

Only  
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New and Weekly!!!

**EXCLUSIVE CONSOLE AND COMPUTER GAME INFO - EVERY WEEK!**

# GAMES-X

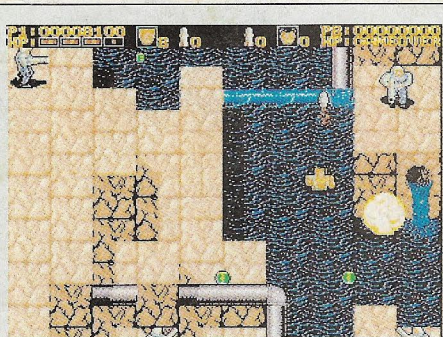
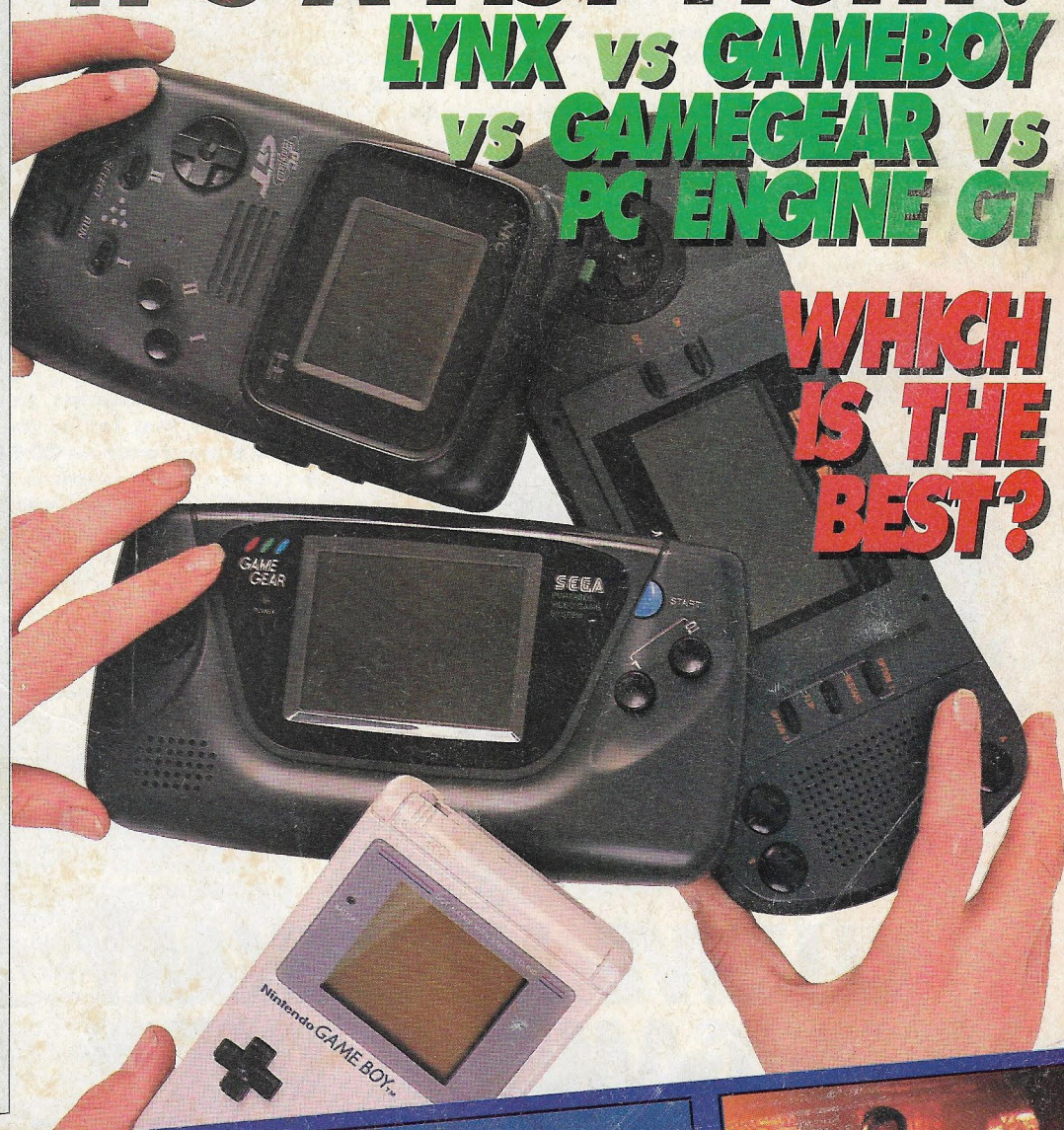
10th May 1997  
Issue Two

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

## IT'S A FIST FIGHT!

### LYNX vs GAMEBOY vs GAMEGEAR vs PC ENGINE GT

## WHICH IS THE BEST?

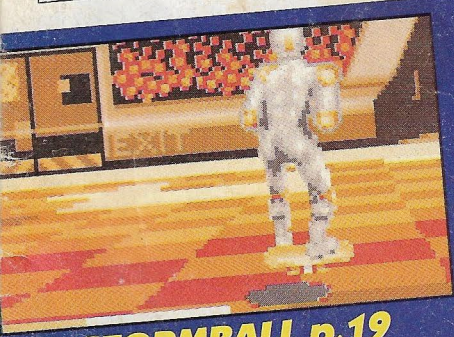


### EXCLUSIVE:

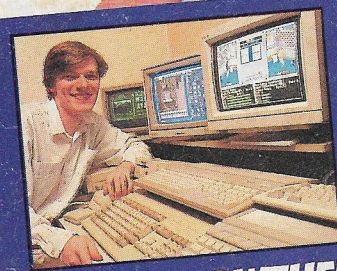
- ★ CORE'S WAR ZONE
- ★ STORMBALL
- ★ GREMLINS 2
- ★ DUCK TALES
- ★ ECO PHANTOMS

### EXPOSED:

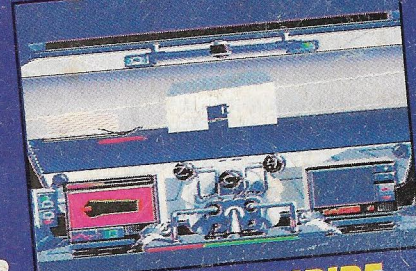
- ★ THE FIRST 200 WINNING CARDS IN OUR £20,000 COMPETITION
- ★ A SLINKY PSYG'Y ATOMINO POSTER!



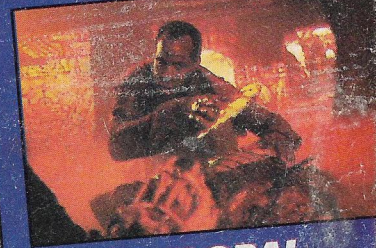
**STORMBALL p.19**



**TONY CROWTHER TELLS ALL p.38**



**GALACTIC EMPIRE**



**GO-GLOBAL - PREDATOR 2 p.44**

**OFFICIAL WEEKLY GALLUP CHARTS - ONLY IN GAMES-X!**



# IT'S A MIRACLE!

If you thought the thing with the loaves and fishes was good, wait until you see this. At last computer gamers will get the chance to do something more constructive with their machines than blasting nasties - but without missing out on any of the fun.

The Miracle Piano Teaching System from Software Toolworks is a rather clever bit of kit that promises to be able to teach piano in a matter of hours using a revolutionary new learning system.

Instead of going through the usual boring drill that puts many would-be pianists off after the first lesson, the Miracle teaches the whole caboodle.

This includes musical notation, fingering and rhythm through a series of fun-to-play arcade-style games. As you go through the course, the system picks up on your weak spots and customises further lessons to cater for your individual needs. Clever eh?

The Miracle has already picked up a lot of press acclaim in America, where it's already available, including pieces in the New York and Los Angeles Times. It's coming over here via Mindscape in September on the Nintendo, Amiga and PC,



Music maestro please

and should cost somewhere around £200, which includes the software, Miracle keyboard, foot pedal, earphones and all the bits.

If you'd like a sneak preview, pop along to the forthcoming Earl's Court Music Show, where the system will get its first public showing.

## WHO NEEDS VAT HIKES?

Good news from Product 2000, the manufacturers of the Jet Pack series of joysticks.

There will be no rises in the prices of their range of sticks despite Mr Lamont's 2.5 per cent VAT increase. Thank goodness someone's playing the game!



## SEEDY RUMOURS

Rumours galore are filtering from the hyper-active East that tell of the Sega CD ROM and Super Famicom CD-ROM.

Actually there are several versions of the Mega Drive CD ROM unit designed for the Japanese Mega Drive. The rather obscure port situated on the edge of the Mega Drive will slot into a socket at the top of the CD ROM. The player will include a motor driven front loading mechanism similar to that of audio CD players.

It appears that you will need a special system cartridge in order to access the CD. Gameplayers will be glad to know that the Sega unit is being fitted with a hefty RAM buffer for its CPU. This will enable the unit to read and send game data while continuing other game functions.

The Super Famicom CD-ROM player will be another year yet, but you can be sure that Nintendo will be keeping a wary eye on its 16-bit competitors.



## ULTRAMAG

In Japan, NEC plan to bring out a monthly magazine called Ultrabox on CD. It will feature games reviews, game news and even a video game!

## IT MUST BE WORTH THE WAIT?



Last Tuesday, 30th April, saw the official introduction of Commodore's Dynamic Total Vision, their version of CDTV.

The unit, when it eventually hits the high streets later in the year, will retail for about £700. Visually it looks just like an ordinary compact disc player except of course, that has the Commodore logo emblazoning the top right corner.

CDTV uses discs with with a storage capacity of around 720 floppies or in terms of text, 250,000 pages. Control is via an infra-red remote unit able to simultaneously call up video images, graphics, text and stereo sound.

# XCLUSIVE MERCENARY PLUS GAMES-X OFFER

It continues - our collect-tokens-for-a-game offer. Fancy getting your grubby mits on a free copy of Mercenary? Read on....

For those of you missed it last week all you have to do to get a copy of this exciting classic is collect three X tokens, one each from any of the first four issues. Stick them in an envelope with a cheque or postal order for £2 p&p, and the coupon below - don't forget enter your choice of format. The formats available are Atari ST, Amiga, C64 (disk), C64 (cassette), Spectrum (cassette), Amstrad CPC and Atari 8-bit.

The address to send it to is: Games-X Mercenary Offer, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Make your cheque/PO out to Games-X.

Name:.....  
 Address:.....  
 .....  
 .....  
 .....  
 Format:.....  
**NB: Only one game per household. Offer ends 30th June, 1991.**



# EA MEGA DRIVE RELEASES

Electronic Arts recently announced the addition of five new Mega Drive games to its growing stable of console titles at the European Computer Trade Show. Converted from its popular 16-bit computer brethren the new releases are: *Might & Magic: Gates to Another World*, *King's Bounty*, *Faery Tale Adventure*, *Blockout* and *Centurion*.

EA has shown increasing interest in converting 16-bit computer games sourced from other manufacturers, as the new releases testify.

EA's MD, Mark Lewis was heard to exclaim, "We believe that the new releases present an opportunity for Mega Drive owners to play some of



the more outstanding computer titles of recent years."

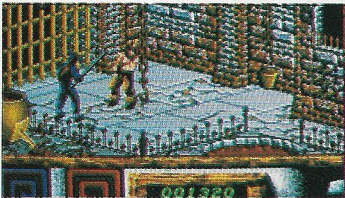
All the games have been earmarked for a June release.

## DYNAMIC DINO

Sticking to its hugely successful formula, System 3 is soon due to release the *Last Ninja III* on the ST, PC and Amiga. Once again you assume the role of the Last Ninja as you face your age-old enemy, Kunitoki.

The game is split into five challenging levels, each of the first four signifying a particular element - fire, water, wind and void. With a wealth of new and improved features, the *Last Ninja III* looks set to become the best martial arts adventure ever!

*Myth* is also to be released on the ST and Amiga at the end of May. As the



hero of *Myth* you look like a rather dapper Arnold Schwarzenegger. Dressed in your bear furs you must battle your way through various mythological time zones; Greek, Norse and Egyptian to name but three. Featuring arcade-adventure, shoot'em-up and beat'em-up elements, *Myth* should appeal to every one.

Both the *Last Ninja III* and *Myth* will cost £25.99 - watch out for them this summer.

## A320 AIRBUS

*Thallion* is soon to release what it considers to be the best flight simulator ever. Programmed in conjunction with Rainer Bopf, a one-time Luftwaffe pilot, the game sees you piloting an A320 Airbus.

As a trainee Lufthansa pilot you'll be



called upon to fly all over Europe. The game features a host of features such as all weather conditions and reverse thrust when landing. Accompanied by a 200 page manual, the game has been fully endorsed by Lufthansa.

Apparently, if you fly the airbus for the required number of hours Lufthansa will award you with a certificate and a set of gold wings. Available for the Amiga, ST and PC, expect to see A320 Airbus sometime in July.

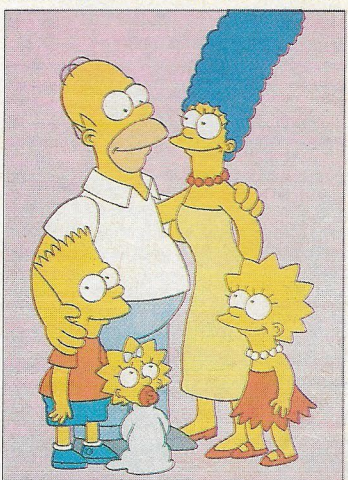
## RENEGADE

Now that those immortal Bitmap Brothers are safely under the wing of Renegade Software, the Rhythm King-owned label is to release a data disk for Bros' 3D mega-adventure *Cadaver*.

Entitled *The Pay Off*, the disk features four new levels totalling about 200 rooms, and a complete graphical overhaul by Dan Malone. Of course, only those with the original *Cadaver* will be able to play, and the disk retails at £14.99.

A bit of an anomaly this, as it's the first time ever that a company has released a data disk for another company's game - remember the original *Cadaver* was published by ImageWorks when the Bitmaps were still under a Mirrorsoft contract.

## OCEAN



Ocean has announced a whole host of film and coin-op licences. In chronological order, look out for *Darkman*, *The Simpsons* and *Terminator II*. Arcade conversions include *Liquid Kids*, *Hammerin' Harry*, *Snow Bros.* and *Smash TV*. Finally don't forget about Ocean's original games like *Elf* and *Wizkid*. One thing's for sure, the next few months are certainly going to be busy.

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Like a bit of gratuitous violence? Then *War Zone's* your bag. Loads a blood and bodies.

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# WRECKERS

Veteran programming team Denton Designs has come out of hibernation to produce *Wreckers*, a 3D isometric space adventure game for Audiogenic.

Set on a huge free-floating beacon spaceship on the outer rim of the galaxy, it pits you, as the beacon-ship's commander, against an army of Plasmodians - ravenous nasties from another galaxy - who want to eat the ship and everything in it.

It all gets very complex when you have to start programming droids to go away and perform tasks for you - you know the kind of thing. Set for release later this month, *Wreckers* comes complete with a soundtrack by Warren Cann of Ultravox, no less.

Look out for it on ST, Amiga and Spectrum. Amstrad and PC owners get their versions in June.



## BARBARIAN II

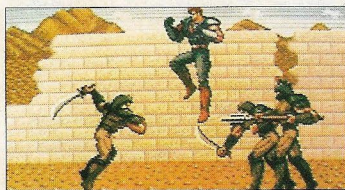
What with **Beast II**, **Awesome** and **Lemmings** all due out on the ST soon Atari owners may be forgiven for thinking it's Christmas. Meanwhile, Psygnosis is also putting the finishing touches to **Barbarian II**.

Playing the role of Hegor you must once again pit your might against the devious malevolence of Necron. Due for release in the autumn, the game sports an impressive list of features. If the game's half as good as its predecessor it'll be magic.

## EDWARD RANDY

Elite's **Edward Randy** isn't a game about the antics of the Queen's youngest son. In fact it's a conversion of a brand new Data East coin-op.

As a self-styled Indiana Jones look alike, Edward finds himself fighting his way around the globe. Using his trusty whip, Ted must rid the world of all manner of crooks. One escapade sees



our hero slugging it out on an aeroplane's wing!

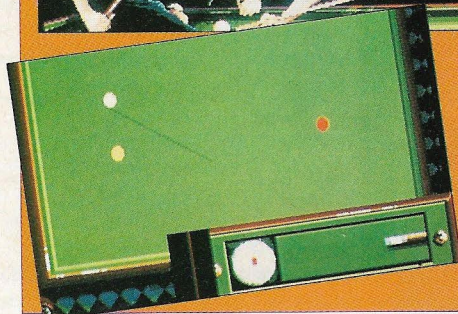
Due for release early 1992, Edward Randy will appear on all 16-bit formats and the C64. Meanwhile, Elite's next release is to be the conversion of the coin-op, **The Last Battle**.

## SEGA HELPERLINE

In a bid to help players get more from their games US Gold has set up a telephone helpline offering owners of their Sega games special hints and tips. Starting on May 1st you'll be able to ring 0839 654 274 to receive help. The hintline will provide help for all four of the US Gold Sega games currently available and will be updated on a regular basis.

One notable feature will be a nifty

# INFOGRAMES GO FOR COLOURED BALLS



Our French cousins, Infogrames, have a number of interesting titles due out in the near future. **Billiards Simulator II** is the most imminent release.

The game includes three different types of billiard tables with six sets of rules. The game may be played either in a bird's-eye-view 2D perspective or, for those tricky shots, a 3D image. Played against either a friend or one of five computer opponents, **Billiards Simulator II** is looking good.

**Colours**, meanwhile, sees to sides competing for overall supremacy of an area. Starting at one edge of the screen, you must attempt to exterminate both neutral and your opponent's colours. Written by Dimitri Pashkov, the game is still being tweaked. Expect to see it around September time.

Finally, those of you who demand value-for-money may be interested in **High Energy 2** - a compilation featuring **Mystical**, **The Light Corridor**, **Crazy Cars II**, **Pinball Magic** and **Shufflepuck Cafe**.

**Indiana Jones** competition running from the launch of the telephone service to August 1st. The prize? An adventurous holiday in Florida! Probably featuring death defying explorations of luxury hotels and sunny beaches, heated swimming pools...

## GODFATHER

US Gold's **Godfather** game is to include excerpts from all three films, not just the last one. The game is shaping up nicely and reported to be right on schedule.

As already mentioned, Delphine is responsible for the adventure game. Unfortunately, we slipped in a little faux pas - the action game is not being written by Software Creations. The team responsible is Manchester's Creative Materials.

## MINDSCAPE OF CAPTAIN PLANET

What's greener than the Turtles, doesn't eat pizza and certainly wouldn't live in a sewer? It's **Captain Planet!** Sporting sky-blue skin, grass-green hair and earthy-brown eyes, the Captain is the world's first environmental superhero.

Together with his gang of



Planeteers, the Captain set out to rid the world of its polluters. Mindscape have enlisted the talents of top programmer, Tony Crowther, to recreate the captain's antics on your home computer. Due for release in October, **Captain Planet** will

be available on the ST, Amiga, C64, Spectrum and Amstrad.

## GRANDSLAM

Grandslam has announced its budget label. The first three games to appear on the Unique label will be the **Flintstones**, **Running Man** and **Peter Beardsley's Football**.

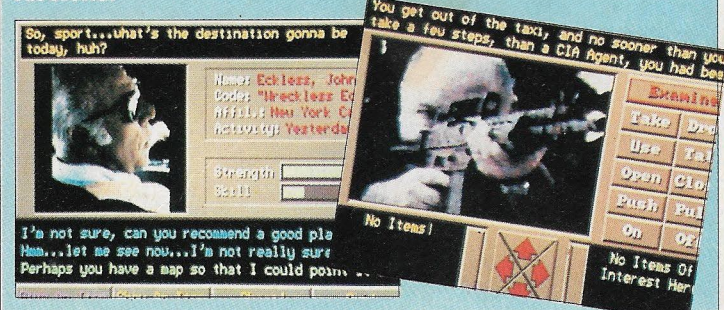
Meanwhile, two of Grandslam's titles are being programmed on both the Sega Master System and the Mega Drive. Watch out for the **Flintstones** and **Die Hard II** towards the end of the year.

# ACCOLADE CONSPIRES TO IMPRESS

Accolade's latest adventure effort hits the streets this June, promising some lovely graphics and a gritty realistic storyline. **Conspiracy: The Deadlock Files** casts you as an everyday guy who is suddenly thrown into the seedy world of power and corruption when you're accused of murdering a top CIA agent in New York.

Twenty four hours is all you have to find seven secret files to prove that a group of evil financiers is planning to overthrow the government, and thus clear your name. **Conspiracy** is the first game that promises to use nothing but digitised graphics throughout, and the storyline comes from the pen of a "published fiction writer", who isn't named, so he/she can't be that famous.

Look out for **Conspiracy** on the PC at £35.99 - ST and Amiga owners will have to wait a little longer for their versions.



# TECHNOPOLIS

Staged in an ancient civilization sometime in the future, **Arc's Technopolis** sets about recolonizing wild and barren planets by transporting the skilled inhabitants of nearby worlds to establish new colonies and civilizations.

Turn the new lands into self-sufficient machine societies. But beware, competition between colonists is intense, bordering on war between the different camps of settlers.

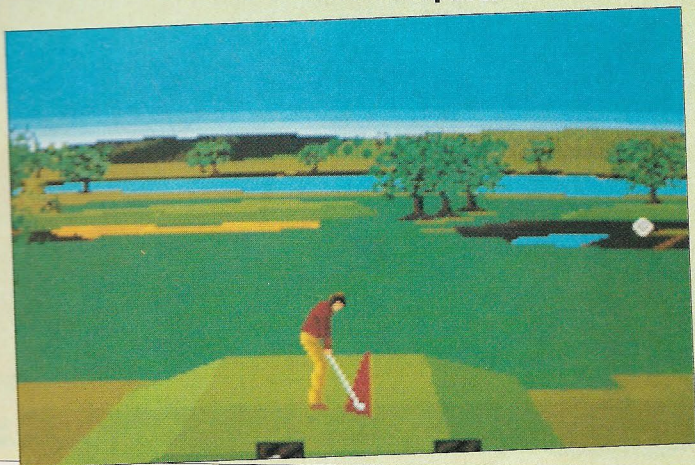
**Technopolis** is an ingenious mix of strategy and arcade action. The game features super-fast 3D graphics and a red-hot soundtrack. Programmed by Chris Pink with sound by Martin Walker, **Technopolis** will be available on the ST and Amiga in September.

# CHALLENGE GOLF

On-Line Entertainment is soon to release **Challenge Golf** on the Amiga. £24.99 will buy you unlimited access to four of the world's most played courses.

Try your skills at **Negitiveland** in Japan, **Soto Grande** in Spain and both **Merion** and **Banff Springs** in America. Featuring up to four player participation, a sophisticated handicapping system and full club selection the game is looking good.

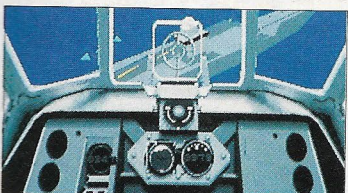
Meanwhile, On-Line Entertainment is also producing a number of CDTV titles - watch this space.



## FLIGHTS OF FURY

Prepare to get airborne with three new Microprose flying games. PC owners will be the first users to see **Gunship 2000**, which will be released in July.

Following on from the original **Gunship**, you must fly one of seven



different attack helicopters on a deadly mission. Not only do you have to fly one chopper, but you may be called upon to direct up to five during battle! **Gunship 2000** comes complete with a full save-

game facility and mission builder. Costing £39.99, **Gunship 2000** will be available in July.

August will herald the arrival of **Air Duel** for the ST, Amiga and PC. With a veritable wealth of aircraft to choose from (Sopwith Camel, A6M Zero, MiG-29 and more!), you'll be able to go head to head in an air duel.

The aim of the game is to blast your opponent out of the sky and become an Ace pilot. You can fly against a computer-controlled opponent or, if you prefer, link up your machine and take on a human! **Air Duel** looks set to be big!

Finally, October will see the unveiling of the **F117A Stealth Fighter 2.0**. Costing £39.99 and available primarily on the PC, the game will feature a more realistic cockpit, video reviews and a night scenario.

## ELECTRONIC ARTS

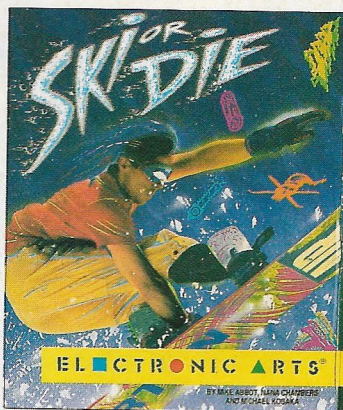
Following an exclusive interview with **Games-X**, Electronic Arts announced it's first titles for Nintendo's Super Famicom, NES and Gameboy.

The Super Famicom will see conversions of those critically acclaimed sports simulations **John Madden Football** and **PGA Tour Golf**. A third sports game, **Celtics vs Lakers Basketball** is also promised.

On the 8-bit NES, EA is busy converting it's successful action adventure **The Immortal**. This particular game will be an intriguing release because, in its original 16-bit computer guise, it only ran on one meg Amigas and STs.

Finally, the Game Boy will host **Skate or Die: Tour de Thrash!** This conversion is very much a special edition as it will include all of the best bits from the computer version of **Skate or Die 1 and 2 plus Ski or Die**.

The Nintendo revelation places Electronic Arts into that exclusive club of software houses with both Nintendo and Sega licences.

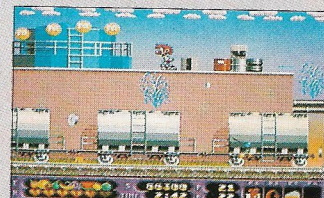


## ENDWELL

The sharp-sighted among you may have noticed that in last Saturday's episode of ITV's conman series **Perfect Scoundrels'**

# VIRGIN ROLLS IN

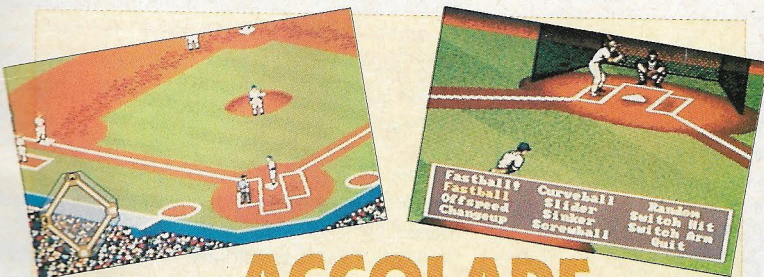
And you thought you'd seen the last cutesy game. **Rolling Ronny** from Virgin brings back the big, colourful sprites and bouncy music.



This is a tale of an errand boy who must roller-skate and shoot his way through nine levels of city streets, parkland and sewers in order to deliver his package to the other side of town.

Reckoning more than a hundred sprites at a time on screen and a multitude of bizarre power-ups, **Rolling Ronny** is due out on Amiga, ST, PC and C64 this September. Roll on September...

**Anco's Kick Off** made a surprise appearance. The story went that Irish grifter Harry Cassidy, the one who plays Shifty in **Bread**, got hold of a PC in order to forge dry-cleaning receipts. But just like everyone else who buys a computer for work, he ended up playing games - in particular, **Kick Off**. "This is amazing!" Cassidy exclaimed as he put one in the back of the net. We couldn't agree more, Harry.



# ACCOLADE GOES BALLISTIC

**Accolade** launches a new software label next month, dedicated to the 16-bit consoles. **Ballistic**, as the new label is called, caters for the Sega Mega Drive, Nintendo Super Famicom and NEC's TurboGrafx.

It gets off the ground this month with the Mega Drive version of **Hardball**, **Accolade's** golden-oldie Baseball simulation. Following that are **Star Control**, the space strategy game in June, and **Turrican** in July - both for the Mega Drive. More news and full reviews to follow.

## 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
4-D Driving	Mindscape	BSI	Amiga	£25.53	9/5/91
Afrika Korps	Impressions	Ken Wright	Amiga, ST	£29.99	9/5/91
Battlebound	On-Line	Andy Sindlay	Amiga, ST	£24.95	6/5/91
F-29	Ocean	Digital Image Des	PC	£29.99	6/5/91
I Play 3D Soccer	Impressions	Simulmondo	Amiga, ST	£25.99	8/5/91
			C64 disk	£15.99	8/5/91
			C64 cass	£11.99	8/5/91
Predator II	Arc	Imageworks	Amiga, ST,		
			PC	£25.99	8/5/91
			Ams disk	£15.99	8/5/91
			Spect+3	£15.99	8/5/91
			C64 disk	£15.99	8/5/91
			Ams cass	£11.99	8/5/91
			C64 cass	£11.99	8/5/91
			Spectrum	£11.99	8/5/91
Pro Tennis Tour II	Ubi Soft	Bluebyte	PC	£29.99	7/5/91
Viz	Virgin	Probe	Ams disk	£14.99	9/5/91

**The battle of the hand helds is on! Paul Rigby looks at what's available and compares their various attributes in a rare bout of Games-X fisticuffs...**

**S**o why a hand held? Well, why not? For the games player they are portable packets of entertainment that can be carried in the pocket or a small bag. They can be used to relieve the boredom of a long journey, bring a little life to a peaceful holiday or keep your mind occupied while you're perched on the loo.

For the computer manufacturer and software house they represent a new market, a lucrative avenue of gaming. Whether that be via new games or the easy-pickings of the quick conversion.

For the retailer the hand held promises Utopia, because it brings an end to the summer slump when Joe and Jane Bloggs are, traditionally, more interested in sun, sea and sand than stuck in his/her room playing computing games. Hell, with a hand held the Bloggs clan can sunbathe and blast a few aliens while sipping tequila.

Everybody loves them, but which one is for you?

### **NINTENDO GAME BOY**

When we first played the Game Boy system, it looked like the ultimate on-the-go game system. Games like Super Mario brought the action and excitement of the NES to a smaller screen that could go just about anywhere. What's more a special video-link cable allowed for head-to-head play and a pack-in game, Tetris, was ideal, and took advantage of the link and portability the Game Boy offered.

Since its initial release, Nintendo has persuaded dozens of licensees to develop for the system, increasing the library of games with many more on the way. It's cheap too, at about £69.99 with a wide availability via mail-order and your local high street.

The Game Boy, however, is suffering from competition posed by the other hand helds. While it does have some nice features, the stale black and white look and blocky graphics, lack of screen backlighting and blurring during fast sprite movement just don't compare with



# The F

## ATARI LYNX vs GAMEGEAR vs

the stunning visual capabilities of the more colourful portables.

The quality of the games for the Game Boy is also questionable. While none of the games that are on the market are particularly bad, the majority of them lack the puzzle category and don't offer enough variety or flair. Several good games like Castlevania, Gargoyle's Quest and Burai Fighter Deluxe have pumped life into the Game Boy, but the shelves are already crowded with inferior products.

While the Game Boy is a nice system it just doesn't measure up anymore.

### **ATARI LYNX**

There has been a lot of excitement surrounding the Atari colour portable system ever since it was released last year, and well there should be. Not only does the Lynx possess some of the most powerful hardware of any system, portable or console, it has a super sound chip and surpasses the capabilities of bigger machines like the Mega Drive in some respects.

Despite the power afforded by the scaling and other functions that the Lynx boasts, it has suffered from the beginning by a high price tag and an excruciatingly slow schedule of new game releases. Since its first appearance the Lynx has only received a handful of cards.

However, the price has tumbled recently to £79.99 which has increased its value, but Atari have lost a valuable lead



**The software cartridges that fuel these hand held wonders. From left to right and top to bottom they are: Game Gear, Lynx, Game Boy, PC Engine GT. Only the PC Engine takes cartridges from a conventional console.**

through the initial poor pricing and inadequate software support.

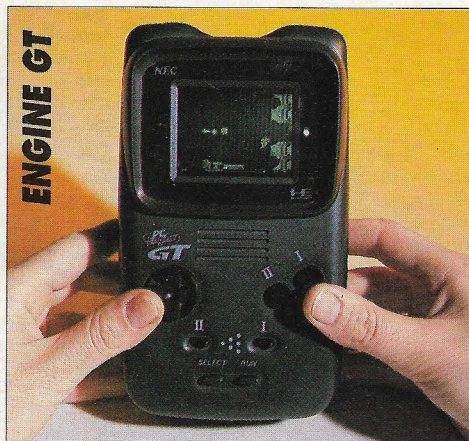
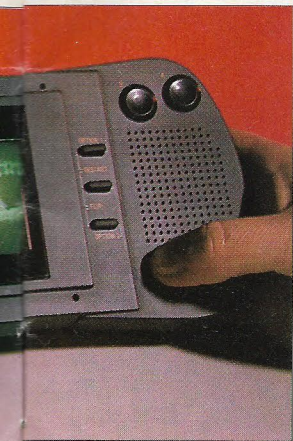
While it still may not have the current support it deserves, the Lynx is a good system and a great hand held that should come on strong in the months to come.

### **NEC PC ENGINE GT**

Many contend that the ultimate hand held is the one that can play console games on a small screen. NEC evidently is of that opinion and is getting set to let the rest of you in on what has to be the best of the new hand helds!

The PC Engine hand held, called the GT, is completely compatible with all existing PC Engine games. Just slip 'em in and power on. The GT is a completely self-contained PC Engine with controller, earphone jack, contrast and volume controls built-in.





# Wrestling Fight!

## ENGINE GT VS GAMEBOY

The GT is much more than just a game machine as well. With a special TV tuner peripheral you can turn the portable into a TV!

There are a few drawbacks however. First of all, the price for all this power is, as you would expect, much steeper than the competition, at around £260-299. Taking into account the cost of a US Game Gear and its UK price, the tab of this machine if it is ever officially introduced into the country should be a much more affordable £125.

Secondly, the GT is only available on grey import. Lastly, the system guzzles down batteries with an intense ferocity – averaging around three hours for six AAs.

If you can live with the cost of buying and operating the GT you won't be disappointed. It's the ultimate hand held game system ever created, and will possibly blow your mind once you've seen it!

### SEGA GAME GEAR

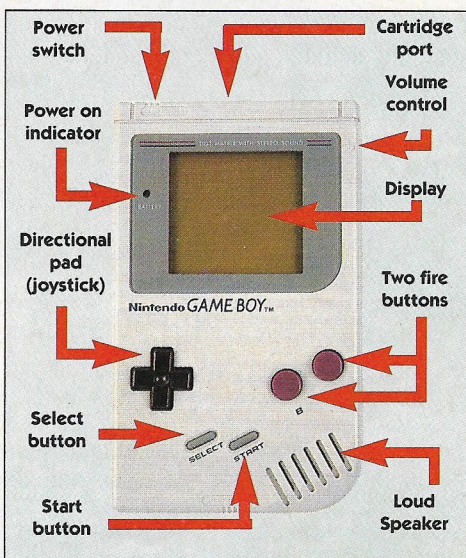
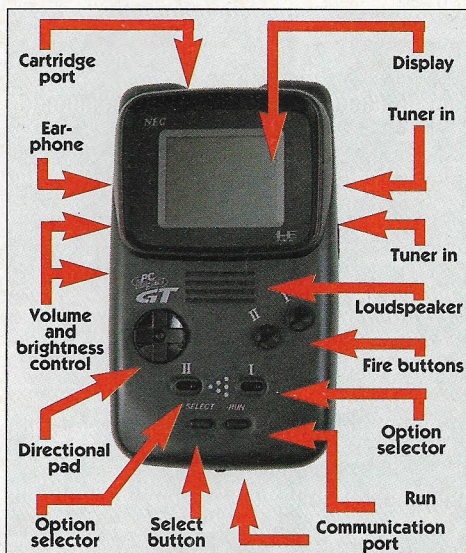
Sega has always maintained a leading position at the forefront of game design, so it's not surprising that the company has entered the portable gaming competition with a dedicated system of their own.

The Sega Game Gear, priced at £139.99, launched in Japan during October 1990, uses a system configuration that is similar to the normal Sega 8-bit, yet much better in many other ways. It has a larger palette of colours, can put more on the screen and even can play head-to-head linked games.

The Game Gear can also be expanded through the use of an optional TV tuner. This allows you to not only watch your favourite shows, but also connect a VCR and watch video tapes as well!

The first batch of Game Gear games are very similar to those of the Master System in appearance and play. Since the machine does not boast any special features like scaling or rotation, it is questionable as to how popular the system will become.

Most people like to experience new and better thrills. The Game Gear, while very attractive is, quite honestly, a step backwards from the Mega Drive.



Incidentally, for the fashion conscious, there have been reports of a Game Gear produced in white plastic. The where why whens are unknown but it makes you wonder why a range of colour coded fun hand helds haven't appeared sooner.

The Game Gear will put Sega on the hand-held map with an official price of around £80-90.

### CARTRIDGE DESIGN AND HOUSING

Half of the small, square Game Boy cartridge, when inserted, is on show which, with the increased possibility of accidents, means that cartridge damage is relatively high. Removal of the cartridge, however, is pretty easy. Only one finger is required to apply enough pressure to extract the cart. This means that you will not risk accidental damage to the hardware during cartridge extraction.

The cartridge on the Lynx has the safest housing of all hand helds in this test as it sits inside a hinged flap that clips safely shut with no danger of opening during play. The cart itself sits snugly in the Lynx. A fair amount of pressure is required to extract the cartridge, which incorporates a large lip allowing you to take a firm grip during extraction – normally needing three fingers to pull it out.

The cartridge on the GT, which resembles an elongated after dinner mint, is a centre for criticism. It is open to the elements and it is very easy to insert the cartridge back-to-front. There is no finger grip on the cartridge for ease of extraction. However, the GT's styling allows you to extract the cart with the use of a finger-and-thumb pinch. On the plus side, the on/off switch has been well designed to trap the cartridge once you've switched on – also preventing you inserting a cartridge whilst the power is on.

The Game Gear cartridge, half of which is one show, slots into the top of the hand held. The small, square cartridge incorporates a built-up fairing on its upper side allowing the it to perfectly match the rest of the upper part of the hand held. This may aid in providing minor protection due to there being no awkward protrusions or depressions to catch or snag.

The cartridge sits in situ pretty firmly and you will need both hands to extract the thing from its socket.

### STYLING AND DESIGN

The Game Boy feels rather cheap and nasty with undersized controls. There is no evidence of any great thought being bestowed upon this hand held. No curvaceous corners or recesses. Just simple, straightforward, pint-of-lager-and-a packet-of-crisps styling. Keeping the cost down, no doubt.

During play the Lynx is big and slightly unwieldy, making pocket sized transport impossible for all but the largest pockets. Although all of the controls are situated towards the outside of the Lynx only people with large hands will be able to use them without actually taking their hands off the sides of the machine. The styling of the outer portions of the Lynx, the widening of the outer edges, allows the palms of the hands to neatly accommodate the Lynx in a firm grip.

The GT, on the other hand, feels very chunky (it'll only slot into the biggest pockets) but intriguingly, this enhances the GT's style. In fact the expensive styling of the GT is likable to a BMW of the hand held world, with its slender curved corners, protective screen shield and double concave battery holder.

During play the Game Gear gives a very comfortable standard of play. All buttons and controls are within easy reach whilst styling allows your hands to grip the hand held easily and chassis recesses accommodate fingers and thumbs. The Game Gear never reaches the classic lines of the GT, nor does it give a high perceived value – the Game Gear's design is more functional than aesthetic with a good balance between facilities and size.

### ACCESSORIES

Available for the Game Gear is an AC adaptor (\$12), a DC convertor/adaptor (\$27), a Gear-to-Gear link cable (\$11) and a rechargeable Ni-Cad battery pack (\$52). Sega officials have stated that a VHF/UHF tuner will be available later this year which will be of use with a VCR.

The Game Boy is awash with accessories such as the LightBoy (£20). A clip piece of plastic that lets you play in the dark, while improving screen visibility and contrast in the day.

Another light source for the Game Boy is The Illuminator (£19.95) which clips to the top of the hand held but offers a freely moveable pencil light that can be positioned in any direction. The Magnifier (£7.95) gives you up to 2x magnification. An micro-amplifier clips to the base of the Game Boy via a small jack-plug. It provides a volume control and stereo sound via two tiny speakers. A Game Pack carry case (£7.99) and Hand Carry Case (£9.99) allow for safe transport.

The Lynx is available with a lighter power adaptor (£11.95) plus a cable that allows you to connect eight Lynxs together.

The GT is has a TV tuner available for it plus a carrying strap and AC power adaptor.

### SO WHAT SHOULD YOU BUY?

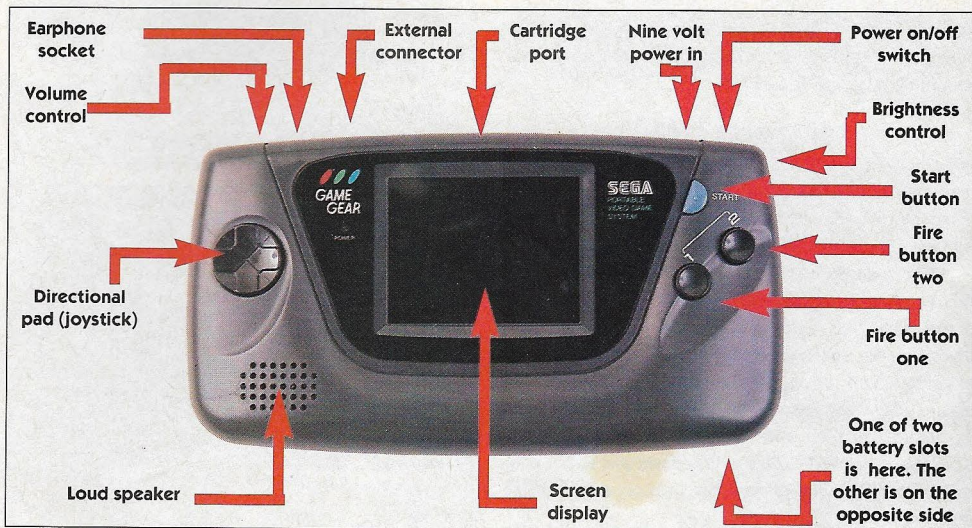
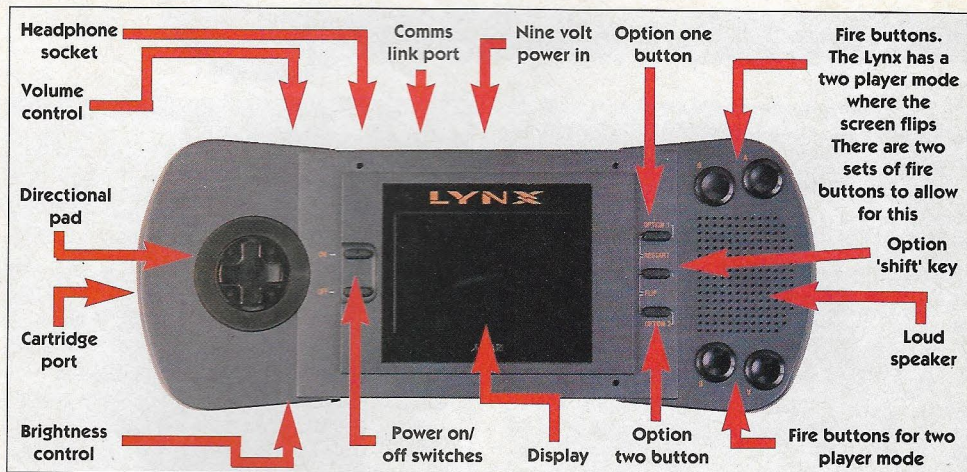
We're not about to tell you, but we can offer some pointers.

If you've got loads of money, fancy yourself as a bit of a poser and want great graphics, go for the PC Engine GT. It's an excellent machine and a great pity that NEC hasn't yet officially introduced it into the UK.

Sega's Game Gear is a small, easily pocketable machine with a first class screen, this hand held should take off if Sega price it right and can put the cartridges on the shelf quickly enough.

The problems with the fabulous Lynx has been its high price and lack of software availability. Both have now been addressed – the price has tumbled to around £80 and the number of cartridges is set to more than

	GAME BOY	LYNX	GAME GEAR	ENGINE GT
<b>Processor</b>	6502	65C02	Z-80A	HuC6820
<b>Speed (MHz)</b>	2.14	15	3.58	7.16
<b>Resolution</b>	320*224	160*102	160*146	400*270
<b>Sys.RAM (K)</b>	16	64	8	8
<b>Colour palette</b>	0	4096	4096	4096
<b>Colours on screen</b>	4 (shades)	16	32	512
<b>Max. sprites</b>	N/A	128	64	64
<b>Sprite size</b>	Variable	3.2 inch	3.2 inch	Upto 32*64
<b>Games available</b>	70+	16+	30+	100+
<b>New titles/month</b>	5	2	3	4
<b>Screen size (mm)</b>	63	88	82	63
<b>Battery life (hrs)</b>	10+	3	3-5	3
<b>Size (cm)</b>	14.5*8.5	27.5*11	21*11	17.5*10.5
	*3.5	*3.5	*3.5	*5
<b>Weight (grms)</b>	210	490	350	410
<b>TV Adaptor</b>	✗	✗	✓	✓
<b>Ergonomic rating</b>	75%	60%	80%	85%
<b>Screen rating</b>	60%	65%	70%	90%



double by the end of the year.

And the Game Boy. What can I say? It's just a magic, highly addictive little beastie that fits snugly in the pocket. Long battery life, lots of games and an affordable price tag – if you don't want a colour this is the one.

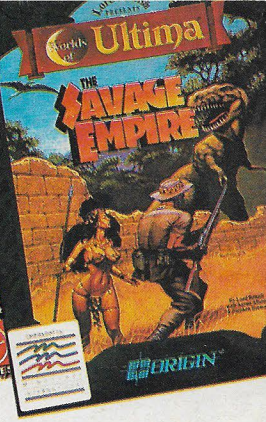
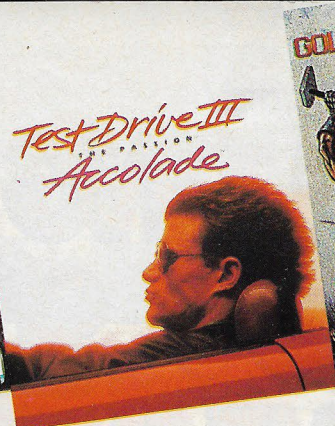
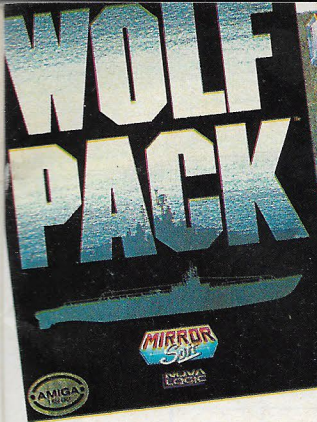
You pay your dosh and takes your choice. It largely depends on what you want out of a hand held!

Thanks to the following suppliers who will be happy to sell you any of the machines mentioned:

**Console Concepts**, Unit 18, The Village, Newcastle-under-Lyme, Staffs, ST5 1QB

**Microbyte**, 129, St George's Way, St John's Centre, Liverpool, L1 1LY





# CLASSIC COLLECTION

From May 6th, choose any 3 games from a selection of current hits by Ocean, Virgin Games, Mindscape, Accolade and Mirrorsoft and you can get 2 all time classics for half price.

Hurry down to your local Virgin Games Centre, pick up a Classic Collection leaflet and check out details of this exciting opportunity to make amazing savings on the games classics you wish you'd bought first time round but maybe couldn't afford.

Only at Virgin – where games come first and the best selection in computer entertainment is always guaranteed – is this exclusive offer available to you. Start collecting now, the offer closes August 31st 1991.

FIRST FOR ELECTRONIC ENTERTAINMENT

# 1/2

# PRICE OFFER



BUY 3 CURRENT HITS  
AND GET 2 ALL TIME CLASSICS FOR 1/2 PRICE

# Virgin SOFTWARE



## GAMES CENTRE

### VIRGIN GAMES CENTRES at:

- LONDON – Oxford Street
- BRISTOL – Merchant Street
- OXFORD – Westgate Centre
- KINGSTON – Clarence Street
- SHEFFIELD – Meadowhall (Opening soon)

### AND in the VIRGIN MEGASTORES at:

- LONDON
- BELFAST
- BIRMINGHAM
- BRIGHTON
- LEEDS
- NOTTINGHAM
- EDINBURGH
- DUBLIN
- CARDIFF
- GLASGOW – Union St & Argyle St

# THE AMAZING GAMES-X £20,000 SOFTWARE GIVEAWAY!!!

Okay so you bought issue one of *Games-X*? Yes? Good! You've got your personal compo card? Affirmative? Splendid! You loved the mag so much that you bought this issue as well? Terrific! So you'll be wondering if you're a winner...

**P**rinted here are two hundred randomly selected numbers which, if they correspond to the number on your card, will win you any one of the two hundred pieces of games software on offer this week.

Each of the five week of our amazing software giveaway is being sponsored by different software houses. This week's prizes have been generously donated by Gremlin, Rainbow Arts, Core Design and this week's star prize of a Lynx by Atari Corp.



So which are the games on offer? Well Core Design are offering ST and Amiga versions of Corporation, Car-Vup, Torvak The Warrior and the amazing Chuck Rock.



Meanwhile those cheerful chaps at Gremlin have offered 90 games across all computer formats, including Lotus Esprit Challenge, Team Suzuki, and Toyota Rally.



Last but not least Rainbow Arts, are offering a total of 50 copies of Turrigan 1 on all popular home computer formats.

**THIS WEEKS STAR PRIZE WINNING NUMBER**  
**115753**  
**WINS AN ATARI LYNX HAND HELD CONSOLE**

← →

£80 worth of hand held fun! You can play it anywhere: on the train, in a car, at school, even in the loo!

135345	59118	28609	149079	22737	68131	135942
146707	70170	126664	144093	107778	68411	38421
58754	101000	113783	63678	89818	134513	106003
131156	157850	56716	150206	41496	143216	57159
52079	76092	140485	57117	59060	69620	71161
18010	57453	151230	126022	77926	104447	73288
103853	84585	78001	127294	21294	139362	114650
60991	105774	16226	98589	18492	38078	57522
13399	112864	75621	123495	25923	45865	75532
124586	89494	111343	52834	131032	62670	107316
114300	147831	23158	12305	140952	57366	98096
151599	113416	47800	69952	96528	143618	46724
128234	61926	110758	155334	35774	76570	81931
109194	84023	20080	138123	135914	139005	116036
121733	143110	150909	30274	67336	81543	48127
64936	73964	88282	130873	79244	122182	50476
22098	86068	86842	105619	123344	139388	26581
100848	55822	91370	107492	105698	12688	37636
141207	157982	62056	59072	43386	152692	38446
151943	60062	134452	135967	134051	102430	10500
46539	107076	132891	27188	73110	17090	73109
73499	94900	55558	148893	13422	52531	116872
148461	54832	10417	132808	145500	124526	110255
116969	148557	124173	147829	13800	35024	68334
139214	145992	91136	133635	129623	25000	151530
25861	25923	38632	108938	29262	69310	
159328	76345	12901	82287	78897	147250	
72527	144556	116886	116869	25588	90994	
71968	124846	81484	10900	112738	149438	



**T**hanks to the following companies for their participation in this competition: Active Sales, Arc, Infogrames, Rainbow Arts, Gremlin, Palace, Atari, Impressions, Core Design, Virgin Games, Psygnosis, Demonware, Mindscape, Mirrorsoft, Empire, Ocean and U.S. Gold.

**Rules and regulations**  
If your number corresponds to one of the winning numbers printed this week (or any of the next four weeks) then put your name and address on your personal competition card, indicate somewhere on the card the type of games machine that you own and send it to:

Any prizes not claimed will be put up for grabs in a future issue. So keep hold of those cards of yours won't you?

In the event of any dispute the Editor's decision is final. Employees of the Europress group or participating companies are not eligible for entry.

**Games-X £20,000 Software Giveaway, Europa House, Adlington Park, Macclesfield, SK10 4NP.**

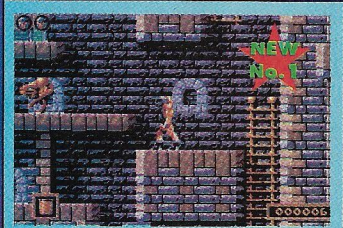
**What if you don't have a card?**  
If you didn't buy last issue of *Games-X* (shame on you!) then cards are available by writing to the following address: *Games-X* Compo Cards, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

Entries must be received within two weeks of the date on the front cover of the issue in which your winning number appears.

**UP FOR GRABS NEXT WEEK: LEMMINGS, AWESOME, TOTAL RECALL, NIGHTBREED AND LOTS, LOTS MORE!**

# GALLUP CHARTS

1	★	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
2	▲	<b>DIZZY COLLECTION</b> House: CODE MASTERS Team: OLIVER TWINS
3	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
4	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
5	◆	<b>POWER UP</b> House: OCEAN Team: VARIOUS
6	▲	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
7	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
8	▲	<b>SUPER MONACO GP</b> House: US GOLD Team: ZZKJ
9	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
10	▼	<b>FINAL WHISTLE</b> House: ANCO Team: STEVE SCREECH
11	★	<b>WONDERLAND</b> House: VIRGIN Team: MAGNETIC SCROLLS
12	▲	<b>SPEEDBALL 2</b> House: IMAGEWORKS Team: BITMAP BROTHERS
13	▲	<b>MICKY MOUSE</b> House: SEGA Team: SEGA JAPAN
14	▲	<b>KICK OFF 2</b> House: ANCO Team: STEVE SCREECH
15	★	<b>HOLLYWOOD COLLECTION</b> House: OCEAN Team: VARIOUS
16	▼	<b>SWIV</b> House: STORM Team: RANDOM ACCESS
17	▼	<b>TURRICAN 2</b> House: RAINBOW ARTS Team: SWARTZ, ESCHER AND TRENZ
18	▼	<b>LAST NINJA 3</b> House: SYSTEM 3 Team: IN HOUSE
19	★	<b>FISTS OF FURY 2</b> House: VIRGIN Team: VARIOUS
20	★	<b>F16 COMBAT PILOT</b> House: DIGITAL INTERGRATION Team: DI



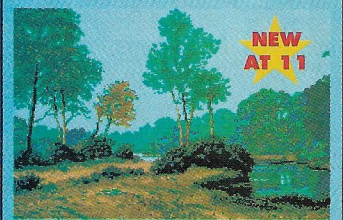
## CHART FAX

It was bound to happen. Before you could say "Games-X and Gallup bring you the official software charts," **Gods** has gone straight in at the very top of the All Formats chart. I'm sure Renegade must be well chuffed with their debut game.

**Wonderland** is back in the charts, with the ST and Amiga versions giving it a new lease of life and carrying it up to number 11.

**Mickey Mouse and the Castle of Illusion** has climbed to number 13, and the release of the Game Gear version, which incidentally is looking brilliant, should boost it by a further few places.

A whole load of re-entries have come in this week, with **F-16 Combat Pilot** on All Formats, the same



applying for Virgin's beat'em-up compilation, **Fists of Fury 2**.

**Speedball 2** is on the way up again, meaning that the Bitmap Brothers have two classic games in the All Formats chart.

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

**Turn to page 32 for our specially compiled machine specific charts**

# GAMES-X SCORING SYSTEM EXPLAINED!

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

**X-RATING: XXXXX**

The higher the rating the better the game

The man whose baseball cap never leaves his head. Maybe he's trying to hide something. He's the mad adventurer of the team.



Alex is totally addicted to the arcade/adventure genre of games. Oh, we mustn't forget to mention Depeche Mode, eh Alex?

Shaun, the man whose car never breaks down! Well at least he's in control when it's a racing game on his machine.



The baby of the team who hasn't quite discovered the art of shaving. He's an adventurer who considers himself a cartographer.

Point John at a shoot 'em-up and you'll lose him for hours. Talking of which, where has he been for the last couple of days?



**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 £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

Warzone owes a lot to Elite's ageing Commando. The storyline is basically the same, as is the action. Thankfully the gameplay has been improved from Elite's 16-bit original



You've seen it all before. Chuck and Arnie have killed more people than something that kills a lot of people, but they are still thirsty for Charlie. Nam is now however, behind them so they've had to quench their desires elsewhere.

Apparently a group of terrorists have gone ape and, yep, you've got to sort them out. They're not your average sort of thug though, and you'll have to destroy tanks, helicopters and a whole assortment of ground troops before you've done.

Warzone is for either one or two players. Use your joystick to manoeuvre your soldier and tap the fire button to unleash a round of bullets from the weapon you are carrying. Holding the button down will ignite one



# WARZONE



Bullet-ridden bodies and seas of blood are the norm in computer games these days. Any game without a huge array of weaponry and a plentiful supply of cannons is considered boring. You'll see more lead in Warzone than a pencil factory...

of your smart bombs, thus destroying anything on screen.

As you vertically scroll up the screen with the enemy attacking from all sides, you'll notice a number of containers scattered on the jungle floor. To open the boxes simply shoot them then walk over the contents in order to pick them up.

The first type of container is a green crate. One of two things are hidden inside - either a first aid box

which restores a quota of health, or a power-up icon. You may also find a smart bomb along the way.

The other type of case holds new weaponry. You begin the game with a low powered single shot rifle. The various guns you can collect include a flame thrower.

Next is a green laser which, depending on the power you've collected, is either one or three blasts wide. Grenade launchers can also be



**Rocket Launcher:** fires deadly missiles that once powered-up can home-in on enemy targets



**Green Laser:** a single beam of laser, which can be increased to be three blasts wide



**Three-way rifle:** launches balls of blue plasma in three directions



**Flame Thrower:** a short ranged but highly destructive weapon whose range can be increased by collecting power-ups



**Grenade Launcher:** lobbs grenades over walls and other obstacles. Minimum range means close combat is impossible

**LET'S GO, MARINES...**

## SHOOT TO KILL

**Hits:** each time you receive a wound, one hit point is deducted

**Lives:** upon losing all your hit points, you lose one of your lives

**Smart bombs:** when activated they destroy everything on screen

**Supply crate:** usually contains a first aid pack or a power-up

**Player two:** Chuck's battle-buddy



**Player one:** Chuck the Psycho, or whatever you want to call him

**Weapon case:** when shot, a new weapon is released

# ONE



Having been catapulted from your chopper, you are thrown into the midst of the action. Bullets come at you from all directions as the enemy closes

found, and when fired lob a small explosive a few paces in front.

Probably the handiest weapon is the rocket launcher. There are two types - unguided and homing. The unguided rockets just fire off in the direction you are facing, but the homing close in on the most threatening enemy. The last weapon to collect is a three way cannon which launches blue balls of death straight ahead and diagonally to the left and right.

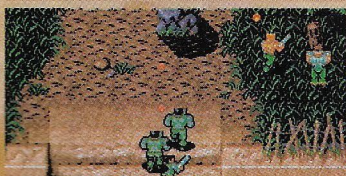
You also have to take extra care so as not to destroy the hostages tied to wooden poles. When rescued, these reward you with the first aid kits or a star. These stars are simply points and can also be found in the undergrowth.

Most of the scenery you have to battle though is thick bushland, providing ample cover for both you and the enemy snipers. Trees conceal riflemen, and sand bags protect the other soldiers from your gunfire.

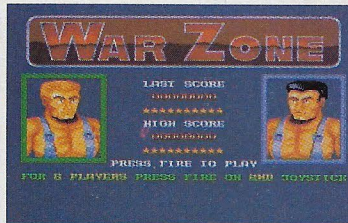
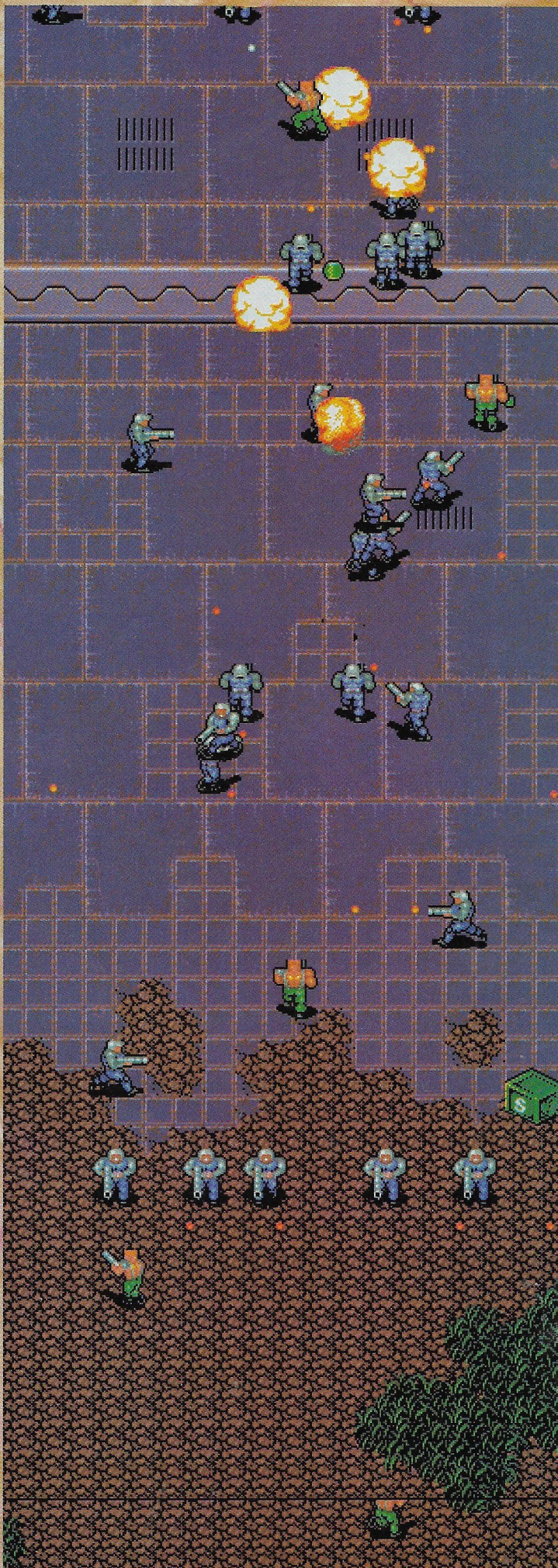
Further on in the game you'll stumble across gun emplacements which need multiple hits from the rocket or grenade launcher. Holes in the ground open up to reveal accurate machine-gun turrets, and every now and then missiles are launched which slowly follow you before exploding.

Warzone is blessed with its fair share of level guardians, consisting of huge battle tanks, armoured bunkers and the like. These require lots of hits, but they fire like there's no tomorrow.

The immediate reaction is that Warzone is very similar to Commando. The game is however, highly polished and has been vastly spruced up to use the 16-bit's capabilities.



Luckily your gun kept them at bay, and the first hostage is now in sight. Dodge the enemy fire and collect the rewards you are given



## FACT FILE

Software House: Core Design  
Programmer: John Kirkland  
Graphics: Terry Lloyd  
Sound: Matthew Simmonds

**T**here's no doubt about it Warzone IS Commando. Cast your mind back to playing the addictive little shoot'em-up where you, as a GI Joe look-alike had to kill the entire enemy army single-handedly. If you can remember that, you'll have the basic gist of Warzone.

The 16-bit versions of this classic left a lot to be desired, and although they featured our hard hat hero they didn't play as well as their 8-bit counterparts. They also failed to provide the vast quantity of power-ups and collectables that Warzone has to offer.

The game is graphically excellent, and on top of glossy presentation is a tried and tested formula for a game. Agreed, you've seen hundreds of games like Warzone, but I can guarantee that they are not as detailed, and that the Core effort is much more playable.

The difficulty level is set perfectly, although some gamers may find the earlier stages a mite too easy and want to get straight on with the tougher stages of the game.

Where as Commando was for one player only, Warzone allows you to team up with a mates and become battle-buddies for half an hour or so. The scenery changes from level to level, as do the types of infantrymen, vehicles and emplacements.

To sum up, Warzone isn't new or spectacular, but without having to rely on a coin-op's name it manages to be a competent shoot'em-up, and probably the best of the Commando genre. Commando was an excellent game for its era, but Warzone definitely shines out as the business.

**X-RATING: XXXX**

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

### RELEASE INFO

Amiga £25.53 May  
Atari ST £25.53 May



## FACT FILE

**Software House:** Novagen  
**Programmer:** Paul Woakes  
**Graphic Artist:** Mo warden

I had the original version on my Atari 800XL all those years ago, and loved this game then. I am not ashamed to say it, but I enjoy a good mindless blast.

The Amiga version has not been significantly improved over the original but, it would appear that all of the basic elements have been retained.

I was expecting the graphics to be really impressive and snazzy, but unfortunately I was a tad disappointed. The action is fast and smooth, but the old C64 and the 800XL could do that!

The most significant improvement over the original is the excellent inter-level section with all of the asteroids. It's mighty impressive!

Encounter's not bad, but for today's gamester - oh, that sounds a mite knowledgeable and cosmopolitan - it is a little on the basic side.

**X-RATING: XXXX**

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

**RELEASE INFO**  
**Amiga £50.49 Now**  
**ST £50.49 Now**

Encounter met with worldwide acclaim and marked the debut of author Paul Woakes, who went on to create the incredible Mercenary and Damocles space sims.

This 16-bit rework of the original has changed very little. Obviously, the graphics have been improved somewhat, but the overall impression is basically the same.

You are the pilot of a super high speed Stormin' Norman battle tank. Your mission is to tear across the obelisk filled battle arena blowing to pieces various little alien nasties. These appear from another dimension through tiny stargates. Easy eh?



Way, way back in the depths of time - well, 1984

actually - 8-bit Atari owners marvelled at the realism of this fast 3D battle simulation. Basically it is a Battlezone clone, and the immense playability made it an instant hit...



Oh no, it's full of stars! The stargate to level two appears before you

One of the aliens sails into your view



Well, it would be if it were not for the fact that the aliens have this nasty habit of slinging huge great barrages of laser shots at you and then zipping off at immense and incredible speed.

To make things even more difficult, everyone's shots have a tendency to bounce and ricochet off the cylindrical obelisks which are dotted around the arena. This is great because you suddenly

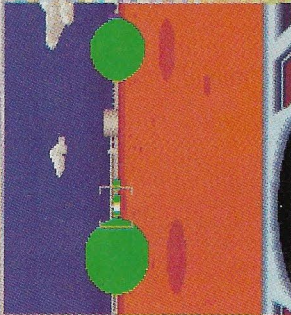
discover you can kill a meemie without actually realising you were even pointing at him! It's brilliant! This does have a down side however, as it can prove to be a bit of a bind, like on later levels when the aliens have a better grasp of the laws of physics than you do! They can take you from some of the strangest angles (oo-er)!

Between the levels of meamy mangling you are forced to drive your tank through a stargate and negotiate a field of asteroids before being allowed to enter the next level.

# ENCOUNTER

At first this is easy as the large chunks of rock are fairly widely spaced. On later levels though, the

As you arrive at level two the aliens unleash a barrage of fire at you



fit could best be described as a little snug!

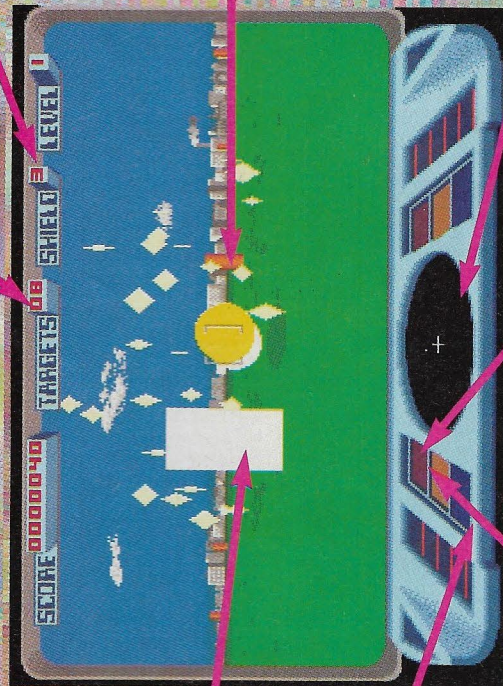
There are eight basic arenas which have to be fought through, and beyond this the aliens get really mean. It'll take you a while to get very far into the game as it's quite a toughie!

Overall it's a good blast. The 3D perspective view is fast and smooth and the aliens zip about very realistically. The graphics aren't tremendously impressive to look at, but they work really well.

I was particularly disappointed with the sound. This hasn't changed at all from the old C64 version. OK, it worked really well, but this is apparently a rework of the original soundtrack and, couldn't we have had something new?

## DOWN TO BASICS

Amount of lives you have left



The stargate from which the little aliens will pop

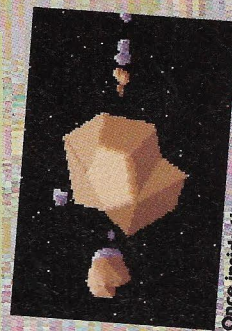
Indicates when the aliens are shooting at you

A deceased alien, fragmenting into thousands of tiny pieces

The missile approaching indicator

This will light up if there is an alien which is about to appear from another dimension

Your radar scanner for tracking down the nasties



Once inside the stargate the asteroids come screaming towards you



ARGHHH... you're dead

# DUCK TALES



**With more quacks than a psychiatric hospital, Disney's Duck Tales brings you the best in stereo sound, crisp, well-defined graphics and classic cartoon-manic fun. In this zany action game, Uncle Scrooge will never be the same again...**

Scrooge McDuck has a reputation for being the world's stingiest millionaire, and has collected vast quantities of treasure which he keeps in the vaults of the Duckburg bank.

There's nothing he likes more than diving into his piles of gold and counting his stash. That's his favourite past-time, except for one.

He has this craze for finding new and rare items which are worth codies of cash. He's willing to go to any extreme in order to get them.

As Scrooge, you must travel to

the far corners of the world, possibly even further, in an attempt to recover five of the most priceless treasures known to duck-kind.

### A LIFE TO LIVE

You begin the game with three lives and each time your power is reduced from three hit-points to zero, one of these lives is lost.

When an enemy hits you, one point of energy is lost.

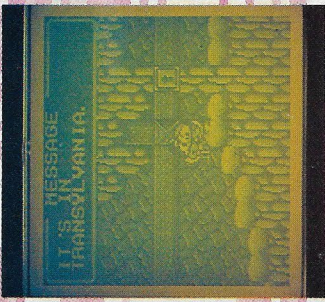
There are however, three difficulty levels. Playing at the easy level means you can take up to six

punches before a life is lost, three for the normal levels and energy reduction galore occurs when playing the hard levels.

When confronted by an opponent, don't hit him around the face with your flippers. Instead, pull out your pogo stick and start bouncing. Landing on top of the villain will put him out of action leaving you to continue.

The task is set against the clock, so you must battle against time as well as the thugs you'll meet along the way.

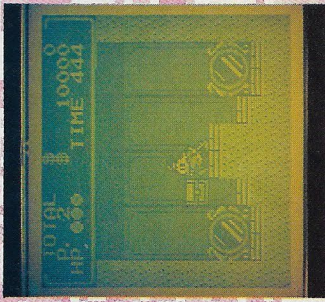
## FROM THE AFRICAN MINES TO PENNSYLVANIA...



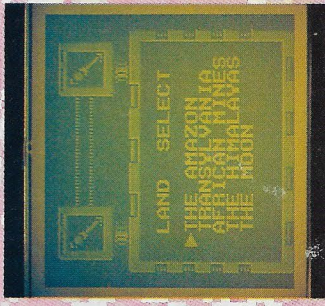
Making your way into the African mines, you are greeted by Dewey. He informs you that you must go back to Transylvania to find the key that opens the mines



Back at the Count's castle, you're having one or two problems with a headless knight... Hitting him with your cane causes him to lose his head and it comes rolling after you



Using the mirrors as teleporters, you manage to find your way into a treasure room. What's inside the chest? Could it be the key? Open the trunk and find out...



Stepping into the next transporter you are mystically taken to Duckburg and asked to choose where you want to go next. Do you return to the Mines?

**Total:** The amount of treasure collected and stored in the Duckburg bank

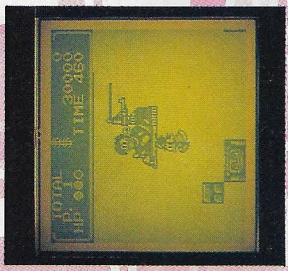
**Player:** The Scrooge McDucks you have remaining

**Hit Points:** How much energy, out of three hits, you have left

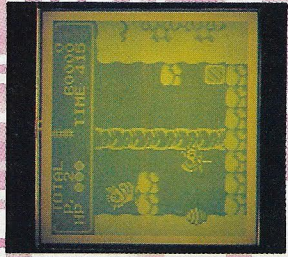
**Time:** Just how long you have got to complete the level

**Scrooge McDuck:** The courageous duck controlled by the joystick

**Enemy:** Ranging from killer tomatoes to giant spiders - all have deadly intentions



Making guest appearances during the game are Scrooge's nephews and his niece, Webby. Launchpad gives you a helping hand in his chopper, and Mrs Beakley enjoys throwing food around



Pressing button A will make our hero leap. When he is falling, pressing button B will make him pull

out his pogo and start bouncing. When confronted by a brick or other solid object, pressing button B will make Scrooge hit it with his cane. This will destroy the block and leave something valuable behind. To climb a rope, you must jump up to it before holding up or down to climb or descend to the next screen.

### AROUND THE WORLD

The first level is the Amazon, and is easy to complete, with the toughest creature being a giant spider.

However, the Himalayas have the Abominable snowman aka the Yeti aka Bigfoot somewhere in the depths. The last mission is set on the moon in a futuristic setting.

If you manage to collect all of the treasure, you'll have to face the final battle against all of the thugs where you reclaim what they think is rightfully theirs.



## FACT FILE

**Software House:** Nintendo  
**Development Team:** Capcom, USA

**D**uck Tales is another platform game akin to Mario and Mickey Mouse. However, I won't slag it off straight away as it is an addictive game and provides a simple, yet compulsive challenge.

The task is a little on the easy side, and shouldn't take too long to complete, although the various difficulty settings manage to rectify this to some extent.

The controls are easy to use and prove to be very effective - a combination of both buttons and the joy-pad is used for moving and attacking.

The graphics on the Game Boy are great, and the sound, in stereo, is also as good as you could expect it to be. It's not the graphics or the sound that make the game though, it is the gameplay that keeps you coming back for more.

**X-RATING: XXXX**

**Gameplay: 16/20**  
**Lastability: 12/20**  
**Presentation: 17/20**

**RELEASE INFO**  
**Game Boy £25.00 Now**  
**NES £40.00 Now**



# FACT FILE

Software House: Sunsoft

**E**lite's game was good, this one's great. Fighting through the Clamp Centre proves to be a fun and addictive task. The graphics are good with all characters easily recognizable from the film.

The short animations between levels are of a very high standard. Sound also is good with a jolly, if slightly annoying ditty - but what tune is it - playing throughout? Difficulty has been set just right with the player able to advance quite far into the game on their first attempt.

The only real problem is that you are sent back to the start for every life. The scrolling is very smooth with only a slight problem around the edges of the screen.

On the whole a cracking game that will be enjoyed by everyone who owns an NES. Shame about the steep price.

**X-RATING: XXXXX**

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

**RELEASE INFO**  
**NES £40.96 Now**  
**Game Boy £25.48 Nov**



Pausing the game gives you the chance to look at which weapon you possess

**B**ased on what was one of the best films of 1990, this game breaks its way onto your screen. This is not a conversion of Elie's 16-bit game, but Sunsoft's own interpretation.

Taking control of the loveable Gizmo you must fight your way through five levels of the Clamp Centre, which soon becomes overrun with evil Gremlins. The first level sees you attempting to escape from the genetics lab.

The path is not easy as bats, rats and giant bouncing tomatoes block the route. Gaps appear in the floor and must be jumped if Gizmo is to survive.

Gizmo is also armed with an array of weapons he can get at various stages of the game, these range from tomatoes and a bow, to a fire tipped arrow. All, except the tomato can be upgraded to three-way fire.

Picking up a light bulb acts as a smart bomb and clears everything on screen. Pogo sticks can get you to the end a bit quicker as when you're on one you are invincible.

### GREMLINS IN THE SYSTEM

Halfway through each stage you can enter a shop run by Gizmo's master, Mr Wing. Various items can

be exchanged for crystal balls which are produced when an enemy is destroyed. Possible items include: balloons, life force top-up, weapon power-ups, extra lives and extra life force. Each time you enter the shop only one item can be bought.

The second level is in the air

ventilation system where Gizmo is trapped by the other Mogwais. More enemies appear such as spiders that turn into two smaller spiders when shot.

At the end of levels two to five you will encounter a boss who must be disposed of in order to progress. These take the form of giant

# GREMLINS 2

**OK brain tester time: Who remembers the three rules about Mogwais? I do! 1 - never expose them to bright light. 2 - never get them wet, and 3 - never feed them after midnight. What puzzles me is why do people always break rules like these?**



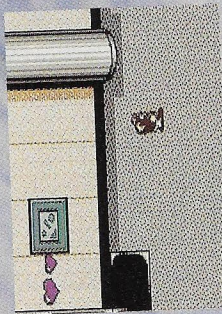
Gremlins from the film; Mowhawk, the Electricity Gremlin and a Spider-gremlin. A number of shots are required to destroy these meemies.

Level three will see you making your way through the TV station and various sets for shows, all of which will be packed to the brim with different Gremlins. Level four involves you returning to the genetics lab to battle with various of the little beasties which have drunk strange chemical mixtures and transformed themselves.

### TAKE-OVER BID

Finally, you must battle with Gremlins in the control system of the entire building and stop them taking over.

Each level has two stages to battle your way through, except level five which has one - successfully completing this will acclaim you a hero.



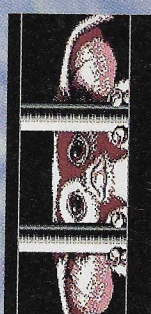
Stage 2 takes place in Billy's office which is overrun with evil beings



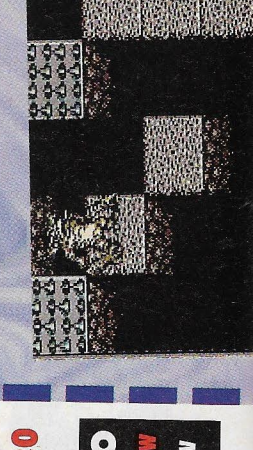
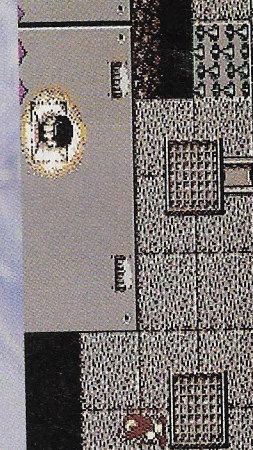
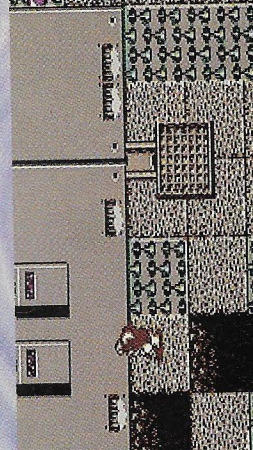
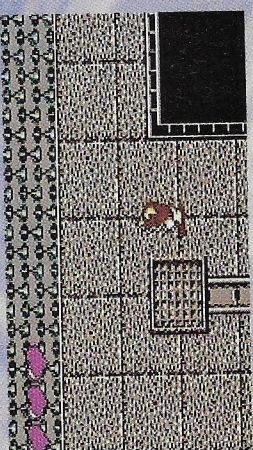
Level one completed and Gizmo obtains a new weapon



In the air duct you come across other types of enemies including guided bombs



Before level two starts we see Giz being thrown into the air duct by the other Mogwais





# ULTRAMAN



Until now, everything that we here at Games-X have seen on the Famicom has been nothing short of brilliant. This latest offering for the wonder machine is based on the old Japanese sci-fi movies... and believe me it is decidedly dodgy!



You form a force shield to protect yourself from the alien's red hot laser saliva

**Y**ou know the films I'm on about, they did a late night series on Channel 4 last year - the really tacky ones from the late '60s with the totally incomprehensible storylines about monsters eating cities and stomping all over national landmarks.

From this style of film was born Ultraman (cue fantare), a giant robotic, flying superhero-type person, who wrestled with the enormous, ugly bad guys and generally did wonderful things for the general public.

There must be someone with a

really warped sense of humour working at Bandai. The concept of writing a game based on this type of film could however, have been highly successful even though films were just utterly ridiculous!

## THE PLOT - OF SORTS

A group of huge monsters looking vaguely like mutations of Godzilla are threatening the world and you must take them on and destroy them. Yeah, yeah, yeah I know you've been through all this before. Believe me it isn't much different this time.



The first creatures you have to fight - yech, ugly aren't they?

Although graphically fairly reasonable, the gameplay of this futuristic beat'em-up game is pretty abysmal. You control the superhero's moves as he attempts to kick the stuffing out of the offending baddies. No ridiculous sub-plots, no complex puzzle



Ultraman battles it out with the evil Telesdon. He's not a pleasant chappie at all

solving. Just pure and simple fistcuffs.

Your hero has all sorts of manoeuvres at his disposal. Firstly, there are the usual karate type moves, which cause your 50 foot high metal man to leap screaming into the air kicking and punching. Fair enough - it's your typical beat'em-up type thing.

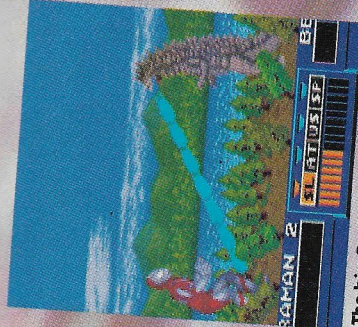
Secondly, there is a special rechargeable weapon type thing with which you can blast the enemy and pound him into the ground. This weapon can be charged to different levels of power in order to mangle the monsters.

## TRICKY TRANSLATION

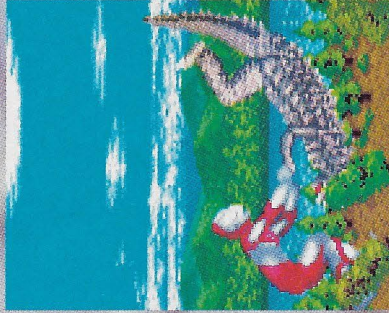
Once you've managed to get the knack of putting the boot in with the nasties the game is reasonably easy to get the hang of. But believe me it's difficult to get used to the controls! The fact that pretty much all of the on-screen comments are in Japanese doesn't really help much either!

All in all this game is a big disappointment. It was beginning to get to the point where all Famicom games were brilliant, but I suppose this had to happen.

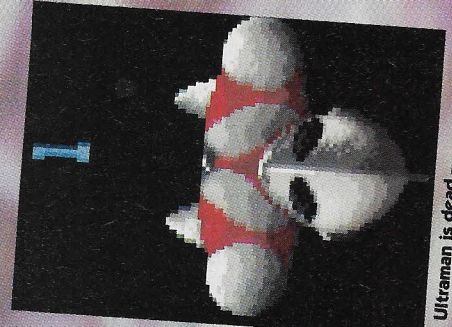
Forty quid is a lot of money for something, which is nothing more than a glorified karate game, presented in a mediocre manner.



The big Godzilla look-alike fires his blue hot breath at you. Must've been a really hot curry he had for his supper last night!



You pick the foul creature up and throw him across the screen. The fact that he apparently weighs 25,000 tons does not deter you in the slightest



Ultraman is dead - long live Ultraman!



## FACT FILE

Software House: Bandai  
Development Team: Bandai

**T**he Famicom is a truly awesome machine blessed with a large number of tremendous games which have a nasty tendency to cost loads of money. Forty quid is a lot to ask for a games cartridge, but usually the Famicom games are worth it. Ultraman is a sad exception to this rule.

Graphically the game is far from impressive. As you can see from the screenshots, they're not up to the usual standard of this great machine.

The sound is also of a fairly poor quality - just a dire collection of tacky tunes in the style of the Thunderbirds theme. I suppose it could be argued that the music is meant to be tacky, but this just ridiculous!

Some of the sound effects are fairly good, there's a nice collection of grunts and groans, but they're nothing particularly special!

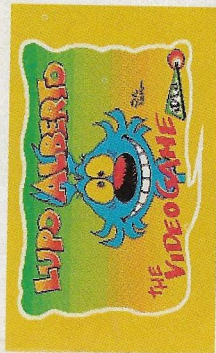
Ultraman is infuriatingly dull and exceedingly hard to play. I don't think anyone who saw it in the office was particularly impressed!

It is certainly not worth the exorbitant asking price of forty quid.

**X-RATING: XX**

**Gameplay: 10/20**  
**Lastability: 6/20**  
**Presentation: 10/20**

**RELEASE INFO**  
**Super Famicom £40.00 Now**



## FACT FILE

**Software House:** IDEA  
**Programmers:** Digtteam srl  
**Graphic artists:** Luca Stradotto,  
 Nicola Benetolo  
**Music:** Paolo Golumberti, Gianluca Rotondo,  
 Alex Ravelli

**T**here have been some great success stories involving cartoon characters being converted into computer games. Just look at Garfield and Mickey Mouse! They are superb! Lupo Alberto is a different matter altogether.

The graphics are decidedly dull and primitive looking and the game play is uninspiring.

Animation of the sprites is a joke. The characters walk along looking like they're just tapping their feet!

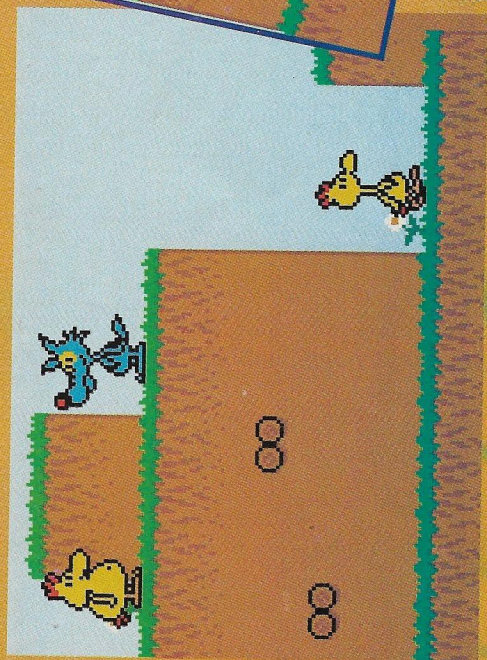
The idea behind it is great and it could be a really amusing little romp, but instead it is monotonous and a mite on the tedious side.

It's nice to see games coming in from all over Europe, let's hope to see some others which are really good.

**X-RATING:** XX

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

**RELEASE INFO**  
**Amiga** £25.53 Now  
**64** £611.23 Now  
**d6** £15.31 Now



Lupo Alberto is chased across screen by a totally brain dead chicken - at least I think it's supposed to be a chicken



Stomping on a chicken will cause it to fall off the edge of the platform. The you'll have to stomp

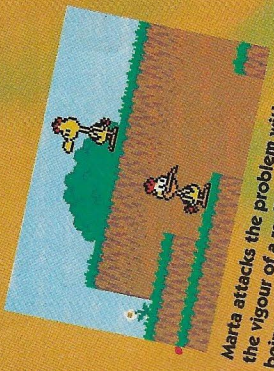


The selection screen. Here you can select which character you want to play - Lupo or Marta. View the high score table by pointing at the little mole, or turning the music off by clicking on the duck

# LUPO ALBERTO - THE VIDEOGAME



**Lupo Alberto is apparently an Italian comic strip wolf character who hangs out with beautiful young chicken by the name of Marta. He's a scruffy character whose only intention in life is to be with his loved one...**



Marta attacks the problem with all the vigour of a really vigorous being really vigorous



**T**he basic aim of this game is to control either Lupo Alberto or Marta as they search for a quiet spot in order to be together. Ahhh, isn't that sweet? A game of true love between a shaggy blue wolf and a skinny little hen.

You must guide your scruffy friend through a scenario containing a variety of obstacles, in a situation which is very reminiscent of Super Mario World. It's basically just a scruffy ladders and platforms game

presented with various bits and bobs which are useful for your quest. Stomping on some of the baddies will cause them to leave behind various grocery items which cause your points to shoot upwards.

Other meanies will leave behind some strange contraption things which when picked up will make your life considerably easier. For example, at one stage you will need to jump a very large chasm. In order to make the jump you will



Running into a big chicken is seriously bad for the health

filled with various baddies. As with our old friend Mario, to get rid of any offending bad guys all you have to do is stomp on their heads!

Throughout the game you'll be

have to stomp on a poor defenceless chicken's head so you will be able to get hold of a pair of springy shoes!

From here on you will be able to leap large areas of the screen in a single bound and being about on a squiddy little platforms.

I'm all for enterprising people doing rip-offs of Marioworld as long as they're good. When I first saw Lupo Alberto I had high hopes for it. Unfortunately I was more than a little disappointed with both the

gameplay and the presentation.

In places it's almost impossible to achieve the goal which you are striving for. Very often there will be something which insists on getting in your way, such as a chicken, which will not budge whatever you try to do.

This is all very well and good if you like a bit of a challenge, but it becomes infuriating after a very short while.

Lupo is the Italian equivalent to Garfield so I would imagine that this is one of those games which sells on its name in Italy.

Whether or not it will be as popular in this country is seriously in doubt. Lupo Alberto is a little too simplistic in appearance to be really taken seriously by the discerning Amiga owner.

**P**ast future sports have relied on bodily contact and vast quantities of violence to make them great to play and exciting to watch.

Stormball however, doesn't rely on mindless gibbons running around a steel arena punching hell out of the opposition.

Being a non-contact sport, Stormball is a game of skill and not brawling which disposes with the teams of muscly men.

Each stands in their own half of the court and has to throw the ball into their opponent's section. There are no goals to aim for, but instead brightly-coloured tiles that once hit reward the scoring player with a number of bonus points.

### STORMING YOUR OPPONENT

The menu screen has four options. First off you have the chance to practise against SIDD, a droid which can be programmed to play at different skill levels.

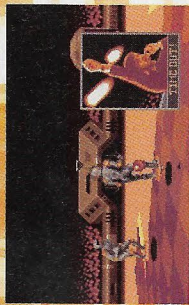
The second is the two player option. Stormball features either a split-screen two player mode, or alternatively you can link two machines directly via the serial port.

The options icon allows you to define certain areas of the game such as toggling the various control methods. The last option is one player competition league.

## FROM THE SEEDY BACKSTREETS WITH DEXTER TO THE GLAMOUR OF THE STORMBALL ARENA



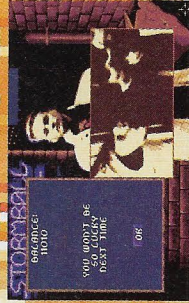
Before starting the game, you decide to lay a wager with sinister Dexter, the decidedly dodgy bookie. Put your money where your mouth is, give him your cash and hope you're lucky.



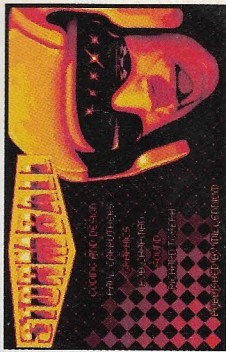
Having splashed out to play a rather experienced player, you have been thrown in the ring with him. You get off to a really good start and actually manage to score early on, which is a useful tactic



Once again Gore strikes with aggression, and the ball goes steaming off into the opponent's half. As it rebounds off the barriers, points start clocking up on the scoreboard



After a successful victory you slip down the alleys and find Dexter waiting for you. Putting his hand in his pocket and pulling out your winnings, he curses and promptly leaves in a foul mood



## FACT FILE

**Software House:** Millennium  
**Programmer:** Paul Carruthers  
**Graphics:** Rob Chapman  
**Sound:** Richard Joseph

**A**lthough the plot sounds similar to that of Speedball, the game is totally different to play. The control system takes a little while to get used to and a brief practice session makes you weary of the way your character moves.

The smooth scrolling chequered pitches and the variation of the design combine to make an enthralling game. The two player option is excellent and and link offers a further variation, also the first person perspective works well.

Stormball also includes the money side of the game - you have to win in order to gain funds.

On the whole the various features make Stormball an excellent game that will definitely keep you coming back for more.



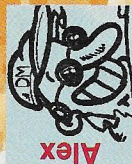
**X-RATING: XXXX**

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

**RELEASE INFO**  
**Amiga** £25.53 May  
**Atari ST** £25.53 May  
**IBM PC** £25.53 May

# STORMBALL

**"If it's blood sport the public want, it's what they're gonna get!". The chief of KYTV slammed the holophone down and started scrawling on a sheet of paper. He only had a few hours before the first transmission of Stormball was shown.**



hiding underneath there - thankfully he only carries around a wad of dosh.

**Posy Nathaniel:** 35 years old, 245 pounds and rated 4th in the league and is currently 3rd



**Piscin Donald:** 36 years old, a massive 260 pounds and is 8th in the league

**Slater Tiffany:** 27, a mere 165 pounds and rated 7th

## MEET THE PLAYERS

**Gore:** That's you, my boy! Your rating depends on how good you are

**Larry Carruthers:** 24 years, a winpy 190 pounds and rated 10th

**Chelsey London:** Young at 21, light at 159 pounds and is the league leader



**Maggot Malone:** 28, around 200 pounds and is sixth

**Ria Kiminsky:** 24, a feminine 180 pounds and sadly, not rated

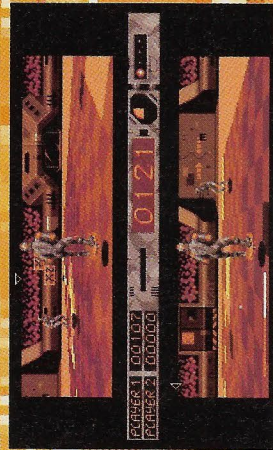
**Harry Schwartz:** An ageing 40, a light 195 pounds and rated as 9th in the Stormball league

On with the game. Using the joystick to control you character, you view the chequered pitch from behind your player.

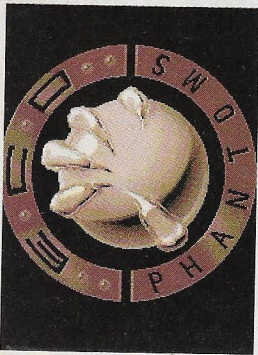
Nudging forward will send him whizzing towards the centre-line, whereas pushing left or right will make him spin around to face a new direction. Pulling back will make the hover-board reverse.

When the ball is released from the centre, you must really try to reach it before your opponent does. As you near the ball you'll find that you will automatically collect it in your steel gauntlet.

Pressing the button will make your character release it, the longer you hold the button down the more powerful the shot will be.



Stormball features a two player option. There's the choice to use either a split-screen or a direct link through the serial ports of two machines



## FACT FILE

**Software House:** Electronic Zoo  
**Programmer:** Jeremy Sherlock, Toby Simpson  
**Development Team:** Spinner Vision  
**Graphics:** Michael Jary  
**Music:** Adam Pracey

**T**hese 3D perspective adventure games have been popular for a number of years now. As you can tell from the screenshots, the graphics are very good. Not only are the still frames of a high standard, but the animated sections are also great quality.

I think that the gameplay is a little on the difficult side. The manual isn't well written, so getting started is a case of trial and error, which can take quite a long time! When you first start playing you may feel like giving up!

However, once you've managed to actually get somewhere the game really opens up.

This is a very enjoyable adventure/exploration game. If you have the patience to get through the initial difficulties you'll really enjoy it.

**X-RATING: XXXXX**

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

**RELEASE INFO**  
**Amiga £24.99 Now**  
**Atari ST £24.99 May**  
**PC £29.99 May**

**J**ust for a change, you play the part of a tremendously brave and heroic warrior who is going to take on a massive organization single handedly. Your mission is to destroy the mysterious Eco Phantoms and free the earth from the tyrannical grip of this evil race.

It is vital that you learn to control the strange vessel you've hijacked if you are to retrieve vital computer information from spheres, which are hidden in various chunks of machinery.

To defeat the aliens you need to have a complete set of spheres, as these will provide you with the necessary information to destroy the alien mother ship looming above the earth.

### CHOP, CHOP, BUSY, BUSY

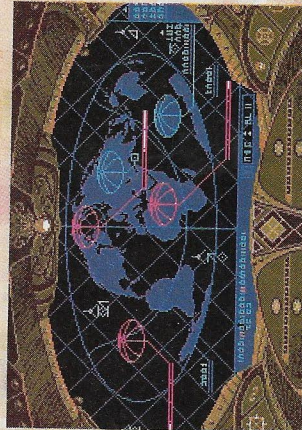
Your ship contains a number of cockpits from which you control the different functions of the craft. All control is by means of an icon system making manipulation of the computer systems fairly easy.

The main cockpit controls the basic movement of the craft, and also acts as the access panel for entering the other on-board functions.

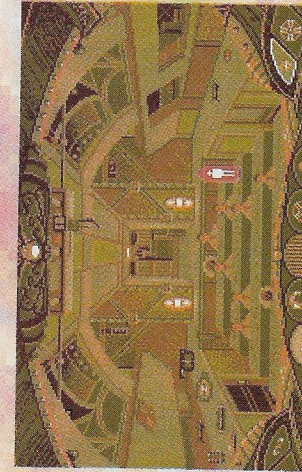
Not only will you have to negotiate valleys and gorges but



The virus computer will track down different strains of viruses and will help you to neutralize them to make all areas safe for you to enter



This map is important as it shows the different areas of the Planet Earth which you are free to explore in your Eco Zeppelin



In the passenger hold you can assign crew to carry out different tasks. Be it working in the virus lab, or looking after the engine room

# Eco PHANTOMS



Shaun

**All that remains of Earth lies beneath the domes of the Eco Phantoms. Having entered one of these structures and hijacked a futuristic blimp know as an Eco Zeppelin, you must now become a skilled pilot in order to negotiate the winding passages of the once prosperous, but now derelict planet...**

You will also have to look after the Zeppelin's numerous systems. The turbine engines need constant attention, as does the virus

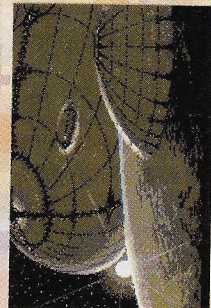
laboratory which keeps a check on any hostile bugs and conditions which might infest any area you may come into contact with.

keep you occupied! This is a very complex game which will take a long time to complete. There are codes to crack, battles to fight and administration to look after. It's going to take many hours to finish!

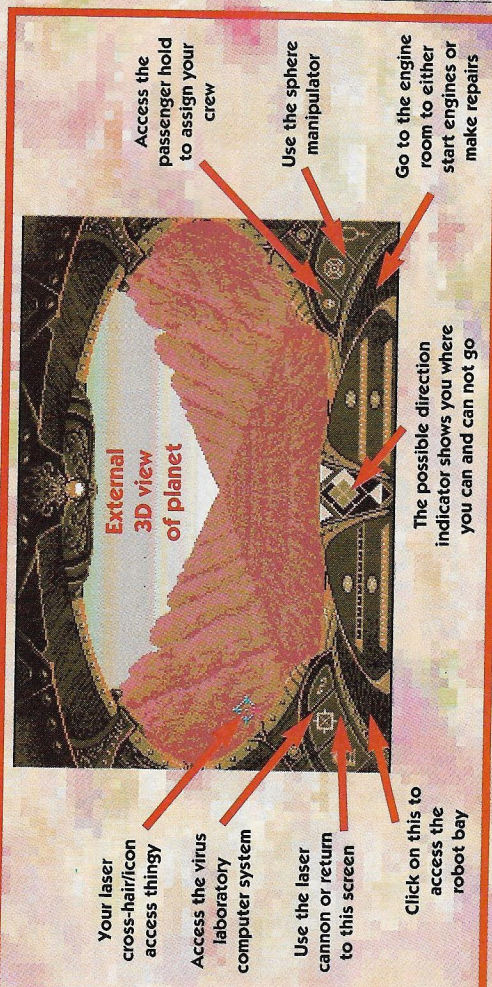
My only major quibble with the game is that it has one of the most annoying protection systems I have ever come across. Upon beginning the game, you have to give a code from a given page in the manual.

These codes are constructed from various patterns which must be constructed in a grid, in a given time limit. Great idea eh?

The trouble is though, that it's very difficult to work out how to create the code, and the time limit is far too short. If you're the impatient type, keep taking deep breaths and try not to hit the computer too hard!



The huge mothership looms in the Earth's orbit



Your laser cross-hair/icon access thingy

Access the virus laboratory computer system

Use the laser cannon or return to this screen

Click on this to access the robot bay

External 3D view of planet

Access the passenger hold to assign your crew

Use the sphere manipulator

Go to the engine room to either start engines or make repairs

The possible direction indicator shows you where you can and can not go

You're not the only person on board the floating craft, there are passengers to whom you can assign the different tasks of looking after the ship's vital functions.

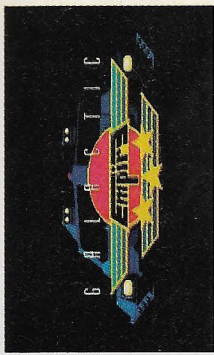
On arrival at installations and buildings just deploy a robot scout to explore. You view the droid journey through its eyes as you direct it by remote control.

### MANIPULATING YOUR BALLS

Once you've managed to get hold of some of the computer spheres you can load them into your on-board computer and manipulate them (oo-er).

They should make your life considerably easier as they can be used to open doorways and deactivate shields which block your path.

As you can see, there's lots to



# FACT FILE

Houses: Tomahawk

Teams: MDO

Programmer: Francis Nedelec

Graphics: Frederic Chauvet

Music: MOBY

**M**any vector graphic games come out every year and to stand out against the rest they need to be special. Galactic Empire didn't quite make it.

The graphics move smoothly and are fairly quick, they are also well designed. The background graphics certainly give off a futuristic feel.

What lets the game down is the gameplay. It is far too complicated and the manual didn't really help either. From three disks there is surprisingly little disk accessing.

Luckily the sheer size of the game will give you the inspiration to keep you trying until you begin to progress further. The conversation screens are interesting and provide a change of scenery for a brief while. On the whole I found it far too easy to run out of oxygen and die. Obviously this put a real dampener on the game.

When you buy a game of this type you expect to last at least half a hour on your first try before dying, sadly you can't unless you're unbelievably brilliant - like me! (Steady on there - Ed)

**X-RATING: XXX**

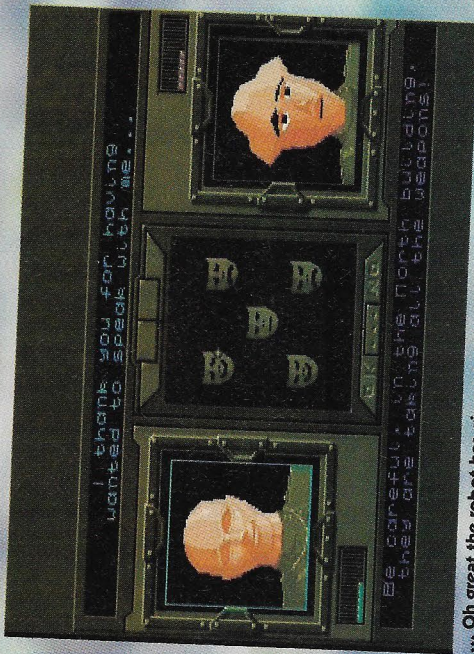
**Gameplay: 15/20**

**Lastability: 14/20**

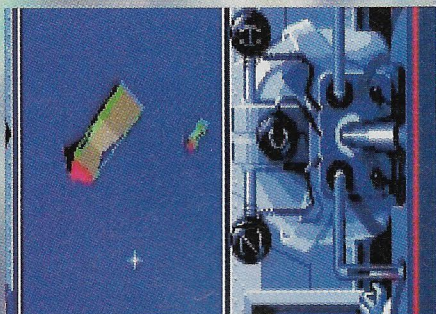
**Presentation: 15/20**

**RELEASE INFO**

**IBM PC \$35.46 Now**



... Oh great the robot has given me a lovely piece of advice. I'll avoid the north building then



Selecting weapons couldn't be easier. Just click on your choice then click on the small box to activate it. Easy right



Ooh look there's a friendly looking robot. I wonder if he'll be hostile or not

# GALACTIC EMPIRE

**Warning! The political situation on planet Ether is critical, having broken into civil war. Can you bring peace to the planet once and for all. Take on the role of a sole robot secret agent in his quest to help planet Ether.**



**P**lanet Ether is the second in the series of three planets surrounding the sun in the Ether system. The first planet is a burnt-out mess due to its proximity to the sun. The third is a Jovian style gaseous giant with many rings surrounding it.

Ether has a gravitational pull which humans cannot tolerate and therefore they are confined to the interior of formecs. This name comes from mechanical force.

## THE FORMEC

A formec is robotized combat armour which is propelled by anti-gravity. It adapts to every environment and provides the human occupant with all the resources needed: food, water,

alternatively just pressing the left button on the mouse produces the same effect.

When you see another object or robot you can click the right

the keyboard or mouse. With the four directions giving a panning view from where the robot is standing. Pressing the '+' key will make you advance forward,

oxygen and various contingency supplies. Oxygen can run out quickly but can be replenished by picking up blue spheres.

Armour comes in many types and can be activated to protect the formec. They cannot withstand all types of weaponry and it is therefore important to anticipate which will be used when you select your protective exoskeleton.

Finally there are different types of weapons you can use, all of which are gradually better than the previous one.

The gameplay is a view of vectors seen through the front of the formec and control can be via

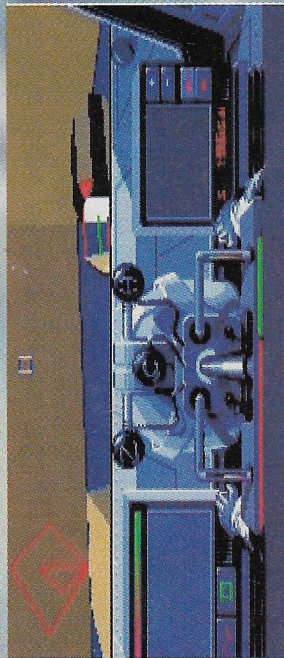
button and move the pointer to the object to see what it is. If it's another citizen you can stop and try to gather important information about the planet and the area.

If you choose the right type of questioning you might get some info. This may lead you to a building of importance.

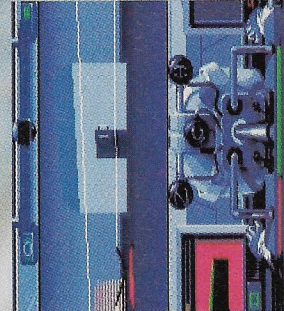
## SETTING THE MOOD

In the options folder you can adjust the game settings to how you want them. The speed the game can be altered to a constant value and the size of the screen can be changed to add more speed as the smaller the vectors the less power the machine uses.

Characters can be made to appear in a turbo fog and the higher the percentage fog, the faster and sharper they will look. A radar can be installed so you can view where different craft and buildings are in relation to your robot.

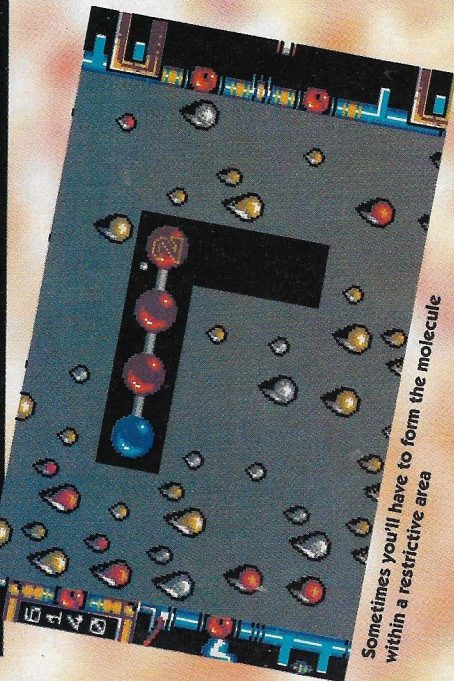
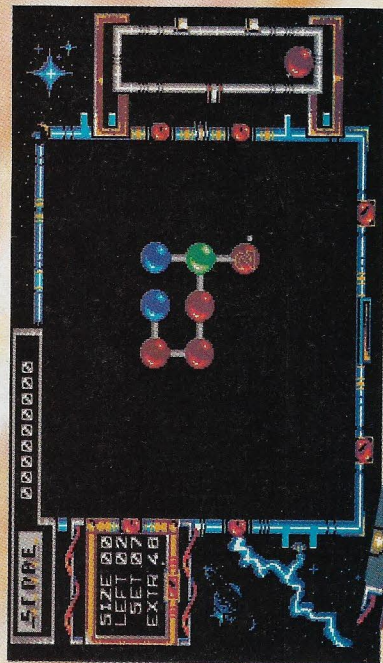


Inside many buildings you will find lots of weird alien artifacts, which serve some unknown purpose that you have to discover



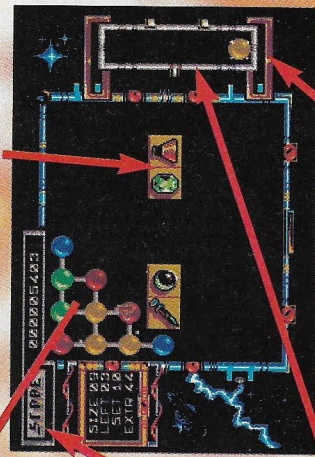
Ether is littered with buildings most of which can be entered...

The lower levels of the game are relatively simple. Anyone with a brain ought to be able to suss out how to create molecules



Sometimes you'll have to form the molecule within a restrictive area

The playing area is a grid measuring seven by eight atoms. This means that you can have up to 56 atoms within your molecule



Your score is affected by how quickly you manage to complete the molecules

The bin at the side of the screen is where the atoms which you have to use will fall. Once this is filled up the game will be over, so you'll have to be quick

On levels such as this there are some objects which are held down on the game board. These cannot be moved so they can pose a bit of a problem

As you can see here the next atom which must be used has a valence of four

# ATOMINO



**Hands up all of you who never paid any attention in Chemistry classes! There you are, yes I can see you hiding at the back! This latest release from those wonderful chappies at Psygnosis is a puzzle game based on the relationship of atoms. And no, it's not like being at school.**

Psygnosis has been producing games of a superb quality for a good many years now. This latest release is yet another original game which will keep you baffled for ages!

This time it is basically a spatial reasoning puzzle where the idea is to collect atoms and form a series of complex molecules from them.

Now, we all know that atoms are a little on the itchy side, and they seem to spend most of their time aimlessly flying around.

Take a box thing about seven by eight atoms in size and then stuff it full of atoms. These are the objects which you are to manipulate and each has a valence with a value between one and four.

All this means is they can be combined with one, two, three or even four other atoms.

The valence is represented by a number of arms protruding from the spherical atoms. What you have to do is arrange the atoms in such a manner that none of these little arm bits are sticking out. They are instead linked to other atoms.

## MOLECULE MADNESS

The first few levels of Atomino will ease you into the game gently. First, all you will have to do is create a molecule of a given number of atoms.

Very soon you are given certain constraints which you must abide by. For example, you must create a number of molecules containing a given number of

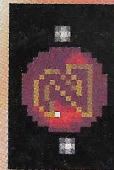
atoms, or you may have to form a molecule of a given shape.

On later levels you will have to know which atoms can be replaced to make the molecules in the fastest possible time.

Now this is all very well and good, but there are a few problems! To start with, you have to race against the clock. At a given time, an atom is released into a bin located at the side of the screen. You must use all of the atoms which are in this.

If at any point you allow the atoms to reach the top of the bin, the game is over. All is not lost however, because at certain stages of the game you are given a password which can be entered prior to starting a new game. Which allows you to skip the easy bits.

## MOULDING YOUR MOLECULES



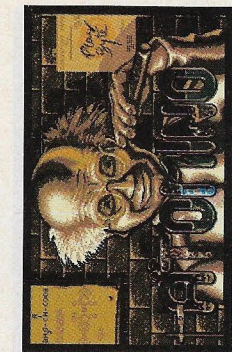
Place an atom down which has two valences



Then place another with two valences



The two atoms will then fuse together leaving each with a single valence which must be fused to another atom



## FACT FILE

**Software House:** Psygnosis  
**Development Team:** Play Byte  
**Programmer:** Rainer Reber  
**Graphic Artist:** Thorsten Knop  
**Music:** Peter Sabath

It's always good to see a new Psygnosis release. Atomino is definitely a significant departure in style from recent releases.

The graphics are of a very high standard and the sound is as good as you'll get from an ST without using sampled sounds.

There are loads of levels to puzzle your way through and there's a great password system where you can skip past the levels you can complete easily.

Control of the atoms is very easy to get used to and you'll soon be whizzing around the grid at breakneck speed building up molecules of immense complexity.

This is certainly a game which should be up there with the Tetris and PipeDream's of this world.

**X-RATING: XXXXX**

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

## RELEASE INFO

Atari ST	£25.99	Now
Amiga	£25.99	Now
PC	£35.99	May
C64	£9.99	May
	df-14.99	May

# GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

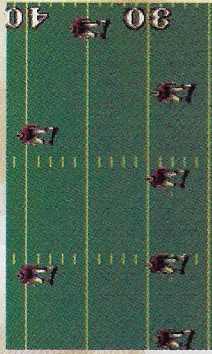
## TV Sports PC Engine

**Software House:** Victor Musical Industries  
**Development Team:** Cinemaware Corporation  
**Programmer:** You Kakinomoto



**T**V Sports makes its way from the 16-bit machines to the unsuspecting little PC Engine. Graphically the game is impressive even though it's not quite up to the standard of the Amiga version.

The still graphics of the sports commentators are of a particularly commendable standard. Likewise the sound is not quite the same, but is still



more than respectable.

Gameplay has changed very little in the conversion, the only major problem being that you won't be able to read anything on screen as it's all in Japanese! Guessing what the writing means can make the game even more fun!

Overall this is not a bad American Football sim, I quite enjoyed it.

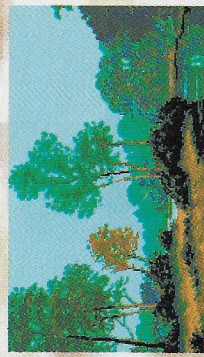
**X-RATING: XXX**

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

## Wonderland Atari ST

**Software House:** Virgin  
**Team:** Magnetic Scrolls  
**Programmer:** Bob Coles  
**Graphics:** Alan Hummissett  
**Sound:** Michael Powell

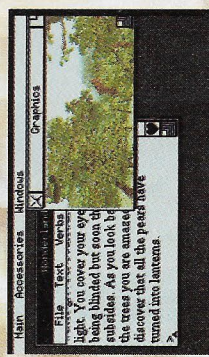
**Y**ou all know the story of Alice in Wonderland, but Magnetic Scrolls actually offers you the chance to live the dream. It was originally released on the PC around six months ago, and was hyped as being perhaps their best



release ever – quite a feat! And now the Amiga and ST releases are here.

Using their new Magnetic Windows system, Wonderland uses no keyboard executions at all – it's all mouse driven.

As with all of their products, superb graphics have been combined with an advanced parser to provide a detailed look of the mystical world to be explored.



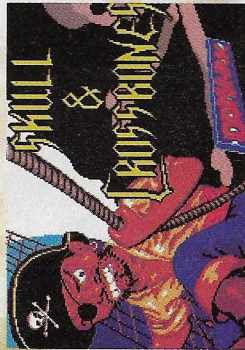
All of the Lewis Carroll characters are present making Wonderland an excellent adventure for everyone.

**X-RATING: XXXXX**

**Gameplay: 14/20**  
**Lastability: 17/20**  
**Presentation: 16/20**

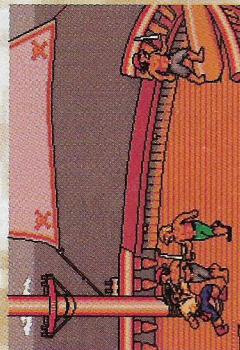
## Skull & Crossbones Amiga

**House:** Dornak  
**Team:** Walking Circles  
**Prog:** Walking Circles  
**Music:** Matt Furniss  
**Graphics:** Walking Circles



**W**hen Skull and Crossbones was released on the ST a few weeks ago people complained over its slowness and the unresponsive controls. Now the Amiga version has arrived... however, it also suffers from the same problems.

The world's first pirate beat'em-up arrives on the Amiga and after playing it you won't be too impressed. It involves



battling your way through the land of an evil sorcerer who's stolen your treasure. One and two player modes are available.

The graphics are the same as the ST – nothing to be proud of and the tune is below average. On 8-bit it may be OK but as a 16-bit game it's sub-standard.

**X-RATING: XX**

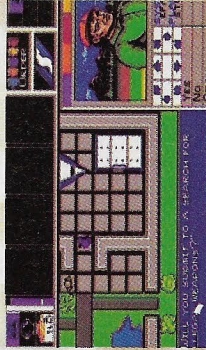
**Gameplay: 9/20**  
**Lastability: 8/20**  
**Presentation: 8/20**

## MegaTraveller I IBM PC

**House:** Empire  
**Prog:** Thomas L. Holmes & Charles Griffith  
**Graphics:** Jane Yeager & Steve Sulby  
**Sound:** Charles Griffith & Thomas L. Holmes

**W**hen reviewed last week this strategy/role playing game received an X-rating of three and a comment that it would suit most fans of this type of game down to the ground, as long as you had plenty of time to spare.

The gameplay simply involves flying between different planets collecting various items.



The PC version is practically identical in graphics and gameplay to its ST counterpart and not much else can be said. It is a game requiring a lot of your time and it could keep you going for days.



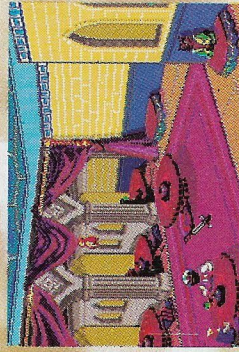
that is if you have the patience. MegaTraveller is definitely worth a look if you're into strategy.

**X-RATING: XXXX**

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

## Quest For Glory 2: Trial by Fire – Amiga

**First Reviewed:** Issue 0  
**Software House:** Sierra On Line  
**Programmer:** Bob Fischbach  
**Graphic Artists:** Kenn Nishiuye  
**Music:** M. Siebert, C. Brayton



**T**he original PC version was reviewed in the preview issue of Games-X and the Amiga conversion is practically identical to the original.

The graphics are a little on the primitive side. After seeing the latest graphical efforts from the Sierra team I was hoping that maybe the Amiga version was going to be an improvement.



**Strength**  
**Intelligence**  
**Ability**  
**Vitality**  
**Luck**

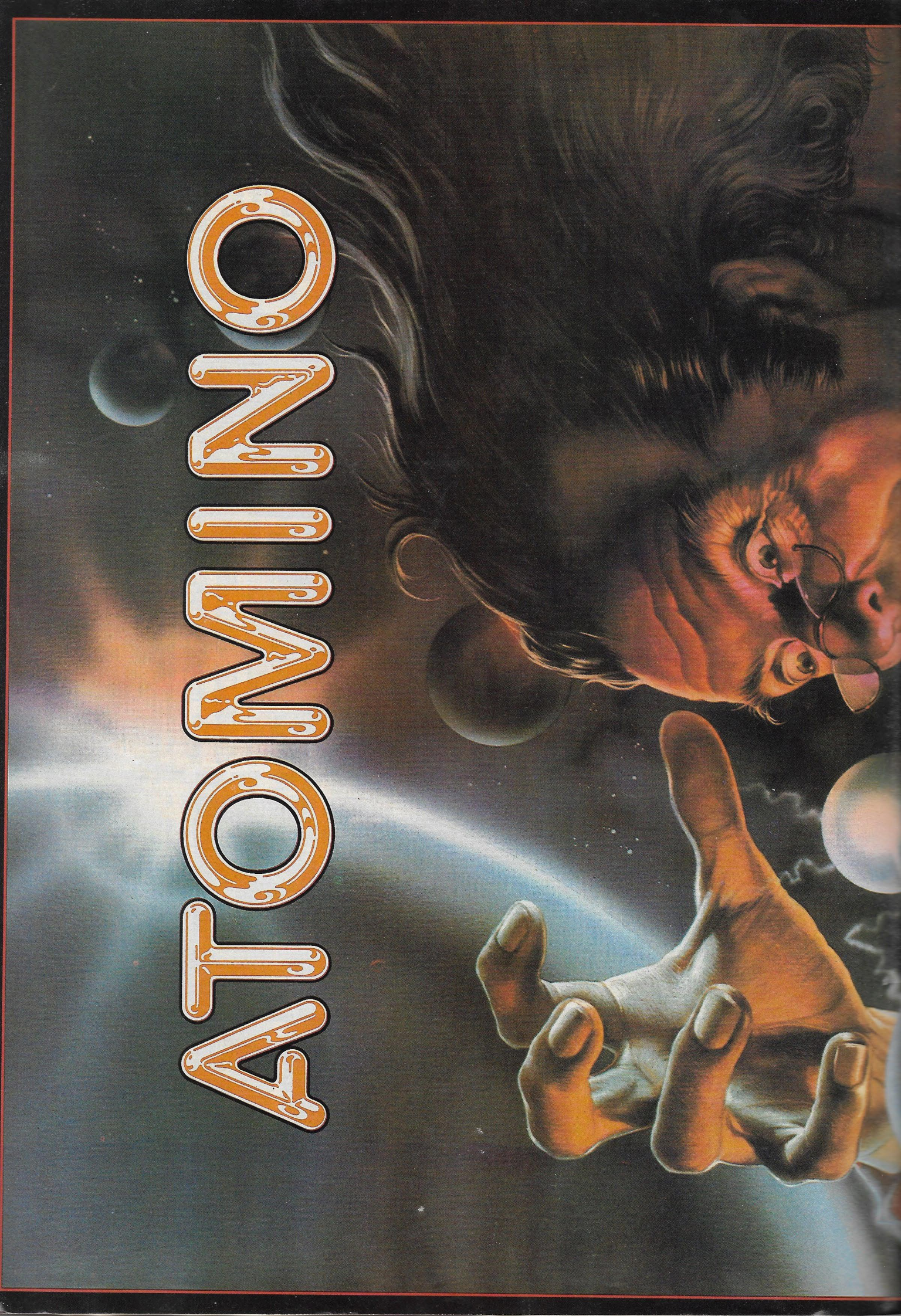
The major difference between PC and Amiga is the sound. The Amiga, as you would expect is considerably better. Gameplay is basically identical to the original, which is rather disappointing as it does tend to feel a little out of date.

On the whole this is a more than reasonable adventure game which will please Sierra fans.

**X-RATING: XXX**

**Gameplay: 12/20**  
**Lastability: 13/20**  
**Presentation: 15/20**

# ATOMINO



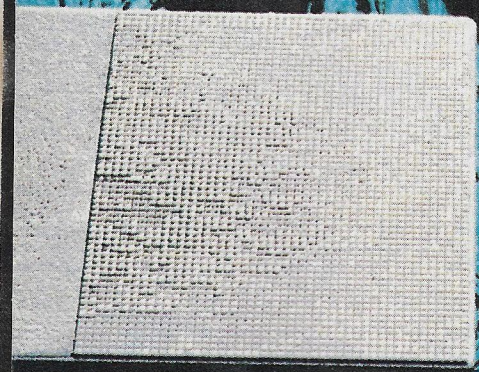




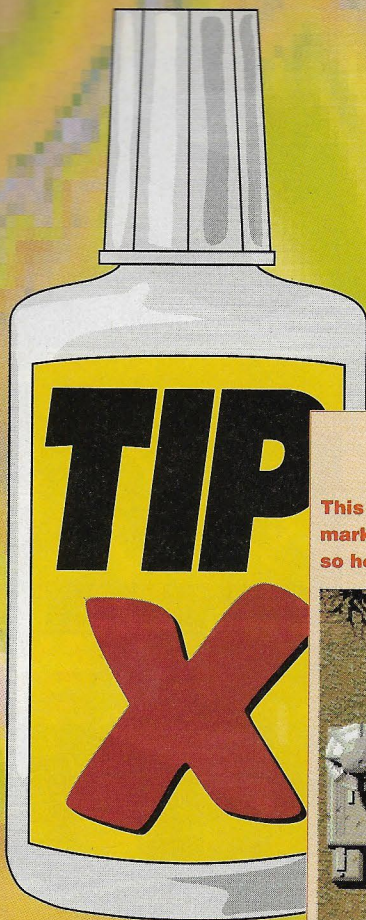
PlayStation  
The Official Licensed Merchandise

# PSYCHOSIS

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*Have a break.*



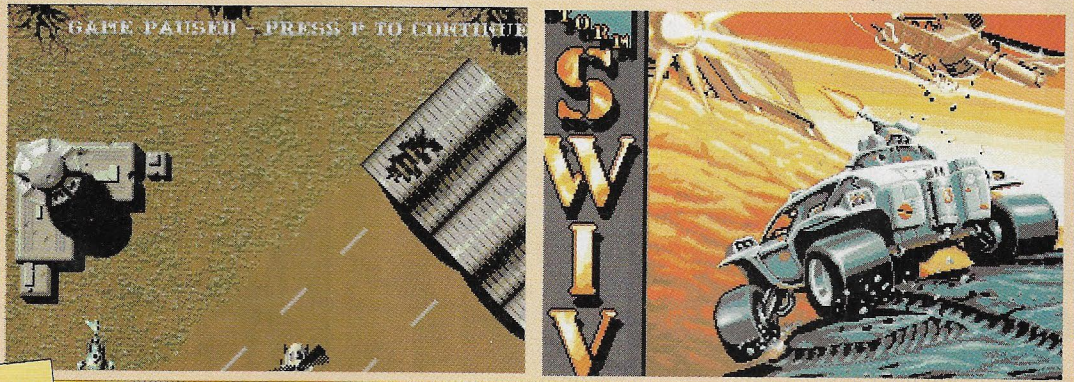
We're back with a page crammed with tipettes to make life a little easier for you. Don't forget to keep sending your tips in, if you want to win a game that is.

**Unreal - UBI Soft**  
 A right problem builder this one. If you're one of the people who find this game is too hard then here's the cheat for you.  
 On the screen with the ball dragon type in: **ORDILOGICUS**. You will now be invincible on the 3D sections and have infinite lives on the 2D bits.

**SWIV - The Sales Curve**

This game is perhaps the most addictive on the market at the moment, but it is also very difficult, so here's the cheat just for you.

Pause the game and type **NCC-1701** and press Return to grace yourself with infinite lives. Now go out and blast'em to pieces.



**Pipe Dream - Bullet-Proof Software**  
**GAME BOY!**

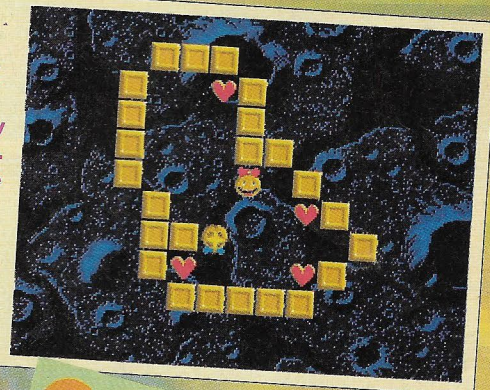
For those of you having trouble with this manic little brain teaser, at tremendous expense, we have managed to find all the level codes to help you and your progress...

Stage 5 - HAHA      Stage 21 - GROW  
 Stage 9 - GRIN      Stage 25 - TALL  
 Stage 13 - REAP      Stage 29 - YALI  
 Stage 17 - SEED

**The Power - Demonware**

Many people find this game surprisingly addictive but cannot get very far into it. Now rest easy as we bring you just some of the level codes...

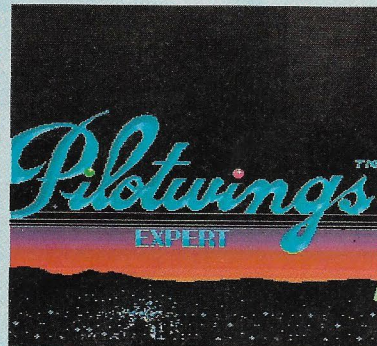
- Level 3 - VISUAL      Level 13 - BULLIT
- Level 5 - URGENT      Level 15 - 36F6FR
- Level 7 - TOPTEN      Level 17 - PIXXEL
- Level 9 - ASOFGH      Level 19 - NEWTON
- Level 11 - SURFIN      Level 21 - LAUNCH



**Pilotwings - Nintendo SUPER FAMICOM**

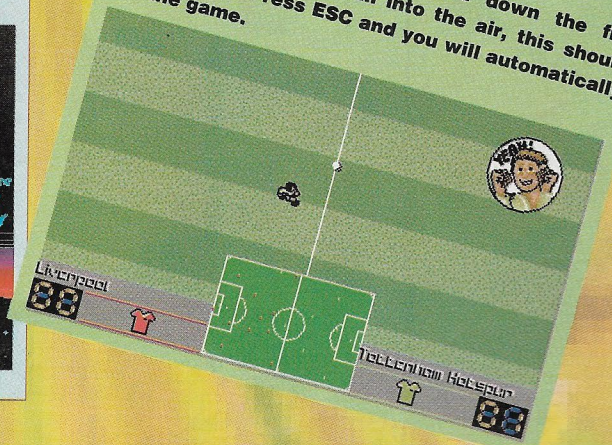
This rather cracking game is hugely addictive and fun to play. If you wish to see later levels here are the codes leading up to the final mission.

- Stage 1 - 400718
- Stage 2 - 773224
- Stage 3 - 165411
- Stage 4 - 760357
- Final Mission - 882943

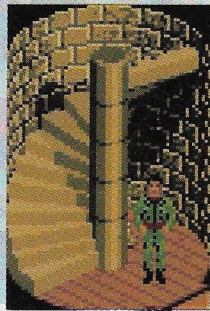


**Gazza 2 - Empire**

Based on England's most popular sportsman, personality and singer?! The game poses a few problems for the player, but not after you've read this little tipette.  
 From the centre circle hold down the fire button to launch the ball into the air, this should score a goal. Press ESC and you will automatically win the game.



One of the best games around at the moment must be **Escape From Colditz**, but it can also be a pain if you don't know where you're going. So following on from last week here are more maps of the prison along with hints and tips to aid in your escape. Good luck!



This room and staircase are the Frenchman's access to the aforementioned tunnel in the smaller courtyard. Beware of guards as the area is forbidden

At the top of this staircase there's an unused area where guards don't go and many items can be found. Lots of keys are required to visit everywhere in this region. Other floors include Polish quarters and a theatre where a German uniform can be found in one of the store rooms



Taking this route you can find a shovel and access the tunnel in the small courtyard, via the guard house. It is perhaps the quickest but not the easiest route to this tunnel



You may need a pass if a guard is at the guard house

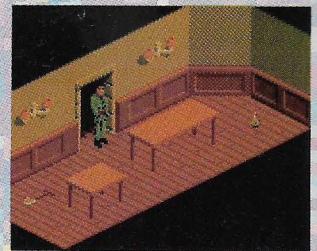
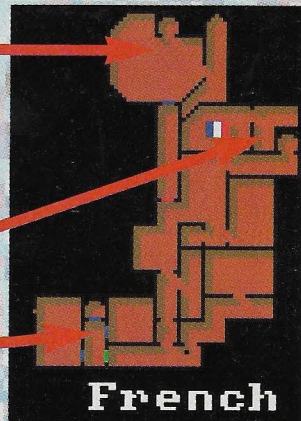


Swap equipment - for escaping - with the other men during the exercise period

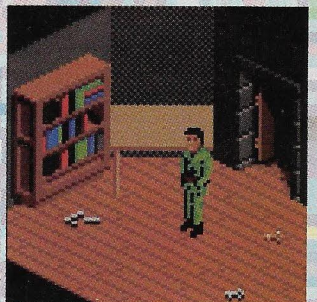
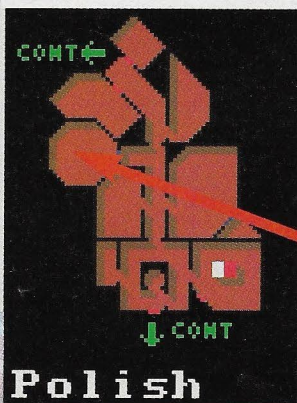
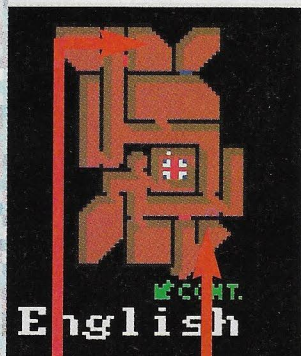


The shower is a good place to hide out if a guard appears

The top of the guard house. There is only a candle of interest here



This room contains one of the all important shovels. As soon as you get it run back to the American's room and drop it there as it is in a forbidden area



This room is easy to access and advisable to enter. Do so by using a lock-pick, as it contains one of each type of key. These are well worth having at an early stage

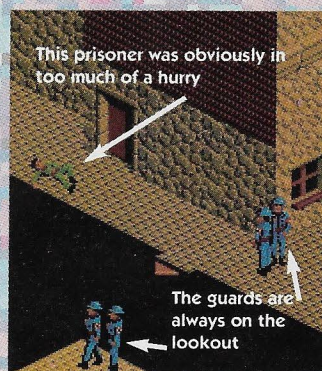


This room contains two lock-picks but it can be a gamble to get them, you will require a grade one key to get in. With the number of lock-picks to be found elsewhere the choice is up to you



This room contains one of the most important items in the game, the pickaxe. Collect this before the exercise period and give it to the Frenchman so he can use it to enter the tunnel

## GENERAL TIPS

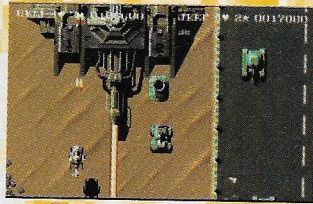


- 1 Running in the courtyard is not recommended as you'll inevitably end up with a bullet in your behind. Sounds painful!
- 2 It's best if you stay in your own quarters, except during any exercise periods
- 3 Use stones to distract German guards if they're getting too close for comfort
- 4 Try to explore as many new areas as possible each time you leave your quarters

# SWIV PLAYER'S GUIDE

Your primary objective in this, the sequel to *Silkworm*, is to verify the existence of the enemy's secret weapons installations and destroy them. There will be a lot of enemy firepower trained against your vehicle, so this player's guide may help to make the task a little easier!

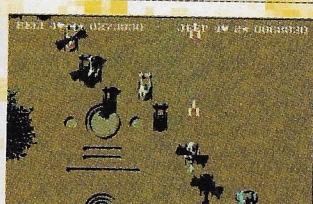
The game has only one level, which is subdivided into sixteen different zones, some of which are easy to deal with, others which are a real pig...



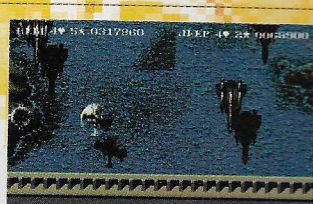
The first guardian you encounter shouldn't pose too much of a problem, especially if there are two players. This installation only has one gun which will fire sporadically. All you have to do is hit it, when it isn't trying to get you



The Goosecopter, when destroyed will provide you with the power-ups for your weapons system. If it kills you, when you reappear on screen, simply sit over the centre of the 'copter and keep firing. This tactic is useful throughout the game



The cornfield section is relatively simple and very short. The large craft which leaves behind the corn circles is purely cosmetic and won't pose too much of a threat. Just concentrate on getting those elusive enemy choppers



The protective bubbles are a real blessing. If you see one, get hold of it - while you are invulnerable you can cause some very serious damage. The bubble dispensers are spread out throughout the game so watch out for them



The start of the arctic snowfield is protected by mines. They take a few shots to destroy, but blasting a path through them will make life considerably easier for you



The third guardian at the end of the snowfield is a real pain! He will move across the screen firing high power laser beams at you. You must try to destroy him while also avoiding the green orbs which are flying towards you.

It will take a large number of shots to destroy the guardian and there is no way of disposing of the orbs. A bleak situation? Yes it is, but just think how good you'll feel when you finally get past it!



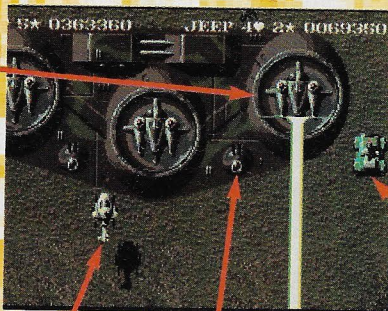
The volcanic lava field is filled with... guess what? Volcanoes! These spit out large amounts of glowing red balls of lava which bounce about all over the place.

This whole section is a real problem because there is so much going on that it is difficult to concentrate sufficiently on what you are doing.

This is a particularly long stage of the game and there will be a lot happening on screen. Watch out for the enemy as well as the lava, because loss of concentration will result in loss of life

The second enemy guardian is much more difficult than the first one

There are three gun placements which are defended by protective domes. They will only open when the gun is firing



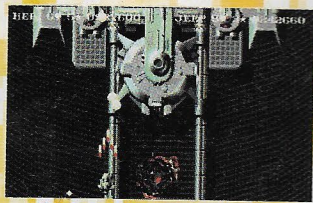
When playing a two player game, place the Jeep to the side of the gun placements and keep firing

Place the helicopter gunship so that the large laser won't destroy it. If you get it right you will be able to obliterate it very quickly

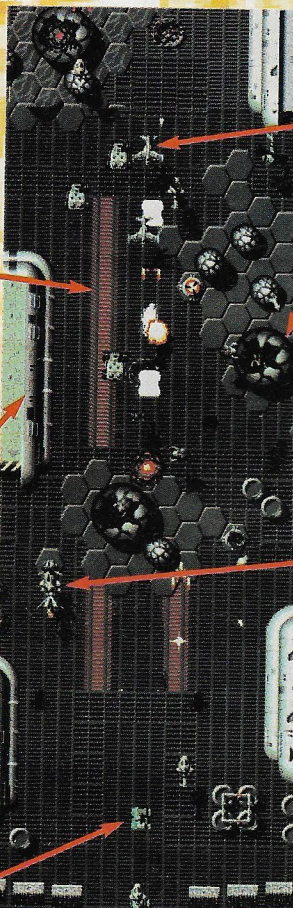
Between the guns is smaller weaponry. This will persist with a barrage of gunfire, and is easily avoided if you keep your wits about you



This is the track leading towards the last guardian of the enemy stronghold. He will move along the path and eventually join up with...



The final level is the sci-fi zone, and is filled with literally hundreds of enemy defence craft



By this stage there's so much gunfire on the screen that it's difficult to see what is going on!

These bunkers will dish out a few surprises! You must keep your eyes peeled at all times

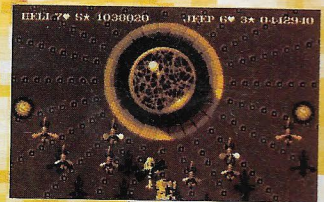
The Jeep may encounter one or two problems here. Now more than ever, you must try to work as a team. The helicopter must help clear a path for the Jeep

As with previous sectors of the game the enemy will attack from both air and ground

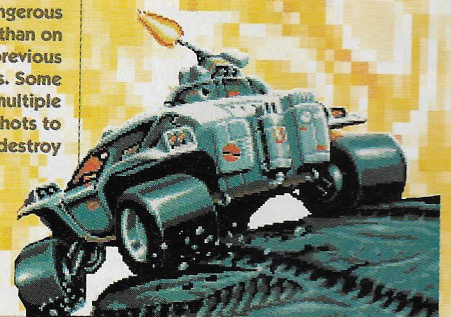
These domes, when shot open will unleash hordes of enemy fighter craft who will home in on your every move

The enemy craft are larger and more dangerous than on previous levels. Some take multiple shots to destroy

...this! Be really careful what you're doing with this one! The firepower of this guardian is immense and it has so many defences that it's hardly feasible! Perseverance and fast reactions are your only hope of survival



Once past the final guardian, you'll get a crack at the enemy itself. A disgusting big golden coloured blob which spits out huge insect larvae. Yuck! Keep blasting the dome and you'll eventually destroy it. Once you've done this - that's it! You'll have finished phew!



# AWESOME PLAYER'S GUIDE

Command the enhanceable Starship Elapidac and her crew as you fly at hyperspeed from planet to planet, in an effort to build up sufficient fuel reserves to leave the Octaria system before it explodes!

If you're having problems with this Psygnosis classic, the following should help to make life a little easier...



**1** The first section of level one launches you straight into combat with the alien forces. Keep your wits about you and an eye on that scanner in the bottom left hand corner. This shouldn't pose too much of a problem at all

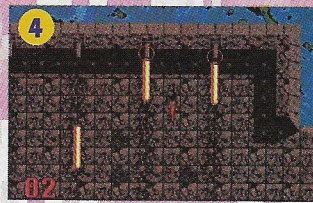


**2** Asteroids! These are an absolute doddle to get through. The best method of attack is to concentrate on blasting each asteroid one at a time. Doing this will make sure there won't be too much rubble flying about for you to crash into!

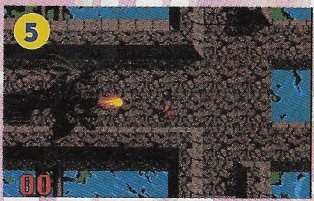


**3** Your first encounter with the monstrous space serpents will take you a bit by surprise. The best bet is to aim for the head, and keep out of the way.

If you crash into it at any point you'll lose a lot of energy



**4** All of the planets have automatic defence systems like these cannons. Good timing is the only thing you have in your favour. Try moving to the bottom row of cannons and move along pushing diagonally left and down...



**5** Your first taster of an end of level guardian doesn't really prepare you for the perils ahead. All you have to do is dodge his fireballs and pump him full of bullets. A couple of seconds work, that's all!



**6** Always go to the trade news option first, upon arriving at an underground installation. This will give you a good idea of the best things to sell, and also which weapon systems are being sold cheaply

The planet you are actually on at this point in the game is **Aquoss**. It is very cheap to stay here, and is probably your best bet if you want to trade in Diogern Discs

Tundras is the Barren World which is usually a good bet if you want to trade in crystals. Accommodation will cost you a packet

Bacillus is an Organic World and is one of the cheaper to hang around on

Follas is the Forest World and has some very expensive hotels



Voicum is the World of Lava. It has a very unstable political status so be on your guard. Accommodation is dirt cheap though

The Desert World of Grosbar is very expensive to stay on!

Cryogene is the Ice World, the inhabitants can be a little hostile, but the accommodation is fairly cheap

Morb is the Dead World and is the planet which you are eventually going to end up on. The gateway out of the Octarian system is situated here



**8** Bomber attack! Watch out for these, they're like mines hanging in space and will seriously nobbly your energy reserves if you accidentally touch one



**9** When you've got enough dosh, try and get hold of a mining laser they're really good for grabbing any bits and bobs which may be attached to asteroids.

They give a wide spread of laser fire and help you to home in on any of the bits floating around in space.

Make sure you have selected this weapon whenever your warp is interrupted by asteroids



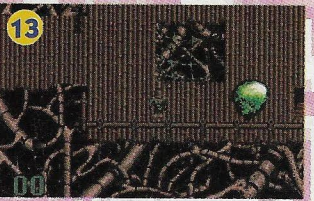
**10** On later levels, after destroying the large space serpent it will then start giving you a bit of head!



**11** If you've got enough cash try to get a good variety of weapons in your ships reserves



**12** Fuel is a vital reserve which you have to get hold of. Every now and then however, a convoy will get in the way. First, knock out the escort of police craft. Then, destroy the leading train unit which will bring the convoy to a halt. Then you just shoot and plunder the oil barrels



**13** The guardian to the underground complex on Follas is a foul green blob which is decidedly resilient. Just like those balls of slime you can buy in toy shops

## ON THE LOOK OUT

Enemy missiles will home in on your every move

Not only are the aliens more powerful on later levels, but your weapon just gets bigger and bigger!

Alien spores will spurt out loads and loads of 'orrible little bug thingies - watch out

This indicates the number of hostile objects which you have to clear



Here is your scanner (as if you didn't know), make sure you use this as it is incredibly useful

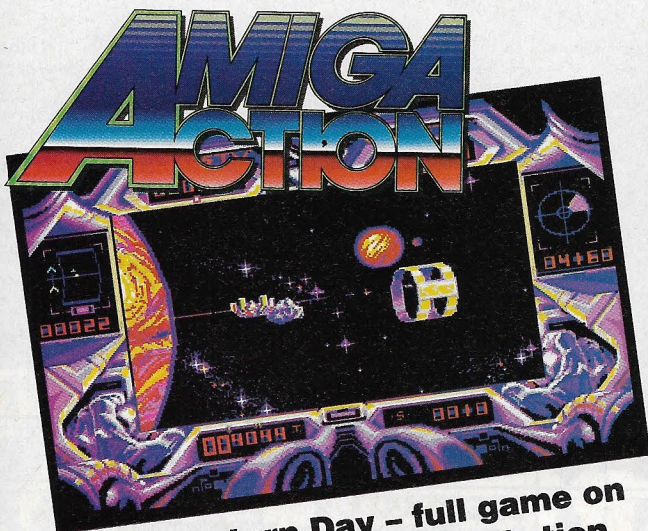
Alien vessels get decidedly unfriendly on later screens



**15** Morb is the planet you are eventually heading for. If you can get through this you will have finished the game. Believe it or not, this is probably the easiest of the planet complexes



# Grab a slice of the Action...



**Purple Saturn Day - full game on the June issue of Amiga Action**

**A** miga Action and ST Action are the best value machine specific games magazines on sale this spring and summer. We have a whole host of value added goodies lined up for you including:

- Double cover disks
- Cover mounted gists
- Posters
- Pages of stunning reviews

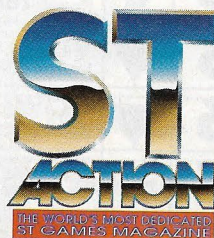
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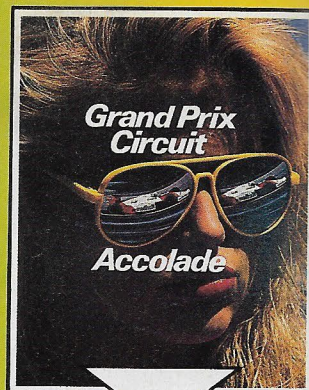
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# A CLASSIC COLLECTION OF ACCOLADE IN ACTION

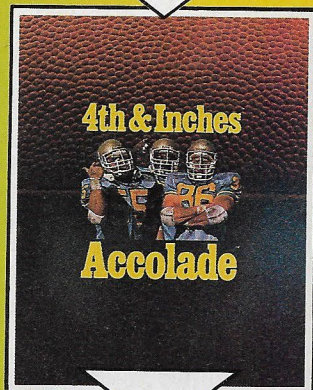
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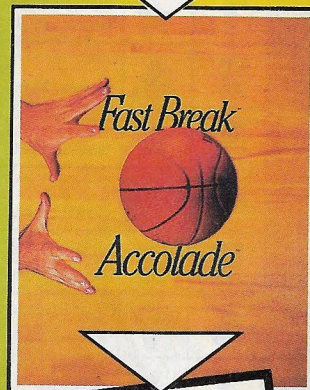
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## In Action

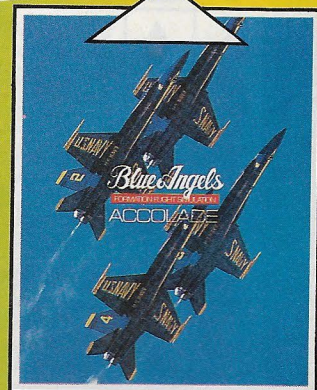
PC, Amiga, C64 Disk



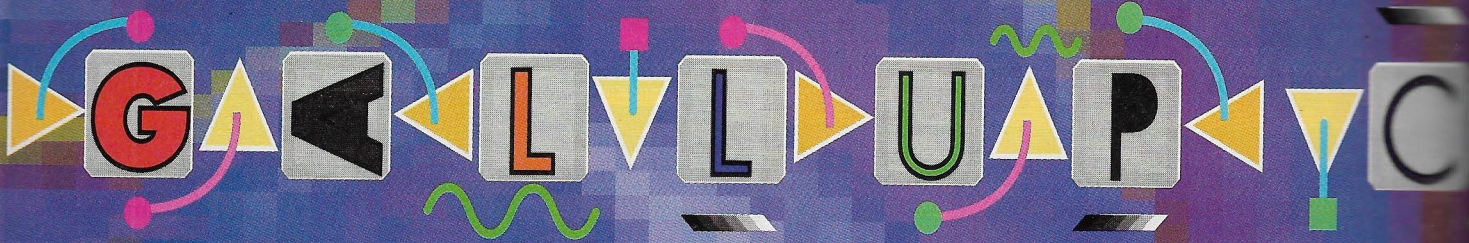
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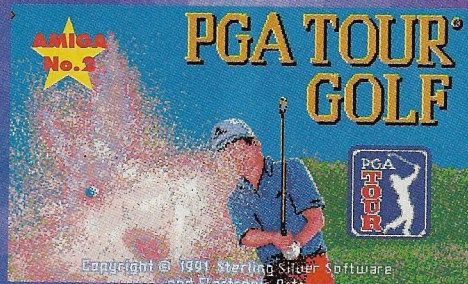
# Exclusive! Machine specific full price software sales charts



**A**s predicted by *Games-X* last week, **Gods** went straight in at number one on the Amiga charts, pushing **Lemmings** off its pedestal and down to number six. **Wonderland** has dropped on both the ST and Amiga charts, but the PC version released six months ago means that it hasn't reappeared on the All Format chart.

*Games-X* is proud to present a new chart telling you just what is going on on the Nintendo scene.

The Amiga chart has had a real change around, with three new entries pushing into the top five. Also new is **Mega Traveller** - Empire's conversion of a hit role playing game. For a full review, see last week's issue of *Games-X*.



The Budget Charts still remain basically the same, with most of the releases falling one or two places and making way for the newly released **Kixx**

titles.

Code Masters are dominating the charts, with 15 of the 15 budget releases being under their label.

The all time longest lasting game award must go to Anco and Steve Screech for their awesome game, **Kick Off 2**, which is riding high on the charts. Helping it along is the first data disk, **Final Whistle** which, in an extra twelve quid offers new pitches, various different formations and new tactics to encounter.

The **Ninja** series by System 3 are all time favourites, and the third of the series, originally named **Last Ninja 3**, is placed at number one on the Disk. Another game that has been in the charts for a long while is **Golden Axe**, with the 8-bit version now re-

1	★	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
2	▲	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
3	★	<b>WONDERLAND</b> House: VIRGIN Team: MAGNETIC SCROLLS
4	▼	<b>SPEEDBALL 2</b> House: IMAGEWORKS Team: BITMAP BROTHERS
5	★	<b>CHUCK ROCK</b> House: CORE DESIGN Team: L.PULLEN
6	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
7	◆	<b>SWIV</b> House: STORM Team: RANDOM ACCESS
8	★	<b>MEGA TRAVELLER</b> House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES
9	▲	<b>FINAL WHISTLE</b> House: ANCO Team: STEVE SCREECH
10	▼	<b>VIZ</b> House: VIRGIN Team: PROBE

1	◆	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
2	◆	<b>FINAL WHISTLE</b> House: ANCO Team: STEVE SCREECH
3	▲	<b>SPEEDBALL 2</b> House: IMAGEWORKS Team: BITMAP BROTHERS
4	★	<b>CHUCK ROCK</b> House: CORE DESIGN Team: L.PULLEN
5	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
6	▼	<b>POWER UP</b> House: OCEAN Team: VARIOUS
7	★	<b>WONDERLAND</b> House: VIRGIN Team: MAGNETIC SCROLLS
8	★	<b>SUPER MONACO GP</b> House: US GOLD Team: ZZUJ
9	◆	<b>KICK OFF 2</b> House: ANCO Team: STEVE SCREECH
10	▼	<b>F19 STEALTH FIGHTER</b> House: MICROPROSE Team: MPS LABS

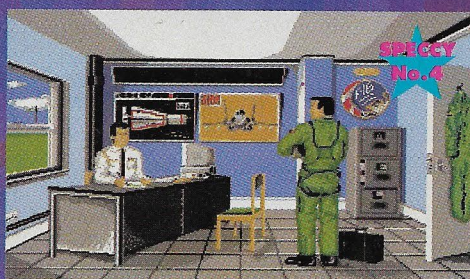
1	◆	<b>LAST NINJA 3</b> House: SYSTEM 3 Team: IN HOUSE
2	▲	<b>DIZZY COLLECTION</b> House: CODE MASTERS Team: OLIVER TWINS
3	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
4	▲	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
5	▲	<b>TURRICAN 2</b> House: RAINBOW ARTS Team: SCHMIDT, ESCHER AND TRENZ
6	▼	<b>CREATURES</b> House: THALAMUS Team: APEX BROTHERS
7	▼	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
8	★	<b>F16 COMBAT PILOT</b> House: DIGITAL INTERGRATION Team: DI
9	▼	<b>SUPER MONACO GP</b> House: US GOLD Team: ZZUJ
10	★	<b>GOLDEN AXE</b> House: VIRGIN Team: PROBE

1	◆	<b>DIZZY COLLECTION</b> House: CODE MASTERS Team: OLIVER TWINS
2	▲	<b>POWER UP</b> House: OCEAN Team: VARIOUS
3	◆	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
4	▲	<b>F16 COMBAT PILOT</b> House: DIGITAL INTERGRATION Team: DI
5	▼	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
6	★	<b>NAVY SEALS</b> House: OCEAN Team: JOHN MEELAN
7	★	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
8	★	<b>GOLDEN AXE</b> House: VIRGIN Team: PROBE
9	★	<b>TV SHOWTIME</b> House: DOMARK Team: VARIOUS
10	★	<b>MULTI-PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE



lusively compiled for Games-X by Gallup

# H A R T S



enforcing the ground that the Amiga and ST gained upon their release. Marty and Doc are travelling not back to the future, but down the charts with the third of

the time-travelling film conversions. Navy Seals is doing the opposite, the all action film being successfully converted to the Spectrum.

## TEAM TALK

The games we're playing are virtually the same as they were last week. Once again the son of a Clark is playing Mario on the Famicom, as well as with his newly found kitten, Oscar. Hugh is also playing on the Famicom, and nicks it whenever he can.

Brian sat at his desk and mumbled something about his brother and Canada, and then reverted to playing Supercars 2. John was looking downright miserable, and gruffly said that F-Zero was the only thing that was pleasing at the moment.

Alex is enjoying Duck Tales on the Game Boy, and is currently breaking new barriers on Mario World. That's it, as everybody else is far too busy to play games at the moment.



1	◆	<b>DIZZY COLLECTION</b> House: CODE MASTERS Team: OLIVER TWINS
2	◆	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
3	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
4	▲	<b>POWER UP</b> House: OCEAN Team: VARIOUS
5	▼	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
6	▲	<b>HOLLYWOOD COLLECTION</b> House: OCEAN Team: VARIOUS
7	★	<b>MULTI-PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE
8	★	<b>NARC</b> House: OCEAN Team: GREG MICHAEL AND STEVE SNAKE
9	▼	<b>FISTS OF FURY 2</b> House: VIRGIN Team: VARIOUS
10	★	<b>GAZZA 2</b> House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES

1	▲	<b>MEGA MAN 2</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
2	★	<b>DISNEY'S DUCK TALES</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
3	▼	<b>WORLD WRESTLING</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
4	▼	<b>TETRIS</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
5	★	<b>SUPER OFF ROAD</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
6	▲	<b>DOUBLE DRAGON II</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
7	★	<b>SHAKE RATTLE 'N' ROLL</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
8	▼	<b>SUPER MARIO BROS 2</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
9	◆	<b>FAXANADU</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
10	◆	<b>PINBOT</b> House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN

1	◆	<b>MAGIC LAND DIZZY</b> House: CODE MASTERS Team: OLIVER TWINS
2	◆	<b>DOUBLE DRAGON</b> House: MASTERTRONIC Team: BINARY
3	▲	<b>MULTIMIXX 1 GOLF</b> House: KIXX Team: IN HOUSE
4	◆	<b>PAPERBOY</b> House: ENCORE Team: NEIL BATE
5	▼	<b>FANTASY WORLD DIZZY</b> House: CODE MASTERS Team: OLIVER TWINS
6	▲	<b>CJ'S ELEPHANT ANTICS</b> House: CODE MASTERS Team: GENESIS
7	▲	<b>KWIK SNAX</b> House: CODE MASTERS Team: OLIVER TWINS
8	▼	<b>OPERATION WOLF</b> House: HIT SQUAD Team: OCEAN FRANCE
9	▲	<b>CAVEMANIA</b> House: ATLANTIS Team: SHAW BROTHERS
10	▲	<b>KICK OFF</b> House: ANCO Team: STEVE SCREECH
11	▼	<b>TREASURE ISLAND DIZZY</b> House: CODE MASTERS Team: OLIVER TWINS
12	▼	<b>CONTINENTAL CIRCUS</b> House: MASTERTRONIC Team: TEQUE
13	▼	<b>FORGOTTEN WORLDS</b> House: KIXX Team: ARC
14	▼	<b>QUATTRO ADVENTURE</b> House: CODE MASTERS Team: VARIOUS
15	▼	<b>SPITTING IMAGE</b> House: HIT SQUAD Team: VECTORDEAN

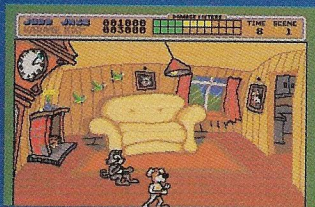
- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

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# AMOS

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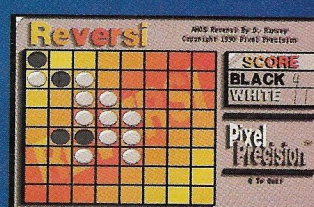
**Cartoon Capers:** Hilarious paw to claw fighting game with attention-grabbing digitised sound effects [Available soon]



**AMOS Paint:** A feature-packed art program with fast zoom function and amazing flexibility [Available soon]



**Mouthtrap:** Super-fast and super-playable arcade-style game with cleverly animated cute graphics [Available soon]



**Reversi:** A stunningly presented Public Domain version of the classic Othello game with smoothly rotating counters.



**Jukebox:** Plays a selection of music files with colourful, animated Vu-meters and spiralling logo [Public Domain]



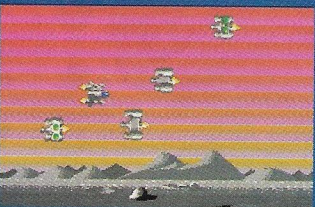
**Treasure Search:** A Public Domain educational coordinates game for over 5s with amusing digitised speech.



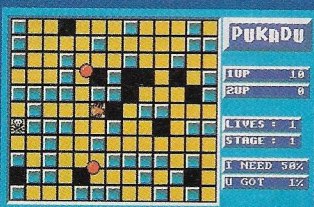
**SkateTribe:** Super-fast vertically scrolling skate game with bags of playability and captivating music [Available soon]



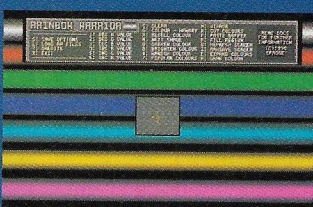
**Arcadia:** Breakout at its best – with a colourful copper list backdrop and a built-in level designer [Public Domain].



**Xerxes' Revenge:** Adrenalin-pounding, fast-action horizontally scrolling shoot 'em up game [Now free with AMOS]



**Pukadu:** Cute arcade-style strategy game with that professional touch to keep you playing [Shareware]



**Rainbow Warrior:** A very impressive editor which enables you to create copper list backdrops [Public Domain]



**Fun School 3:** Beautifully animated follow-up to the number one best-selling Fun School 2 [Out now: £24.99]

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## UNABLE TO COPE?

*At the time of writing this letter I'm swearing and cursing at this frustrating game, F-Zero. No matter how hard I try, I can't seem to come first. Please can you give any tips that you may have on the game.*

**Lee Maracus, Cumbria.**

**Dr X:** This certainly is a game to impress your Granny with – better than playing eye-spy with the old bat any day. Don't hold down the start button before the race



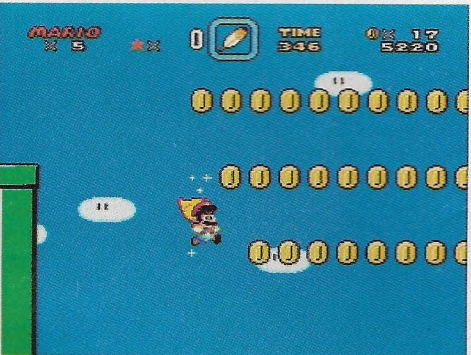
**For a fast getaway, don't press the accelerator until the light turns green**

starts because your jet takes a while to gain acceleration. Instead, hold the button down at exactly the same time the race starts. Now you should find yourself way ahead of the crowd.

## MARIO'S MAULED

*I am lucky enough to have bought a Nintendo Super Famicom and with it I bought Super Mario World. I am glad to confirm that this is THE best game in the world but it is really hard. I was wondering if you knew a cheat (We don't give them, can't you get that into your thick skull – Dr X) or a tip (that's better – Dr X). If you could help I'd be very grateful.*  
**Stefen Nielsen, Stoke.**

**Dr X:** There are few a Mario tips, but most of these are obvious. However, there is one tip that isn't quite so easy to find. First of all, you must complete the first world, which is not that hard. Somewhere on the first

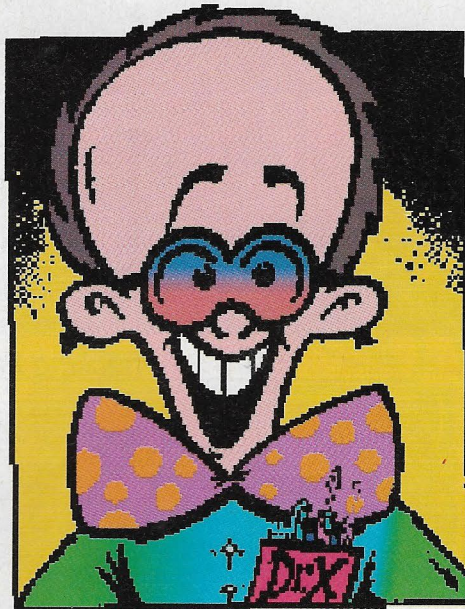


Having collected the cape, run up the side of the pipe by pressing the green button. For those of you who are colour-blind, it's the one in a fairly dark shade of grey and called 'Y'. Leap off the top and collect those coins

level is a sub-stage where you collect the cape. Run up the side of the pipe and fly of the other side. Collect all of the coins, giving you around three lives. Leave the level and die. You can now return to the sub-level again and again, collecting two lives each time.

## MOONWALKING MICHAEL

*Before you say anything, I know the Master System is becoming a little out of date.*



# Dr X

**G**ood day to you all. Right, that's enough of being nice. Now you little toe-rags, I've got a complaint. If I can be bothered to spell check my replies, I'm sure you can read through your letters. So in future, I won't respond to letters with more spelling mistakes than a thing with a lot of spelling mistakes. (Yes you will – ED). Send your letters to Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

*However, I like it and the games that are being released lately are now as good as ever. The last game I bought was Moonwalker, but I am stuck on the Car Lot level. The dogs are constantly giving me hassle, as are the guys who leap from the cars and attack. Do you know a secret method of killing of the Dogs?*  
**Kevin Reed, East Anglia.**

**Dr X:** It so happens I do. Don't bother poncing around, trying to use your magic and prancing across the screen. Instead, take the obvious approach and just kill anyone who comes near your steel toe-capped tap-dancing shoes. When you open up the cars, leap quickly out of



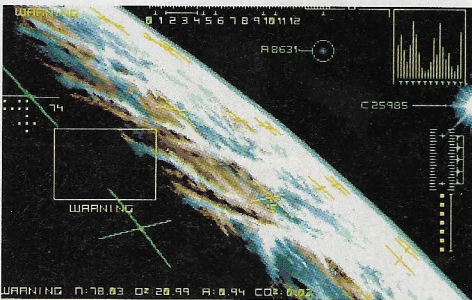
A quick boot in the stomach should sort this man out, but you'll have to sweep kick the dogs as they attack from all sides

the way and you should avoid any bombs hidden in the boot. To complete the end of level section, simply duck in the left hand side of the screen and keep on sweep-kicking.

## PYSGNOSIS ACE?!

*Please, please, please (get on with it – Dr X) please can you give me a cheat for an ace Psygnosis game, I am at my wits end, I have got to the end of level guardian, I got killed, so please help me. Not advice, just a straight old cheat. Please, please help.*  
**Bryn 'and bear it' Jones, Telford.**

**Dr X:** In answer to your question, no. There are two reasons for this. For one, I'm constantly telling you that I, Doc X, don't reveal cheats to games, only tipettes. The second reason is that you concentrated so hard on pleading for help you forgot to include the name of the



**Just what was Bryn on about? I know I'm clever but I still haven't mastered reading peoples' minds**

game you need help for. The only clue I've got is that it is made by Psygnosis, so it could be Menace, it could be Blood Money or most of any of their other games. Now call me old-fashioned, but I think you may have a screw loose (or a serious loss of brain cells).

## PERSONAL NIGHTMARE

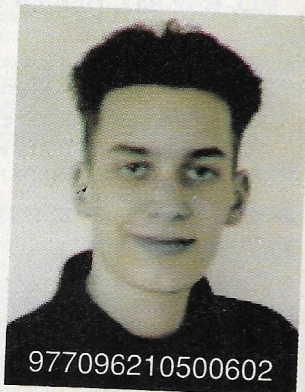
*I purchased Personal Nightmare for the Atari ST at a computer show sometime ago. However, when I got the game home I found to my disappointment that it wouldn't load – a lot of bombs blur across the screen whenever I begin to load it.*

*I didn't get a receipt for the game and I can't remember who I bought the game off. Having written to Horrorsoft and got no reply, I thought I'd try you. Please help.*  
**Desperate Darren, Dagenham.**

**Dr X:** Always try and get a receipt for any game purchase. Most products have a contact telephone line if you have any problems, but as you've tried that, I recommend you ring Accolade as they have recently merged.

Their phone number is: 071 585 3308. Incidentally,

my own Personal Nightmare is Pam 'just give me the text NOW or face the consequences' Norman – I wake up in the middle of the night gasping for breath. I dream she's about to masticate me (Pardon? – ED) into little pieces. I don't suppose you could help me with my problem, eh?



**Games-X's personal nightmare – Alex Simmons!**

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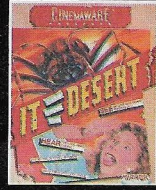
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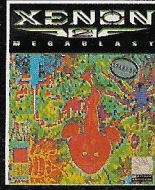
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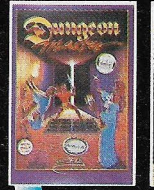
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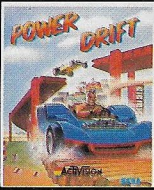
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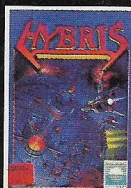
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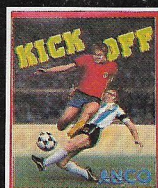
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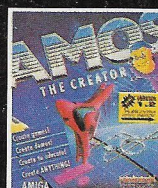
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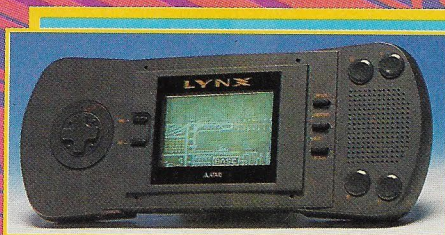
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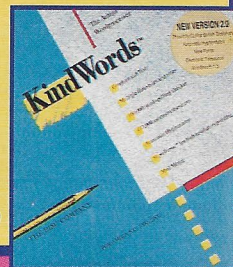
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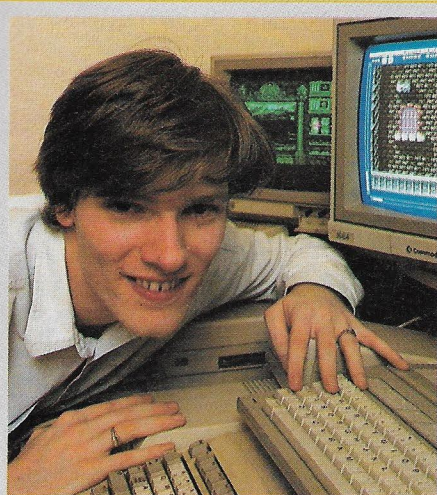
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# Tony Crowther: The



## SOFTOGRAPHY

Game Label Year Fmt

Game	Label	Year	Fmt
Bullseye Rescue	Alligata	1983	C64
Breaks	Alligata	1983	C64
Bussetti Is			
Distress	Alligata	1983	C64
Squash A Frog	Alligata	1983	C64
Kat Attack	Alligata	1983	C64
Aster Town			
Challenge	Alligata	1983	C64
Harvest House	Alligata	1983	C64
Big Master	Alligata	1983	C64
Blogger	Alligata	1983	C64
Killer War	Alligata	1983	C64
Top Of Blogger	Alligata	1984	C64
Leop	Alligata	1984	C64
Potty Pigeon	Gremlin	1984	C64
Monkey Note	Gremlin	1984	C64
Subida Express	Gremlin	1984	C64
Black Thunder	QuickSilver	1984	C64
Gryphon	QuickSilver	1984	C64
William Wobster	Melior Res	1983	C64
Kettle	Alligata	1984	C64
Top	Alligata	1984	C64
Challenge Of			
The Saboteur	Ariolati	1984	C64
Killer Kings	Ariolati	1984	C64
The Zag	Imagwerks	1987	C64
Fernandez Must Die	Imagwerks	1987	C64/Am
Bank Secret	Imagwerks	1988	C64/Am
Phobia	Imagwerks	1989	C64/Am
Captive	Mindscape	1989	Am

### Recommended games

**Monkey Note** - brilliant platform and ladders game with some very nice touches of humour thrown in including an animated sprite of Arthur Scargill. Addictive, compelling and fun.

**Leop** - A shoot-em-up with a difference. Guide your train to a thumping Jean Michel Jarre sound track blasting badies left, right and centre. Is your quest to reach the end.

**Captive** - The only game to rival Dungeon Master. Realistic sound FX, great graphics and excellent gameplay make this an essential RPG.

**Tony Crowther has come a long way since his days as a Saturday salesboy flogging computers in Sheffield. In the years since 1982, he has produced a total of no less than 27 games and has also been signed to seven different software labels.**

**F**rom being a whizzkid programmer on the 8-bit C64 and writing the best selling Monty Mole and Blogger, Tony has now progressed onto the Amiga. His biggest hit to date has been the award winning Dungeon Master style, *Captive*.

One of Tony's main strengths in programming has been his ability to code a game quickly, in order to meet software houses' tight deadlines without losing quality of product. This, combined with his whacky style of humour has allowed Tony to develop his gaming talents.

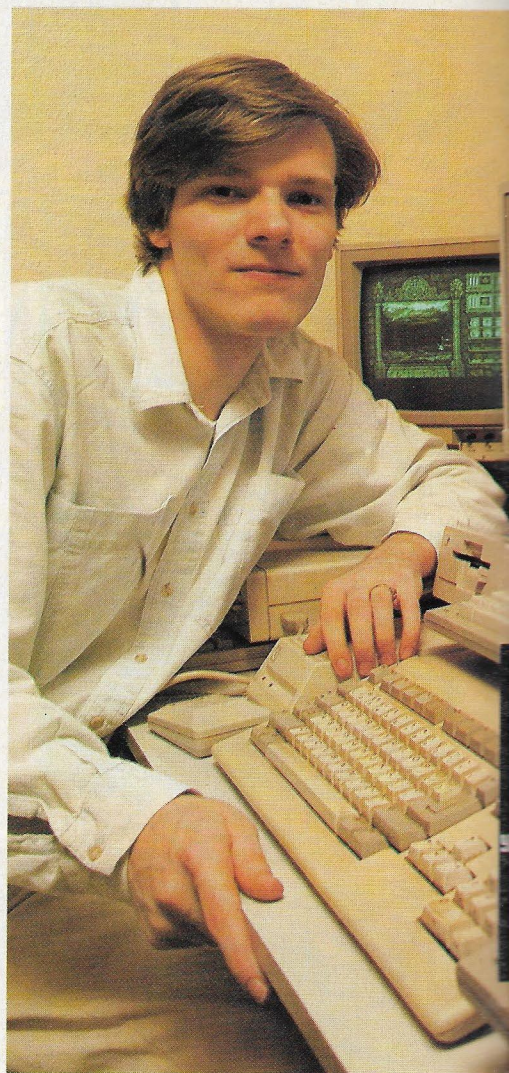
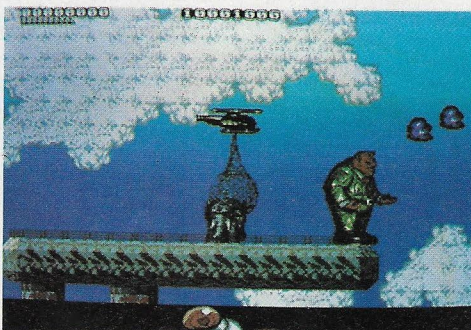
Despite the fact he is now working on projects for the south of England based Mindscape, he still works from home in sunny Sheffield where roving reporter, Leslie Bunder caught up with him.

### What made you want to write computer games?

*It was a good way to skive off school! But seriously, I just enjoy computers, it's like a drug, you start programming and just fall in love with it.*

### So Tony what are you up to at the moment?

*I'm working on a couple of projects one of which I can talk about, the other I must keep a bit quiet as it involves a licence of a TV series. I'm now busy doing the coding for the game of the series Captain Planet, which is a 'green' cartoon. Mindscape has done a Nintendo*



*version, but as there is a bigger market for an Amiga version in the UK and Europe, Mindscape has asked me to redesign and redevelop it.*

### Where does the inspiration for games come from?

*You look at the market and see where things are going. That's the major thing, because there's no point releasing something which doesn't sell. With *Captive*, things were slightly different. I didn't design it for release, I designed it for my brother. As with all my releases he didn't enjoy my games so I thought I would ask him what he would like and the weird thing is that it sold like hotcakes. I collect art books and this inspires me. With *Potty Pigeon*, I was sitting in the back garden sunbathing watching pigeons. Ideas come from everywhere.*

### What's your proudest programming moment?

*Captive, 'cause it went bananas. I didn't expect it to do so well, it's won awards for the best role playing game and best game of the year, that really freaked me out.*

### We're dying to know about your most embarrassing moment...

*I don't believe in writing software I don't enjoy doing so I'm not embarrassed by anything. As a rule, I only write software I want to write.*

# the original whizzkid



Above: One of Tony's current projects – Captain Planet

## What advice would you give to would-be games programmers?

You've got to enjoy computers to start with. If you don't enjoy it don't bother starting as it's a waste of time. Writing games is a long job.

## But what about being ripped off by software houses in the early days of your career?

It didn't really bother me as it was a hobby. I enjoyed doing it and reaping all the publicity. If I got ripped off

because I got no money for it, it didn't bother me because I wasn't doing it for the money.

## What are your favourite games?

As you can guess from *Captive*, it's *Dungeon Master*. I generally like role playing games or adventures. I love the Infocom stuff, *Hitch-hikers*, *Leather Goddess*, you name it I enjoy playing them. I don't really enjoy shoot'em-ups, even though I've written them. Puzzle games if they are done right, I love.

## What game did you last play?

I have been playing *Chaos*, but I played for three days and finished it.

## Do you go to the arcades?

Never really go to the arcades. The only time I go is to meet software houses, but as a general rule I don't bother.

## With over 20 games produced, you must have made a fair wad of money?

A fair bit but not mega amounts. Not as much as I would have liked to earn. *Mindscape* is looking out for me and making sure I get the money I deserve and by the end of the year, *Captive* should be on a 16-bit console, which means massive sales!

## So how did you manage to link up with Mindscape?

I was working for *Mirrorsoft* at the time so I was obliged to offer it to them first, they refused the product so I had to go elsewhere.

The other company was *Electronic Arts*, who seemed to be geared up for that sort of thing and the other was *Mindscape* which *The Bitmaps* suggested. *EA* was interested but wanted to see a lot more, *Mindscape* saw the game and wanted it and now I have a long term contract with the company.

## What do you think of CDTV?

My theory is that it's another disk media, and not a wonderful one. The only advantage is that you can get a lot of data.

What they should be doing is sell every game on the market on CD, and sell the CDTV as a standard disk drive. The great thing is that you can't pirate it and the price of software drops down.

## What is your favourite computer?

It has to be the *Amiga* as it has the best chips. My ambition is to fork out and buy an *A3000*, it's got the speed and it looks amazing!





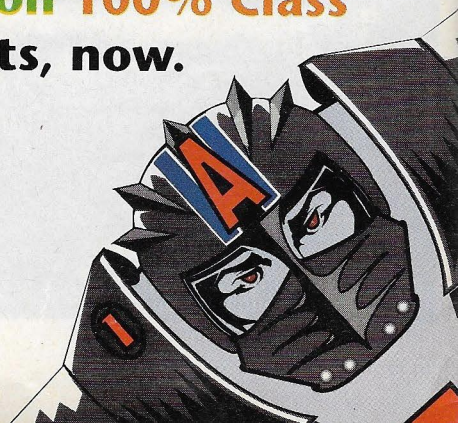
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When we hit the streets this week the team headed for Microbyte in Liverpool to find out about the games you're all playing and what they are being played on. Oh, and also what pets you've got! Will it be your town next week?



# STREET TALK

Mark (13)

Everyone's playing Super Shinobi at my school, which is West Derby Comp, and I must admit it's my fav too. I've got a Mega Drive which is well slinky.

Tetris is good on the Game Boy but awful on the Mega Drive. The hardest game I've ever played is Cynog - I just can't get past level 2 and don't know anyone who can. I'm looking forward to Spiderman and Sonic.

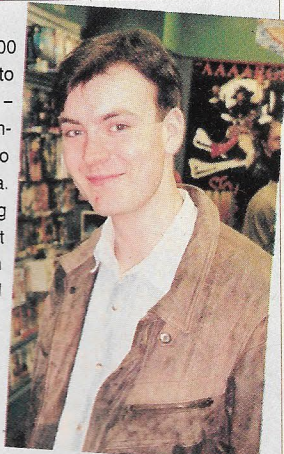
I want to go back to Hong Kong to visit relatives and to buy some software 'cause it's cheap. My cat is called Tigger.



Mark (21)

I've got an Amiga 500 and I'm really into adventure games - more than shoot'em-ups. My fav at the mo is Prince of Persia. Even though Wing Commander isn't out until Christmas I'm really looking forward to it.

It's funny but the toughest and the worst game I've ever come across is Live and Let Die. No matter how hard I try I can't get off the speed boat at the start. (Life's hard for some people isn't it?)



Kevin (15)

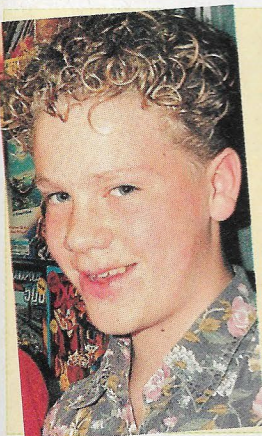
Liverpool college is where I study and got a Super Famicom two weeks ago and I've also got a Mega Drive. The Famicom is much better for sound and graphics. My current fav games are Darius Twins and Gradius 3 - they're brilliant.

I can't wait for R-Type 2 to come out. That'll prob be the next one I buy. Famicom games are more expensive but it's worth it cause they're much better. They're usually about £15 more, but I save up and try to buy one a month. Have you seen Predator 2 yet? It's brilliant.



Tony (14)

Well I've got a Com 64 but am dying to get a Famicom, everyone at school is after one though - I go to Oldershaw School. I like all the martial art games, Kick Boxing is my current fav. Turrigan 2 and Navy Seals are really difficult but good, where as Supersprint is jibit (I think he means forget it - Ed). I'm also into dance music, just got the Dance Energy Album.

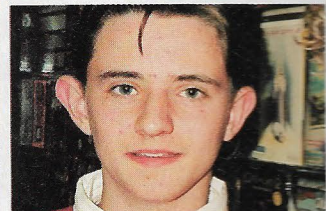


Kelly (12)

Oh, I've got a Com 64 and like playing Commando. I've got a cat called Tibbles and I'm really into Madonna. You've got to start using the expression 'shady character' in your mag. It's hip.

Lynette (12)

I've got the NES. I could beat any boy on Kung Fu. I want Super Mario Bros 2 next. My uncle's got a Game Boy which is OK. I like Bart Simpson, your poster in the preview issue was really cool. Can we have another one please?



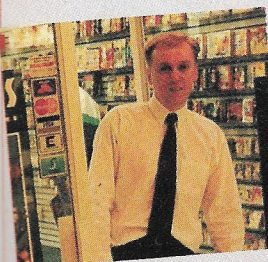
Neil (15)

Hi, I go to the same school, as Tony and I've got a Mega Drive but I'm getting a Famicom next week - I can't wait. I'm really looking forward to Supercars 2 and Sonic the Hedgehog coming out.

## SHOP TALK

Ken, The Manager

We've got quite a bad problem with pirating in Liverpool. Lemmings for instance was heavily copied and Gods has low sales for the same reason.



The Famicom is really selling well despite being expensive and I think consoles will do really well this year, especially the Game Boy. We stock a large selection of American and Japanese games.

We do get quite a few girls in the shop but they usually just look then send their parents in to buy games for them.

The average age of our customers is 15-16 years old and to be honest I'm amazed at how much they spend each week.

## Top 10 selling games

- 1.....PGA Tour Golf
- 2.....NAM
- 3.....Kick Off 2
- 4.....Supercars 2
- 5.....Wonderland
- 6.....Captive
- 7.....Lemmings
- 8.....SWIV
- 9.....Turrigan 2
- 10.....Lotus Esprit

Paul (16) John (17) David (16)

Currently I [Paul] own a PC and I'm well into Jack Nicholson's Golf. I think games are too expensive on the PC. The most difficult game I've ever played is Stryder. I've got a cat called Tigger and so has John (strange coincidence!), but mine is dead vicious.

I'm [David] a bit embarrassed to admit that I've got a Spectrum so I don't want my photo taken, but I think Double Dragon 2 is well and truly dudish. I think that there should be more than one game on a cartridge and there should be previews of other games, you know like on videos.

I've got a Mega Drive but I really want a Famicom. Super Monaco Grand Prix is pretty good. How about a poster of Highlander 2?



# Sneak Preview

## JETFIGHTER II - US GOLD - VELOCITY



**R**obert Dinnerman first discovered video games while working as a hardware designer at Motorola. His thirst for games took him to coin-op manufacturers Bally where he worked with 3D perspectives and the illusion of flight. Robert's first project was for Electronic Arts. F/A-18 Interceptor set new standards in combat-flight games.

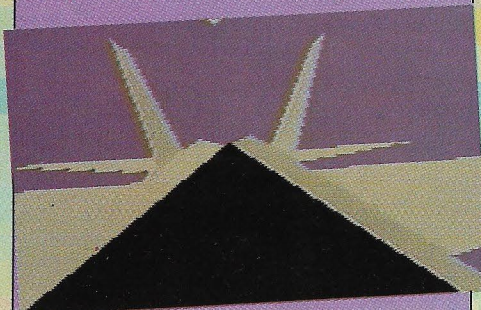
Now, PC owners are about to experience Robert Dinnerman's latest masterpiece - Jetfighter II: Advanced Tactical Fighter which is soon to be released by US Gold. You may choose to fly one of four deadly aircraft: the F/A-18 Hornet, the F-16 Falcon, the F-14 Tomcat or the F-23.

Each plane has its own accurately depicted Head-Up-Display and each one simulates its own flight specifications - the F-23's aerodynamic design lets the aircraft reach speeds in excess of Mach 3!

The game includes over 100 diverse and accurate missions. You'll eat MiG-29s for breakfast and take on MiG-31s for hors-d'oeuvres. Every mission is designed to keep you drenched in adrenaline.

The game features real-time artificial intelligence for the enemy pilots, providing the most deadly and realistic dogfights ever imaginable. Novice pilots haven't been forgotten either because the game features an instant flight mode to allow you to get straight into the action.

Jetfighter II: Advanced Tactical Fighter looks set to be the most realistic flight sim ever. Available for the PC at the end of May, the game supports VGA, EGA and CGA graphics together with both AdLib and Soundblaster sound support.



*Jetfighter II is the result of over three years of research by the Velocity team. Signed up by US Gold, we at Games-X expect to see it race to the top of the PC charts.*

*Meanwhile in Canada, Grey Matter is busy working on Moonstones. Available around Christmas time, the game has an in-built gore regulator for the squeamish!*

## MOONSTONES - MINDSCAPE - GREY MATTER



**A**s a knight of the realm, you perform all manner of chivalrous tasks. Every thousand years however, Danu, the spirit of the moon, turns his attention away from the cosmos and concentrates his powers on the earth.

It is during this time, known as the season of the Moonstones, that the gods bestow a great gift to world's finest warrior. The first knight to complete the Quest for the Moonstones will receive the gift of ultimate power. Naturally, you consider yourself to be the greatest knight - now you're going to have to prove it!

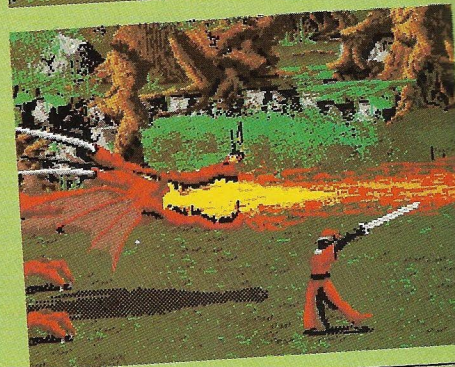
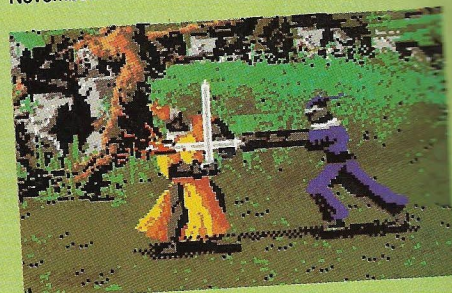
The Quest takes place in the Valley of the Gods,

a mysterious and dangerous place. In order to collect all four of the fabled Moonstones you'll have to face some of the land's most feared monsters in mortal combat. Ratmen, Yetis, Troggs, Mudman, and Dragons all guard your prize - only the most skillful knights will survive.

During your travels you'll also encounter other knights. Of course you're not the only noble warrior to face the challenge. In addition to beastly battles, you'll also have to defend your honour against would-be competitors.

Your journey will take you to a myriad of different locations; a wizard's tower, mystical castles and Stonehenge to name but a few. En route you'll also collect various rings, potions and spells to aid you in your quest. Ultimately however, your skill will determine your destiny.

Moonstones is being programmed in Canada by Rob Anderson of Grey Matter - the people who bought you Fiendish Freddy and the Ultimate Ride. The game will be released initially on the Amiga during September, with the PC following in November.



# ARCADE EXTRAVAGANZA

**F**ollowing red hot on the heels of **Turtle** mania comes a totally new bunch of characters who look set to overtake their green counterparts in the popularity stakes. **Cowabunga** is out this summer and **Go for it Dude** and **Aye Carumba!** are in. This can only mean one thing; **The Simpsons** have arrived in the UK in a big way.

This is great news for the arcades who have quickly realised what pulling power games have when they're based on characters that become universally known and recognised.

It has been said that **Konami's Turtles** video was one of the most successful video games ever and with this major feat behind it Konami is now manufacturing **The Simpsons**. This dedicated video will be widely available in the UK arcades in May and the word is that initial test figures put it on a par with **Turtles**.

The game was unveiled for the first time ever at the USA ACME show in April and, needless to say, got a thumbs up from all of the amusement industry's experts. In the three day period of the show an amazing 10,000 games were sold.

The **Simpsons** UK launch comes towards the end of April but it is already the talk of the video sector with a lot of excitement surrounding the test results.

The media hype which is currently surrounding Bart, Homer, Marge, Lisa and Maggie Simpson is massive which

makes Konami's job a little easier. In the US, **The Simpsons** is the first cartoon sitcom to make it into the top ten TV ratings since **The Flintstones** and **The Jetsons**.

Last year **The Simpsons** industry – bath plugs, T-shirts, radio-controlled skateboards and more – was

worth \$1.3 billion in the States and looks set to grow further this year.

Arcades have already seen some **Simpson** mania with **The Simpsons** pin-table which proved a hit with arcade players. The re-emergence of pinball playing in the UK combined with **Simpson** art work and sound effects made this an outright winner. Now Konami's new **Simpson** video will probably find its way into nearly every arcade in the country.

The game will be distributed exclusively in the UK through South London based **Deith Leisure**, who have already reported exceptional pre-launch sales. The initial production run for Europe will be 1,000 units which is in keeping with Konami policy. Konami claims that it will be building the games strictly to order as it did with **Turtles**.

**Trog** the hungry chap from the **Stone Age**

The video itself will be for up to four players in a similar fashion to the **Turtles** game. Graphics are excellent, depicting the entire **Simpson** family who happen to encounter a robbery in downtown Springfield.

**Maggie** is subsequently kidnapped, and in the chase to rescue her the family is led to the Nuclear Power Plant, Channel 6 and a variety of other home town locations. Definitely one to look for.

Another new video game which will hit the arcades this month is **Bally/Midway's Trog**. **Stone Age** characters battle across the screen in the **Land of Og** as players travel over 49 islands in an attempt to steer their dinos clear of the hungry, one-eyed

caveman **Trog**. Graphics on this game are excellent and the **Stone Age** theme is original enough to give the game an



above average interest rating.

Your dino is a winner

In addition to **Trog**, **Bally/Midway** has released **Strike Force**, a space shoot'em-up game. Even though it's less original in its game theme than **Trog**, this video will be popular with those players

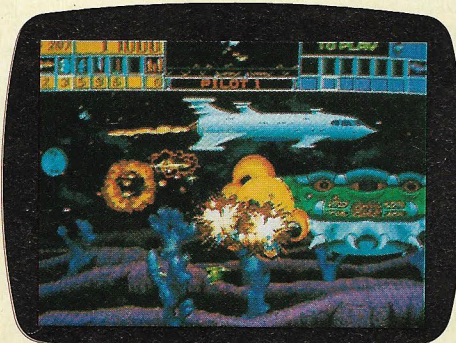


who like shooting, **Space Invader** type games. It doesn't have the mass appeal of a game like **The Simpsons**

but should give the player a run for his/her money.

Based upon a race of giant **Saurian Lizard Men** who have overrun the **New Earth Solar System** colonies, **Strike Force's** mission is to free the colonies and destroy the **Saurian Mega Star Apocalypse**. May the **Force** be with you!

All rights reserved



**Strike Force** – Action blazes on all 22 unique planet battlegrounds



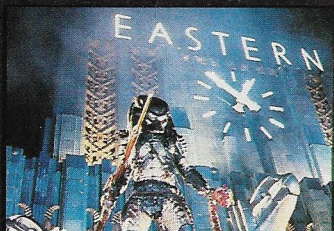
## GO-GLOBAL

Go-Global edited by Leslie 'if it looks good, let's feature it' Bunder

**MUSIC...** Did you listen out for Keep on Running which was used on TV to promote the London marathon, well Island Records has decided to release this classic track by the **Spencer Davis Group**. Run out to your local record store and buy a copy now!

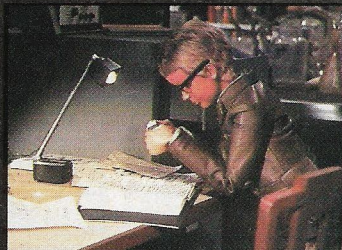
**A & M Records** has got together with youth mag **RAGE** to release **Make Some Noise**, a 15 track dance compilation featuring some excellent cuts including **Rappin Is Fundamental** by **Rappin Is Fundamental** and **Same Song** by **Digital Underground**. Fine stuff, indeed!

**MOVIES...** Nearly three years after the first **Predator**, **Predator 2** (18) is back and ready to burst onto a big screen near you. Set in LA in 1997, **Danny Glover** of **Lethal Weapon** fame plays **Detective Lieutenant Mike Harrigan**, a man out to rid LA of all known baddies including the vicious **Drug Lords**.



He's also out to get the **Predator** who has appeared on the scene, first by knocking off the **Drug Lords** and then hunting and killing the police. As you can imagine with **Harrigan** out there ready to take on the **Predator** there's gonna be lots of action, plenty of suspense and tons of visual delights.

**VIDEO...** **Joe 90**, that most



secret of secret agents is back on a new compilation tape of his TV series. **Joe 90 - Volume 7 (U)** is the last and final chapter and features four action packed adventures including **Breakout**.

Here **Joe** sets out to rescue the Prime Minister of Canada, but unfortunately he has been implanted with the brain pattern of a bob-sleigh champion! Will **Joe** get the job done? Well of course he will 'cause he has three other missions on the tape to complete; **Child Of The Sun God**, **Trial At Sea** and **Viva Cordova**.

How would you like to win a copy of **Joe 90 Volume 7** for gratis, that's right for nothing? Well, **Polygram Video** has given me two copies to give away.

All you've got to do is send a postcard featuring a picture of a city to **Go Joe, Go Joe, Let's Go! Compo, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP**. Don't forget your name and address. The naffest and most boring cards win the vids. Closing date is 30th May 1991.

**TV...** It's all change at Go-Global's fave music channel **MTV**. Three new international people have joined to become VJ's. **Simone Angel** from Holland, **Rebecca De Ruvo** from Sweden and **Terry Christian** from Manchester. **Terry** who became a cult TV figure following **The Word**, will be on **MTV** throughout the summer.

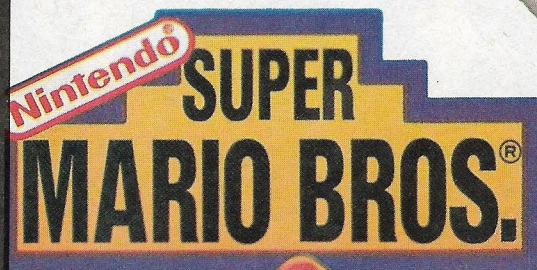
## InDEED!

Oo-er, here's a still from the award winning **Sex, Lies and Videotape**. With **Leisure Suit Larry** soon to be on the big screen next year, and software houses looking at producing more 'sophisticated' products, could this be a possible game?

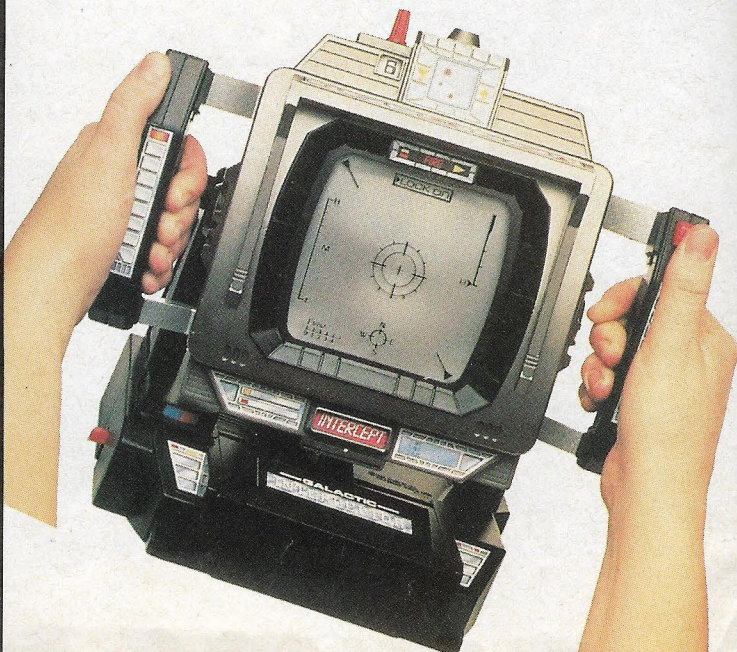


©BSkyB


It's been out for quite a while, but the **Epoca** from **Canon** has proved itself to be one of the most happening cameras around. Not only can it do various tricks like zoom, auto flash and generally take care of all your photographic needs, but **Canon** has kept the price at just **£199**. Buy one and your piccies will come to life.



Check out the latest US drink craze, **Super Mario Bros Power Punch**. Stormin' across the States and destined for great things in the UK, **Power Punch** is an awesome wild and wonderful drink.





 Watch out for the Woosh billed as the ultimate flying ring thing from Matchbox out soon and priced at only £4.99. Just let it fly high man!

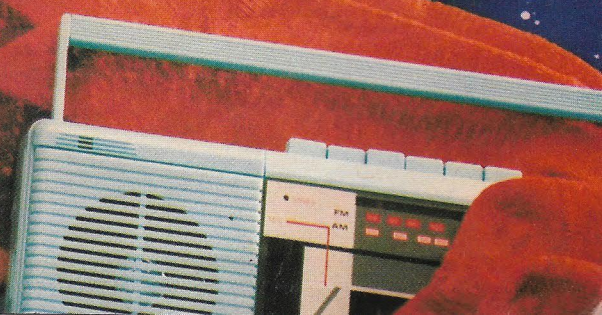
Keep on movin' to those fab, funky and fresh sounds with the Philips AQ6404 personal stereo. The tech spec of the AQ6404 features a bass booster to get those sounds boomier, fast forward and rewind to get to your fave sounds quicker and an anti-rolling mechanism. Priced around £29.99, get onto that groove thang!



If you wanna look good, get onto the case now and check out the latest spring/summer range of Burlington socks. With the classic Argyll patterns appearing in a wide variety of colours and priced between £4.99 and £5.99. Give your feet some essential wear! 



 The latest electronic game wonder from Tomy is Galactic Interceptor – Virtual Reality kinda comes to a hand held. When you blast the aliens with your awesome laser cannon, the console vibrates and when a target is hit, it shakes. Groovy, crazy action, go for it!



**OK bozos, I need your words of undying love for Games-X and its staff. If you want to get anything off your chest – well, nearly anything – drop Uncle X a line. If you send in a piccy of yourself and it gets printed there's a T-shirt in it for you. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.**

# X-IT

## LYNX TV

I must first express the true rapture and awe that overcame my delicate disposition when I happened to come across the preview of your new computer journal, Games-X. C'est bravo!

Well I must not appear chatty (too right we've got a weekly to run here – Uncle X) so I will get to the point. I have read in your mag that you can buy TV adaptor devices compatible with the portable PC Engine and Sega Game Gear. Is there one due out for the Atari Lynx?

**M G Hopkins, Guildford.**

*Simple answer is, no. But don't worry, think of the saving on batteries, and I'm sure you have tele in your bedroom anyway.*

## CHANGER

I think your mag is brilliant, great, wonderful, excellent etc.

• Are you going to review games that you

can play on the Game Boy?

- Can you subscribe?
- Are you going to give away free gifts in future issues?
- Will you give me £190 for a Mega Drive?

**Simon Houchen, Peterborough.**

Yes.

No.

Probably.

Take a hike!

## OBSOLESCENCE RULES

It's a pity that you only concentrate on the Amiga, ST, PC and consoles. There are many users of other computers who cannot afford to upgrade.

People still own MSX, BBC and Atari XL/XE computers. I am fortunate to own an Amiga and a C64, plus an Atari 130 XE. The 130 XE/XL still has some software support and a few games are released for this model.

I know you consider it obsolete and

not worthy of attention, but many people still own these computers, and it would be good to see reviews for them.

**Robert Francis, Neath.**

*Keep your eyes peeled and it may just happen. Our real problem is that we can no longer get hold of the kit to do our reviews on. That and the fact we more than fill our pages now, will probably prevent us from doing so on a regular basis in the future.*

## AN EXPERIENCE

I was expecting a poor magazine when it stated it included games for all computers. I could not be more wrong.

Your magazine appeals to everyone in my family. My sister hates computers, but she likes the magazine because of its original idea of including a poster.

I intend to buy your magazine every week.

**Richard Ellis, Northallerton.**

*We certainly try to appeal to everyone including non-game players. Keep writing and let me know what else you would like to see in the mag. No smut, please!*

## WAY AHEAD

Nice one, not a bad mag I have long waited for a weekly computer magazine and after reading yours I hope you will do well because we all want something to read while we wait for the rest to come up with enough material to print something worthwhile. (Sharp intake of breath, what a sentence? – Uncle X)

But tell me, how will you be able to find enough to write about each week?

Keep one step ahead.

**John Partridge, Dukinfield.**

*Nice one John! Our problem is more of what to leave out. If you include consoles, there is so much new stuff out there we could do the mag twice over. But don't ask us to, we enjoy having weekends off, eating, sleeping and kicking the dog! (Speak for yourself – Ed.)*

## GAMES-X SWAPSHOP

I have a great idea for Games-X. I reckon a swapshop would be a really big hit.

What people would do is advertise the games they wanted or didn't want and others would respond.

**Andrew Evans, Ilford.**

*There are one or two problems with running a service like this. The main one is simply trust. Send off for a game from an individual and you get back an unusable piece of software – who do you whinge at? Games-X would certainly not want to be held responsible or have to administrate these problems.*

*If enough of you persist a swapshop will certainly be considered.*

# WOW! WHAT AN ISSUE NEXT WEEK!

★ **What are Digital Magic up to? Games-X finds out**

★ **Another batch of numbers in our outrageous £20,000 giveaway compo**

★ **Games reviews so good they'll make your eyes water**

★ **All of the newest news on games and hardware**

# WHO DUNNIT?

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## WHAT A GIRL!

### STAR LETTER

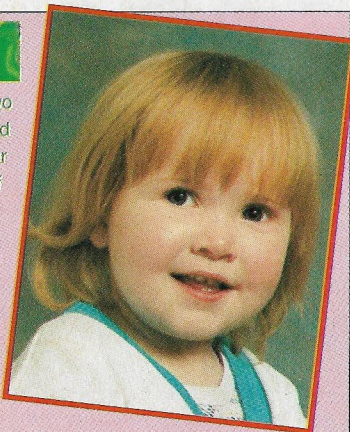
My name is Laura and I'm two and half years old (wow a child prodigy – Uncle X). The other day my Dad brought home a copy of Games-X – what a brilliant mag!

While he was reading the magazine I spotted the hunk on the cover. No, not the bloke with the black and orange booty box dressed up like Mad Max – I'm talking about Bart.

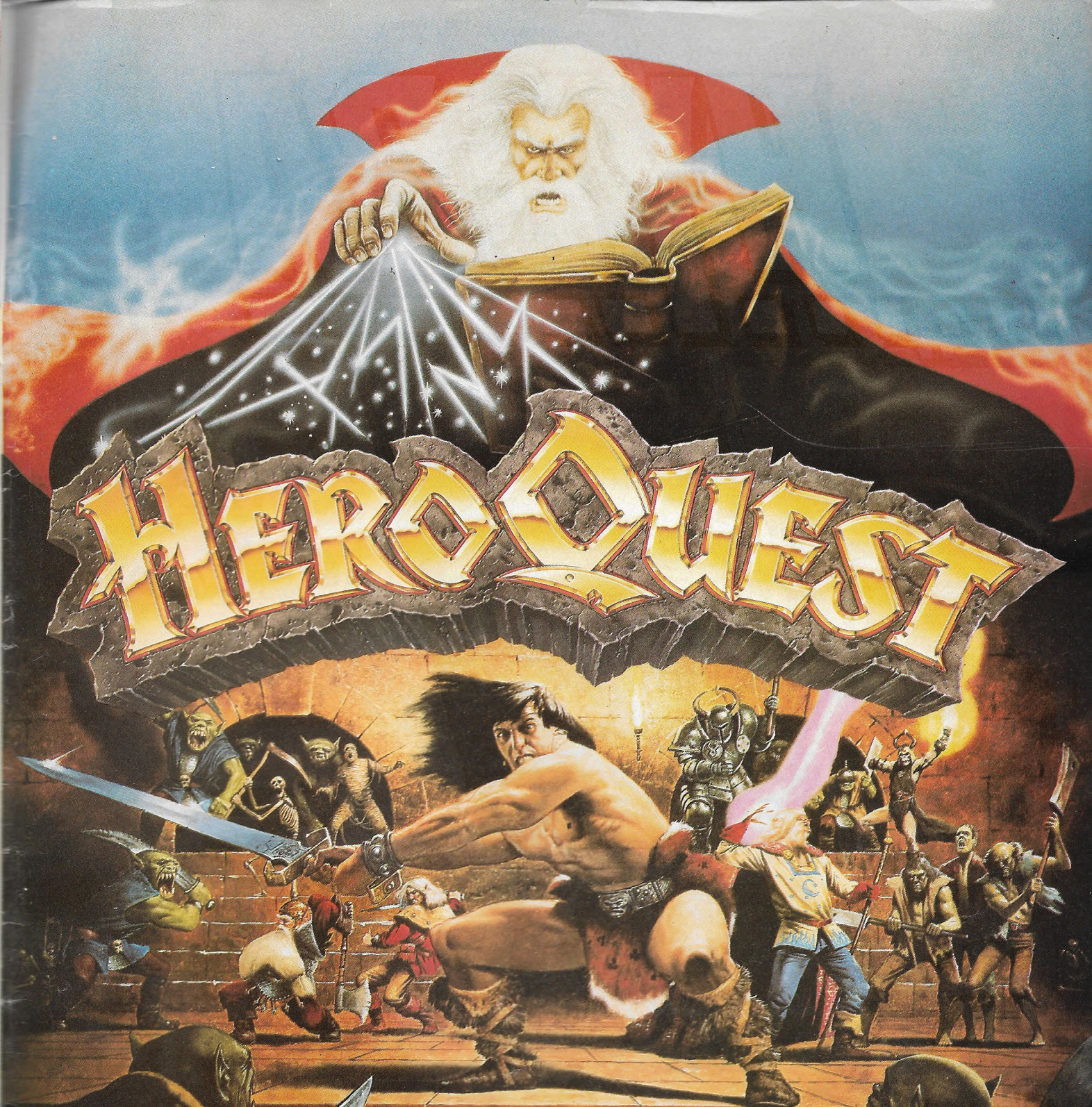
I then turned to the centre poster, wow, heaven! If only I was five years older.

PS How about a poster of Dennis the Menace and Gnasher?

**Laura Beattie, Manchester.**

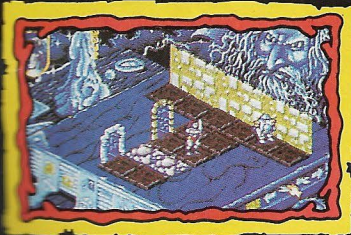


*What can I say – I'm stunned! Two and a half years old and she can read, write and show a degree of class. And what a beauty too – I'll wait 15 years for you Laura! As for a Dennis the Menace and Gnasher poster, Uncle-X will do his best, but no promises I'm afraid. The T-shirt is in the post though I don't think it will fit you kiddo, but I'm sure Dad will appreciate it.*



From the best selling role-playing game Gremlin brings you...

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Screen shots from Amiga version

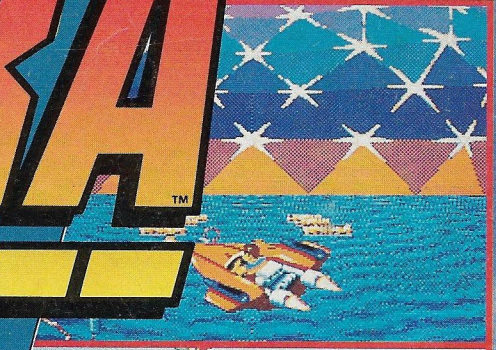
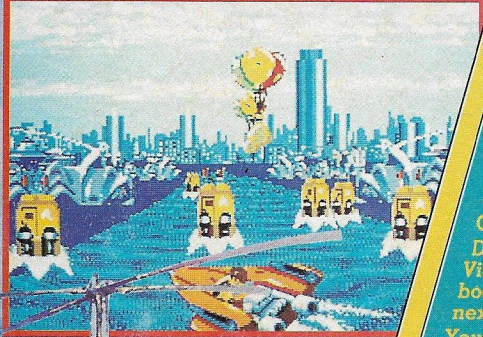
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# HYDRA™



In the 21st century, you have to fight fire with fire. Nothing is safe from vicious terrorists who rule the skies and the seas. When an ultra-sensitive top secret package absolutely positively has to get through, there's only one man for the job - YOU!  
Codename: HYDRA

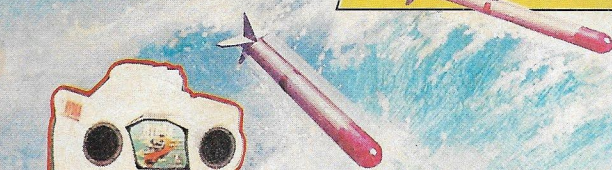
Doomsday Devices, Crown Jewels, Mutant Virus Strains - they all need to be loaded on board your special craft and rushed to their next destination.

Your missions will take you all over the world, and it's not plain sailing!

Using your Hydracraft's supercharged speed and fire power, you must blast your way through enemy jet skis, helicopters, boats, zeppelins and hovercraft. And to make your life really difficult, a terrorist mercenary - The Shadow - lurks at every corner ready to steal your precious cargo.

Heart-pounding excitement, explosive action and superb sound and graphics - HYDRA delivers!

- A perfect cure for the Summertime Blues!
- Based on the smash hit coin-op!
- Stunning speed and graphics!



**TENGEN**  
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