescue Kim and, now don't laugh, prevent Orca's plot to destroy the World!

Bimini Run, as a one or two player game, puts you in control of the speed boat. Your viewpoint

is situated just behind and above the boat as you travel 'into' the screen. Below the screen is a bar of stats signifying the RPM, speed, score, sonar, remaining boats, fuel gauge and compass. Additional features include a local overhead chart that helps you find specific targets plus a radar map giving you a large scale overhead view.

There are six levels – from chasing kidnapers to the final confrontation, which takes place adjacent to an island.

Forward firing and sky firing weapons protect you from helicopters, speed boats and numerous monsters. You will also need to mortar island installations.

Graphics are good while the sound is okay. The gameplay never reaches the high spots and the collision detection is a bit iffy in certain areas, but it is well worth a look all the same.

Way back in 1983 Mr Chip software was founded. A small but dedicated company, Mr Chip soon became a prolific 8-bit publisher, producing in excess of 50 top-quality budget titles.

These classics include Kickstart, Kickstart II, Trailblazer, Cosmic Causeway, Jackpot, Pacmania, Crazy Quacks, Tutti Fruity, Duck Shoot, Dingbats and Formula 1 Simulator. With the dawning of the 16-bit age, Mr Chip transformed into Magnetic Fields.

The company's first 16-bit title was Wrangler, published by Alternative Software. Although the game wasn't a huge success it did display the team's talent for 16-bit programming. Within no time Magnetic Fields was snapped up by Sheffield-based Gremlin Graphics.

The first game to appear under the Gremlin banner was the 16-bit version of Kickstart, Super Scramble Simulator. That was in 1988 and since then the Magnetic Fields team hasn't looked back.



Right: Magnetic Fields is (from top to bottom): Doug Braisbury, Shaun Southern, Andrew Morris, Jeremy Smith and Peter Leggit

Life in the fast

Its last three releases; Supercars, Lotus Esprit Turbo Challenge and Supercars II have all made it to the top of the software charts. Magnetic Fields is now busily working on what promises to be its finest hour, Lotus Turbo Challenge 2 – Shaun Southern reveals all.

What are the main differences going to be between Lotus Esprit Turbo Challenge and Lotus Turbo Challenge 2?

"The link-up mode is one of the major changes. Up to four players will be able to race simultaneously using an RS232 cable located between two computers. When two players compete the display will be full-screen, rather than the split-screen display used in Lotus Esprit Turbo Challenge."

How much of a say does Lotus have in the project?

"Being based on its cars, Lotus do take a very special interest in the game.

Everything produced has to be passed by Lotus and if it doesn't like something it doesn't go in. At the end of the

day the company is pretty agreeable and around 98% of what we decide upon is used."

The Magnetic Fields' HQ lies hidden beneath the shadow of the Great Orme, Nick Clarkson tracked down the team to discover just what the fast men of software were up to.

So is Lotus Turbo Challenge 2 going to be Lotus Esprit Turbo Challenge but with a link-up?

"No way! Lotus Turbo Challenge 2 will feature stages rather than courses. The basic idea is similar to the Cannonball Run theme with drivers racing across various terrains attempting to beat each other and the clock.

There will be lots of new graphics, different weather conditions and even night driving. In addition Lotus Turbo Challenge 2 will also feature the Lotus Elan as well as the Esprit Turbo SE."

Will we be able to race Elans against Esprits?

"No, Lotus has stipulated that we must accurately reproduce each car's stats. Therefore, because the

Esprit, with a top speed of 170 mph, goes faster than the Elan, which can travel at 145 mph, it wouldn't be fair to race them against each other.

Instead we're going to make the drivers swap cars, depending on the nature of the stage. For instance, if a section is particularly twisty we'll make the drivers use the Elan because of its brilliant road holding."

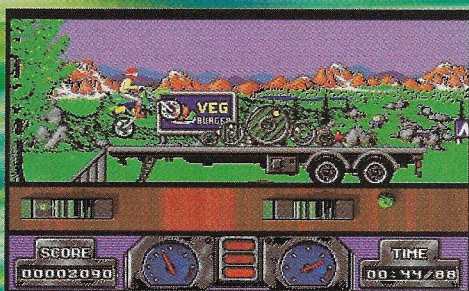
How long have you been working on the project and what hardware do you use?

"We started Lotus Turbo Challenge 2 just as soon as Supercars II was completed on the ST. We've only really been working on it for three weeks.

I've already got the machines sending and receiving information from the RS232 link and we've managed to change the colours of the other cars.



Wrangler was Magnetic Fields' first 16-bit game. Published by Alternative Software the game displayed the team's 16-bit capabilities



Based on their 8-bit hit, Kickstart, Super Scramble Simulator was Magnetic Fields' first game for software supremo, Gremlin



Supercars raced its way to the top of the software charts. Highly acclaimed by everyone, the game featured superb gameplay



Andrew's working on the graphics, so far he's drawn the roadside objects, trees and so on. The RS232 link is a little slow so it still needs some work because being

comments made by the people who bought the original Lotus game. If we feel they've got any good ideas, we'll include them."

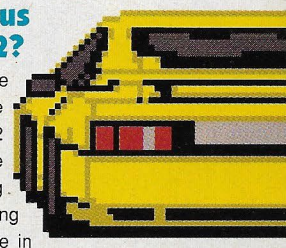
What are the major problems you envisage encountering?

"We plan to make each level as visually different as possible. We don't want to make the gameplay too much. The parallax is going to be a bit of a problem because we're only going to use 16 colours.

We're going to design the palette for each level and then decide what graphics to use. Because we're only using 16 colours there shouldn't be any trouble converting to the ST."

Will there be any 8-bit versions of Lotus Turbo Challenge 2?

"No. The reason why is that we don't believe we can make Lotus Turbo Challenge 2 sufficiently different to the original game - we're not going to rip people off. If we were going to produce one it'd have to be in line with the 16-bit version. However, it was hard converting Lotus Esprit Turbo Challenge for the 8-bit machine and in our opinion we created the best racing game ever."

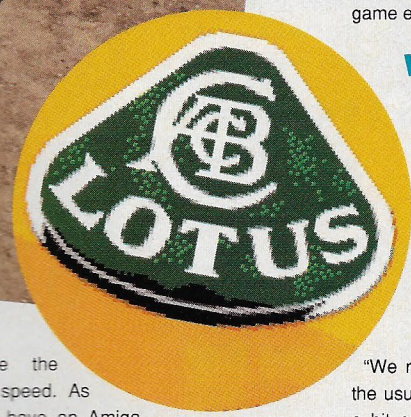


When will we be able to get our hands on the game?

"We plan to complete the code by the end of September. The final package should reach the shops for the end of October."

When you've finished Lotus Turbo Challenge 2, what other plans do you have in the pipeline?

"We really want to do a shoot'em-up. Not a game in the usual shoot'em-up genre, something which requires a bit of thought. Maybe a cross between the likes of Populous and Xenon II. Hopefully it'll include a two player mode, that's were people get the most fun out of games."



a racing game the emphasis is on speed. As for hardware we have an Amiga set up using Devpac and Dpaint packages."

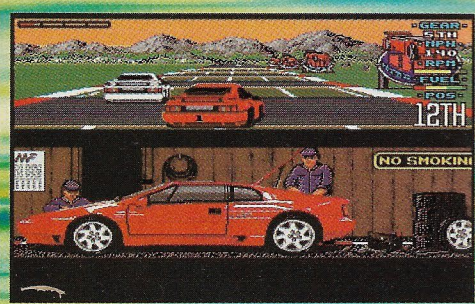
You're a big fan of Sega's Rad-Mobile, will Lotus Turbo Challenge 2 include features such as banked curves, tunnels and the like?

"There'll definitely be tunnels and bridges. However, to maintain the level of speed we've had to cheat with the coding. Banked curves would simply slow the game down too much.

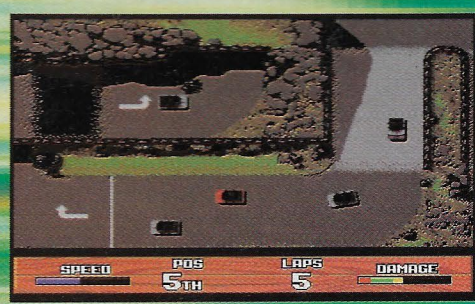
We are planning cliff-side sections where you'll drive around a twisting course with the rock-face on one side and the sky on the other. We also listen to the

Magnetic Fields is a small nucleus of talent consisting of Doug Braisbury (managing director), Shaun Southern (programmer), Peter Leggit (programmer), Jeremy Smith (playtesting, odd jobs and making the tea) and Andrew Morris (graphic artist).

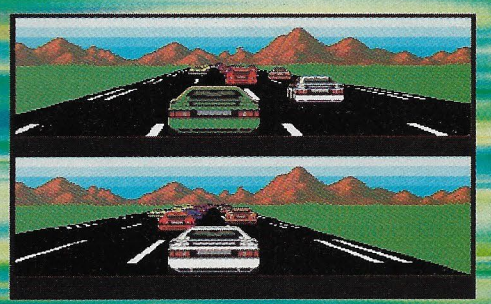
The team would appreciate any comments you have regarding Lotus Turbo Challenge 2. In addition, Magnetic Fields is also looking for a programmer to add to its numbers. If you have what it takes to become a member of the team write to: Magnetic Fields, C/O Gremlin Graphics, Carver House, 2-4 Carver Street, Sheffield S1 4FS.



When Gremlin acquired the licence to Lotus' Esprit car it needed a crack team to convert the idea. Magnetic Fields proved its worth once more



Featuring simultaneous two player action, Supercars II proved to be a worthy successor to the title 'best overhead racing game'



October will herald the unveiling of Lotus Turbo Challenge 2. With a host of new features, Lotus 2 is destined to speed straight to number one!

Street Talk hails from the town of Newcastle-under-Lyme this week. Console Concepts, situated deep in the middle of The Village shopping mall is where we found one of the country's leading cartridge importers.



STREET TALK

SHOP TALK

Steve, the manager

We only deal with consoles here, the Mega Drive software is the most popular. Surprisingly the Super Famicom games come second. The Game Boy is also popular, WWF Superstars being the hot one at the moment.

As far as hardware is concerned the Famicom is in great demand at the moment, and the Sega Game Gear has completely sold out. The Game Boy is selling well, and the Lynx, although not as good as the rest, is holding on.



Top 5 Famicom

- 1Actraiser
- 2Final Fight
- 3Super Mario World
- 4Pilotwings
- 5Pro Baseball

Top 5 Mega Drive

- 1Wardner Special
- 2Bimini Run
- 3Bonanza Bros
- 4Wings of War
- 5Abrams Battle Tank

Top 5 PC Engine

- 1Jackie Chan
- 2Legend of Tomna
- 3Adventure Island
- 4Final Match Tennis
- 5Hatrix

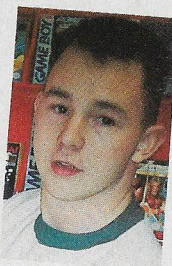
Top 5 Game Boy

- 1WWF Superstars
- 2Nobunga's Ambition
- 3Operation C
- 4Mickey Mouse II
- 5Bubble Bobble

Geo (18)

At the moment I don't have a computer of my own, but I like playing on my mate's Mega Drive and NES. The best game on the Mega Drive is Wardner Special, and all of the Mario's and the Simpsons game on the Nintendo. At the moment I'm trying to get hold of a Famicom.

Apart from playing on the machines I like to go out down the pub and have a good time, as I'm said to be a bit of a party animal!

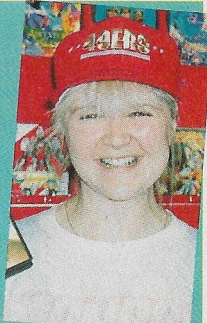


Julie (26)

Hi I've got a Sega, and my favourite games are Mickey Mouse and Basketball. Psycho Fox is also a really excellent game as it's really addictive.

I play Alex Kidd in Miracle World now and then.

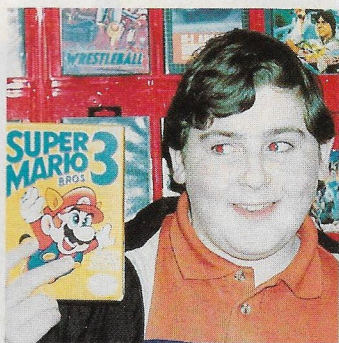
When I'm not playing on the Sega I like to go out clubbing and going out with him [Jay Dee].



Arron Scott-Williamson (14)

Out of the four computers I own, the NES and the Game Boy are my favourites. I like Mario 3 for the Nintendo. Gremlin's 2 is brilliant on the Game Boy and I enjoy playing Psycho Fox on the Sega. As for my Amstrad 464, I don't really play it any more.

When I'm not playing on my computer I like to go down to the local arcades, my favourite coin-op at the moment has got to be Caveman Ninja.



Ronald Johnson (16)

I own two machines - an Amstrad CPC 464 and a PC Engine. My favourite is the Engine, with the best games being Jackie Chan and the Legend of Tomna. Since



I've found out how good consoles are I don't play the 464 much any more.

As far as hobbies go I'm a very sporty person, and enjoy athletics. I'm pretty good at running and compete for the county. I also like nipping down the arcades and having a go on Out Run.

Jason 'Jay Dee' Dale (21)

For a month now I've had an 8-bit Sega. I'm hoping to get a Mega Drive, maybe trading in the Master system if I'm lucky! Psycho Fox is about the best game I've got, and I also like Enduro. I am just about to buy this [Heavyweight Champ].

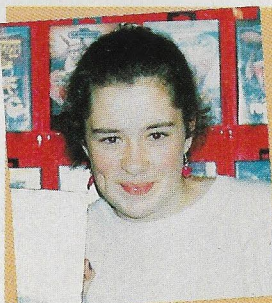
Apart from playing on the consoles I am a musician and a DJ at the 'Zoo'. Games are ideal for when you get in late at night and you're hyped up - they are really great.



Kerry Rachelle (16)

A while back I bought a Sega Mega Drive. The best game I've got is Michael Jackson's Moonwalker cos it's really addictive. I have also got Wardner special, which is a great platform like Ghosts 'n Goblins.

In my spare time - I don't get much these days - I just hang around in The Village. I sometimes go out with my mates, or watch the odd film and listen to some loud music.



Caroline Machin (14)

Recently I've become interested in computers and have got a Super Famicom which I bought from here [Console Concepts]. Super Mario World is bugging me at the moment, as I can't get off level four. I also like to play F-Zero and Pilotwings whenever I can.

When I'm not playing on the Famicom I like to go out and enjoy myself. I watch the odd video and listen to The Pixies and The Cure.



ARCADE EXTRAVAGANZA

It has been a long time since they first swept the Earth in a storm of video game success. Now they are back, threatening mass destruction, and only you can put a halt to the invasion. If you haven't figured it out yet, I am talking about the Space Invaders.

Older video buffs will remember these creatures fondly, probably in black and white. Those were early days in video technology, but younger earthlings, you can now welcome **Super Space Invaders '91** from Taito.

The Majestic 12 were top secret orders established way back in the early 1980s. Their aim was to establish the necessary defensive measures against an invasion from outer space. 1991 brought a startling discovery indicating that the invaders were back in numbers, forcing the re-opening of the Majestic 12 file and putting those orders for defence into action.

Super Space Invaders '91 offers all the excitement of the original – and it was exciting back then – as well as a few little extras courtesy of advancements in technology. Powerful 3D images and sound effects add to the player experience.

Back to the '80s with Super Space Invaders '91

Throughout the 11 rounds of play, culminating in a visually spectacular final battle, there are super bonus items available for collection which enhance the chances of a successful defence being



High Impact Pro-Action Video Football – the way it was meant to be!

Products, Slick Shot is a video cabinet combining normal flat screen with mini pool table set-up. The player actually performs his shot with standard pool cue and cue ball, and the accuracy of this shot is translated onto the video screen which shows a bird's eye view of pool table and balls. It is challenging fun.

Up to four players can take part, and the game offers the challenge of the over 30 break, trick and slick shots in addition to pick-a-pocket and pick-a-ball action. Exceptional sound effects add to the feel of realism. Fast Eddie Felson never had to hustle like this.

Another import from the USA which has become a major spectator sport over here in recent years is American football. Exciting in real life and additive on television, the coin-op video version is no different. The innovative video genius of

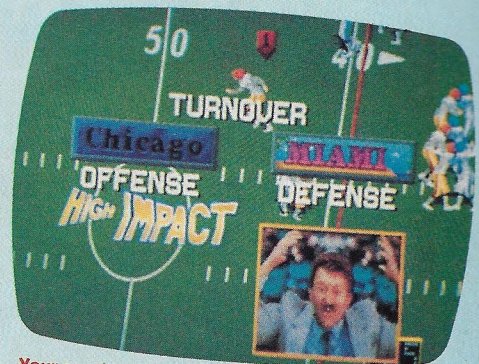
carried out. Super Space Invaders '91 features one or two player interaction and Taito's continue play option.

This game proved a smash hit first time around, sparking off the coin-op video craze. Now it is even better, and old and young alike are enjoying the experience of the Invaders, some for the first time around, some reliving earlier childhoods. Ask your parents, they'll tell you all about it.

Staying with the theme of an old game in a new and improved format is **Slick Shot**, American 9 ball pool on video. I will repeat that just in case you find it hard to understand: 9 ball pool on video. And it's not far off authentic either.

Produced by Grand

Products, Slick Shot is a video cabinet combining normal flat screen with mini pool table set-up. The player actually performs his shot with standard pool cue and cue ball, and the accuracy of this shot is translated onto the video screen which shows a bird's eye view of pool table and balls. It is challenging fun.



Your coach goes crazy as a turnover alters the course of play and you lose possession

Williams Electronics has broken new ground with **High Impact Football** which means sports video may never be the same again.

High Impact brings football to life with the energy and strategy of a non-stop highlight film. The reason is Williams' use of digitized graphics technology for on screen football action which is so real players will feel like pulling on their boots and taking to the field of play.

High Impact is for one to four players who can choose from a selection of 15 Pro-Action teams. Easy to use controls dictate your choice from over 40 authentic offensive plays and defensive formations.

Add to this all the off the field razzmatazz, and you have all the ingredients for top action American football in coin-op. Already a major success in the USA and rapidly growing in popularity over this side of the pond.

Sneak

This week our sneaky peek consists of war games as we reach for the skies in Falcon 3.0 and then fall rapidly back down to earth to take part in The Charge of the Light Brigade. So make your choice of transport, be it horse or plane and let's be off...



FALCON 3.0

Falcon is one of the most successful and popular aircraft simulations ever, combining realism with all action scenarios to great effect. Now three years after its initial release, Spectrum Holobyte has further enhanced the simulation using incredible technology.

Falcon 3.0 features realistic contoured terrain, geographically accurate mapping and amazingly detailed campaigns.

Each of the maps represents three regions of possible conflict, Panama, Israel and, rather typically, Kuwait. All this adds up to more than 270,000 square miles of land to patrol.

MISSION CONTROL

Each area contains a variety of objectives and missions, which require many strategies. There are a number of ways you can approach the simulation, such as Instant Action, Fighter Weapons School or Full Campaign.

In Instant Action, you are put at the controls of an F16 in the heat of a dogfight and your success is gauged by how many enemy planes you destroy and whether you return safely.

Fighter Weapon School enables the pilot to design original training missions – a unique feature in aircraft

sims. All this prepares you for the Campaign in which a player can be in command of up to 16 planes.

The computer assigns the missions to a squadron and the outcome of those will fashion the nature of future sorties.

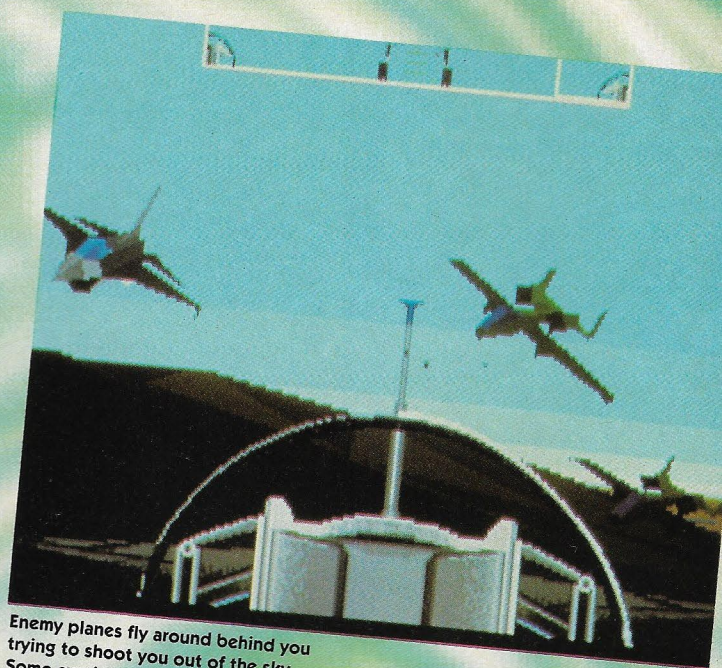
Falcon 3.0 offers the chance to link up with a number of players in a full electronic battlefield. Meanwhile, computer-generated adversaries and hazards will give even the most experienced computer pilot a run for his/her money.

You'll have to watch out SAMs, Hind helicopters, MiG 21, 23, 27 and 29s plus Mirage jets. Sim fans will also appreciate such features as the enhanced realism of natural elements affecting the flight of the F16.

Those not satisfied with realism and non-stop battle action can marvel at the amazing digitised sequences, which take you from a real briefing before the campaign, to action shots depicting the battle.

In one sequence, a pilot is shot down, captured by enemy forces and clouted over the head with a rifle – all the more reason not to get hit.

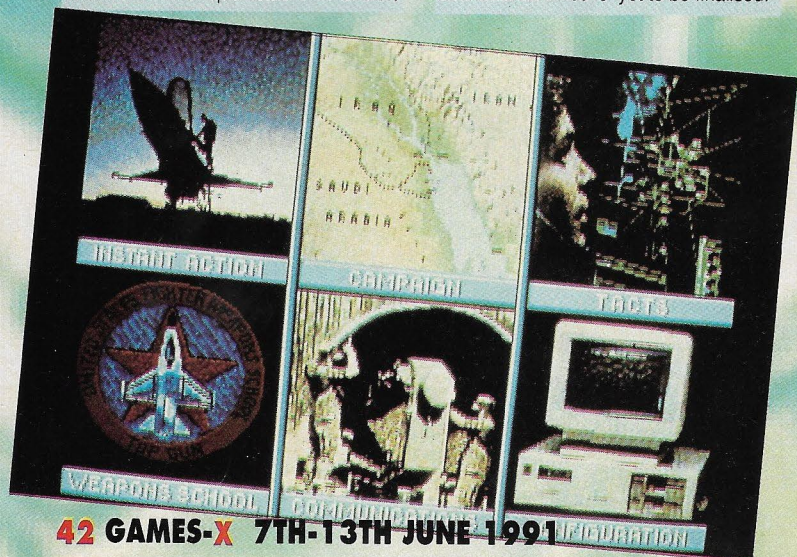
Published by Imageworks, Falcon 3.0 will be available on the PC this summer and will support all major soundcards. Price is yet to be finalised.



Enemy planes fly around behind you trying to shoot you out of the sky. Some evasive action will be needed to avoid them



When compared to the graphics in the original Falcon those in 3.0 are much faster and smoother to watch, making the game even better



Preview

CHARGE OF THE LIGHT BRIGADE

Cannon to the right, cannon to the left, cannon to the rear, into the Valley of Death rode the 600. Arguably the most famous battle in history, The Charge of the Light Brigade was a true military miracle.

Historically, The Charge took place during the battle for Balaclava (seems like an awful lot of fuss over an old woolly hat) during the Crimean War.

A few hundred British cavalry charged into the Valley of Death with cannons firing from three directions. This fire caused great losses, but still the charge continued at full pace, much to the astonishment of the Russian defenders. The Brigade successfully stormed its target which significantly changed the course of events in the war.

IN THE MISTS OF TIME

About a year ago, Impressions released the very respectable Rorke's Drift, which smote the stuffy image attached to wargaming in a stroke. The Charge has been developed by the same design house and the battle system has been much enhanced.

Aesthetically, the battlefield is on a far larger scale, with a dramatic variety of colours adding great pageantry to the spectacle. One of the unique and most appealing features is the almost personal military control command over the troops.

This is further enhanced by the fact that the troops are

portrayed as real soldiers rather than the blobs or counters associated with computer wargaming.

The effect worked well in Rorke's Drift, but with the variety of regiments on both sides in The Charge, this looks far more impressive.

The Charge builds on Rorke's, such as the two player option, a much larger playing area and a wide variety of troops - from cavalry to infantry and artillery - which adds a great deal of variety to the battle simulation.

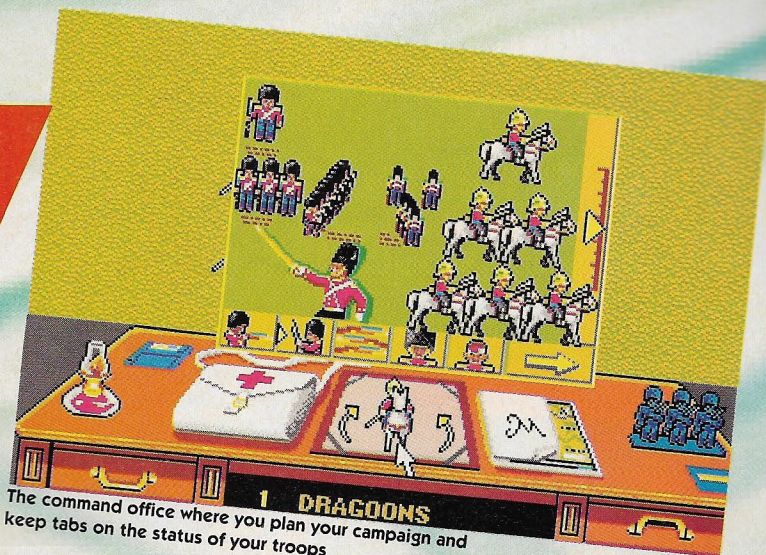
The game opens in the study of a general, who appears to be a thousand miles from the furore in Balaclava. From this office you can click on various objects on the desk to gain information and make decisions.

A medical bag gives the current status of both the British and the Russian troops, while a map shows the current positions of the allied and enemy forces.

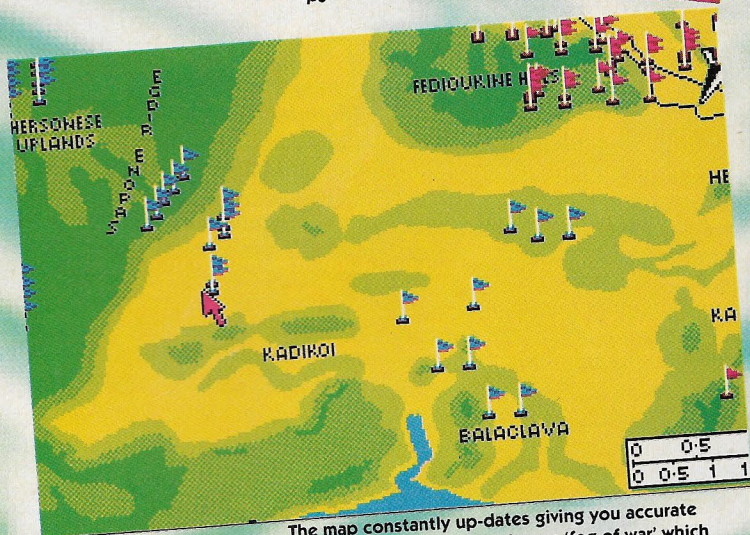
Battle options include optional 'fog of war' which includes full or partial field of vision and the choice of seen or concealed enemy information.

Additionally, you can choose to have a delay between the time you issue orders and when your troops receive them, a factor which really causes some problems.

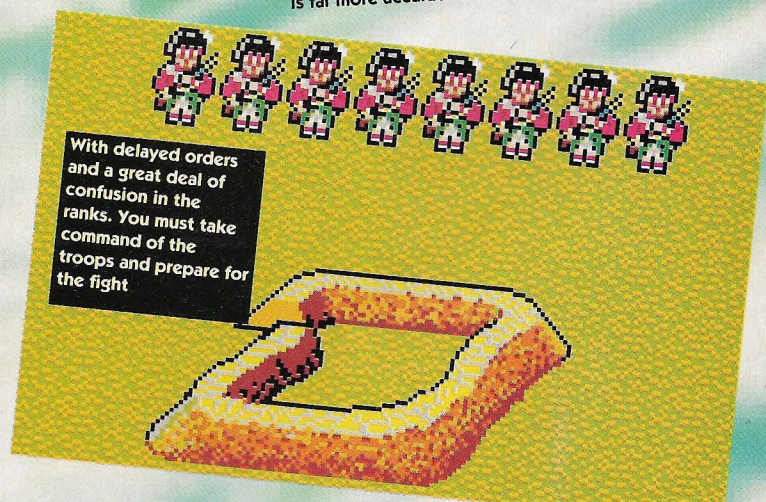
This program deals with all aspects of the battle and options include The Thin Red Line, Battle for the Redoubts and of course, The Charge of the Light Brigade which will be released late June, price £29.99.



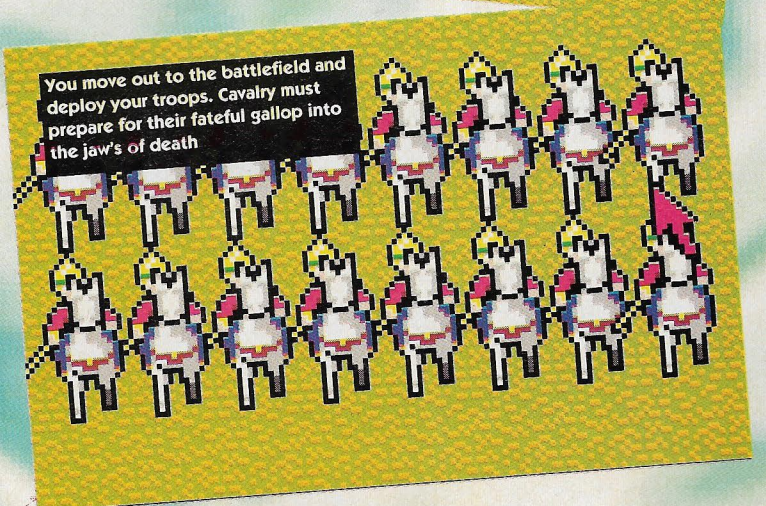
The command office where you plan your campaign and keep tabs on the status of your troops



The map constantly up-dates giving you accurate information. But you can choose 'fog of war' which is far more accurate for a battle of this time



The Russian troops amass on the hill at Balaclava, cavalry await orders while the infantry split to take position





GO-GLOBAL

Live, direct and coming at you it's Go-Global edited by Leslie 'growing my hair long, man' Bunder

MUSIC... Lots and lots of fab new musical gems for you all this week. **OMD** is back and racing up the charts with a new album.

Sugar Tax is a bit of a belter as it contains some great pop songs. Its 12 tracks hold something for everyone including great dance/club music in the shape of a good groove called Apollo XI.

OMD will also be going on tour during July and appearing at most major cities.

Following the success of the first Dance Energy album, **Dance Energy 2** is now out and what a corker it is. There are 19 massive dance sounds featuring the likes of 808 State, and **Games-X** faves The KLF.

Now is Tomorrow, is the latest totally new awesome dance track from **Definition Of Sound**. Full of wild dance beats and good 'ol guitar this should get you ready to go raving.

Masterclock has a mega wild and funky 12 inch out. Circle combines influences of indie dance, house, and a touch of reggae.

MOVIES... For over 100 years, Jack London's stories have



been enthralling millions of readers worldwide. Now one of his classic books **White Fang** (PG) has been brought onto the big screen by Walt Disney.

A young adventurer Jack, who discovers White Fang - half wolf and half dog. As the result of a dog fight the animal is nearly dead. The hound must confront the stager of the fight and save Jack's life.

VIDEOS... Belinda Carlisle has a new compilation video out. **The Runaway Videos Collection** features nine Belinda songs including Heaven Is A Place On Earth, Circle In The Sand and I Get Weak. Essential stuff!



Slightly rude, but very funny is **Too Much Sun** (18). Starring Robert Downey Jr, Eric Idle and Ralph Macchio, it's about a family who have tasks to complete in order to inherit \$200 million from their father.

This is all because a crooked priest got the father to change his will so that rather than the children getting the money, he would. Out now on rental.

TV...Tennis fans are in for a real treat from **Eurosport**. On Saturday 8th June from 11am, it will be screening live coverage of the French Open Women's Final. Then on Sunday, the Men's final will also be screened live.

The Gene Wilder and Richard Pryor movie **See No Evil, Hear No Evil** is on SKY Movies at 8pm on Monday 10th June. About two friends, one deaf and one blind who try to evade the police who are after them for a murder they didn't commit. In all a crazy comedy.

InDEED!

In the charts with their debut album **Girls Talk**, are **The Rebel Pebbles**. The latest all girl outfit from LA produce some great pop rock sounds and also confront controversial issues

These gals are also quite wacky and crazy offering heaps of fun if you ever get to see them in concert.




Described as a cross between a karaoke machine and a keyboard, the **Casio PT-480** will have you going crazy as you sing along to your own songs. Yes, you can play music and make some noise! A voice changer will allow you to alter your voice making it weird and wild! At the same time as having fun, the PT-480 also features four built-in demo tunes so you can play along with them. Priced around £90, go out and become a pop star in your own lunch time.




Have you ever wanted to take your fave pop star, your latest girlfriend or even your favourite game graphics and put their picture across a T-shirt. Now you can do this easily using **Dylon's Color Fun Image Maker**. The Image Maker can help you create wearable art. It's a solution which when painted onto the picture and then laid flat face down on the garment, transfers the image from paper to fabric. Cool, fun stuff indeed and essential if you are looking to make a statement during the summer! Image Maker costs around £2 and is available from major department stores.



feeling OK Leslie? – Ed). Three pence
chews are all the rage from Matlows.
Refreshers are currently out in two
flavours! Yes, you can now get
original lemon or for those
who prefer something a 
little fruitier, there's
strawberry! Whichever you
choose, one thing's for certain,
you'll certainly be much fresher!
Get 'em all at good sweet shops.




 If you want to
take it cool
and easy,

then the new Easy Line
collection of portable audio
equipment from Philips could be up
your street. The AE2300 radio is
designed to be functional and stylish. It
features both MW and FM stations with five presets for FM. Its
style is reminiscent of the trendy 'Art Deco' era of design as
it uses slate grey colouring. The AE2300 is available at all
major electrical retailers and costs around £40.

Street style which lasts is being
offered by SPX with its
new Ensign shell suit. Utilising
the colours of blue,
red and white in a design
which shows a statement, the
shell suit will give you instant
street appeal. Out now
at all good sports
shops priced
around £96.



Check out one of the latest awesome watches
from Zeon. The AW-O2 offers a whole host of
functions. It's got hourly chime, daily alarm
calendar, countdown timer and tons of other
utilities. Don't worry if you get the watch wet
'cause it's also water resistant. The Zeon AW-
O2 costs £18.90 and is
 available at all branches of
Ratners, buy one and watch time
fly when you're having
fun playing games.





Hi freaks! How's it going? I was spitting teeth all weekend trying to play Shadow Dancer on the Mega Drive and John told me on Monday that he'd done a player's guide on it - he was very nearly a historical item. Love your letters, write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

X-IT

NAY CHANCE!

OK, I know you said that Street Talk locations would be kept confidential, but are you going to be visiting Accrington (Pronounced like the little lad in the milk advert - Uncle X) in the near future. Or maybe anywhere else nearby - you wouldn't need to give me date but it would be nice to know when you are coming.

But to the main point of my letter. I was very impressed by your mag and it is one of three that I buy regularly - the others being... (Get out of it no free ads for the competition - Unc).

However, there is one fault with Games-X, not a fatal one (Thank heaven for that, I've got a wife, three kids, a bank, two dogs and a girlfriend to support - Unc) but one that shouldn't remain unmentioned (Do get to the point - Ed).

Your magazine really lacks a great deal of reader interaction (You're beginning to get on my nerves - Unc). Sure you've got X-it and Street Talk, but nothing excessive. So how about it?

I'm sure that most people out there in readerland would gladly partake in anything you decide to run, me especially. So think it over.

Kevin Buchanan, Accrington.

I should think that we might well be visiting Accrington or somewhere nearby at some point in the future, but I ain't gonna tell you when - mainly because

we don't know ourselves. That's the nice thing about Street Talk, we only decide a day or two before someone goes out and does it, so we couldn't let you know even if we wanted to.

Greater reader interaction, eh? Right then, see box out at the end of this section and send in your entries. But we do have Dr X and Tip-X as well as the other two, isn't that enough? We are only 48 pages a week!

Would very much like to have printed your photo Kevin, but the quality was a bit naff.

BORED

I was bored so I thought I'd write (Thanks a bunch - Uncle X).

But seriously what I wanted to know was this: which is better, the Game Gear or the Lynx II? Both are available from mail order companies, but which is the best value for money?

At the moment I favour the Game Gear because of its TV tuner - take note Atari - even though it's expensive, about £50. Spill the beans please!

Despite what many people say, please don't get rid of Go-Global! It's brilliant to see a mag not devoted to one subject. If I wanted to read a magazine dedicated to computers I would read C... (Oh no you don't... no free advertising here! - Uncle X) or something else, ugh!

J McConnel, Belfast.

I refuse to get into any 'which is best?'

HE KNOWS Y'KNOW

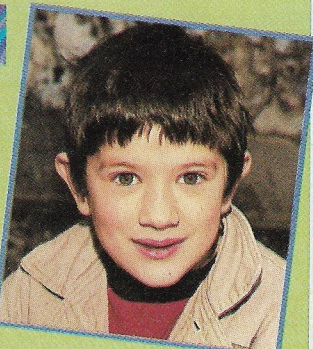


I know whose Mum it was that you printed a piccy of the other week - it was Uncle X.

How do I know? Simple really, she's my Granny.

Robert, Fareham.

Bright lad that one - proud of him! But now the question is, who is Uncle X? I'll bring the T-shirt home at the weekend Robs!



CHEEK OF THE WEEK



My name is Phil (the hunk!) and I am a 17 year old Depeche Mode fan (Move over there Alex, here's another one - Uncle X) that looks a touch like Dave Gahan, don't you think? (Who's he? - Dr X)

I'm also an adventure fanatic and famous personality (That'll be right! - Unc). My excuse for writing this letter is that I am unemployed (And that's an excuse? - Unc), so I thought if you publish my letter and show my hunky photo, we could go 50/50 on the sale of your magazine (Warra a donkey! - Dr X).

Or you could stick me on the front cover of your magazine, pay me lots of dosh and get loads of publicity. Remember, I'm a valuable asset!

Phil Edwards, St Helens.



Don't we love ourselves!

How you can call yourself a hunk at five foot six, and eight and a half stone I'll never know.

As for putting your mug on the front cover, we're in the business of selling mags not getting them left on the shelf. My advice to you is to get a job in a coal mine where the fizzog's not important.

PS Alex was reet chuffed that there's another Depeche Mode fan out there! Might send you a T-shirt or might not, haven't made my mind up yet.

debate. I don't mind talking about or answering questions on the various machines on the market, but I will not make my personal opinions public because that's just what are, personal!

If you prefer the Game Gear due to the fact you can tune it into a TV even if it is going to set you back £50, that's your decision, but I wouldn't decide upon a hand held on that fact alone!

Glad you like the mag, and fear not, Go-Global isn't about to go west!

DON'T GO GLOBAL

I am writing to you during a period of immense boredom, before my mum checks my school books - help no pocket money for the next ten years!

Please keep Go-Global. A certain J Lea-Howarth suggested you should scrap it. He doesn't have to read it and without it the mag would be two pages shorter.

Peter Turner, Lampeter.

Hardly something to brag about, not doing the old school work!

Boy was pleased to read your scribble - no wonder your mum moans. Somehow I don't think the mag would be two pages shorter if we gave Go-Global the hoof - I'm sure we'd find something else to take its place.

SLOW BUNDER

I think that it was Leslie Bunder's Mum that wrote in and got the star letter in issue four.

Whilst on the subject of Bunder GET RID OF GO-GLOBAL (That's a bit strong

isn't it - direct too - Uncle X). I have seen letters from other people reckoning it should go too, but they just got fobbed off with measly excuses.

I own a Super Famicom (Rich so 'n' so - Dr X), and I was really happy with the reviews of Darius Twin and Ultraman. However, Famicom reviews seem to have dried up - where are they?

The news and Console Connexions are by far the best parts of the mag, where you get five or six pages of hot news each week is beyond me (And our news eds some of the time so don't expect it every week - Uncle X).

Ben Jackson, Halifax.

Wrong, it wasn't Boy's Mum - see the star letter this week and try to guess my ID again!

You really don't like Go-Global, do you? Trouble is loads of people do. I'll print the results of Xpress Yourself the Sequel soon just to prove it to you. No, I know it doesn't mean that you have to like it, but it does mean that it might be a good idea to keep it.

Trouble with Famicom reviews is that there doesn't seem to be a lot of new games for this console just yet, but be assured if we get the games in they'll be reviewed.

Wood Gnome Rigby will be delighted to get a copy of this letter - you know, he who does the console pages. Sadly, Mr Bunder recently passed on to the realms of serious computer mags - poor demented soul - and is only doing Go-Global for pocket money at the mo. Thanks ST User!

Oh, yes. You were right to doubt that I'd print the last bit of your letter -

talk to Steve Darragh our adman if you want some ad space.

PC ENGINE PLEA

Can you please tell me when the PC Engine will be officially launched in the UK?

It's been three years since the machine was released and yet it's still only available as a grey import!

Jin-loon Cheung, Glasgow.

We'd like to know as well Jin, especially with the GT hand held starting to become popular.

Come on NEC let's have some official imports of these machines at sensible prices.

IT'S HIM AGAIN

I've been looking at the screenshots for all the different formats and having a good laugh. That Game Boy looks a bit dodgy dunnit, blimey!

PS I've got an Amiga, so na, na, na-na, na!

Don McKie, Hull.

Your name's familiar, Don. I know, you're the one with a nephew called Davros, aren't you?

How dare you mock that delightful little Game Boy! If I had a few quid to spare I'd certainly buy one. But then I don't have to do I, we've got two in the office I can take home!

Tell me, with a name like your's how is it you have a nephew called Davros?

HANG IN THERE

I was in a shop looking at your mag (What do mean looking, you should be buying! - Uncle X) and I saw on the questionnaire a question that asked the type of computer I own.

In the list there was BBC/Electron. I own a BBC and there is only one mag that does reviews for it. Do you have or are you likely to have reviews for the BBC?

Stephen Sheard, Wolverhampton.

Glad you like the mag and thanks for filling in the questionnaire. It's only by getting feedback like this that we know if we're doing a good job.

It currently looks unlikely that we'll be reviewing BBC/Electron games. This is simply because of the machine's popularity or rather lack of it, derived from the results of our survey. We try to review the latest and potentially most popular software to come into our offices each week - if it doesn't cut the mustard...

GREAT FORMAT

Your review pages are quite an eye opener. Not only do you have to shield your eyes from the glare of the colours, but you have to turn the page too!

I reckon they're great. Keep the good work up!

BJ McCall, Northampton.

Quite a bit different to the run-of-the-mill stuff you see in all your usual mags, isn't it?

We had a few letters from people saying it was too different and that they didn't like it at all - probably too much effort turning the mag on its side! Any other comments on the review format, good or bad, will be most welcome.

RUBBISH Y! NOT

When I first saw your mag for free in the shop, I said to myself, what a cheap piece of rubbish and got it! Then I saw how wrong I was (This is a real letter, honest! - Uncle X).

I got the ish with the hand held fist fight and was so impressed with the old Game Gear that I bought one and was wondering:

● Will you you be reviewing any Game Gear games?

● Everyone at school says that PC Engine is better, so is it?

● If you won't lend someone £190 for a Mega Drive, will you lend me £50 for a TV tuner?

PS I don't want the T-shirt, just the answers.

David Evans, No Fixed Abode.

I'm seriously impressed that you managed to con your parents out of 99 quid for the Game Gear, how did you manage it, I never could? So you want some answers:

● We already review Game Gear games - see our Console Connexions pages.

● The PC Engine GT is one heck of a piece of kit, but have you got £250+ to spend on a hand held?

● What do you think I am the Nat West Bank or something!

Oh, and incidentally the other chap asked me to GIVE him the falcos - at least you've toned your request down a bit. Answer's still the same though, bog off!

OUTER LIMITS...

Send me your highest score of your favourite game, backed up with a photo of the screen just to make sure you're not telling porkies. And no going on holidays for two weeks leaving a cheat in operation and a paper weight on the fire button - I think we might just twig! Don't try to sneak any in Dr X, I'll be watching!

What's in it for you? I'm sure we'll think of something.

Just a little message for Anthony Duncan in Folkestone, whose photo we printed in issue five - can you write in with your address, some clod threw your letter away before we made a note of it! (I think it was Uncle X - Dr X)

IN NEXT WEEK'S HIPPEST MAG

★ Exclusive interview with the team behind *Strike II*, the action-packed follow-up to *Thunderstrike*

★ Can you wait to know what's going to be **Game of the Week?**

★ Reams of tips, including a page of hints on *Gremlin's Switchblade*



★ More reviews than you can shake a hippopotamus at!

★ Fresh from the States and the Land of the Rising Sun - the hottest console news around

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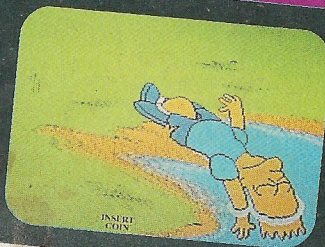
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