

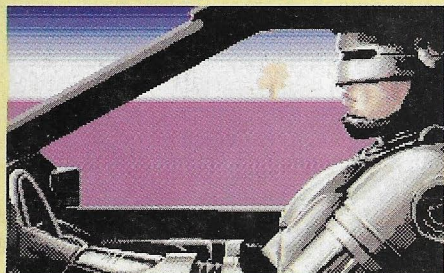
only **TOP**

GAMES-X

18th-24th July '91
Issue 13

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

Robocop 3 Sneak Preview



EXCLUSIVE:

- ★ BART SIMPSON
- ★ SILVER BLADES



Charge of the Light Brigade

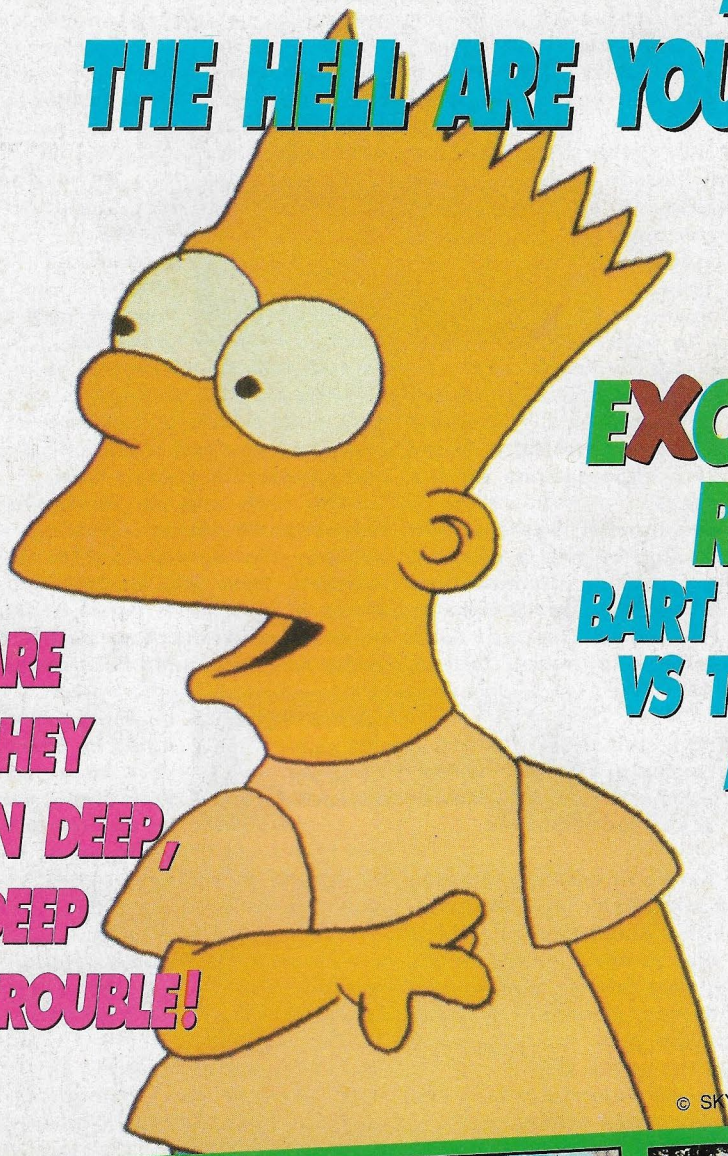
- ★ LIGHT BRIGADE
- ★ SLIDERS
- ★ BILLIARDS II

EXCITING:

- ★ C64 AND SPECCY
- NEWS & REVIEWS

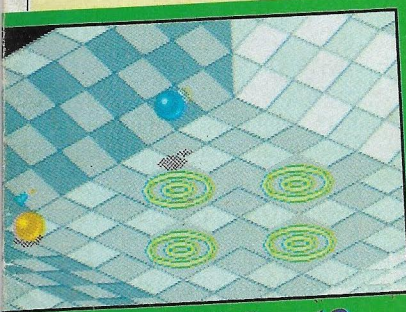
"I'M BART SIMPSON, WHO THE HELL ARE YOU?"

ARE THEY IN DEEP, DEEP TROUBLE!



EXCLUSIVE REVIEW
BART SIMPSON VS THE SPACE MUTANTS

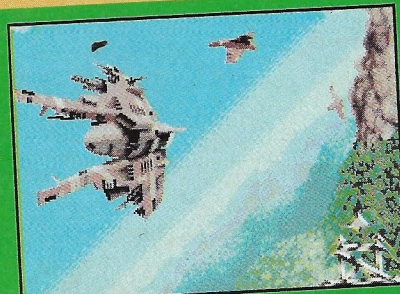
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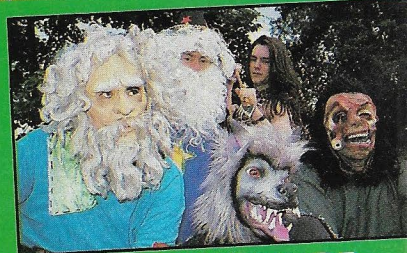
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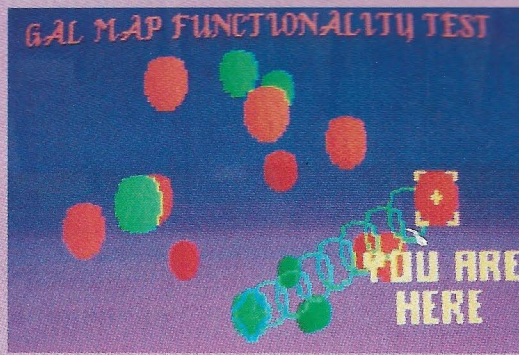
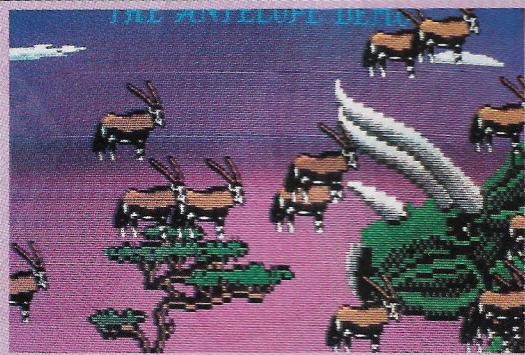
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THOSE EXCLUSIVE CHARTS - WHAT'S TOPPING THE LISTS THIS WEEK?

9 770962 105020 30



ATARI PANTHER REVEALED

Last year rumours abounded as to the Panther console and it wasn't until the recent US CES show that Atari came clean and announced that it did exist, but that it was being scrapped for a new, even more advanced machine.

Atari reasoned that rather than compete directly with the Super Famicom it would leap-frog it with a new machine, technically far superior - the Jaguar due, in 1992.

The Panther console is a good marker as to how the next machine will compare with the Super Famicom. Indeed Atari is confident enough to allow a review of the dropped machine to show just how powerful it is and consequently to raise expectations for the arrival of the new one.

The Panther development machine that was sent out to developers has a discreet black, oblong metal casing. It measures approximately 15 inches long by 12 deep by 5 inches high. The front has an Atari logo/motif and features a reset button, headphone socket and volume control.

To the rear of the unit there are audio outputs, video output, joystick ports and a parallel port for downloading data.

I was shown a series of demos produced by Jeff Minter and a partially written game. The demo began with a small Llamasoft logo in the centre of the screen, which slowly expanded to fill up the whole screen with dozens of little llamas bouncing around. Everything on screen was smooth, even when the logo filled the entire screen.

The game was in the Defender mould and what initially surprised was that everything

on screen was moving at 50Hz - it was all moving silky smooth and there were 100 plus colours across the playarea. What stood out was the smoothness, the lush colours and the sheer size objects could be stretched to by using the hardware scaling with no loss of speed or fluidity.

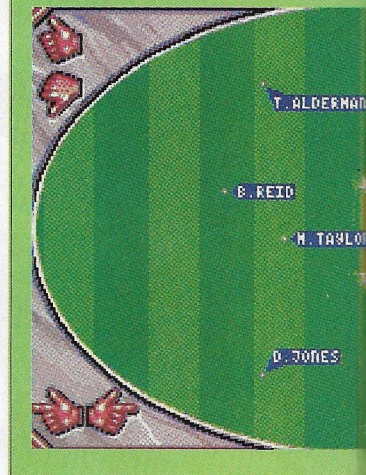
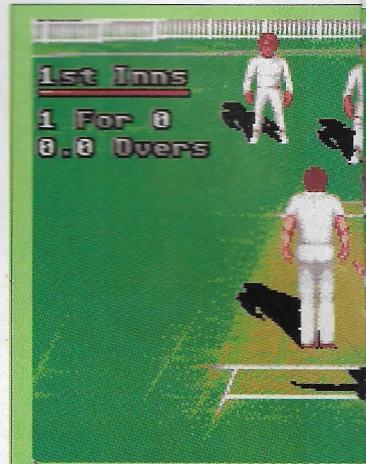
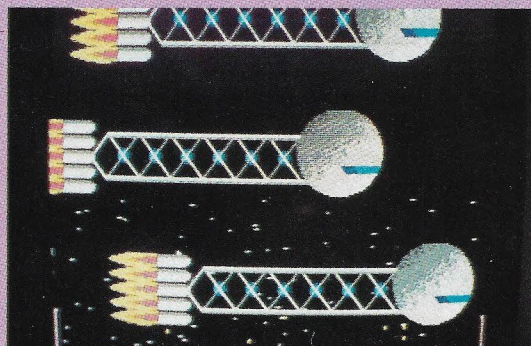
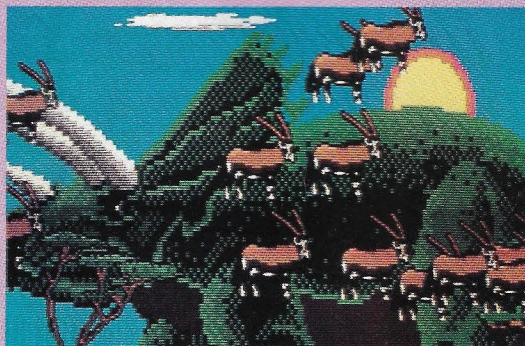
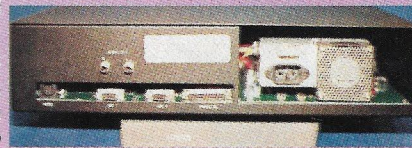
The Panther has a Motorola 68000 running at 16MHz and two customised chips the Panther and Otis. The Panther chip is an object processor. It works on lists of objects, which can be in many forms, like literal sprite data and compressed sprite data called RLE. It can also do memory to memory transfers, change on-screen colours and manipulate graphic data.

The chip can do hardware maths and object manipulation - shifting, skewing and scaling. The screen is 320 pixels wide by anything from 200 to 262 lines vertically. There is a notional figure of 83,840 sprites on screen but of course this is tempered by sprite size and number of colours.

Otis is the dedicated sound chip, made by Ensoniq. This is a very sophisticated chip with digital sampling rates in excess of 20KHz, low and high band filters to zip up the sound and the ability to replay samples at lower rates with Otis filling in the gaps!

The bottom line is that the Panther is a tremendously powerful console. Its technical specifications in virtually all areas outperform the Super Famicom.

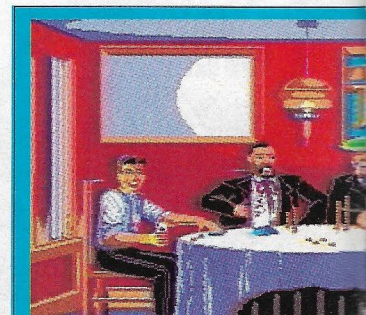
The Jaguar is said to have a 68030 processor and more sophisticated hardware. With the Panther looking this good, Atari may well have made the right decision.

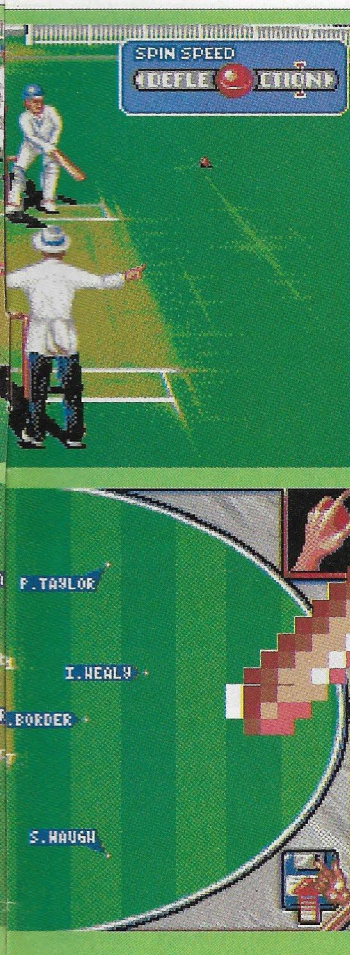


DIZZY

June 26th saw the Codemasters announce a pretty amazing fact. That afternoon saw its Treasure Island Dizzy, on the Spectrum reaching sales of 100,000 units. Since its release in January 1989 the game has consistently maintained a presence in the Gallup All Formats Top 40, and is still hanging in there at its 124th week in the charts!

The other Dizzy titles are performing in much the same way.



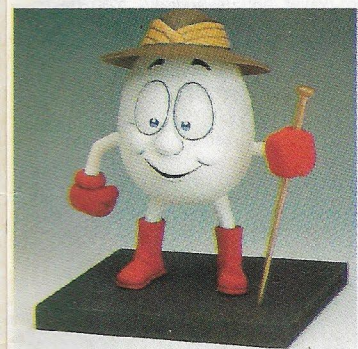


GRAHAM GOOCH CRICKET

One of Audiogenic's first ever releases was Graham Gooch's Cricket, way back in 1985. July should see the release of the 16-bit computer version, entitled Graham Gooch's World Class Cricket.

You'll be able to lead the England captain and his squad to astounding victories over the West Indies (that'll make a change - Ed). The game incorporates two play modes. You can either sit back and simply take a managerial role or, if you prefer, actually strap up and defend those stumps.

Either way, Graham Gooch's World Class Cricket will have fans of the age-old game gasping in awe. Keep your eyes peeled around the end of July for this one. In the meantime, watch our Graham and the boys try to win a test - some chance, eh?



Fantasy World Dizzy is presently notching up its 79th week in the charts! Meanwhile, Magic Island Dizzy is enjoying the top slot in the budget price list. Hats off to Codemasters for proving there's still life in the good old 8-bit machines!

GBH SIGNS UP

Gremlin Graphic's new software label GBH has signed a 10 game deal with Millennium. The first Millennium games

to appear on the GBH label are Cloud Kingdoms and Kid Gloves, both appear in July.

Future titles include Resolution 101, Thunderstrike and James Pond. Gremlin's top man, Ian Stewart, commented, "It is always good to be working with a company who have similar ideals to ourselves."

The first Gremlin games to appear will be Footballer of the Year 2, SuperCars (16-bit only) and Impossamole.

INSIDE

Best of the Bunch

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With Realms approaching its release Jason Spiller talks to the strange people behind the game.

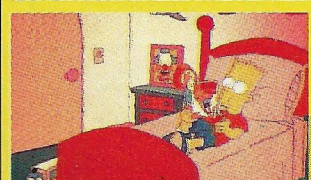
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Prior to the release of Virgin's Whirlwind Snooker comes a Jimmy White mega compo.

Game of the week



Bart Simpson 16

Those Space Mutants take on more than they can cope when they meet up with this delinquent.

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From Letchworth deep in the Hertfordshire countryside.

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When you ask, we deliver.

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R-Type, Dark Side, Prehistorik, those damn turtles, Pipemania...

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Seriously frustrated and need help with that game call the Doc!

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GAMES-X SHOW

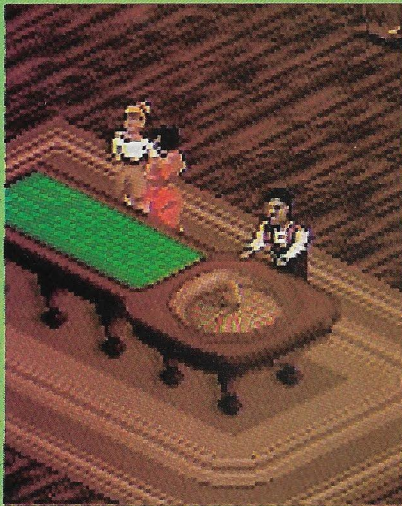
Radio Luxembourg broadcast the second of its highly successful Games-X Game Shows on Tuesday. In case you missed it, the show looked at three different areas of computer gaming - strategy, land/sea battles and flight sims.

Strategy games saw *Powermonger* taking the Platinum Disk award with *Sim Earth* and *Railroad Tycoon* getting Gold. In the land/sea battle category the runners-up were *ADS* and the excellent *Sherman M4*, while *Carrier Command* took the prestigious Platinum.

The final group of games, flight sims, saw no fewer than 21 games reviewed. The winner turned out to be EA's *Chuck Yeager Air Combat* with its emphasis on the fun side of simulations. Gold Disk awards went to *Pro Flight* and a previous Games-X game of the week, *Jet Fighter 2*.

So what are we looking at next Tuesday, 23rd July? If you want to know Lux's own ultimate shoot'em-up, arcade strategy and arcade adventure game, listen into 208m/1440KHz medium wave at 9pm and find out. Of course I'll know before you, but life's a bit like that isn't it?

Don't forget you can also get Radio Lux on satellite for crystal clear stereo reception, and keep those cards coming in for the chance to win one of the loads of games mentioned in the show. The phone in number again is 010 352 1381, and the address for the cards, The Games-X Games Show, Radio Luxembourg, 74, Newman Street, London W1P 3LA - go on give it a go!



FATE OF ATLANTIS

As you all should know by now, Lucasfilm Games is producing the fourth Indiana Jones adventure. However, the *Fate of Atlantis* action game has been commissioned to Birmingham-based, Attention to Detail.

The team, which has already produced *Nightshift* for Lucasfilm, opted for a 3D isometric view in which you'll be able to control either the intrepid Indy or his associate Sophia Hapgood. The game will be played over a number of levels, each one representing a different location within the storyline.

The duo begin their mission outside a Monte Carlo casino before moving on to a Nazi base, German submarine and even the lost city of Atlantis. US Gold has deliberately opted for more depth in the game. The result is a highly enjoyable arcade-adventure style game that should keep gamers busy for quite some time.



ALIEN STORM

Gadzooks! Those critters are getting worse. News is that Tiertex is progressing nicely with the conversion of Sega's *Alien Storm*. All versions look ready for the end of September.

The game sees you as a member of the Alien Busters as you strive to rid the planet of 'orrible, slimey aliens intent on killing off the human race. It features brilliant simultaneous two-player action and has been likened to *Golden Axe* with lasers.

As you can see from these shots, the graphics are stunning. Make a date in your diary around September time, there's going to be an Alien Storm!

EA HOCKEY

All the violence, speed and action from the fastest sport in the world have been stuffed into a Sega Mega Drive cartridge to present the best ice hockey simulation out of the arcade. The game, *EA Hockey*, was designed by the team responsible for *John Madden Football*, the best selling title in the US ever.

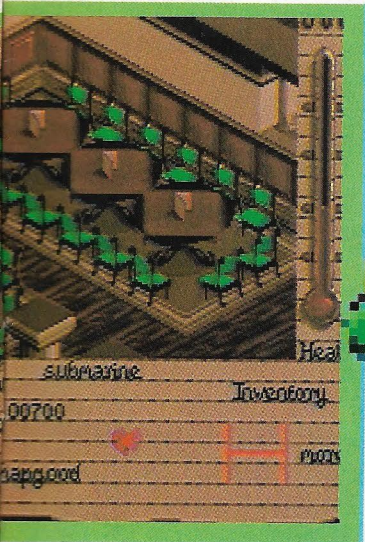
EA Hockey features an incredible 400 realistic players in 22 International teams and each of these players is rated in 14 different categories, including strength, speed, aggression, shot-power and awareness. You have complete player control with all the moves and shots such as wrist-flicks and full-power slapshots.

The rules have been adhered to and there's even a sin-bin which can



empty the pitch at times. Violence plays its part in this full body-contact sport. If two players collide there's often a fierce fight and you experience beat'em-up action on the rink.

There's one or two-player action and thanks to responsive and straightforward controls you can get into the fury on the rink immediately. This feeling of involvement is enhanced



further by great graphics and atmospheric sonics. EA Hockey will be released in August.

E WEAVER BASEBALL

August will see Electronic Arts releasing **Earl Weaver Baseball II** on the PC. The game features unlimited camera views, full screen batters, full on-field action and a baseball physics model that recreates real-time play. The game also features stunning 256 colour graphics and amazing sound effects such as a resounding thwack when you manage a homerun.

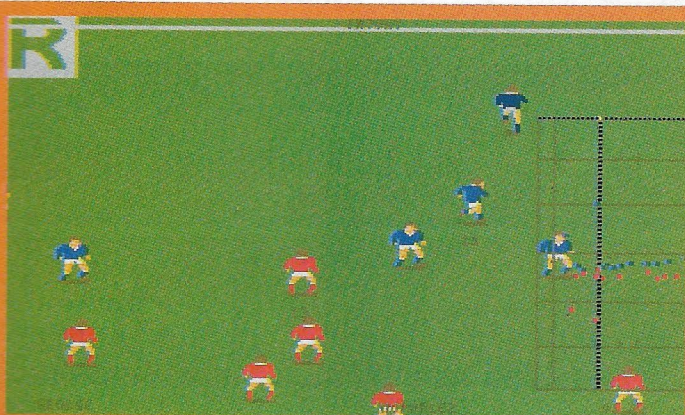
Featuring a plethora of figures and stats, this is perhaps the most realistic of the baseball games. With 26 top teams to compete against, only the best will ever win the league. Electronic Arts is

also due to release a Commissioner's data disk and the 1990 MLBPA Player Statistics and Manager Profiles disk to complement the series. Keep a look out for Earl Weaver Baseball II this August, price £29.99.



CREEP, CRAWL

Cringing time again! When we did our Sonic/Mario head-to-head we forgot to say "ta very much" **PC Engine Supplies** for getting the game so quickly for us! If you need them they're on 0782 712759.

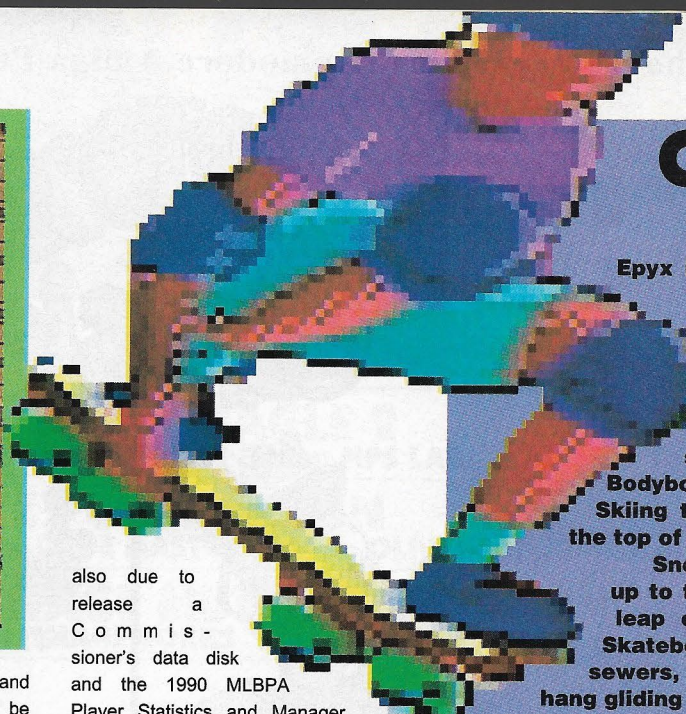


CHAMPIONSHIP RUGBY

Audiogenic has resisted the temptation to produce another soccer game and opted to convert the much tougher game of rugby.

You'll be able to try your hand at both the League and Union rules in this highly enjoyable sports sim. All the features and rules of the real game have been included and with the perspective as that found in Kick-Off, you'll be able to see clearly what's going on.

Due out from Audiogenic, **Championship Rugby** will be available this autumn.



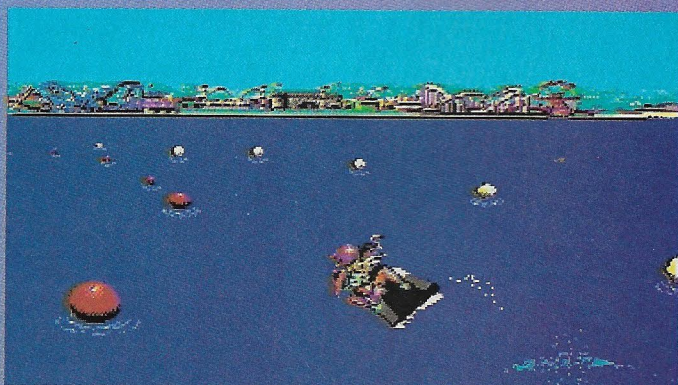
CALIFORNIA GAMES II

Epyx is renowned for its sporting games. In the past we've enjoyed the likes of Summer Games, Winter Games, World Games and California Games. Now the team has returned.

This time we revisit the sun drenched beaches of the sunshine state to compete in five new events. Bodyboarding sees you riding the waves. Jet Skiing tests your nerves as you zoom across the top of the water at hair-raising speeds.

Snowboarding starts with a deadly ascent up to the mountains in a chopper before you leap onto the snow capped slopes below. Skateboarding sees you hurtling along the city sewers, looping-the-loop as you go. Finally, hang gliding is for serious dudes only.

California Games II is available from **US Gold** and is ready on the PC now. Amiga and ST versions may appear after Christmas.

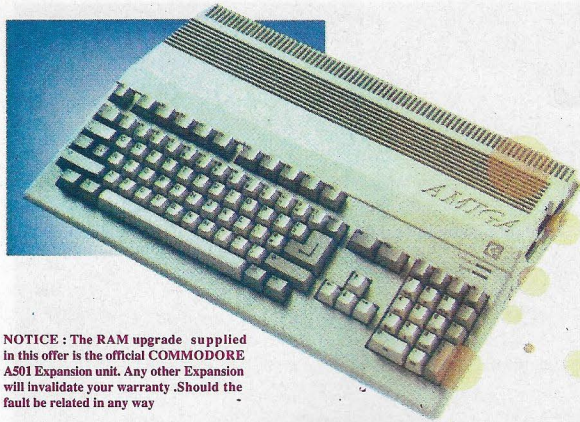


WHAT'S OUT AND WHEN

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
Blade Warrior	Spectrum Holobyte	Jason Kinsley	Amiga	£25.99	24/7/91
Das Boot	Mindscape	360	ST	£30.99	26/7/91
Dynamite Duke	Virgin	Sega	Master System	£29.99	22/7/91
Mega Fortress	Mindscape	360	PC	£35.99	25/7/91
Robin Smith's International Cricket	Challenge	In house	Amiga, ST	£25.99	24/7/91
Skychase	Mirrorsoft	Maxis	Amiga, ST PC	£9.99	24/7/91
The Town with no Name	On-Line	Delta 4	CDTV	£29.99	26/7/91
TV Sports Football	Mirrorsoft	Cinemaware	Amiga, ST PC	£9.99	24/7/91
Virtual Worlds	Domark	Incentive	Amiga, ST PC	£24.99	26/7/91
			Amstrad	£19.99	26/7/91
			C64, Spectrum	£19.99	26/7/91

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G A L L U P < C H A R T S

1	▲	HEROQUEST House: GREMLIN Team: 221B
2	▼	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
3	◆	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
4	◆	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
5	▲	VIZ House: VIRGIN Team: PROBE
6	▲	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
7	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
8	▲	EYE OF THE BEHOLDER House: US GOLD Team: SSI
9	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
10	★	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
11	▼	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
12	▲	KICK OFF 2 House: ANCO Team: DINO DINI
13	▲	POWER UP House: OCEAN Team: VARIOUS
14	★	GOLDEN AXE House: VIRGIN Team: PROBE
15	★	NORTH AND SOUTH House: INFOGAMES Team: IN HOUSE
16	★	GODS House: RENEGADE Team: BITMAP BROTHERS
17	▼	SHADOW DANCER House: US GOLD Team: IMAGES
18	▼	WINNING TACTICS House: ANCO Team: DINO DINI
19	▼	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
20	★	SWITCHBLADE 2 House: GREMLIN Team: P GREGORY AND G ALLAN

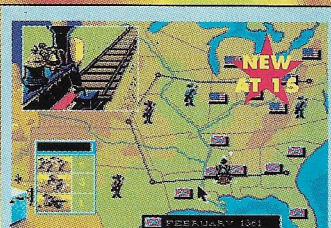


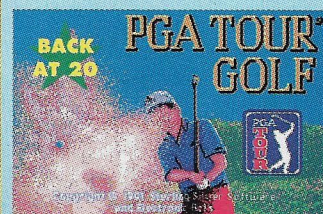
CHART FAX

As F15 2's sales dropped a little, Gremlin's **HeroQuest** has taken the lead once more. While the other biggie from Gremlin, **SwitchBlade 2**, has come back into the 20 at number 20 - quite right too.

Other re-entries are: **Back to the Future 3**, **Gods** and **Golden Axe**. Rather good to see Gods back in, but the same can't be said for the other two!

Golden Axe was good in the arcades but it's far too easy on computer and the less said about **Back to the Future 3** the better!

North and South breaks free and enters at number 15 proving that there's still life in the old title yet. It is rather corking though, I have to admit that!



PGA Tour Golf seems to have run out of steam by falling to number 19 all the way from six. So **Leaderboard** remains the most successful golfing sim to date, although **Tour Golf** might put on another spurt next week.

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

Turn to page 32 for our specially compiled machine specific charts

Get a monster piece of the action every month!



Out now!

When you pick up your latest copy of **ST Action**, prepare to be shocked, stunned and startled as you experience the ultimate in ST games magazines. Packed with glossy, full colour pages, **ST Action** uncovers a new dimension of ST news and reviews.

In the August issue we have 10 copies of UbiSoft's **Music Master** to give away in a mega, easy-to-enter competition. Fully compatible with Midi keyboards, the **Music Master** allows you to create superb sequences in the comfort of your own studio!

Once again we've come up trumps with the unbeatable **ST Action** coverdisk featuring Titus' primeval **Prehistorik** romp and Gremlin's **Switchblade II** - a duo of dynamic dazzlers!

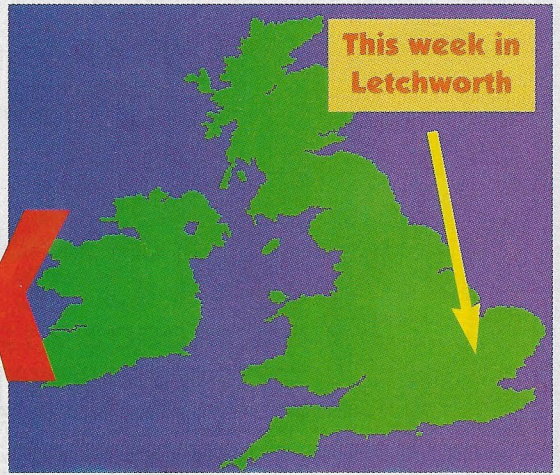
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Well gamesters, this week we're off to a shop in Letchworth called the Games Keeper, to find out what's holding your attention for hours or even days on end. Next week we'll be in... Ha, ha tricked you there!

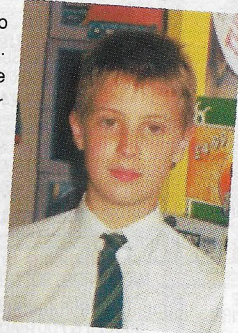


STREET TALK

Russell Brown (13)

Please don't print this, in fact tell 'em I've got an IBM PC, but I've really got an Amstrad 6128.

I'm hoping to get an Amiga soon. The graphics are the best I've ever seen. Although I'm waiting to get the Amiga, I still play Ikari Warriors on the Amstrad. It's not a bad game and it's got lots of action.

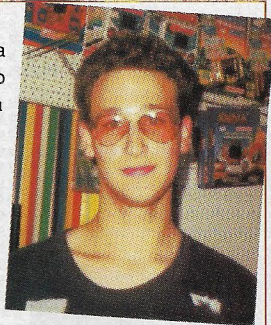


Richard Steward (19)

I use my Amiga mostly, but I also own a PC and a Mega Drive.

My favourite game of all time has to be Contact Sam Cruise on the Spectrum. It's about eight years old now.

One of my strange hobbies is collecting naff computer games. I've got quite a few. I also play guitar, which I've been doing for three years.

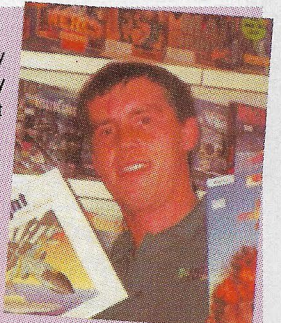


Steve Bucinikas (33)

When I get time I play Monkey Island. Currently it's my favourite game. I bought it about a month ago.

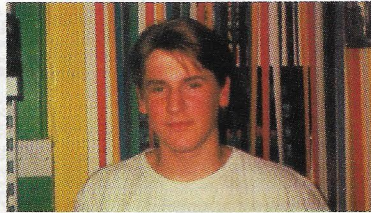
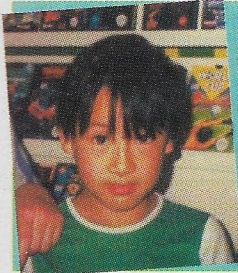
I've got an Amiga. It's one of the best machines around. I use the Amiga mainly for business purposes, but I have got a few games lying around.

The software I buy is mostly PD, especially utilities. It's cheap and there are some really good titles. I spend up to £20 a month on PD software.



Leon Lee (8)

Wonderboy is my favourite game. I've got up to the second level. I've got a Game Boy, Game Gear and an Amstrad CPC. I like the Game Gear because it loads quickly, the screen is bigger and the colours are good.



Joe Amos (15)

Although I've got a Mega Drive, Spectrum and C64, the Mega Drive is my favourite. The games are more realistic and there's more action and gameplay.

I've gone off the C64 because of the blocky graphics. The Spectrum is OK for games, but the colours are bad and I hate the clashes.

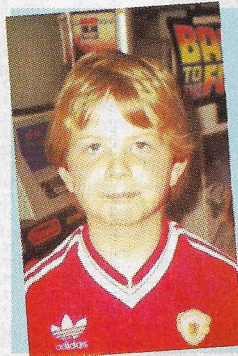
My hobbies are fishing and I do a lot of role-playing. My other hobby is wine making, it's very interesting.

I usually pick up a copy of Mean Machines. It shows you a lot about the games and it's cheap.

Thomas Battison (9)

My brothers took away all the wires from my Spectrum. If I had a system I would like a Nintendo. I like it because it's the only good system.

The best game I've seen on it is WWF Wrestling. I watch wrestling on the TV every time it's on. The Hulkster is my fave wrestler.

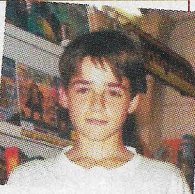


Simon Evens (12)

I've got a PC and an Atari Lynx. I really do like the PC. The games are brilliant and the graphics capability is great.

I'm into King's Quest 5 at the moment, it's adventurous and the graphics are excellent. It's got to be my favourite game.

I like playing racket sports a lot, especially tennis. I've also got a radio controlled car.



Robert Kraina (12)

Super Mario games are my faves, especially Super Mario 2 (you should talk to Alex, you'd get on like two people who get on really well - Ed). It's got great graphics, and I've got up to level eight.

I've got a Nintendo Entertainment System. I think it's the best machine available for games.

I play rugby for Hitchin Boys, and I enjoy Athletics.



SHOP TALK

Bob - the manager

The shop has really grown since it opened. We're moving to bigger premises soon. At first it was a gamble just to see how computer software and hardware sold in this area.

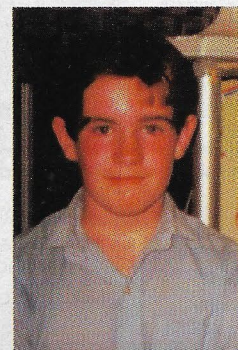
The Mega Drive is really big in this town. It even outsells the Amiga software. Another system which is stirring up a lot of interest is the Game Gear. Personally I think that these two are going to be big sellers this Christmas.

The Lynx sales seems to be fading a little, but it just might hang on in there somewhere.



Top 10 best sellers

- 1Sonic the Hedgehog
- 2Eye of the Beholder
- 3Castles
- 4Monkey Island
- 5Demoniak
- 6Railroad Tycoon
- 7Mickey Mouse
- 8PGA Tour Golf
- 9 John Madden Football
- 10WWF Wrestling



Stuart Collings (12)

C & VG is the mag I buy (why not GX? - Ed). I've got a Spectrum, but I'm getting a Mega Drive pretty soon. The reason is that I really want a better system. I love Sonic The Hedgehog. It's got good graphics and I've only played it once but there's so much action I'd love to play more.

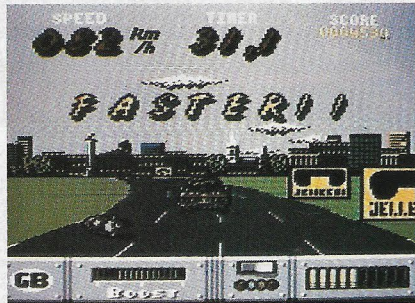
I like drawing cartoon characters. I've created quite a few of my own.

Welcome to the new C64 page, featuring all the latest news, reviews and tips. Enough of the rambling and on with the excitement...

Here's a round-up of all the hot news from the world of the C64. If you don't want to miss any of the latest information all you have to do is read on...

OUTRUN EUROPA

Outrun Europa is the third in the series of racing classics – the spectacular Outrun, the speedy Turbo Outrun and now the race across Europe in either a Ferrari F-40 or a Porsche 911.



Unlike both of its predecessors, in Outrun Europa the action not only takes place on solid ground but you'll find yourself speeding across the English Channel on a jet-ski and pursuing secret agents across the Mediterranean.

Released by US Gold, Outrun Europa will be appearing soon on both disk and cassette.

FINAL FIGHT

Take on the underworld of Metro City in the street fight of the '90s. Become Haggar or one of his mighty sidekicks, Cody or Guy, and attempt to



rescue the beautiful Jessica from the grasp of the evil Mad Gear Gang.

Haggar, Mayor of Metro City and ex-street fighter, must fight his way across six levels of mauling mayhem and punch through endless waves of grappling thugs.

Being a one or two-player game, Final Fight features huge sprites, fast arcade action and a look to be a near-perfect arcade conversion.

Appearing sometime in September, Final Fight is once again on either cassette or disk from US Gold.

ALIEN STORM

Yet another US Gold coin-op conversion appearing this autumn on the 64 is Alien Storm. Once again the Earth is under threat, not by environmental issues but by invading aliens.

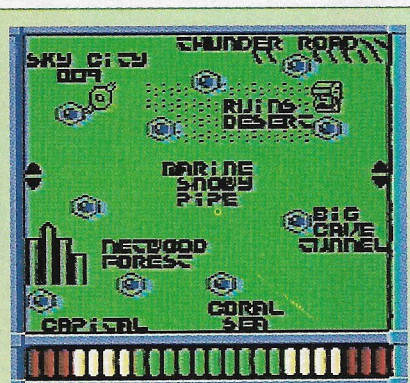
However, these sneaky ETs have been plaguing Earth for months, hiding in everyday

LED STORM KIXX £2.99 OUT NOW

LED Storm is fast 'n' furious racing game viewed from above. You must take control of the ultimate devastation machine and speed through nine levels of motor mayhem and hopefully power through as the victor.

Using the joystick to control the car, you have a special power – operated by nudging back and tapping fire – which allows you to change into a speedy bike. The road will be littered with obstacles which must be avoided, otherwise energy will be lost and the game over.

LED Storm is best described as being average. Although it may offer quite addictive fun at the beginning,



the variation in the game is very small and it soon becomes boring. Not bad at the price.

X-RATING: **XXX**

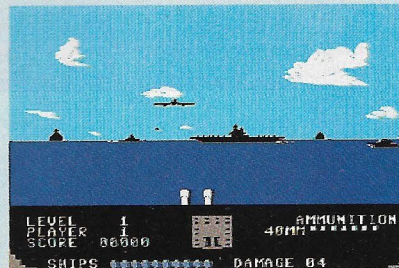
MULTIMIXX 2 KIXX £4.99 OUT NOW



Global domination is the name of the game in Raid over Moscow, so take your band of Yanks and attack those Russkies

Multimaxx 2 is a three game compilation including both Beach-head one and two and another ageing classic, Raid.

Beach-head sees you as Chief of command with a tough task ahead.



In Beach-head you use all your skill to outwit the enemy forces and destroy the entire navy before attacking their home base



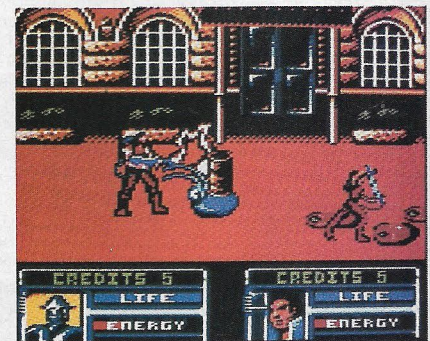
Beach-head 2, a classic follow-up to the original. The battle now takes place on land with loadsa guns and other weapons!

You must restore law and order to an island ruled by a ruthless dictator. In Beach-head 2, you control the allied forces in a head-to-head combat experience.

Finally, in Raid you lead a band of commandos behind enemy lines on a virtual suicide mission to the Soviet Union. You destroy anything that steps in your path.

Multimaxx 2 is an excellent compilation and if you don't own any of the Beach-head series, buy this piece of software as it is great value for money.

X-RATING: **XXXX**



objects and waiting to pounce on unsuspecting humans.

Set over six levels, Alien Storm is a space-age beat'em-up with a supply of lasers thrown in for good measure. The game is horizontally scrolling and allows up to two players to choose from three characters and battle along the streets exterminating any meanies that jump out.

Finally the perspective changes to a 3D shoot out a la Operation Wolf in an attempt to stop the aliens making it back to their mothership.

Look out for Alien Storm which will be appearing on both disk and cassette.

MINI-TIPS

ROBOCOP - OCEAN

On the first title screen, type 'Swedehead', and the second level will load. Type 'Disappointed' on the second title screen to enter level six.

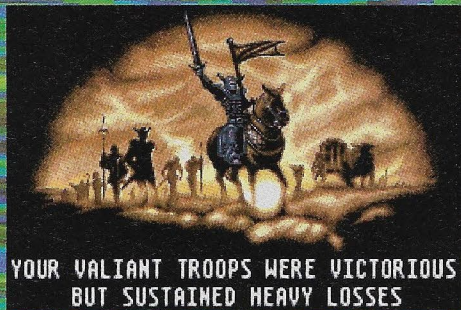
MIDNIGHT RESISTANCE - OCEAN

On the high-score table type in 'Siamese' and you will immediately start on the level you died on last time.



The Barbarian population of 54119 is declining, they are ecstatic and their loyalty is resolute.

The city! You control, tax, trade law – life itself. Will you prosper and grow? Or will you fester in poverty and disease



YOUR VALIANT TROOPS WERE VICTORIOUS BUT SUSTAINED HEAVY LOSSES

You sent your troops to take a city but many lives were lost – you could face a revolt



With a stroke of your mighty hand you hold the lives of thousands in the palm of your hand

Graftgold prefers to skip the hype and nonsense and just concentrate on getting the work done. However, with an enviable list of games to its credit including Rainbow Islands, Iron Man Ivan, Simolta and Paradroid 90, it's hard to ignore this bunch.

Team leader, Steve Turner: "When you've had a bit of success, it's great to be able to choose which projects you take on. I've actually been kicking around the idea of Realm for quite a few years, but it's only over the past



Hard graft and a sprinkling of gold

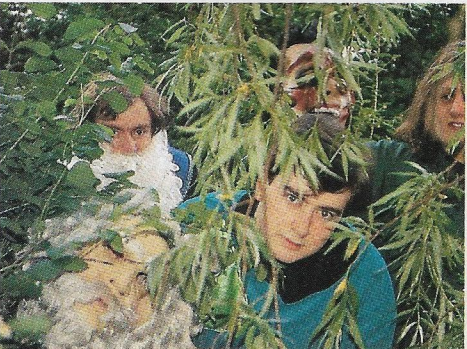
12 months that we've actually had the time to begin work on it."

The opportunity to do Realm has come at the right time for Graftgold as the likes of Populous, Powermonger and Sim City have blown away the cobwebs which gave strategy games such a stuffy image. Although the theme is bang up-to-date, the idea for Realm was hatched many moons ago.

TOGETHER AT LAST

Steve explained: "It's great to see a game that you've been thinking about for so long finally come together. Since the early Speccy days when I was coding arcade-style games, I remember when Lords of Midnight came out and I really wanted to do a game like Realm.

But the processing power was so weak and the memory limitations infuriating." Ideas for Realm kept bubbling up, and so the design continued on paper in



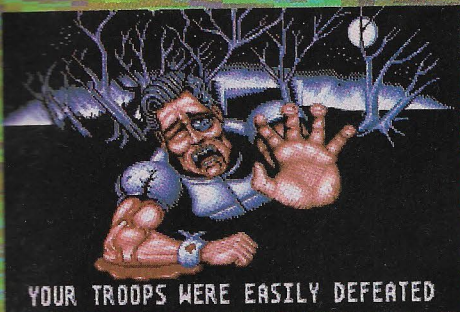
What does it take to produce a great game? Hard graft and a sprinkling of gold! Aptly named Graftgold has spent the last year creating its own little world. Now it's ready to share this with us. Reckon you can control civilizations more successfully than the Romans and Egyptians? Jason Spiller fiddles while Realm burns.

preparation for a miracle... more powerful machines.

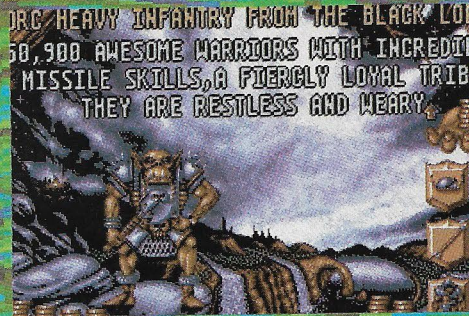
Steve continued: "Realm was still very much on the back-boiler when the ST and Amiga were launched, but my workload was such that I just didn't have the time." Finally, after coming up with the goods for Virgin, that day finally came: "It asked if we'd like to do a strategy type game and I thought, I've got just the thing!"

What is it about Realm that has inspired Turner and his team all these years? To say the game is a strategy, arcade-style, military simulation, really doesn't do Realm any justice – that's just trying to pigeon-hole the game.

Steve: "It's set in ancient times, but it's not historically accurate. To emphasize this we've actually made up the civilizations out of mythical creatures such



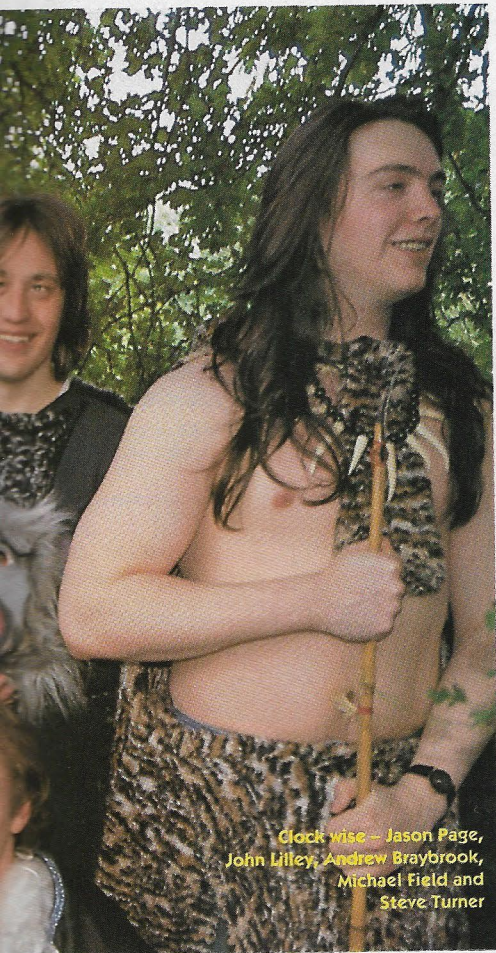
A disastrous war campaign. Your troops have deserted, your trade links cut. Your downfall is nigh!



You receive statistics of your enemy. If I were you, I'd run back to the city and get kitted up with the village idiot outfit



You can look at trouble from afar! But don't be a coward! Get in there, roll your sleeves up and sort out the problem



Clock wise - Jason Page, John Lilley, Andrew Braybrook, Michael Field and Steve Turner

set out on a crusade of looting and usurping." To simplify things, the tax rate is the main interface between you and the people, while their life-line and your main trading commodity is symbolized by grain. A reflection of real life perhaps?

One of your most crucial decisions as ruler is setting the tax rate. This is a critical set of scales that in our history has left all-powerful empires crumbling in a sea of flames.

Steve continued: "The majority of the money



generated from tax, funds the up-keep of your army, but if you choose an offensive strategy, this money can soon be absorbed. If your expenses are more than your income, you will eventually starve the people and they will revolt, leave your city and start up their own civilization with a grudge against you."

This juggling act of decisions is further increased when you gain control of many cities. "Your empire might appear to be doing well, but based on the Chaos Theory, if the civilization procreates, the balance is tipped and you cannot sustain civilization, the results will be poverty, starvation and revolution."

Another major element of Realm is the government of military affairs. If you adopt offensive strategy and enter into combat. The screen switches to a battle screen, which is made up of an isometric projection consisting of tiles in the shape of a strip of land showing great detail and including shadow and gradient.

Using a set of icons, you can move around the battlefield in order to view your troops and enemy positions. Also, putting the pointer in a small square increases the speed with which you can look around the area.

SIEGE MENTALITY

Steve described the battle: "Using an icon, you can create armies, click on a camp and attack a city. However, there could be a long siege and your army could lose morale and loyalty. So you must monitor their status using a

crystal ball, then re-equip them and adjust the wages if necessary."

I pointed out some similarities with Arc's battle game, Prince. Steve answered: "Yes there are similarities. We actually started designing this system about the same time.

You can zoom in on the battlefield for closer scrutiny and at any one time there could be six units, 110 sprites fractally generated from the main map so that it follows the same angle of the terrain."

In a battle scenario, the computer gives a default set-up of positions. Steve explained: "The control interface is simple. You click on a unit, pick it up and move it to a new position. We read loads of books on ancient battles to see what attack patterns they used and basic war protocol. One effective manoeuvre is to attack from behind and to the sides."

Meanwhile, the domestic world runs on in real-time. Domestic status screens keep you updated with information, but the status of your cities can change very quickly.

"If a city surrenders, you have the choice of looting or giving grain and money for general health. This is very important because if plague breaks out it could spread down city trade links, which could be a catastrophe." With many cities under your government, this is where your problems are multiplied. If a population boom occurs it could cause an unhealthy and overcrowded city.

Is Realm a strategy or a wargame?

Certainly it's an ingenious concept and an idea strong enough to keep Steve Turner's interest for many years. Graftgold is currently fine-tuning the systems and a September release is predicted for PC, ST and Amiga.

as Amazons and Orks. I guess the idea came from the empire-building initiative of the Egyptian and Roman mentality.

"Quite simply, you take a powerful position in civilization and your ambition is to increase your power and rule over people and cities. It is but a fine balance which has built and destroyed powerful civilizations throughout our history."

UNRAVELLING LAYERS

Realm is made up of many layers which unravel as you move deeper into the world. The entrance to the game is a large map showing a number of civilizations or cities, and your immediate aim is to link these populated areas with channels of trade. Think of the civilizations surrounding the Mediterranean BC - Carthage, Egypt and Rome.

Steve expounded: "You begin the game with a token of good will, a small army and limited finance. As the ruler of a city, you can choose a strategy of defence or attack. You can elect to splash out on stone walls to fortify your city and spend the money on improving life for your citizens.

"Alternatively, you can plug cash into your army and



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

ALEX is without a doubt the perfect man to be senior staff writer. His fellow workers all love him and find him to be the funniest bloke on the planet. Oh, Alex please don't ever change and may you live for all eternity. We love you, we do!



BRIAN really is a truly splendid young chap. Good looking, pleasant, polite and incredibly modest. We all love him and without his presence the office would just be an empty shell from which no joy would come and life would have no meaning.



JOHN is our star reviewer. No one can play games like he can and above all, no other writer has such a way with words. We would like to say a big thank you John because without you the mag would be nothing. By the way we love your hair.



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



Gameplay
How the game actually plays

Lastability
How long you're going to stay at your machine

Presentation
Just how good the sound and graphics really are

RELEASE INFO

C64 c£11.99 Now
Atari ST £24.99 Now

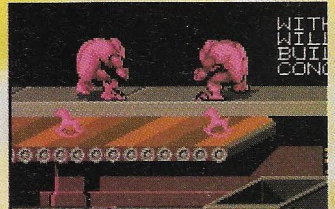


What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

BART VS THE SPACE MUTANTS



The universe's coolest underachiever, Bartholomew J Simpson, has blasted across TV screens throughout the world and is proving to be the hottest thing since the Turtles.



The mutants use ordinary objects to build their ultimate weapon, starting with any purple object!

When Turtlemania finally died, mutant green amphibians were definitely out. Replacing these flipper-fiends came something even stranger Little Yellow freaks could be seen wherever you went.

You could eat off a plate with a whole family of yellow creatures looking back at you, or even use toilet roll with a wide-eyed geek examining your every move.

After thousands of products were endorsed by The Simpsons it was only a matter of time before they had their own computer game.

As Bart you have a message to tell the rest of the world. According to our spiky-haired hero a bunch of gross alien slime buckets are invading his home town of Springfield.

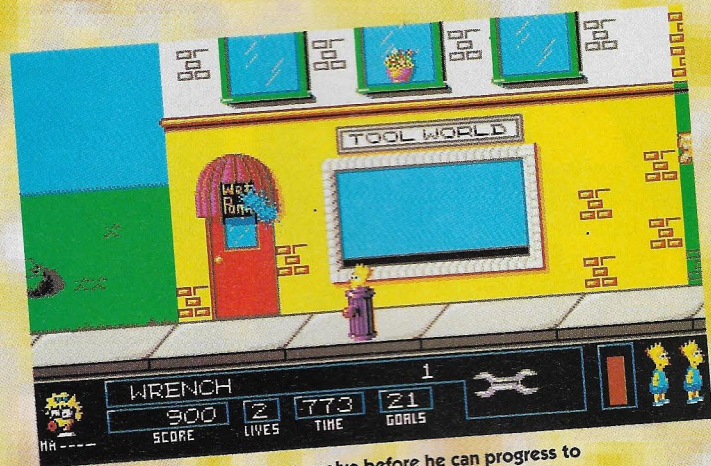
Using weird powers they are taking over the bodies of people who live there and are in the process of building a weapon that they'll use to take over the planet.

AYE CARUMBA!

The rest of the world have heard Bart's cries and have totally ignored him, but that doesn't matter.

This is because Bart is the only person with a pair of X-ray specs. Yup, those weird glasses with the googly eyes are about to save the Earth.

The Simpsons - Bart Vs The Space Mutants is a one-player game



Bart has a number of puzzles to solve before he can progress to the next level. For instance he must use the wrench to activate the fire-hydrant, thus washing away the wet paint on the blind!

which places you in Bart's sneakers. The joystick controls the youngest Simpson, pushing left or right for the appropriate direction.

Up will make him jump, and running is a combination of pushing up and in the direction you want to go in. To view Bart's inventory simply hold down and press fire.

Bart begins with three lives. Before he loses one he must sustain two hits. If all three lives are lost, the game is over. However, extra one-ups can be gained by doing two things.

The first of these is if you managed to collect 15 coins. Although a life will be gained, you lose 10 coins for the bonus.

Collect a Krusty the Clown icon and gain at least one life.

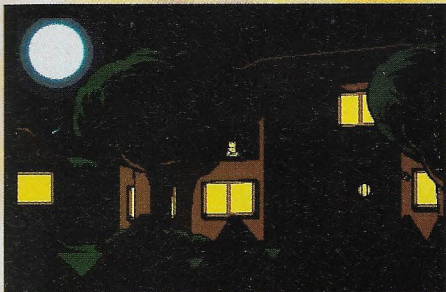
Now the task ahead would be far easier if he had the rest of the family to help, but as you may well know Bart is not well known for telling the truth.

To convince Marge and the rest of his relations about the invasion he must force the mutants out of the stolen bodies. This is done by leaping on their heads, and if they're occupied the little critter will shoot off screen.

Whenever Bart successfully converts a body-snatched resident he will be awarded with a letter. These letters when collected will spell out the name of either Marge, Lisa, Maggie or



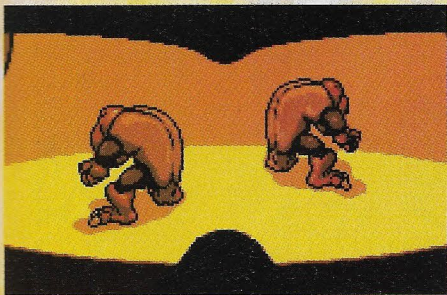
SPACE MUTANTS ARE INVADING SPRINGFIELD!



One quiet evening in Springfield, Bartholomew J stares out of his bedroom window very bored



Wow, freak out dude! Space mutants have come to rule the planet and Bart witnessed the whole thing!



Throwing on his sun-shades, Bart watches an awesome sight as the mutants pile out of the ship



Go for it! Leaping from his window, the meanest Simpson of them all is out to save the World!

Homer. Spelling out their name will convince them that you're telling the truth and so they will help you.

All this would be easy if you could go round jumping on everyone. However, some locals aren't possessed so you must use your X-ray glasses to tell which people have an unwelcome visitor.

Each level poses a new problem for Bart. The monsters use certain objects to create their ultimate weapon. In the first level, the streets of Springfield, Bart must destroy or spray-paint any objects coloured purple.

EAT MY SHORTS!

The aliens will try to utilise anything to build their creation, ranging from hats on level two and exit signs in the Springfield Museum of Natural History.

To complete the level Bart must successfully destroy each component and defeat the end-of-level guardian before progressing on to the next.

To use the spray paint, dart gun or slingshot simply tap the fire button. The paint is used to re-colour objects such as the fire-hydrants and the dart gun is

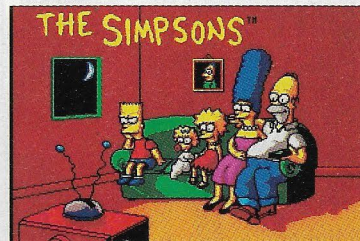


The raddest dude in Springfield is here to save the world with just a can of spraypaint and a 'board to aid him

used to reach objects which are out of the way.

The game is not entirely a platform romp as you need to use your head to solve little puzzles throughout the game.

For instance in the first level one of the problems is to find out how to change the colour a huge neon sign because it's too high for spray paint. Bart must succeed in scaring the aliens and make them realise that no one eats his shorts and gets away with it!



FACT FILE

Software house: Ocean
Development team: Arc Developments
Programmer: Chris Coupe
Graphics: Paul Walker
Sound: John Dunn

Most licensed games follow the rule: 'when you've got a name like the Turtles, who needs gameplay?'

Film licences have earned a bad reputation because most of the early releases such as *Running Man* and the *Back to the Future* series were basically loadies which relied on the film titles in order to sell.

However, Ocean seems to have got its act together, especially with its latest products, *Robocop 2* and *Navy Seals*. It would have been so easy for Ocean to do a rush job on the game and release it half-finished. As it is, *Bart Vs The Space Mutants* is a good product that offers hours of fun.

Graphically the game is very colourful with a lot of attention to detail which gives the overall feel of a cartoon.

Although Bart himself is quite small on-screen, he is beautifully drawn and smoothly animated. There are neat little touches like making him blink which adds to the game's look.

The theme tune is annoying, but the volume switch can soon solve that problem. The sound effects on the other hand are good and at times humorous.

A lot of games fail on playability, but the Simpsons seems to have a certain addictive quality. Okay, the game is frustratingly hard at the beginning but once you manage to work out what you're doing everything seems to slide into place.

The game itself is thrown into the shadows by the excellent introduction sequence which appears at the beginning. Although it fills a whole disk, the animation, graphics and sound are so good it is worth watching over and over.

X-RATING: XXXX

Gameplay: 14/20
Lastability: 15/20
Presentation: 16/20

RELEASE INFO

Amiga £24.99 Sept
Atari ST TBA Imm



FACT FILE

House: Impressions

Programmer: Edward Grabowski

Graphics: Erik Casey

Sound: Christopher Denman

Strategy war games will always appeal to a certain type of person and that's someone who has the patience to play them.

The graphics are fairly standard and the sprites have only two frames of animation but they are of a reasonable quality.

Some of the fighting figures are quite humorous to watch and managed to raise a smile or two in the office.

The **SPX** is also reasonable with horses neighing and swords clanging. There is also an intro tune but this isn't exactly stunning.

If you're an avid player of wargames then this will certainly appeal to you. The action however, is limited due to the time taken up watching the battle.



The Battle of Balacava. Hmm, seems like it's going to be a game set in winter (Brian! — Ed). But wait, what's this about Russians and the Crimean war of 1854? Seems I'm not going to be skilling after all.

During the Crimean War the Russians attacked Turkish soil and the Brits valiantly sailed into the Black Sea aided by the French navy — I hope you're paying attention, this is interesting stuff!

The Russians soon occupied the city of Balacava, but taking it back was no trouble for the allies. The resultant battle must have lasted for a day at the most.

Many other battles which took place during the war included: The

All your orders are made using this custom-built desk. The drawers flick through the units one by one while other icons bring up the map and hospital reports



The map will show where the units from both sides are positioned. The large red arrow shows the troop you are currently commanding

Charge of the Heavy Brigade, Battle of the Redoubts and the most famous of them all The Charge of the Light Brigade.

You can choose to fight in any

or all of the battles which took place.

The tactics chosen can either be historical or completely new, but with both the objective is the same.

Obviously this depends on which army you wish to command. A two-player game is another option which is available.

Commanding your troops is

CHARGE OF THE LIGHT BRIGADE



You will be called upon to use your

historical knowledge and strategical thinking with

Impressions' latest game. It follows The Charge of the Light Brigade — throwing you right into the action...

X-RATING: XXXX

Gameplay: 14/20

Lastability: 14/20

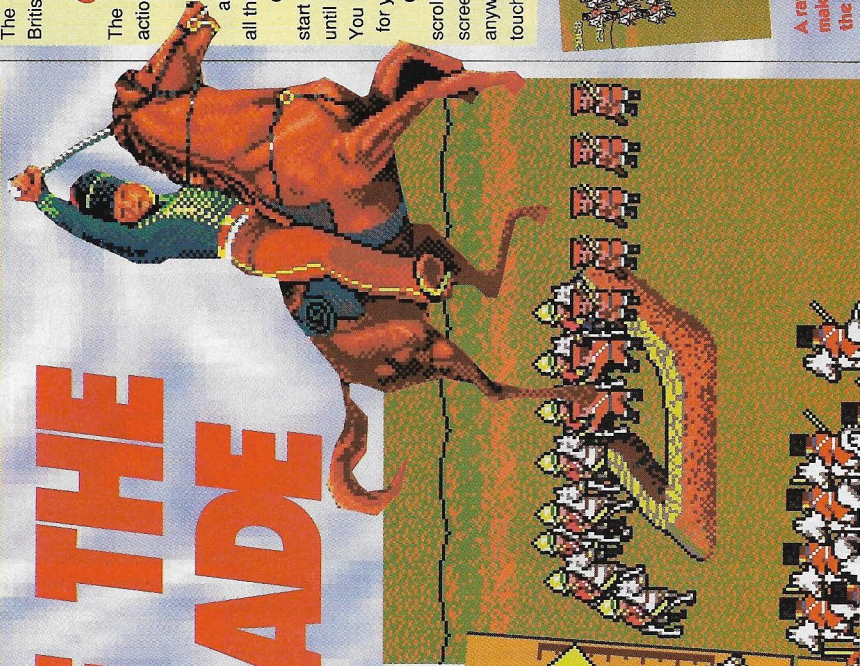
Presentation: 16/20

RELEASE INFO

Amiga £29.99 Now

Atari ST £29.99 Now

PC £29.99 Soon



Here you instruct your unit how to advance. It can move with the intention of attack, march or just move at a snail's pace, the choice is yours

A battle is now underway between men on horseback and a number of foot-soldiers who look like the underdogs, but don't underestimate them

very easy as the package comes with a useful tutorial.

You have many units at your command including foot soldiers, cavalry, infantry and horse artillery. The Allies have the backing of British, French and Turkish troops.

OFFICER IN COMMAND

The game is mouse driven. Many actions can be carried out such as making your troops attack, defend or march. You can also use the map to see where all the army units are positioned.

Clicking on the exit icon will start the battle which will continue until the left hand button is pressed. You can then dish out more orders for your troops.

On the map there is a little scroll box in the bottom right of the screen allowing you to view anywhere on the landscape at the touch of a button.



A rather large Russian army is making its way towards you with the intention of completely wiping you out. The only way to stop this is to kill these soldiers before they do the same to you

SLIDERS



After a couple of months lying low, Palace has suddenly sprung up with a cross between Speedball and Marble Madness. Sliders is a cyber-sports game with a magnetic difference to keep you attracted.

Sliders is a sport of the future involving numerous huge arenas and two magnetic marbles.

In this manic marble game you must take control of a special ball and race across a bas-relief playing-field in chase of the electro-puck. Flam your opponent to gain possession of the puck before aiming and blasting it into his goal.

Being a one or two-player game, Sliders offers hours of addictive fun. The game is controlled by one of three methods, these being the joystick, mouse and keyboard. Any combination of which can be used by each of the players.

The game has two different types of control method, these are



There are three control methods which include using the joystick, mouse and keyboard. There are also three difficulty settings to play at and a one or two-player option.

the simple up and down which enables you to move in line with the pitch squares and the more complex diagonal movement system.

The computer opponent has three difficulty levels, the harder the level the more accurate and faster he becomes. Each player's marbles can be defined in a number of ways by changing parameters such as its friction and inertia.

MAY THE FORCE BE WITH YOU...

As mentioned before, the puck is magnetic. You can however, determine which marble attracts the puck by increasing or decreasing the marble's magnetic force.

Furthermore the top speed, fire

power and other statistics can be raised or lowered.

If playing in two-player mode, the screen is split in two, player one taking the top and the second competitor's marbles appearing on the bottom.

However, it is possible to use the split-screen against the computer, as this allows you to see what your opponent is doing when otherwise he'd be off screen.

Before the game begins there will be a graphic representation of the pitch to be played

Each pitch is littered with obstacles that make each match harder to win. Ice prevents fine manoeuvring, sticky pads slow you and trampolines throw you into the air and around the course

Before the actual game begins you are treated to a sneak preview of the course you are about to compete on. This allows you to work out the best route through the obstacles towards the opponent's goal

on, detailing the layout of goals and the obstacles such as one-way direction arrows, slopes, sticky pads and ice. Some pitches have more than one goal.

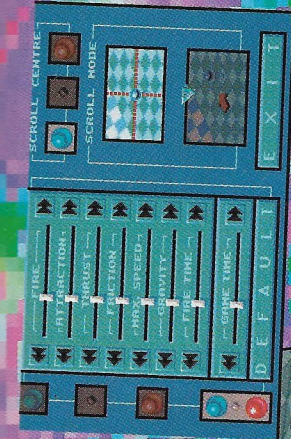
The person with most goals at the end of a game wins.

However, you can play the game over a

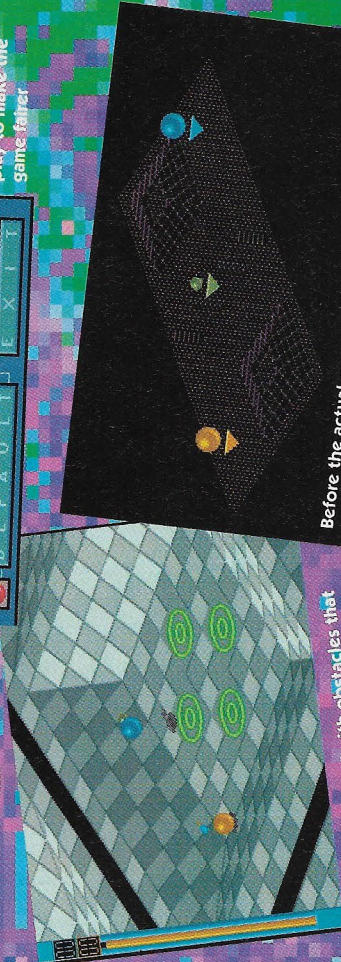
series of matches and pitches. Out on the field, the small arrow positioned above your ball details the location of the puck, and holding down the button will engage the magnet.

A further press of the button with the ball in your possession will send it off in the direction in which you are facing at that time.

Each pitch comprises of number of obstacles which make the going tougher. These include direction arrows which prevent movement against the facing of the arrow, ice and sticky tiles



The statistics of both the marbles and puck are completely redefinable and therefore you can tweak either ball which is in play to make the game fairer



FACT FILE

Software House: Palace
Development Team: Microids
Programmer: Philippe Barnwarth
Graphics: Cedric Cozal
Sound: Claude Abramont

The concept of a combination of Speedball and Marble Madness is an interesting one and has a lot of scope.

However, I think that Palace has created an addictive two-player game, but has forgotten the single-player version.

Although the game includes a number of options that mean you can define the game to your specifications, the game appears very shallow and has little depth.

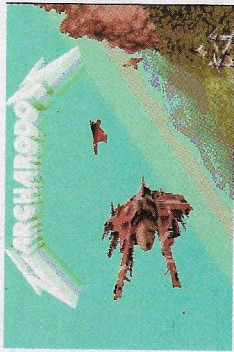
In my opinion, Sliders is an exercise in excellent graphics and although the gameplay is good, I don't think there's enough variation to keep the player hooked.

The sound is generally good, but there are one or two samples that will make you wince after the first time you hear it.

X-RATING: XXX

Gameplay: 13/20
Lastability: 9/20
Presentation: 14/20

RELEASE INFO
Amiga £25.99 **Soon**
Atari ST £25.99 **Immin**
IBM PC £25.99 **Immin**



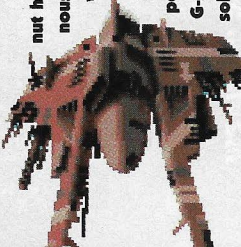
FACT FILE

Software House: Demonware
Programmers: Jurgen House,
 Christian Hogenar
Graphics: Florian Gartner

Although it's been around a while this game still deserves some coverage. Graphically it's an excellent game which has some lovely moments, especially on later levels. The music is very nice indeed and adds to the very professional presentation of the game.

This is definitely something which will need a little dedication. If you're the sort of person who gives up on something after a couple of attempts you'll hate this. It's so bloom'ir' hard!

The hardened games nut however, with a bit of nouse will find it very addictive once they've got used to the little peculiarities. Here at G-X we were playing it solidly for hours, and that's usually a good sign. It's rare to find something which is really addictive. I thought it was great. Infuriating, but great!



X-RATING: XXXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 17/20

RELEASE INFO
Amiga £24.99 Now

White Sharks is Demonware's latest attempt at this ever popular type of game.

Big scrolly backdrop, loads of little spaceships, hundreds of big crafts and a smattering of the enormous variety make up the

basic elements. Add to this a collection of different scenarios including crystal caverns, big fluffy clouds and extraterrestrial alien landscapes.

Then, when you've got the mixture nice and creamy, pour in a few enemy ships for added flavour.

Demonware has apparently had this title in the oven for quite a while now, and the accompanying blurb boasts of numerous man-hours of development and tremendous amounts of sweat and toil given to the art of the computer game.

The main selling point of this latest shoot'em-up is that not only does it have all of your usual snazzy graphics and crazy sound effects, it also has a selection of different control methods with which you can manoeuvre your craft. For all of you fussy players out

WHITE SHARKS



The most popular of games in the office are always of the scrolly shooty genre. Loads of aliens with big dangly bits and lots of plasma bolts and large metallic objects flying around the screen. This has been around for a while now but has, until now, received limited coverage...



Battling with both large and small choppers above cloud level



The end-of-level creature in the sparkling crystal caverns can cause a few major problems!

there, Demonware have provided four different ways of controlling the firepower of your ship.

Without going into too much detail, this basically allows you to select a mode which involves the least amount of prattling about. Very useful, and once you've found the one you like it makes the playability considerably better.

The game basically has six different horizontally scrolling playing zones of increasing difficulty.

Each of these zones includes a number of different areas and is protected at the end by a huge ugly great mechanoid which always has a startling array of weaponry which out-does your pathetic little craft.

DEATH METAL

Typical stuff eh? Nothing really original about the basic concept is there? Never mind! Help is at hand. The lovely chaps who programmed this — who, incidentally, are into trash metal — have given you a choice of weapons which you can activate at different stages of each level.

At your disposal are four weapon bays which can be filled with death spewing ray guns, and the different weapons must be activated at important stages in the game.

What this basically means is that you're going to have to give a small degree of thought to the main blasting procedure.

According to Demonware, this enables you to have any of 37 million different combinations of weapons! Wow, count 'em!

Fixed equipment which has been chosen

The present selection of extra equipment

Game control icons

Main viewing window

The selection of fixed weapons - spot the Derek Riggs signature

The choice of different extra weapons

Snooker games have been around for ages and they always seem to have an overhead view.

Now however, 3D Pool and Archer Maclean's forthcoming Jimmy White 147 have dared to take the game to new boundaries. The former, Billiards II gives the opportunity to play in 2D or 3D.

Upon loading you are shown a hallway and a mouse pointer. Clicking on one of the exits will take you into the room of your choice.

These are: the billiard room, the pool room and the futuristic billiard room. The first two of these house standard tables and balls, while the latter has a octagonal table with a pocket in the middle.

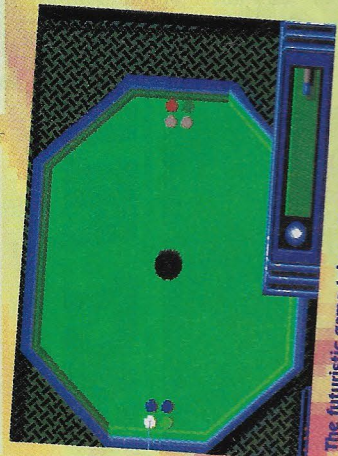
THE RULES OF THE GAME

Billiards is a game played on a table with no pockets. There are three balls on the table, two cue balls and one target ball.

The idea is to hit the other two balls with the target ball in the same shot. More points can be scored by performing fancy trick shots and hitting the balls umpteen times.

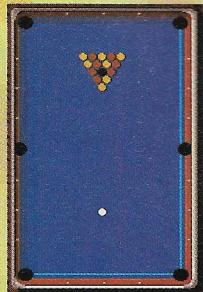
A game of pool can come in two styles: English and American. The English game involves you trying to pot a number of red or yellow balls.

Once you have potted all seven of your balls - the colour of which depends on the colour of the ball you potted first - you must then

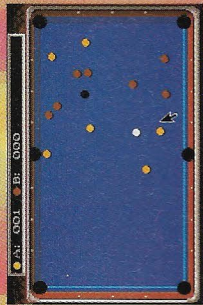


The futuristic game takes place on an octagonal table and as you can tell the cushions will make the ball bounce in a series of directions

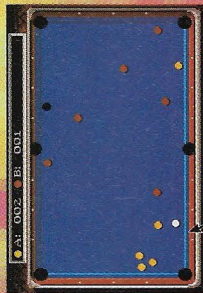
THE CUE LEADS AROUND THE CORNER



The atmosphere is distinctly sober and cigarette smoke fills the air as I prepare to break the pack



My opponent pots a yellow so it looks like I have to pot the reds this game



Halfway through and things are looking pretty even with four balls left for each player

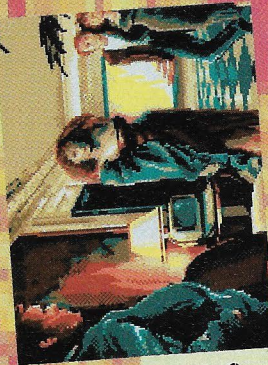


Unfortunately the game has come to a premature halt because I have potted the black. I lost this time but I'll wear my revenge

BILIARDS 2 SIMULATOR



It's time to head for the table again, cue in one hand and chalk in the other, for the billiard game with a difference. But even though you may be a winner, can the same be said for this offering from Infogrames?



You start in the hallway of some great mansion. Clicking on one of the three exits will take you into a room where a certain variation of the game is played

to go for the black, when this disappears down a hole the game is won. If the black ball is potted before the colours are cleared you lose the game!

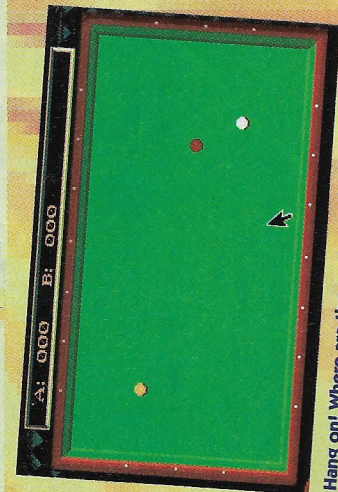
JOIN THE CUE

Futuristic pool is very strange. Each player is given a cue ball and three object balls. The winner is the first

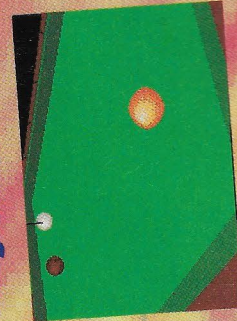
to pot all his balls. The table is an octagon in shape, there is a pocket in the centre of the table and the cushions cover all of the edges.

As you can imagine, hitting the balls around the angles will take some getting used to!

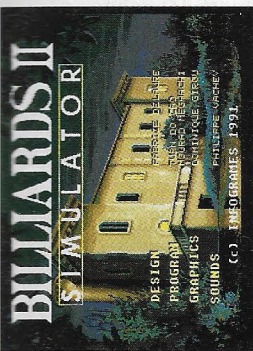
The game is controlled by mouse and instead of the usual 'line



Hang on! Where are the pockets? Oh, it's a billiard table so there shouldn't be any. You'll have to hit both balls to score any points



The view can be changed to a 3D perspective at any time of the game. This will make some shots easier to play and others a bit harder. You can't have everything can you?



FACT FILE

House: Infogrames
Programmers: Tuan Do Cao, Mourad Meghachi

Graphics: Dominique Girou
Sound: Philippe Vochev

Snooker and pool games always look very similar and this one from Infogrames is no exception.

The only difference is the addition of the 3D view of the table. Unfortunately it is very difficult to play when viewed in this dimension.

Gameplay is relatively simple but slightly more difficult than previous titles due to the cue ball control.

The usual choices are given when you play a shot, namely: power, spin and direction. These are all easy to select. Sound effects I'm afraid to say are fairly average but certainly serve their purpose well.

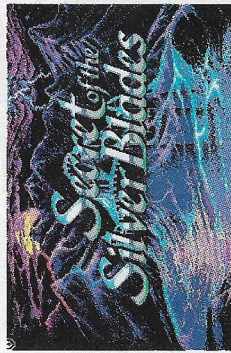
If you're looking for a nice relaxing game with something slightly different thrown in then this is definitely the game for you.

X-RATING: XXXX

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

RELEASE INFO

Amiga £95.53 Soon
Atari ST £95.53 Soon
PC £95.53 Soon



FACT FILE

Software House: SSI
Development Team: Micromagic
Programmer: David Blacke
Graphic Artist: Carol Tonguey
Sound: Doug Hewitt

Advanced Dungeons and Dragons games in the past have been excellent, and with the few improvements over the old game system, Secrets of the Silver Blades is no exception.

The overall feel to the game is very similar to the previous products so fans of Azure Bonds and Radiance will no doubt love the third in the series.

The mouse and shortcut keys mean that the game is very easy to play, and make Silver Blades something that takes five minutes to begin but hours to complete.

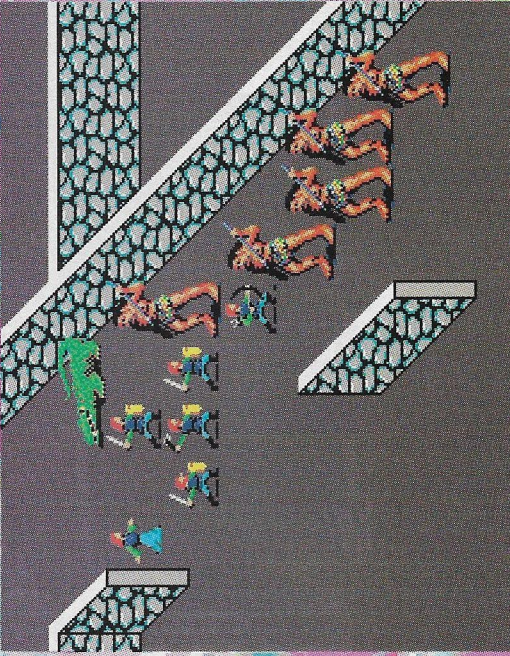
The graphics are excellent, with the 3D exploring views being accompanied by colourful still shots at key points during the game.

Take all of this into account and the result is one of the most comprehensive RPGs at the moment.

X-RATING: XXXX

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

RELEASE INFO
Amiga (1 meg) £29.99 Now
C64 £624.99 May
IBM PC £29.99 Now



Changing to a different view, the combat screen allows you to carefully plan your tactics against the enemy. Choose wisely between casting spells and firing arrows, and attack in large groups to be more effective

The award-winning Pool of Radiance was the marking point for the Advanced Dungeons and Dragons role-playing software, and proved to be one of the most playable RPGs around at the time of release.

Due to the sheer size of the mystical world that had to be explored, Radiance offered hours of fun and gave the player a challenging task to complete.

Next in the series was Curse of the Azure Bonds which was more of the same, albeit with new creatures and a different objective to attempt.

Next in the Forgotten Realms series is The Silver Blades, which boasts an improved game system.



The Red Dragons are some of the most feared creatures you're ever likely to meet. Most attack with tooth and claw, but beware of the deadly fireballs they can launch

SECRETS OF THE SILVER BLADES

Following in the footsteps of the SSI classics, Curse of the Azure Bonds and Pool of Radiance, the Secret of the Silver Blades is a desperate battle against a score of horrific creatures from the ethereal plains.



Deep in the heart of the mines is where the problem began. Venturing inside you realise the mine is not abandoned - as indicated outside - as you find yourself greeted by a herd of ogres

across the ancient resting place containing a plethora of demons and other creatures from hell.

Now awoken, the mass have spilled into the mine complex and are threatening the outside world. It

is from the terrified miners that the plea for help comes.

Exploring the world of the Silver Blades in done using the cursor keys for movement, and appears as a 3D first-person

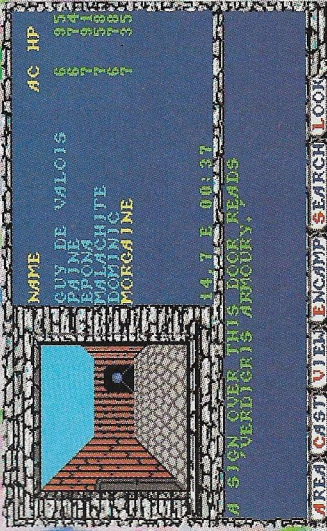
perspective view. Any encounters are detailed in the text box at the bottom of the screen, and combat is viewed from the top.

Your band will start at one end, the enemy at the other. Choosing from the list of selections you can use various objects, cast spells and of course, attack.

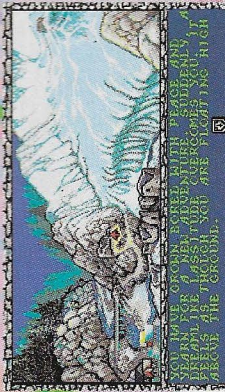
The game is completely mouse driven although a series of 'short' keys have been included to allow faster operation.

You have the option to use characters ported over from Curse of the Azure Bonds, or alternatively you can create a new party.

Each character's statistics such as strength are created in the same way as in the proper RPG, except that instead of using a dice, the computer generates the outcome of battle.



To explore the mystical world simply use the cursor keys for movement. The 3D landscape is depicted in the top left, and any important actions that occur are detailed in the text box at the bottom



The frosted town of New Verdigris was a once peaceful mining village, situated in the heart of the Dragonspine mountains; but is now under threat by the wrath of an undead horde

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LED Storm

16-bit £7.99 8-bit £2.99

Software House: Kixx
Development Team: Software Creations
Programmer: David J Broadhurst
Graphic Artist: Andrew R Threlfall
Music: Tim Follin

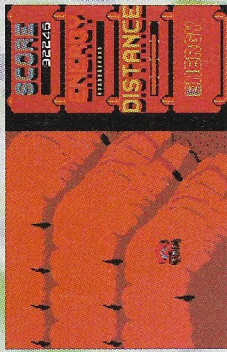
When this game first appeared it was met with mixed opinions by the computer press. The game is a Spy Hunter clone with a difference.

Racing your suped-up car upwards on sky roads and deserts, the aim is to



reach the end of each level. Pressing fire on the joystick will make your car jump.

The graphics are fairly dated now and the point that still stands out is the Amiga's racy tunes. Loads of heavy



guitar samples and drum beats really add to the feeling of speed.

The main failing point is that it is far too difficult to progress any major distance. Worth a look at this price.

X-RATING: XXX

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

Run the Gauntlet

16-bit £7.99

Software House: Hit Squad
Programmers: Chris Kerry, Mark Rogers
Graphic Artist: Steve

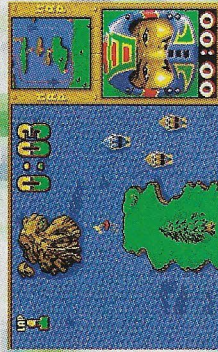
Based on the TV program which involved lots of grown men who act like children by competing in silly races.



The game concentrates on three main aspects of the program: buggy racing, water races and the hill.

The hill is a gruelling run up a steep slope where the winner gets the most points, while the races take the form of a Super Sprint clone.

The graphics are fairly average and sound effects include a poor sample of the TV theme and a little speech.



Gameplay is hard to master but once you achieve this the game will seem that little better.

Check it out as it's OK for a laugh.

X-RATING: XXX

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

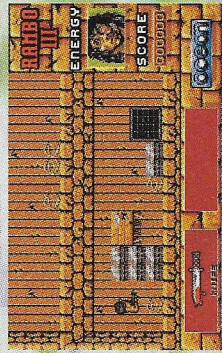
Rambo III

16-bit £7.99 8-bit £2.99

Software House: Hit Squad
Programmer: Elmer Fudd
Graphic Artists: Vani, Rob
Music: The Dunn

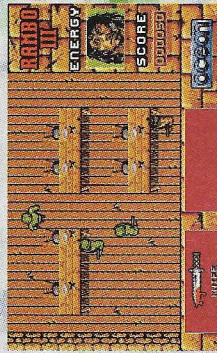
Sly Stallone returned for a third and final time – thank goodness – at the end of '88. Ocean's conversion had three levels of action.

Two took the form of a poor Gauntlet clone while the second level – the best – was an Oppo Wolf clone



where you had to shoot anything that ran towards your tank.

Gameplay is of a very low standard as it was when the game was first released. It is saved slightly however, by the second level. Graphics have a



particularly 8-bit feel to them while the sound effects are unbearably bad. It's not even worth its asking price!

X-RATING: X

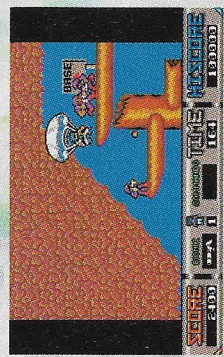
Gameplay: 6/20
Lastability: 4/20
Presentation: 5/20

Bionic Commando

16-bit £7.99 8-bit £2.99

Software House: Kixx
Development Team: Software Creations
Programmer: David J Broadhurst
Graphic Artist: Andrew R Threlfall
Music: Tim, Mike Follin

One of my favourite ST games from two years ago has reappeared for us to enjoy again. It involved a man with



a bionic arm – hence the name – and a gun fighting through five action filled levels. Many little touches made this brilliant in its day.

Now that I have played this again I realise that it really has aged since its release. The graphics look really basic



and the tunes aren't too hot either. The gameplay has remained just as good as it always was. This is one of the better re-releases.

Warning: this game isn't too difficult to complete quickly.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 13/20
Presentation: 14/20

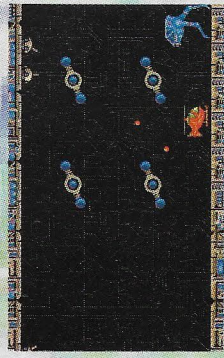
Blood Money

16-bit £9.99

Software House: Sizzlers
Development Team: DMA Design

When Psygnosis released its sequel to Menace on the Amiga, everyone flipped over the sheer brilliance of the tune.

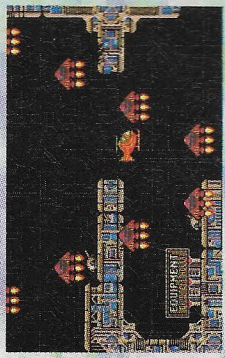
Unfortunately the game wasn't really that good to play as each level



was very similar to the last. The two-player option was welcome though.

The graphics are still OK to look at and the playability is as good as ever. Sound effects are average and the intro tune on the Amiga is out of this world.

The in-game tune however, is

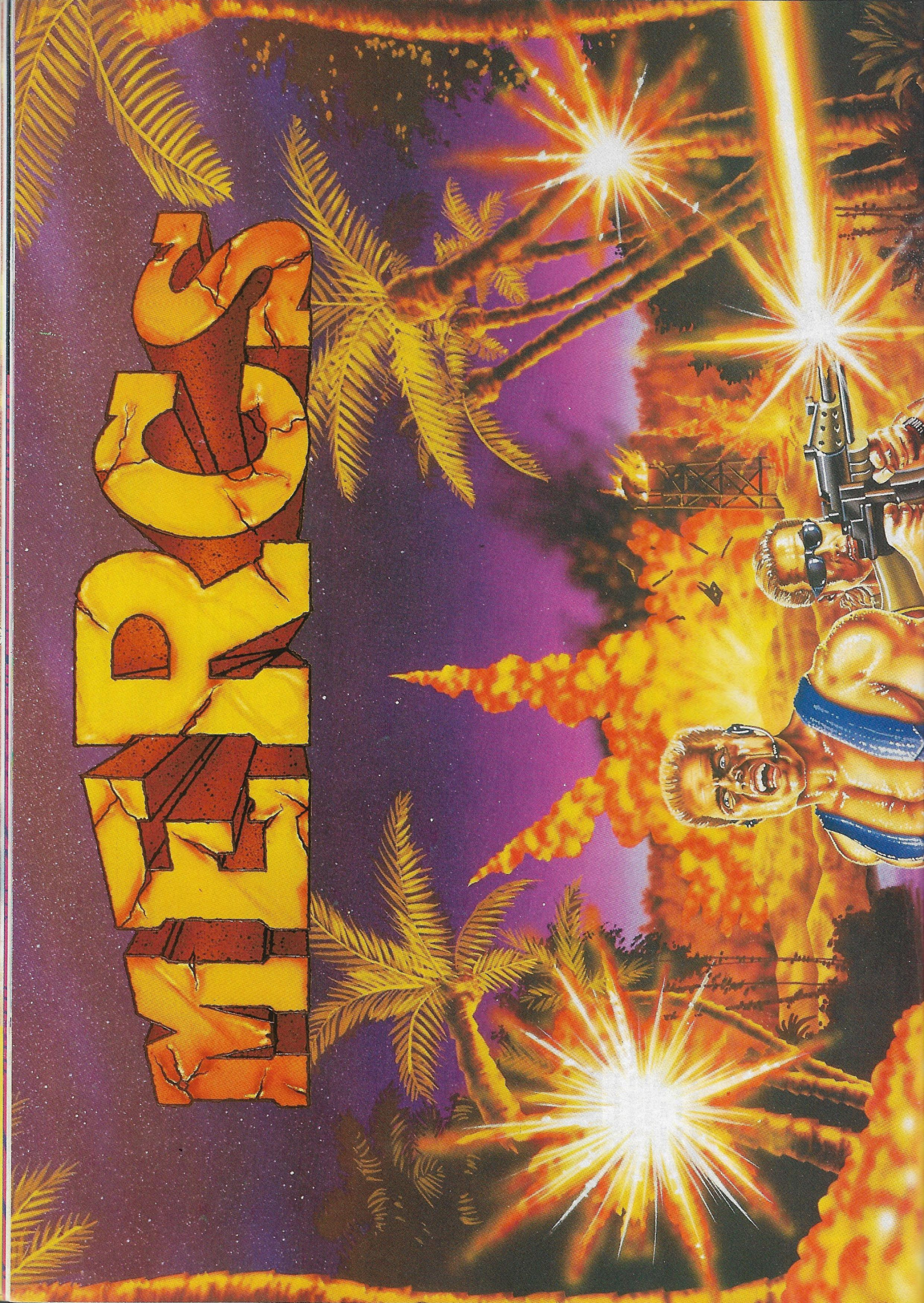


decidedly monotonous. Definitely worth the asking price even if it is only for the first disk on the Amiga version! But a rather good blast all the same so buy it as soon as you can!

X-RATING: XXXXX

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

ROCKY





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GAMES-X

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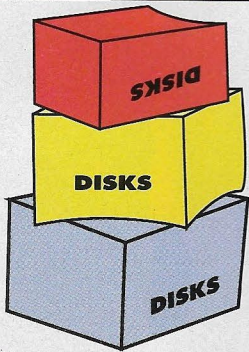
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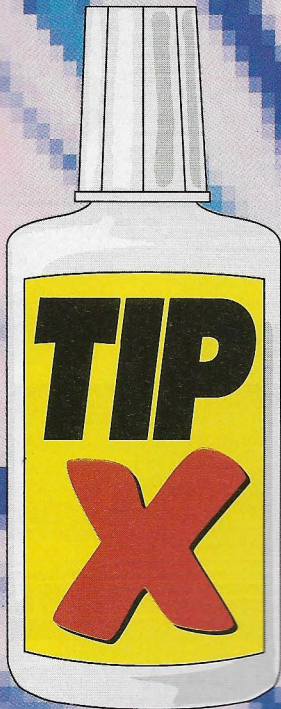
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EDUCATIONAL & GOVERNMENT ORDERS WELCOME





Keep those cheats rumbling in. We seem to be going through a fairly feeble time at the moment as a lot of you are sending in very old cheats. It would be very nice if you would all kindly stop copying from other mags and actually send some original ones in. How about Prehistorik? Or Switchblade II? Someone must know some natty little tips. Send your dastardly, devilishly devious tips to: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

WORLD CUP SOCCER

- NINTENDO 

Gary Davison from Kendal has obviously been playing World Cup Soccer for quite some time as he has kindly provided us with pretty much all of the level codes. What a nice, considerate and pleasant man he is.

Game 1: 00000	Game 7: 11500
Game 2: 10300	Game 8: 42400
Game 3: 30700	Game 9: 62600
Game 4: 01500	Game 10: 60200
Game 5: 22000	Semi Final: 22300
Game 6: 72100	Final: 12800

PIPE MANIA

- ENIGMA VARIATIONS 

Christopher Bailey from Wisbech in Cambridgeshire has kindly provided with some level codes on the mythical Sam Coupé. There's only a few codes for the ever popular Pipe Mania, but they should keep you going for bit.

Level 7: DISC Level 13: CHIP Level 19: MAGS
Level 25: QUID Level 31: SAMY

HARD DRIVIN' II

- DRIVE HARDER  

- DOMARK

A simple little cheat this one, something which should keep all you hard drivin' nutters going for quite some time. To start with choose

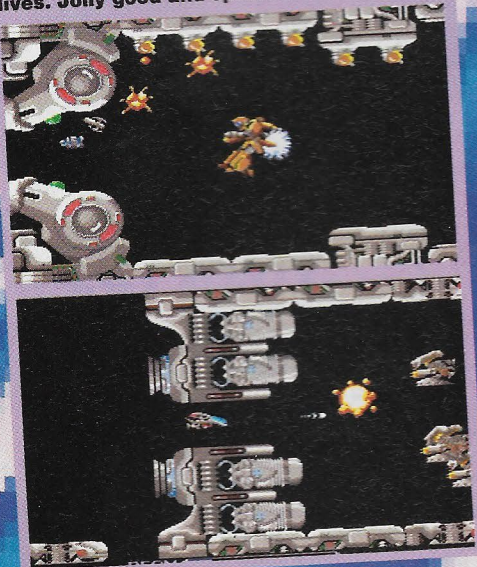
manual gears and when you are at full speed change back into neutral. Now you can't skid and you shouldn't blow up when you collide with anything.



R-TYPE - HIT SQUAD

- ELECTRIC DREAMS  

This incredibly popular game which has now been on a budget label for some time has a very simple pleasant and convenient little cheat. No faffing about, no prattling around, just type SUMITA. (with full stop) on the hi score table and you'll get infinite lives. Jolly good and splendid eh?



TEENAGE MUTANT HERO TURTLES

- IMAGEWORKS  

AMSTRAD

SPECTRUM

C64

This is an excruciatingly old cheat mode which has been around for ages and ages.

The only reason I am printing it is because I am sick and tired of getting letters saying "Do you know that if you

enter the first protection code as 8859, and the second as 1506 and then put the proper one in, you'll get infinite lives if you press HELP?" OK are you satisfied? I've printed now so pack it in!

DARK SIDE

- MICRO BYTE  

Who's noticed that most of the cheats on this page are for old games? Bet you can't guess why? At least I'm trying to give old unusual cheats rather than run of the mill boring ones.

On this spectacular 3D adventure hold down the keys two and eight while pressing fire to see some digitized piccies of the programming team. Not really a cheat, not really very useful, but it'll cause amusement for a few brief moments.



The King of this particular adventure doesn't live in a castle or the medieval times. He is in fact the King of rock 'n' roll himself, (what, Dave Gahan? – Alex) Elvis Aaron Presley! Can you face the challenge of finding him and bringing glory to yourself?



NEW YORK

THE WILL OFFICES



- 1** How do I get into the equipment room?
The door is opened with a key (wow!) that can be found in Mr Burnbaum's office. To get it you'll have to ask for a raise and while his eyes are occupied with his secretary grab it from his desk



- 2** What do I need from the equipment room?
Everything you can lay your hands on that doesn't weigh too much. The reporter's identification card will come in handy later on. Then leave the room, descend in the lift and exit the building

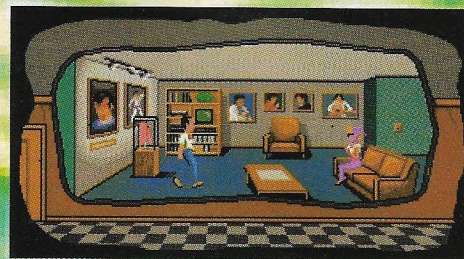
THE STREETS



- 3** I can't get on the bus. How is it possible?
It isn't. If you ask the lady with the pram by the door about it, you will save yourself a lot of trouble. She will tell you it's better to find a quicker mode of transport

- 4** Bobbi does not want to give me the scarf. How do I get it from her?

When you enter her house sit on the couch and ask for a drink. When she brings it ask if you can see the scarf. Look at it and spill the soda onto it. You will then be thrown out of the house. Walk right and climb the fence, get the scarf and climb back over the fence again



COLONEL BOB'S CIRCUS

- 5** I can't seem to achieve anything at the circus. What should I do?

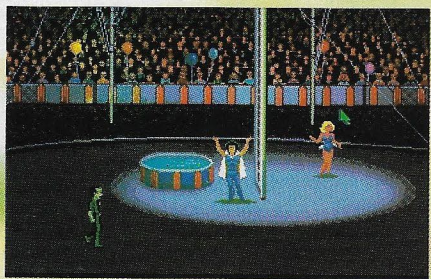
Go to the car park to the south-east of the screen and knock on the caravan door. When Colonel

Bob answers, ask him for a job and he will instruct you to start shovelling the elephant dung, then drop the shovel and head back to the caravan to ask Bob for a ticket



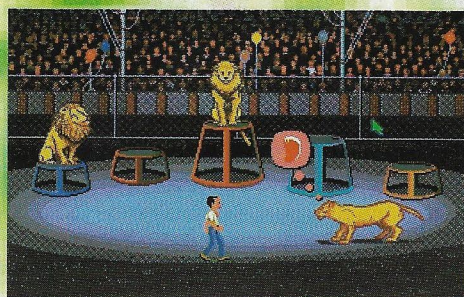
- 7** How do I get Fred Von Leep to perform his act?

He is stalling because the ladder rungs are greasy and he needs something to help him. Luigi the Strongman has what you are looking for, but he needs something to stiffen his moustache. Get the wax from the gypsy caravan and give it to Luigi and when he stands pick up the rosin. Give this to Fred and he'll jump. Don't forget to pick up his cape afterwards



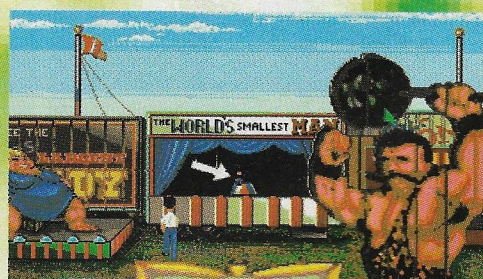
- 6** When I enter the big top I keep being eaten by the lion. How do I avoid this?

What do circus animals like to eat? Popcorn of course! To get this go to the stand outside the tent and look. Take the popcorn from the stand and drop it in front of the lion, he will then begin to eat it



- 8** Helmut Been won't follow me. How do I recruit him?

Get Dave the guard's dream – a rather rude one at that! – and give this to Helmut. Don't take him to Vegas with you instead it is best to put him in the mailbox and collect him when you arrive. To get to Vegas stand on the Test-O-Strength in the circus ground

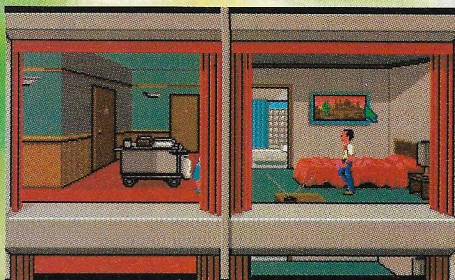


LAS VEGAS



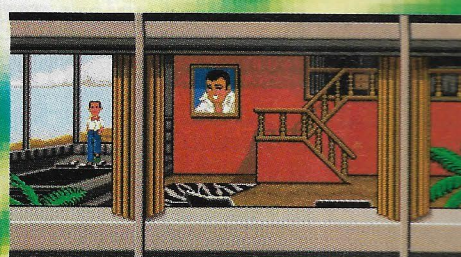
9 Every time I enter the pool area Mr Fabulous decapitates me. How do I keep my head?

Before you go out to the pool ask the desk clerk to page Mr Fabulous. He will be occupied on the telephone, allowing you to stroll past and meet with Lyla Libido by the pool for a quick chat and maybe a cool drink



10 How do I go about distracting the maid to get the skeleton key?

Go into the 'typical room' and sit on the bed, the sheets will become ruffled and the maid will have to remake the bed. While she is occupied with this, take the key from her cart. Don't forget to take the dental floss from the bathroom

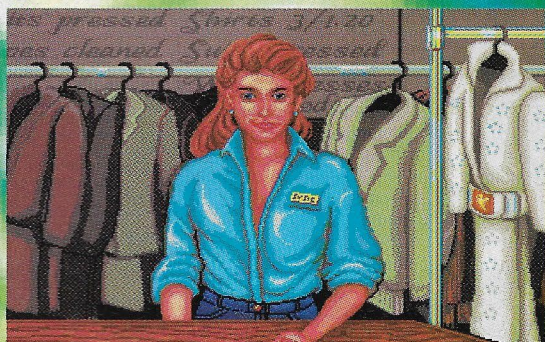


11 What is the point in going to the suite, I can't find anything?

Walk over to the hot-tub and look down the drain. Tie the floss to Helmut and lower him round the bend. You will watch a short animation where he will collect a dry-cleaners receipt for you. Don't forget to get the floss again before you leave - oral hygiene is extremely important!

12 I've got Elvis' suit from the dry-cleaners. How do I leave Vegas?

Go back to the front of the hotel once more and hitch a lift with the first vehicle that passes by you

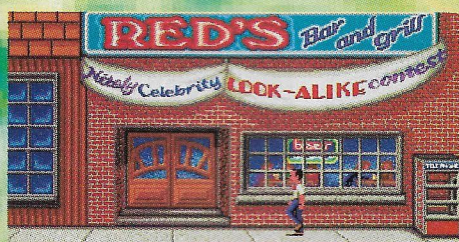


THE KINGDOM



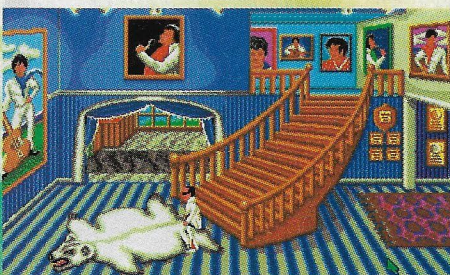
13 The Kingdom gates are locked shut. How do I open them?

Go to Red's bar in the north-east corner of town. Go into the phone booth and wear the suit. Did you remember everything? As well as the white suit, you should wear the scarf and sun-glasses. Enter the bar, get on-stage and it's time to strut your funky stuff



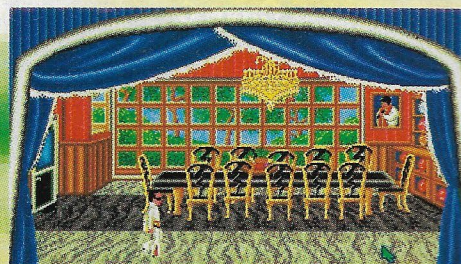
14 Despite an excellent performance I still lost the talent contest. Is there any way to win it?

Your performance was so bad that the jury gave you last place straight away. There is no reason for you to win the contest as you have won the booby prize: the opening of the Kingdom gates especially for you (that's enough Jason and Kylie - Ed). Go back there and enter the mansion



15 When I try to collect anything in the mansion an alarm is sounded. Where do I turn it off?

Think! Somewhere in the hallway you can turn off the alarm system. You'll need the help of a rather small friend you have acquired on your journey. There is only one place that is too small for an ordinary human to reach. The switch is located in the mouth of the bearskin rug



16 What are the ingredients for the sandwich which will make me rather porky?

You already possess one of them. Look in the lunch box you collected at the start of the game and you will find some peanut butter. Collect the banana from the King's fruit bowl on the dining table as this will also be useful. Finally, the bread can be found in the kitchen itself



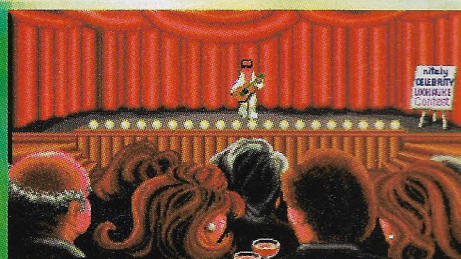
17 What can I do in the King's fancy bedroom? It seems quite useless to me!

It is the only way to get to the kitchen. How? It's easy - look inside the bureau on the right side of the room. Press what you find there. Slide down the pole which appears, remembering to let go when you reach the bottom or you'll continue spinning forever



18 There is nothing to do in the kitchen except play the jukebox. What else can I do?

What do you normally do in a kitchen? Find the bread and use it to make a sandwich with the ingredients you possess. Eat this and you will now look like the King himself. It's time to head back to Red's bar for another stab at the talent contest



19 For some reason I cannot get into Red's bar again. Why won't they let me in?

The guitar is broken so you'll have to mend it. What can you use instead of a guitar string? Before you go in - have you collected the resurrection card from the circus gypsy? If not, you haven't completed the game. If you have, sit back and watch the fun!

PREHISTORIK PLAYER'S GUIDE

Good old Prehistorik is a rather hungry little chap whose appetite sometimes gets the better of him. He enjoys nothing better than going out clubbin' and that's what he does!



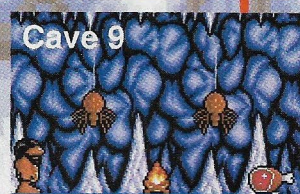
3 The only way to get to this cave is by going back a screen. When you do so there will be a Pyro-Tax waiting for you so stroll into the screen with your club held high

2 These fish are real pains. Try to jump across the gap when they go up above you or when they disappear from view below. Either way you shouldn't lose any energy

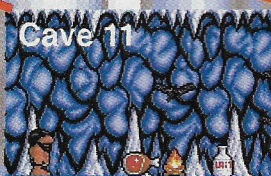


1 Go into cave six and collect the spring to make crossing these platforms just that little bit easier. Remember that the second platform is faster than the first!

4 Enter this screen from the bottom and make your way upwards. This way you'll be able to get your bonus when the Meditation Guru appears at the top



5 Keep firing and jump over the fire-ball this little chappie throws at you. Make your way up to the hang-glider at the top of the screen but beware of the birdy which cannot be killed



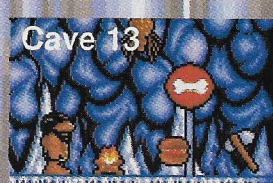
6 Try to keep low so that avoiding the jumping fish is easier and don't rush forward. It is a good idea to stop every now and again

7 This may sound simple, but jump upwards to clear the stairs. It is very easy to fall through them due to lack of concentration

8 A Snowman can be a real pain in the botty. Be sure to time your run and jump any balls that he throws at you. Kill him at the first chance you get



9 The last cave of the level is a cunning trap. Whatever you do don't go through the exit at the other side. You will get sent back to point X on the map if you do!



10 Kill the highest walrus by jumping up and down constantly firing on the platform below. Pick him up before jumping up onto his level



'ERE PAL, DID YER KNOW THERE'S A BRAND NEW
COMIC COMIN' OUT SOON?....WELL THERE IS,
'N' IT AINT LIKE YER ORDINARY PONCY

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IT'S GONNA BE THE FIRST ALTERNATIVE COMIC
FER KIDS!....UP TER DATE, WIV IT, HIP, COOL,
WICKED ETC....'N' IT'S MEGA FUNNY, WELL IT'S

BOUND TER BE COZ IT'S GOT ME INNIT!

SO YER BETTER BUY IT....OR ELSE I'LL COME
ROUND 'N' PUNCH YER LIGHTS OUT....RIGHT!



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COMIC
FOR
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G A L L E R Y U P C

The most stunning of stunning things has happened – there isn't a Code Masters game at the top of the budget chart. The game that enjoys this special place is the amazing **Bubble Bobble**. It is only the second week that this has appeared on the chart! Below it there are four newbies including **Spike in Transylvania** and **Xenon 2**.

HeroQuest has leapt ahead of both the office favourite, **Pro Tennis 2** and the addictive **Lemmings** to become the new leader on the ST chart.

What has become of **Armour-Geddon**? One minute it was number one and now it has disappeared completely from sight. At the bottom there are two



re-entries in the shape of **Atomic Robo-Kid** and the excellent **Dragon Breed**.

Not much has happened on the Amiga chart this

week. There are only about five re-entries which have come in at the lower end while the top end remains virtually the same as last week.

Viz has surprised everyone – well I was very shocked – by storming up to the top of the Amstrad chart. It seems that Johnny Fartpants has made more than just a foul smell in that vicinity.

These darn **Turtles** are more like yo-yos than amphibians. They appear to bounce in and out of the charts whenever they please. Why won't the critters go away? Surely every child on the planet has a copy of the game by now!

The consoles chart is fairly predictable, the only surprise being that **Sonic** isn't number one. **R-Type**

1	◆	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
2	▲	EYE OF THE BEHOLDER House: US GOLD Team: SSI
3	▲	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
4	▼	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
5	★	SWITCHBLADE 2 House: GREMLIN Team: P GREGORY AND G ALLAN
6	★	HEROQUEST House: GREMLIN Team: 221B
7	★	RAILROAD TYCOON House: MICROPROSE Team: MPS LABS
8	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
9	★	TOKI House: OCEAN Team: OCEAN FRANCE
10	★	GODS House: RENEGADE Team: BITMAP BROTHERS

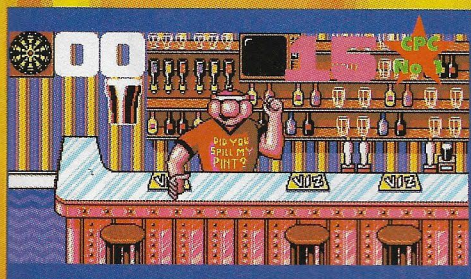
1	▲	HEROQUEST House: GREMLIN Team: 221B
2	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
3	◆	PRO TENNIS TOUR 2 House: UBI SOFT Team: BLUE BYTE
4	▲	WINNING TACTICS House: ANCO Team: DINO DINI
5	★	GODS House: RENEGADE Team: BITMAP BROTHERS
6	▲	KICK OFF 2 House: ANCO Team: DINO DINI
7	★	KILLING CLOUD House: IMAGEWORKS Team: VEKTOR GRAFIX
8	▼	LIFE AND DEATH House: MINDSCAPE Team: SIMON J BEAL
9	★	ATOMIC ROBO-KID House: ACTIVISION Team: IN HOUSE
10	★	DRAGON BREED House: ACTIVISION Team: ARC

1	◆	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
2	▲	NORTH AND SOUTH House: INFOGRAMES Team: IN HOUSE
3	▲	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
4	▼	SUPREMACY House: VIRGIN Team: PROBE
5	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
6	◆	SHADOW DANCER House: US GOLD Team: IMAGES
7	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
8	◆	GOLDEN AXE House: VIRGIN Team: PROBE
9	◆	POWER UP House: OCEAN Team: VARIOUS
10	★	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE

1	◆	HEROQUEST House: GREMLIN Team: 221B
2	▲	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
3	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
4	▲	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
5	▼	VIZ House: VIRGIN Team: PROBE
6	★	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
7	▼	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
8	★	BIG BOX House: BEAU JOLLY Team: VARIOUS
9	★	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
10	★	KICK OFF 2 House: ANCO Team: DINO DINI

Charts exclusively from Gallup

H A R T S



on the Game Boy is the only new game to appear and it is actually one of the best games I've played on this machine. I don't hesitate in recommending it.



HeroQuest has held numero uno in the Specy chart for another week, let's hope this masterpiece continues its reign of power!

TEAM TALK

The warm weather has been getting to everyone this week and as a result silly happenings have been very scarce.

Pro Tennis Tour 2 is the game to play in the office at the moment. Brian still can't beat Amiga Action's Steve, but he is the only member of the GX team to win his game in the competition between the mighty action magazines and our own brilliant mag.

Nick and Hugh were members of a victorious go-karting team. Psygnosis held the event at a track in Oldham, many bruises appeared but everyone was happy.

At our own race meeting earlier in the week ST Action's Ed Alan 'Prost' Bunker walked off with the Mr Spoons award for bad driving.



1	▲	VIZ House: VIRGIN Team: PROBE
2	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
3	▼	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
4	◆	BIG BOX House: BEAU JOLLY Team: VARIOUS
5	★	GOLDEN AXE House: VIRGIN Team: PROBE
6	◆	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
7	★	NARC House: OCEAN Team: SALES CURVE
8	★	OBLITERATOR House: PSYGNOSIS Team: IN HOUSE
9	★	TRIVIAL PURSUIT GENIUS House: DOMARK Team: IN HOUSE
10	★	GREMLINS 2 House: ELITE Team: TOPO SOFT

1	▲	WRESTLE WAR House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
2	◆	WWF House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
3	▼	SONIC THE HEDGEHOG House: SEGA Team: SEGA ENTERPRISES JAPAN
4	▲	ALIEN STORM House: SEGA Team: SEGA ENTERPRISES JAPAN
5	▼	ZERO WING House: SEGA Team: SEGA ENTERPRISES JAPAN
6	◆	MICKY MOUSE House: SEGA Team: SEGA ENTERPRISES JAPAN
7	▼	SNOW BROS House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
8	▲	PGA TOUR GOLF House: SEGA Team: ELECTRONIC ARTS
9	★	R-TYPE House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
10	▼	SUPER MARIOLAND House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN

1	▲	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
2	▼	MAGIC LAND DIZZY House: CODE MASTERS Team: OLIVER TWINS
3	▲	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
4	▲	DIZZY PANIC House: CODE MASTERS Team: OLIVER TWINS
5	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
6	▼	QUATTRO CARTOON House: CODE MASTERS Team: VARIOUS
7	▼	MULTIMIXX 1 GOLF House: KIXX Team: ACCESS
8	★	LOMBARD RAC RALLY House: HIT SQUAD Team: RED RAT
9	★	SPIKE IN TRANSILVANIA House: CODE MASTERS Team: IN HOUSE
10	★	QUATTRO COIN-OPS House: CODE MASTERS Team: VARIOUS
11	★	GHOSTBUSTERS 2 House: HIT SQUAD Team: ACTIVISION
12	★	CAVEMANIA House: ATLANTIS Team: IN HOUSE
13	▲	PAPERBOY House: ENCORE Team: NEIL BATE
14	★	XENON 2 House: MIRROR IMAGE Team: BITMAP BROTHERS
15	▼	CONTINENTAL CIRCUS House: MASTERTRONIC Team: TEQUE

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

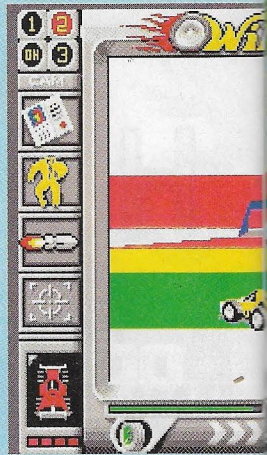
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Will the rain ever stop and allow us to go out and catch some rays? What the heck, here's the second part of our summer games release for something to do until Mr Sun decides to make his long awaited debut!

OCEAN

Wild Wheels	Amiga, ST & PC	£24.99/Amiga, ST £29.99/PC
Darkman	All Formats	£24.99/Amiga, ST £29.99/PC £10.99/8-bit cass £15.99/8-bit disk
Elf	ST & Amiga	£24.99

Ocean is set to release a positive barrage of games into the market during the coming months. The platform romp, Elf, has received many favourable reviews in the press and Wild Wheels described many who have seen it as 'football with cars' looks set to be impressive - check it out in Game of the Week issue 12.

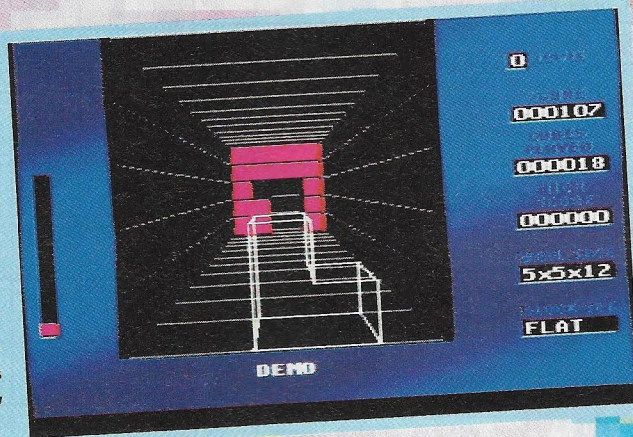


Sun, sea, sand.

ELECTRONIC ARTS

Blockout	Mega Drive	£34.99
King's Bounty	Mega Drive	£34.99
Centurion	Mega Drive	£39.99
Faery Tale Adventure	Mega Drive	£39.99
Might & Magic	Mega Drive	£49.99
Rules of Engagement	Amiga & PC	£25.99/£29.99
Magic Candle II	PC	£29.99

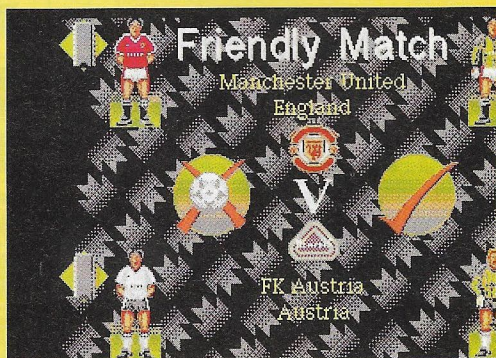
Electronic Arts is now supporting a wide range of formats from the PC through to the Mega Drive. Titles such as Centurion have enjoyed considerable success on the computer formats and are now gaining a new lease of life from the Mega Drive console.



KRISALIS

Manchester	All Formats	£25.99/16-bit
Utd Europe		£29.99/PC £11.99/8-bit cass £15.99/8-bit disk

Manchester United has had some good reviews from many magazines including Games-X, it looks set to give Kick Off 2 a good run for its



MINDSCAPE

Martian Dreams	PC	£36.99
Mega Fortress	PC	£35.99
Wing Commander II	PC	£39.99
4D Sports Driving	ST & Amiga	£25.99
Blue Max	ST	£30.99
Das Boot	ST	£30.99

Having seen the preview at the CES Wing Commander II looks more than impressive and will certainly be mega. Let's hope there will be versions for the Amiga and ST.

GBH

Supercars	Amiga & ST	£7.99
Impossamole	All Formats	£3.99/8-bit £7.99/16-bit
Footballer		
Of The Year II	All Formats	£3.99/8-bit £7.99/16-bit
Cloud Kingdoms	All Formats	£3.99/8-bit £7.99/16-bit
Kid Gloves	All Formats	£3.99/8-bit £7.99/16-bit

Another budget label which is set to release a number of old classics. Both Supercars and Impossamole are titles that are certainly worth checking out if you haven't got them already.



SIZZLERS

Ballistix	Amiga, ST	£7.99
Blood Money	PC	£9.99
Stryx	PC	£9.99

Psygnosis finally releases some of its old classics as budget games. If you didn't get hold of these first time round they are well worth getting your hands on now! The issue 11 coverdisk contained a large section of the excellent Blood Money so you should have a good idea of the quality.

ZEPPELIN

Sharkey's Moll	All Formats	£3.99/8-bit £7.99/16-bit
American 3D Pool	C64	£3.99
Round The Bend	All Formats	£10.99/8-bit £24.99/16-bit
Neighbours	All Formats	£10.99/8-bit £24.99/16-bit
Vector Football	Amiga & ST	£7.99

Zeppelin tries again to bring the stars of Ramsey Street to computer screens - this game has nothing to do with a real dog of a game called Neighbours released by Mafsen a few years back.

and video games



SEGA

Super Monaco GP	Game Gear	£19.99
Wonder Boy	Game Gear	£19.99
Mickey Mouse	Game Gear	£24.99
Dragon Crystal	Game Gear	£24.99
Shinobi	Game Gear	£24.99
Put & Putter Golf	Game Gear	£19.99
Pacmania	Master System	£34.99
Summer Games	Master System	£29.99
Dynamite Duke	Master System	£29.99
Spiderman	Master System	£29.99
Speedball	Master System	£29.99
Strider	Master System	£29.99
Chess	Master System	£34.99
Back to the Future	Master System	£29.99
Flintstones	Master System	£29.99
Bubble Bobble	Master System	£29.99
Sonic the Hedgehog	Mega Drive	£34.99
Wrestle Wars	Mega Drive	£34.99
3D Blockout	Mega Drive	£34.99
Alien Storm	Mega Drive	£34.99
Abrams Battle Tank	Mega Drive	£39.99

Sega's biggest hit has to be Sonic. The game received a full review in issue 10. Nick even said it was the best game he had ever seen on the Mega Drive. Look at those Game Gear releases, these guys have certainly committed to the new hand held.

MIRRORSOFT

Flight of the Intruder	ST & Amiga	£30.99
Bill Elliot's NASCAR	PC	£35.99
Blade Warrior	Amiga	£25.99
Cadaver Levels	PC	£15.99
Killing Cloud	PC	£35.99
TV Sports Football	PC	£35.99
TV Sports Basketball	PC	£35.99
Wings	PC	£35.99
Lords of the Rising Sun	PC	£35.99

The TV Sports series of games are some of the best sport simulations available and should be well worth checking out on the PC. Also, the excellent futuristic cops 'n' robbers flight sim, Killing Cloud should have you totally addicted throughout the months ahead!

SOFTWARE BUSINESS

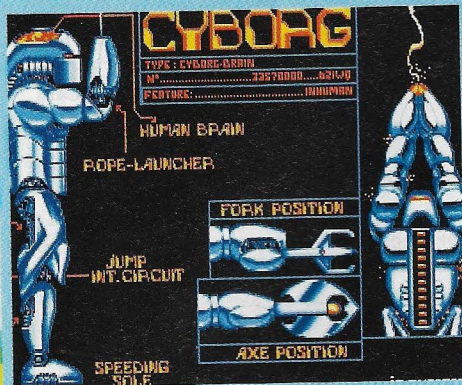
Fire Power	C64	£11.99 cass £15.99 disk
Living Jigsaw	16-bit	£25.99
Motor Grand Prix	PC	£25.99
Brides of Dracula	ST & PC	£25.99

Software Business remain as one of the software companies intent on supplying not only to the 16-bit market. Even the trusty old 64 gets a look in here!

PALACE

Metal Mutant Swap	Amiga, ST & PC	£25.99
	Amiga, ST, PC & CPC	£25.99

Metal Mutant has been the object of many a favourable review and will have fans of all types of game well and truly hooked. Combining multi-level exploration with beat'em-up combat action it is a very addictive challenge.



SYSTEM 3

The Premier Collection	Amiga, ST & PC	£25.99
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This compilation has IK+, Last Ninja, Tusker and Flimbo's Quest. Although IK+ is old it's still probably the best beat'em-up around.

VIRGIN GAMES

Shinobi	All Formats	£7.99/16-bit
		£2.99/8-bit
Sarakon	All Formats	£19.99/16-bit
		£9.99/8-bit
Deadline	16-bit	£9.99
Spot	16-bit & C64	£19.99/Amiga, ST
		£24.99/PC
		£12.99/C64

Spot is apparently a rather famous animated character in the US due to 7-Up adverts. Over here, Virgin is trying to turn him into a star without any fizzy back-up.

SIERRA ON LINE

Kings Quest 5	Amiga	£40.85
Space Quest 4	Amiga	£40.85
Leisure Suit Larry	PC	£30.64
Space Quest	PC	£30.64
Leisure Suit Larry 5	PC	£40.85
Willy Beamish	PC	£40.85
Longbow	PC	£40.85

Our Alex is well and truly hooked on these games. You know all the player's guides with the really snazzy graphics? Well, that's our resident DM fan showing off how quickly he can finish one of these superb adventures.



ON-LINE

The Town with No Name	CDTV	£29.99
Animals in Motion	CDTV	£29.99
Chaos in Andromeda	CDTV & Amiga	£29.99 £24.99/Amiga
Hound Of The Baskerville	CDTV	£29.99
Challenge Golf	ST	£24.99

The Town With No Name has got everyone at On-Line very excited indeed. The game has a new development system called Rotoscope - which means it's got lots of 3D graphics. Animals in Motion is quite simply boring - it was only produced for animation purposes. Hound of the Baskerville is a multimedia product and features lots of photo-style digitized graphics.

KIXX

Hammerfist	All Formats	£3.99/£7.99
Ninja Spirit	All Formats	£3.99/£7.99
Skids	ST & Amiga	£7.99
Moonwalker	C64, Spectrum, CPC	£3.99

Yet more budget releases from Kixx who seem to have been around since the dawn of time. Yet again they are re-releases of some old classics, so there's bound to be something for everyone.

PSYGNOSIS

Amnios	Amiga	£25.99
Aqua Ventura	Amiga	£25.99
Barbarian II	Amiga & ST	£25.99

Barbarian II is pencilled in for a late summer/early autumn release. It is claimed to have 2,000 frames of animation, 32 colours on-screen, 50 divergent enemies, and much, much, more, no doubt.



UBISOFT

Ultimate Collection	8-bit	£15.99 cass
Six Appeal	8-bit	£15.99
Winning Five	ST & Amiga	£29.99
Fast Lane	PC	£29.99

All these are compilations. The Ultimate Collection has Pro Tennis Tour, Zombi, Skate Wars and Stunt Car Racer. Six Appeal has Rick Dangerous, P47, Satan, Twin World, Pick 'n' Pile and Puffy's Saga. Winning Five consists of Night Hunter, Twin World, Puffy's Saga and Sir Fred. And last on the list is Fast Lane with Stunt Car Racer, Ferrari Formula 1, Hard Drivin' and Highway Patrol all from Ubisoft.

US GOLD

Gauntlet III	All Formats	£11.99/8-bit cassette
		£16.99/8-bit disk
		£25.99/16-bit
Cruise for a Corpse	16-bit	£25.99/ST
		£25.99/Amiga
		£30.99/PC

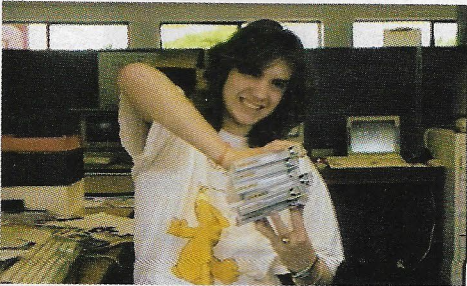
US Gold has put back Gauntlet III until September, but it's sure to be a hit as soon as it is released. The C64 version looks hot indeed.



DROP 'EM!

Please can you get the price of Lynx games down because it takes me about five months to save up for just a single game!
Steven Hall, Norfolk.

Dr X: If I could bring down the prices of software and the computers, I'd make everything free so everyone could play the excellent Mario World on the Famicom.



Er, no John, Steven wanted the price of the games crushed, not the packaging!

However, that isn't the case and I'm afraid I can do nothing about your predicament. Mind you, seeing as the release rate for Lynx games is one every six months you should be able to buy every piece of software!

DESPERATELY CAPTIVATED

I have recently bought Captive (what an ace game) and am getting on quite well in it. So saving up loadsa dosh I bought a Laser pack. The only problem is how do I fire it? I have tried both mouse buttons, numerous bullets but all to no avail. Please, please, please explain how to fire it.
Christopher Milsted, Binbrook.
PS A T-shirt would be very lovely.

Dr X: If you've done what I think you have you're a first class plonker! In your letter you said you have bought a Laser pack. Now if I'm not mistaken the Laser pack is in fact the ammunition cartridge! At the moment you are trying to fire the bullet without a gun, stupid!



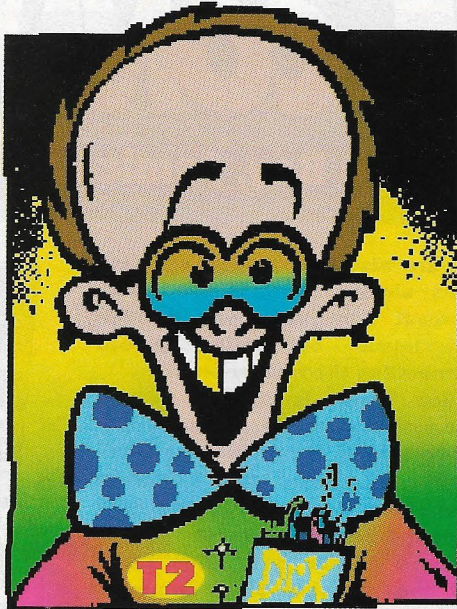
Some people really do break new boundaries in being stupid, and what sort of klutz would try to fire an ammo pack without the gun!

To fire the laser you must first buy the gun and then make sure you have the correct skill, ie lasers. Once you have all three components then away you go. I also agree, a T-shirt would be lovely and seeing as I haven't got one, you're not having one either so there!

WARPED MARIO

I have recently bought a Nintendo, and as any other owner of one would, I purchased Super Mario Bros. However, it is causing problems. Please could you give me some game busting advice. Thanks.
Michael Cox, Ellon.

Dr X: The best game busting tip I've come across is to rip the cartridge out of the machine, lever it apart with a screwdriver, then use the ROM board as toilet paper.



Dr X

I must say I appreciate all of the mail that congratulates me on such an excellent column, my great dress sense and of course my huge knowledge of games. There's nothing I like more than to read a letter that is full of praise. Mind you, I've noticed a lot of you rabble overdo the grovelling just to get a freebie. Well, tough because I feel like keeping the mountains of T-shirts and software for myself. Mind you, they're going cheap if you send me a fiver! (Erm, he's only joking, kids - Ed). Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

Okay, the solder makes the wipe a little uncomfortable but even if the game still works, I'm sure no one's going to touch it!

Anyway, tips for the first part of the game are as follows. There are two warp zones early on in the game, these taking you to the later levels. The first is on level 1.2. To access it, you must collect a mushroom and then



Get little Mario to eat his mushroom to make him big and strong. Now run along, butt the ceiling and jump across to the warp point

jump to the top of the screen before breaking through and running along the score panel. If you continue past the exit tube you will have the option to warp to worlds two, three and four. The next is on level 5.1. Once again, repeat the process past the tube and you'll be allowed to travel to world six.

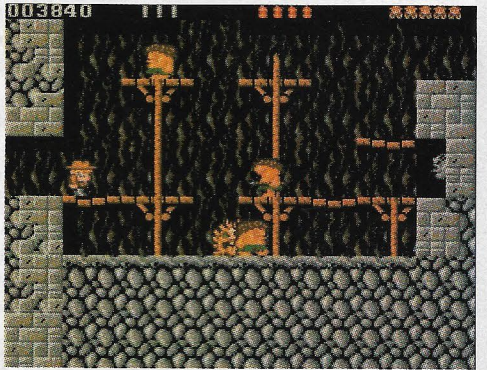
ONE FOOT IN THE TOMB

I own an ST and the game I am stuck on is Firebird's Rick Dangerous. I can get to the Egyptian tomb and collect the gem thing, but I can't get out of the room because the little men always kill me. Please help, how do I get out? If you have any other tips for the game, I'd be grateful.

Harry Sargent, Marlborough.

PS Why do you have a different yellow tooth each week?

Dr X: Some people do find it difficult to describe their predicament well, don't they? For instance, what sort of description is a gem thingy! On the second level of Rick



To get past the nasties simply follow my comprehensive instructions and use this exceedingly useful screenshot as a guide

Dangerous, the game is filled with tombs and little men, so I've attempted to solve the section that I think you're stuck on. If this is wrong, then it's your own fault.

First of all climb the ladder to the first platform, but don't get off. The nasties should climb the ladder at the other side of the screen. When they're on the first platform climb up to the next and they should follow on the opposite ladder. Jump across and get the gem, the lift should fall leaving the meanies at the top! As for my yellow tooth, my reply is simply "why not?"

MONK-EY BUSINESS

I am playing Future Wars and I am in the monastery. I have changed into the monk's outfit, and got the Father Superior drunk. I have found the remote control and all the other bits, but I can't get out because the three monks who are walking clockwise keep killing me. Please could you tell me how to get past the three monks and get out of there.

A G Taylor, Portsmouth.

Dr X: A Portsmouth boy, eh? As you probably know, Jon Ross, our Art Editor, comes from that area and supports Pompey. You never know, if you like them too they would double their support.

In the Monastery the last thing you want to do is walk into the centre of the ring as the circle of light is a red herring - to use a cliché. If you do stumble into the middle, the monks will attack. This is also the case if you walk in an anti-clockwise direction around the chapel.

Instead, walk down into the cellar and use the remote control on one of the wine barrels. Remember to walk clockwise around the room otherwise the monks will kill you, and you don't really want to do that, do you?

CONSOLE CONNEXIONS

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

GAME: ALIEN STORM
MACHINE: MEGA DRIVE
PRICE: £35.00
SUPPLIER: ELECTRO GAMES

Prepare yourself for the most horrendous invasion of aliens ever to terrorize the earth. They're tearing apart our cities, mutating our people and they're just not welcome. It's time for a little planet cleaning and three of the toughest warriors are here to do it.

Alien Storm has simultaneous two-player action that is extremely similar to Golden Axe. You can choose from three different characters each with their own method of attack. Each character also has a special weapon that will destroy everything on the screen.

Along with side-scrolling action

there are also first person shooting scenes similar to Dynamite Duke. You must fight your way through eight levels of action before exterminating the mother-brain.

Alien Storm is a very faithful version of the arcade original - this must be said up front. What the game lacks, as did the coin-op predecessor, is a constant stream of originality; enough at least to lift it up above similar fare. Alien Storm uses the invasion of a group of groping and ugly monsters as a pretext for all-out destruction.

While the graphics and sounds are nicely done, and there does exist a fair level of challenge, the game could have been structured with a little more difficulty in some places. As it is, Alien Storm is a nice action title for fans of its namesake, but others may find the whole theme a bit too repetitive.



Silence. Blue skies. A cuckoo calls. The trees rustle in the breeze, while deep in a wooded glen Paul Rigby wonders why he's standing under a two inch mushroom.

GOING IT ALONE

Sony is still showing the bruises sustained from the two-way scrap involving Philips and itself. The tussle surrounded who was going to produce a CD system for Nintendo's Super Famicom, an argument that led to raised voices, back-stabbing and enough intrigue to fill a whole series of Dallas and Dynasty put together.

Philips won that fight. Sony is being stubborn in the face of defeat, though. It still intends to market its so-called, "Play Station" for the Super Famicom - even though it appears that the hardware has absolutely no support. The machine should be ready by the middle of next year using CD-I technology.

GAME ACTION RE-RE-REPLAY

There has been a lot of talk about the infamous Game Genie produced by the UK's own Codemasters and Canada's Camerica. The Game Genie was unavailable in the USA but many States-based gamers hankered after this gadget.

This demand has led to a company known as Acemore International to produce the Game Action Replay for the NES which will have many of the functions of the Game Genie. What is more, Acemore is attempting to get approval from Nintendo to market the product!

One of the nicest features of the Game Action Replay (GAR) is that using it does not require knowledge of any of the game specific codes. Because of this the GAR works with all games.

The GAR has a number of features that can

enhance games. Among them is a slow motion feature that allows you to take on more difficult areas of a game at an easier pace. You can also use the controller to jump to any level of the game.

This is an easy way of skipping past a level that

you are having trouble with and get to what lies beyond. Once a game has been altered, it is also very easy to switch back to the normal game, without losing your place or your score.

All of these functions work with a combination of



GAME: WRESTLE WAR
MACHINE: MEGA DRIVE
PRICE: £35.00
SUPPLIER: ELECTRO GAMES

On the face of it Wrestle War appears to be the wrestling fan's dream. All of the moves you could ever wish for, large, well animated sprites, good graphics and effective sound - although no big names to conjure with.

Wrestle War suffers in a similar way to many Japanese RPGs - the presence of all of that Japanese text! The pure fact that this game offers so much means that it is crying out for a sensibly thought out set of move instructions. In

fact, here it is on page six, seven, eight and nine of the manual. Four pages (of condensed text) is quite a lot to offer for just the explanation of what moves you can make. Again, wonderful stuff, just what the wrestling fan wants. However, as you have probably already guessed, they are all in Japanese.

Of course, you can play this game to find out exactly what each move does. A recommended course of action for the wrestling fans out there because Wrestle War is, without doubt, an excellent game. However, for the layman, recognising what each button/joyypad combination does is complicated by the opposition who counters your moves and, sometimes prevents them.

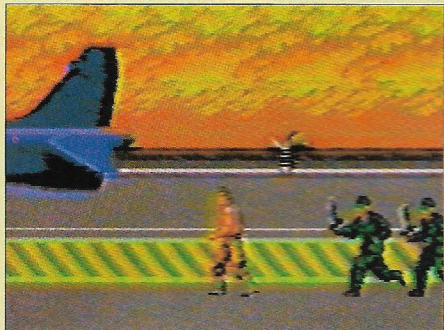
buttons on your controller. The system is very easy to work and can enhance or add challenge to many games, as well as help you get through some of the tougher ones.

I'll keep you informed of the latest GAR developments including news of possible imports, prices, etc.

THUNDER FOX - MEGA DRIVE

Based on an older Taito arcade game, Thunder Fox plays like the current Mega Drive game, Midnight Resistance. Very smooth scrolling action with multi-layered backgrounds give this cart a good look.

With a constant flow of enemy soldiers to fight, Thunder Fox will give those who like shooting games non-stop action. Grab the different weapons along the



way for even more explosive firepower as you set out to destroy the enemy's base.

PACMANIA - SEGA MASTER SYSTEM

After a long delay Pac-Man is, finally, back! Presented in 3D and bouncing onto your Master System. Set in a colourful 3D playfield with toe tapping music and some crazy new ghosts to contend with, Pac-Man faces a whole new munching challenge. Having returned to his home town Pac-Man discovers some changes.

The familiar landscape has now been transformed into four different lands - Block Town, Pac-Man's Park, Sandbox, Jungly Steps and, for the Master System only, a secret land. Apply your speed and cunning as you guide Pac-Man through the crazy maze-like worlds picking up power pills, extra speed and double points, and outwitting Clyde and his crew in a bid to simply, eat as much as he can!

Pacmania, from TecMagik, includes a special bouncing feature that allows Pac-Man to change direction in mid-air, level select, special items, continue play, two new ghosts, 19 levels and four mystery bonus levels.

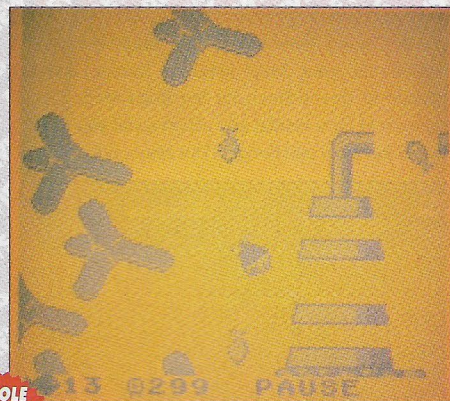
So what's the verdict? Surely Pac-Man has had his day? Check out next week's review to find out!

HUDSON HAWK - NES

Eddie Hawkins, also known as Hudson Hawk, just got out of prison after serving a 10 year stretch. He's vowed to give up the illegal profession as the world's greatest cat burglar. That was until ultra-rich and mega-trendy Darwin and Minerva Mayflower forced him out of retirement. They needed the best thief in the business to steal three Leonardo da Vinci artifacts. If the Hawkman refuses to work for the Mayflowers they will kill his best friend!



With his back well and truly against the wall, Hawk accepts his new mission which sends him around the world in search of the artifacts. What



GAME: FISH DUDE
MACHINE: GAME BOY
PRICE: £25.00
SUPPLIER: WHIZZ-KID GAMES

CONSOLE
 CONNEXIONS
72%
 RATED

You are Fish Dude, the coolest fish around. Fish Dude has to eat a certain number of little fish in a limited time to clear a stage of the game. At the same time, he has to keep from being eaten by his hungry enemies; Big Fish, Seagull and the Cat on the Boat.

There are also two other characters: Octo Dude is a friendly chap - he swims in the water in stage two of level one and level two. When Fish Dude touches him the black and white colour of the

game reverses for a short period. During this time Big Fish cannot eat Fish Dude. There's also a diver who can be an obstacle or a hiding place.

With each higher level, the fish get bigger and the game becomes more difficult. There are three basic levels. In the last stage of level three, you must win a death match with Big Fish in order to play the advanced levels. Clear all six levels and Fish Dude rules the ocean!

Fish Dude is one tough game! It took me an awful long time just to clear stage one! Intriguingly, the game plays like a sort of aquatic Pac-Man but with a lot more freedom of movement. The difficulty level knocks the gameplay a bit although perseverance will pay dividends.

GAME: WONDER BOY
MACHINE: GAME GEAR
PRICE: £19.99
SUPPLIER: VIRGIN

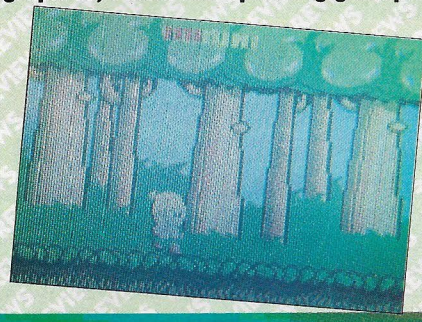
CONSOLE
 CONNEXIONS
77%
 RATED

"Tom and his girlfriend, Tanya lived in the peaceful, beautiful land of Kokos. One day Tanya went hiking with her friends, Jan and Trish. Tanya stopped by the spring to get a drink of water as Jan and Trish continued walking. Then - a loud scream echoed through the trees!"

Wonder Boy is one of the classic cute'em-ups. You must knock down enemies with your axe and jump over

obstacles in 10 different areas before facing the Boss - the lord of the forest. Wonder Boy is full of interesting power-ups - skateboards for extra speed, angels for invincibility and so on - plus food to collect and bonus stages.

If you like cutesy games then you won't be disappointed with this one although, it doesn't have the depth of some of its 16-bit cousins. Excellent graphics, sound and sparkling gameplay.



Hawk doesn't know however, is that these priceless objects, when combined together, are extremely lethal - as in goodbye civilized world!

Hawk eventually discovers this reality with the help of Anna Baragli. With this new found knowledge, not only does Hawk have to track down the necessary artifacts to save his friend, but also put a stop to the Mayflowers' evil scheme.

In Sony Imagesoft's Hudson Hawk for the Nintendo, you play Bruce Willis' film character, the inimitable Hudson Hawk, searching for the artifacts while avoiding the police, the Mayflowers and other infinitely dangerous traps. You'll also have to take care while coping with jumps across ravines and tall buildings throughout the duration of your interminable quest.

STREET SMART - MEGA DRIVE

When the going gets tough, the tough get Street Smart! Battle your way through Treco's coin-op translation of Street Smart for the Sega Mega Drive. Nine levels of pure martial arts action await you as you try to win the prize and the girl. The alleyways and dark



streets of the city slums are the battleground and no force can stop your fury!

Utilizing six different attacks and two defensive moves, face off against the nine stage guardians. Sometimes the guardians have a twin and they gang up on you! If all else fails, you have an ultra-powerful death blow to throw at your opponent. This radical move uses energy however, so don't squander it aimlessly. After a fight add a few points to your abilities and kick some butt. Review soon.

HINTS & TIPS

MUSHA - MEGA DRIVE

Special power-up codes - in this amazing shoot'em-up you can increase the odds of saving the universe with these awesome power-up codes. To get them all you have to do is pause the game and type in the desired codes for different effects. They can all be used together by doing each one separately.

Full power cannons - PAUSE, then press B, B, C, B, B, C, UP, DOWN, A. Unpause and blow!

Five extra ships - For five additional ships in your arsenal just PAUSE, then press R, D, R, D, L, U, L, U, B, C, A

20 Options - To get a reserve of 20 options simply PAUSE, then press U, U, D, D, D, L, L, L, R, R, R, C, C, B, A.

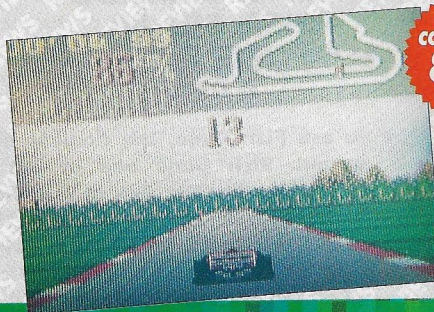
MIDNIGHT RESISTANCE - MEGA DRIVE

If you're having trouble getting through this incredible

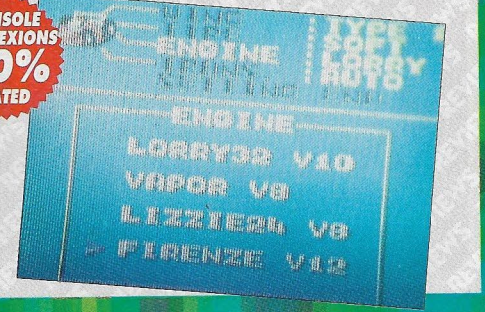
GAME: SUPER MONACO GP MACHINE: GAME GEAR PRICE: £19.99 SUPPLIER: VIRGIN

Practice is an essential requirement in Super Monaco GP, to allow you to get to know, not only the racecourse involved but, more importantly, how the car handles, how fast the little blighter can go and at what speed you can safely take those hairpin bends.

Once that's out of the way you have the option to modify your car. You can alter: the wing - set at different angles



CONSOLE
CONNEXIONS
80%
RATED



will affect road holding and speed; tires - soft give better traction or hard which are longer lasting; engine - different power ratings and transmission - manual or automatic.

The formula one season consists of 16 races taking place on tracks all around the world. Finish in the top six of a race and you receive points, finish in the top 10 and you qualify for the next race. If you don't? You're out.

Super Monaco GP is a very addictive game with plenty of gameplay, excellent graphics and good sound. My only gripe is that you don't start the race with everyone else. Otherwise highly recommended.

action game, then this stage select will help you out. At the title screen hold BUTTON C and press START. When you begin playing press START to pause. While paused hit BUTTON A to advance a level. Repeat to advance to the next level. Now you can check out any of the awesome levels and even go straight to the last end-of-level guardian and save your family!

TWIN COBRA - MEGA DRIVE

To get up to 14 extra continues in this challenging shoot'em-up simply go to the green title screen by pressing START. All you have to do is hit BUTTON A till you have 14 credits!

If you run out of bombs, there is a way to instantly restore your supply. Pause anywhere in the game, then press UP, DOWN, LEFT, RIGHT and then hold BUTTON B while unpausing the game. Don't worry, you can do this as many times as you want.

If you've already beat the game and you would like to see the ending again or if you just can't get past the levels and you want to watch the end then do this trick. Go to the green title screen and press UP, DOWN,

RIGHT, LEFT, A, B, C and then START. The screen will flash white and then you'll get to watch the ending!

AERO BLASTER - MEGA DRIVE

To get a sound test on this intense blast'em-up just tap RIGHT and SELECT at the title screen. To boost your number of continues to nine just tap RIGHT and SELECT once more when you're in the sound test.

GAIARES - MEGA DRIVE

To get the ultimate weapon in this violent piece of software simply shoot out your TOZ unit six times before capturing an enemy ship at the beginning of the first stage. Now you have the heat seeking T-Blaster!

Thanks to:

Electro Games, 2 Overton Drive, Wanstead, London E11 2NJ. Tel: 081 530 8246

Whizz Kid Games, Unit 9 Mid Kent Shopping Centre, Adlington Park, Maidstone, Kent. Tel: 0622 766010

PC Engine Supplies, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.

GAME: HASTLE GOLBY MACHINE: GAME GEAR PRICE: £24.00 SUPPLIER: PC ENGINE SUPPLIES

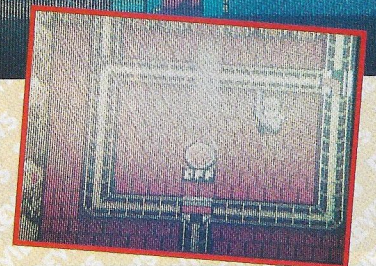
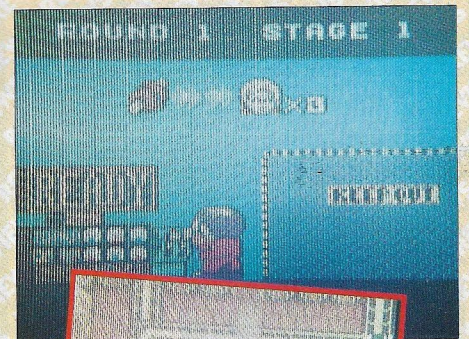
An odd game, this one. A sort of logic puzzle/arcade game. Each level consists of a number of winding conveyor belts. Upon each of these pass a number of objects - no cuddly toys, though. You will see joints of meat alongside bare bones, medical kits next to bottles of poison and so on. So off go these objects, around the conveyor belt.

At one end of the screen are a number of other characters waiting to collect the good stuff - the joints of

meat, rather than the bones, etc. To deliver the needed items you must stand on a switch. This alters the flow of the conveyor belt moving each item to a new path when it arrives at location of the route change.

At the beginning you will see a button which changes one route straight into the arms of the awaiting characters. When you have given each character what they want the stage ends. However, after a few stages the route becomes more complicated.

Hastle Golby quickly becomes a real brain tumbler with its increasingly complex routes and switches and is very addictive after the first few stages. Graphics are okay but the sound is first class. Recommended.



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THIS FANTASTIC
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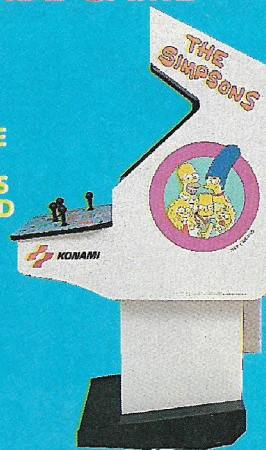
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THE ARCADES
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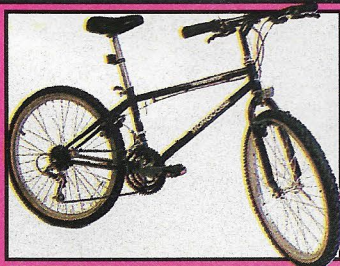
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WIN A SIGNED JIMMY WHITE CUE AND PERSONAL TUITION FROM THE MASTER

"Snooker loopy, nuts are we. me and him and him and me!"

The sheer poetry from this classic Chas and Dave hit sums up *Games-X's* feelings about Whirlwind Snooker – Archer McLean's brilliant snooker simulation, which is to be published by Virgin.

To mark the launch of Whirlwind Snooker, we're running this incredible competition courtesy of Virgin. The prizes are enough to send snooker fans loopy.

The winner of the compo will receive a signed Jimmy White snooker cue, a ticket for one of the best seats at a top snooker event, and incredibly, snooker tuition from the master himself, Jimmy 'The Whirlwind' White.

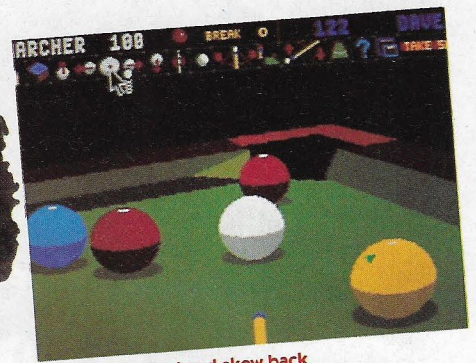
Three runners up will win pairs of tickets for the best seats at a world-class snooker competition. The next 10 will receive a personally signed photograph of Jimmy White.

All you've got to do to stand a chance of winning a prize in this brilliant compo is to answer the following five easy questions.

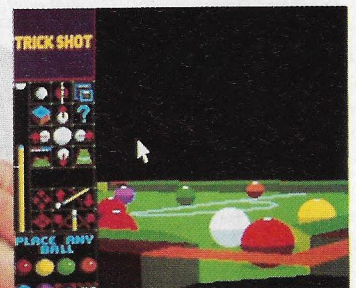
CHALKED UP AND READY...

- 1 We all know that Jimmy White's nickname is 'Whirlwind', but what other famous snooker personality is nicknamed after an adverse weather condition?
- 2 What is the highest break that can be scored in snooker?
- 3 At the start of a snooker frame, how many balls are on the table?
- 4 In what sequence should the coloured balls be potted?
- 5 Beneath the baize of a full size professional table what material is used for perfect smoothness?

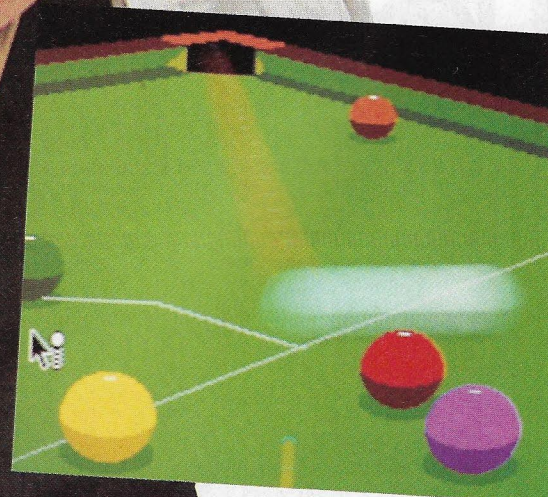
Your answers by 10th August, 1991 to Whirlwind Snooker Compo, *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP.



Smack in the red and skew back for the blue



Fancy yourself a bit do we? Try this trick shot



What a shot! Nearly as good as the maestro himself

THE GAMES-X WHIRLWIND WHITE ENTRY FORM

Answer 1

Answer 2

Answer 3

Answer 4

Answer 5

Name

Address

.....

.....

Post Code

Machine Type.....

Rules and regulations

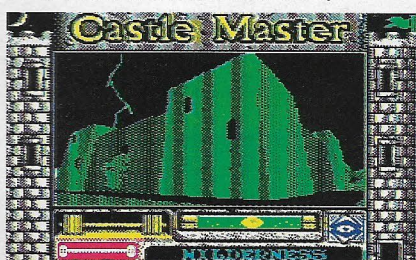
No employees of Europress Interactive or participating companies are eligible to enter. In the event of any dispute the editor's decision is final. No correspondence will be entered into regarding the results of this competition.

This is the first weekly Spectrum column just for those of you out there running the 8-bit machine. So without further ado let us begin...

During the long summer days lots of compilations will be unleashed onto the public. Two of these will come from Domark and feature some of the best games to keep you cool in the humid atmosphere!

The first of Domark's compilations is *Virtual Worlds*, a collection of stunning arcade adventures all using the amazing Freespace system. Driller was the first game to use this technique and is still considered to be a classic, which of course it is. Next is *Total Eclipse*, an adventure set inside an Egyptian pyramid.

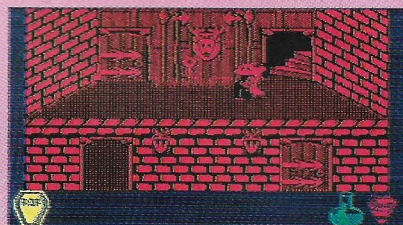
Then we have *Castle Master* and its sequel, *The Crypt*. This was previously unreleased to the general public. It follows roughly the same plot as *Castle Master* and similar puzzles to those found in the latter will stand in your way. Look out for *Virtual Worlds* around the middle of July!



The second stunning collection is *Grandstand*, an arrangement of super sports simulations including: *Gazza's Super Soccer*, well... an arcade/strategy football game; *Pro Tennis Tour*, which has taken our office by storm;

QUATTRO CARTOON CODE MASTERS £2.99 OUT NOW

The latest Quattro compilation is a collection of classy cartoon games. *Little Puff* sees you controlling a cute dragon. The game takes the



role of a platform arcade adventure with various puzzles to solve, platforms to jump and only one life.

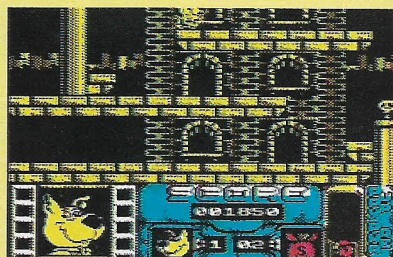


The graphics are colourful and sound is good.

In *Wizard Willy* yet another

SCOOBY DOO AND SCRAPPY DOO HITEC SOFTWARE £2.99 OUT NOW

That cowardly canine from the Hanna Barbera cartoons has appeared on home computer once before from Elite. Now his nephew, *Scrappy*, the roughly-toughy, fearless puppy has been brought in on the picture. *Scooby* and *Shaggy* have gone



off in search of something to fill *Scooby's* stomach and in the process have disappeared.

Taking control of *Scrappy* you must fight your way through four platform filled levels in your search. This will take you across a ghost town, a graveyard, a mansion and the dungeons. As you venture forth you can pick up various items such as *Scooby* snacks, apples and burgers for extra points.

The graphics are fairly detailed



and are very cartoon-like. *Scrappy* is easily recognisable for those who have seen the show.

The game is very playable and you can get the hang of the controls immediately. If you're a platform freak I recommend you purchase this.



X-RATING: XXXX

World Class Leaderboard, the third in the series of *Leaderboard* games and the ultimate golfing simulation; and *Continental Circus*, a formula one racing game converted from the cracking Taito arcade game. *Grandstand* will be available towards the end of the month.

These brilliant compilations will cost you £14.99 on cassette and £19.99 on disk.

INTERCHANGE HITEC SOFTWARE £2.99 OUT NOW

Victor *Virus*, that nasty little blighter, has invaded the *InterChange* and completely screwed up the junction blocks. You play the *HiTec* hero, *Inspector Hecti* (An anagram of *HiTec* don't you know!) He must run around the various levels and rearrange the blocks to their correct state.

Each of the levels is infested with *Victor's* cronies all out to kill you, but luckily there are various weapons you can pick up to battle with these luvly lads.

Puzzle games are always popular and this concept is fairly original. Rotating blocks is nothing new but the way it's implemented here is.

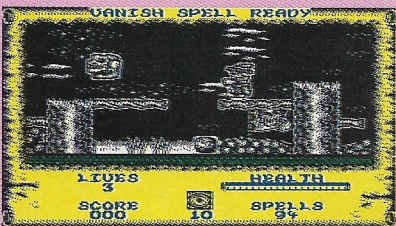
The graphics are small but they are fairly detailed and certainly serve their purpose well. Definitely worth the asking price.



X-RATING: XXXX

platform arcade adventure, *Willy* must negotiate his way through many action filled levels. The mono graphics are a little complicated but the parallax scrolling is good.

Frankenstein Jnr is an arcade adventure where the aim is to bring *Frankenstein* back to life. There are many rooms to explore filled with ghosts and ghouls all out to stop you



completing the task. A quite enjoyable little game.

Olli and Lissa 3 is the third in the series. The colourful graphics are all very good. This is worth the £2.99 asking price by itself. In all a good compilation well worth looking at.

X-RATING: XXXX

Sneak Preview

ROBOCOP 3

PANIC IN DETROIT

Moving away from the platform-style genre of film licences, Ocean calls upon the talents of Digital Image to produce a macabre 3D world in which our hero faces his toughest challenge yet. As Robocop it is up to you to deal with the Japanese Mega Corporation and its cronies.

The Omni Consumer Products' most ambitious project is known as Delta City. The Mega Corporation's plan is to rebuild the rotting carcass that was once old Detroit and replace it with a fresh, crime-free environment in which every law abiding citizen can prosper.

However, just as the project is nearing completion, OCP is bought out by the giant Japanese Corporation, Kanemitsu.

It turns out that unless it can clean the people off the city streets in a matter of weeks, the OCP corporation stands to lose billions of dollars.

The city news channel, Mediabreak, depicts the process as being orderly and humane. In fact, the residents of the city are being beaten and terrorized into leaving their homes.

A special group of mercenaries, known as the Rehabilitation Officers,

has been called in to speed up the process and as its campaign of terror heightens so does the level of violence.

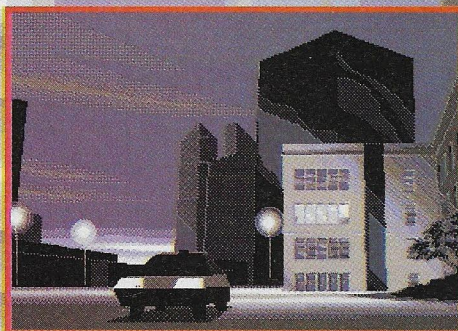
Robocop, being an OCP product, is also a dedicated OCP employee. The city's number one crime fighting machine is programmed to follow three prime directives serve the public trust; uphold the law; and protect the innocent.

So when Robocop is draughted in to join the Rehabilitation Officers he experiences a clash of loyalties. Should he obey his immediate orders or should he follow his directives?

DECISION TIME

Opting for the latter, Robocop sides with the unfortunate citizens of Detroit and declares war on both OCP and the Kanemitsu Corporation. Unbeknown to our hero, the Kanemitsu

Robocop 3 features both atmospheric backgrounds and super smooth 3D graphics



Driving around the streets of old Detroit, Robocop must search for Rehab officers to apprehend



Corporation has been working on a special project.

Otomo, The Kanemitsu Ninja Robot, proves to be more than a match for Robocop as the duo battle it out in a fight to the finish.

The third instalment in the Robocop saga also sees the return of Alex Murphy's metallic arch enemy, the fearsome ED-209. This time however, the 209 series has gone into a chaotic frenzy, killing anyone and everyone opposing OCP's directives.

Using his Gyrocycle, an improved jet-pac system, our hero may fly high above the city, bombing the army of 209s in his wake.

Unluckily for Robocop, Kanemitsu and OCP are on his case. This all adds up to one heck of a battle with the odds stacked firmly against our hero.

A BIT OF BOTHER

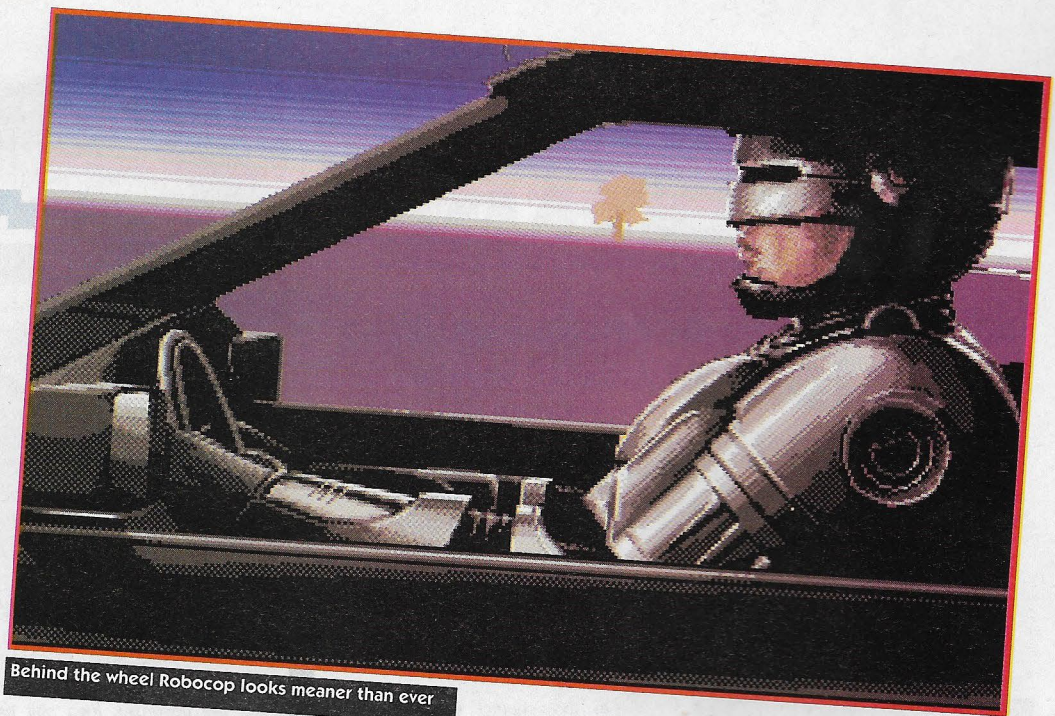
The Robocop 3 movie looks like it's been brought forward by Orion Pictures and might just be ready in time for Christmas. The game is due for release by Ocean around the same time and progress is reported to be excellent.

The project is being written by Digital Image Design whose head honcho just happens to be Martin Kenwright. Digital Image Design was also responsible for F-29 Retaliator and Epic - once known as Goldrunner 3D, and still not released!

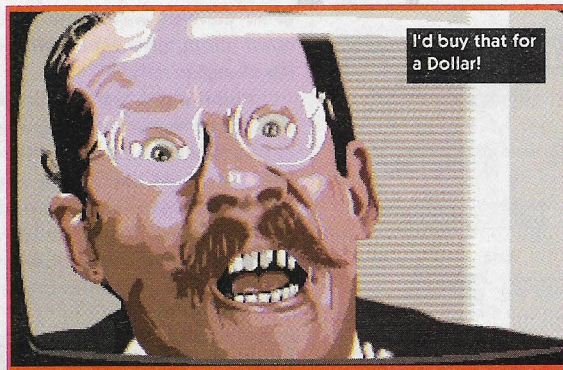
Rather than producing just another platform-style game, Ocean called upon the 3D talents of Digital Image Design to produce something just a little bit different. The result is one of the year's most eagerly awaited film licences.

The team is particularly proud of the game's graphical representation, in particular the various shots of the film's ancillary characters, such as Casey Wong, the TV presenter, and the manic actor in the TV commercials.

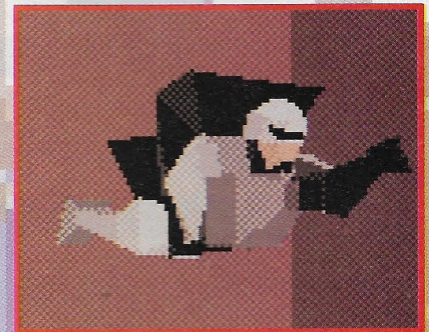
Featuring super-smooth 3D vector graphics, Robocop 3 looks set to become one of the year's biggest releases. As one great catch-phrase goes, "I'd buy that for a dollar!"



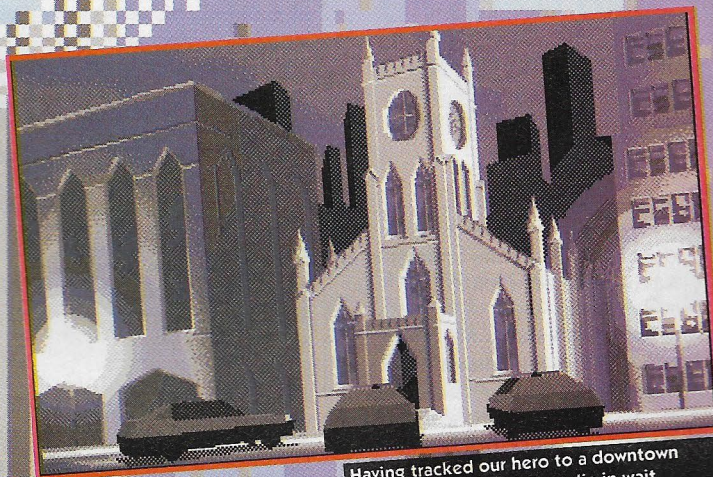
Behind the wheel Robocop looks meaner than ever



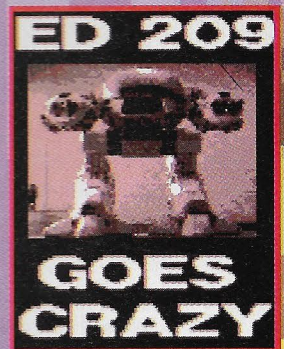
I'd buy that for a Dollar!



Armed with his gyrocycle, Robocop flies high above the streets of Detroit

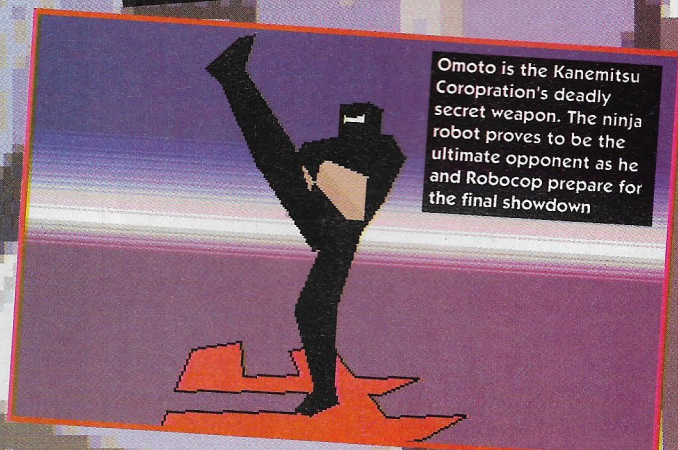
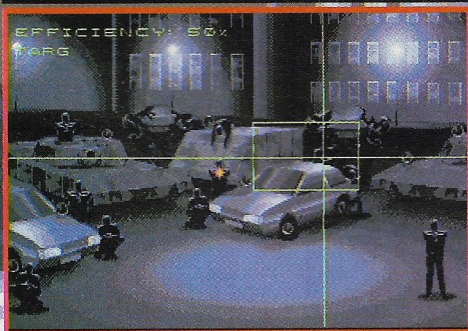


Having tracked our hero to a downtown church, the Rehab Officers lie in wait




OCP's law enforcement droid, the ED-209 rampages the streets killing everything in sight

Cornered and outnumbered by Rehabilitation Officers, Robocop must shoot his way out of this jam



Otomo is the Kanemitsu Corporation's deadly secret weapon. The ninja robot proves to be the ultimate opponent as he and Robocop prepare for the final showdown

 Love those letters and great to see so many of you writing in with piccies. However, I must insist that I have a few lassies for next time – even if it's only your girlfriend or simply someone you met on your hols! Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

X-IT

GAME BOY JAPES

Just think, all those poor Game Boy owners out there wetting themselves over the amazing coasters given away with the last three issues!

Brilliant joke! Could you do it every week, please?

Don "Mad" McKie, Hull.

What is it with you and the Game Boy? It's a damned fine little machine – certainly worth £70 of anyone's money as long as it's not mine! What about that piccy?

MORE CPC



I have an Amstrad CPC 464 and I read your mag every every week. I am always looking for new cheats, but you never

have any for my machine. Please print some for me.

Please could you also let me have a few free games and a T-shirt?

Kenny McIntyre, Glasgow.

Strangely enough we don't work out all the cheats ourselves, they are mostly sent in by readers like yourself. So if there are any Amstrad owners who can help our Kenny out, write in to the Tip X page, like now!

On the subject of your second request – want on!

NOT MUCH COP

I think that Nasty Engines (think about it! – Unc) the mag is c.p, because in one of the issues a couple of months ago they printed a cheat for Mega Man 2 on the NES which didn't work. Don't despair though NES freaks, I've worked one out myself (see Tip X in a future issue – Unc).

So for anyone who likes cock-ups, buy that certain consoles monthly.

● Are NES carts coming down in price?

● How much will the NES cassettes and players cost?

● Why is your mag so cool?

● Can I give you a kiss cos I love your mag?

● Will you send me a Games-X T-shirt?

Shane Watson, Skelton.

Good to hear that the competition is letting their own side down!

Answers:

● Not that I know of.

● They're in development and will be for a while so I can't tell you at the mo.

● Has to be something to do with the people who run it and the inordinate number of Depeche Mode fans here!

● I thought I'd weeded all the pervs out of this page! Oh, wait a sec, Pam has just said you can give her a big kiss. (I did not, I'm not that kind of girl – Pam.)

● No! Send me a piccy.

INNOCENT!

I am writing to complain (Dr X has upset someone again! – Unc) about your reply to P Clavering in issue nine. Jokingly you said that you'd put the price up in the next issue and then when I bought number 10, lo and behold it cost me 99p.

I understand that you might have put the price up because of the coverdisk, but you could have warned us on the "In next week's" column on the same page!

S Makri, London.

I know you're not going to believe this, but at the time that issue nine went to press the coverdisk idea still had not even been discussed. The reply I gave to Mr Clavering was a joke that went rather unfortunately wrong! What can I say other than sorry.

I know that a few console owners are a bit peeved at not having any kind of benefit from the temporary 39p price hike. All I can say is that we are gradually increasing our console content in Games-X and that coverdisk aside you will be getting more value for your pennies!

GREY STUPIDITY

In issue 11 GX reported on the grey import scene. The reason I am writing is because I think that Nintendo are

completely stupid. (That's just a little bit strong isn't it? – Unc.)

They say the reason that they haven't released the Super NES in Britain is because the 8-bit user base is still too big (not quite, re-read the feature – Unc). But the reason that so many people have 8-bit kit is because of the lack of 16-bit officially available.

I think that a lot of people prefer to buy the official machines rather than grey imports. The price difference between NES and Super NES games isn't that much so it can't be the reason that people buy 8-bit machines. I don't understand Nintendo logic.

Mark Henry, Farnham.

I think you got it just a little bit wrong, Mark. Nintendo said that the 8-bit user base was not yet big enough – in other words they haven't yet sold enough NESs.

Perhaps another reason that they have not released their 16-bit machine – I stress that this is personal presumption – is that there aren't enough good, translated games on the market to satisfy the highly critical UK market!

PRETTY BOY



I reckon that Games-X is the best multi-format weekly on the market. (Please forgive me

for questioning your undoubted wisdom, but aren't we the only weekly? – Unc.) However, I would like to see more C64 coverage since the mags that try to cover that machine at the moment are rapidly going down the

WARRA DOG!

CHEEK LETTER

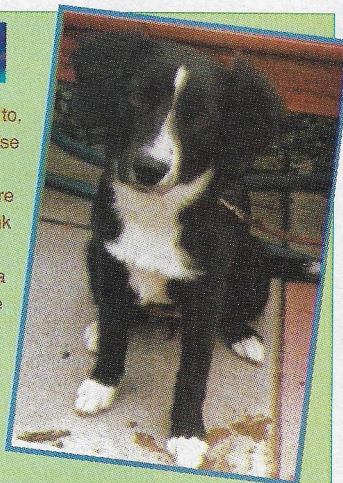
Yo X! (Whatever happened to, hello? Too old fashioned I suppose – Unc.)

Who do you think you are? How dare you? How could you? (What makes you think I've upset someone? – Unc)

How do you think I can live without a Games-X poster? I don't want pictures of the people who make the games – I want nice colourful posters!

I'll forgive you if you put a full size colour poster of me in the middle of this ace mag and throw in a T-shirt for my owner.

Sandy Kennel, Wirral.



Woof! Woof-woof, bark, whinge-whine, OK?

So you want the posters back, eh? It was only a temporary measure to stop doing them, so turn to the middle pages.

I appreciate the offer Sandy, but I don't think our readers want photos of old dogs, canine or otherwise. However, judging by the response we got from printing shots of young ladies – ie, Caroline Machin – perhaps your owner should have sent her photo instead.

Right then, let's have a bit of a straw poll. What do you want you want on the poster? Someone around here thinks that you all want some freaky shots of the development teams, is he right?

Nearly forgot, need to know how big your owner is, Sandy – if she wants a T-shirt, that is!

**Dear Newsagent,
Please would you reserve/deliver a copy
of Games-X every week for:**

Name

Address

Post Code

Note to newsagent: Games-X is available on a sale or return basis from UMD – tel: 071 700 4600

CUTE OR WHAT?

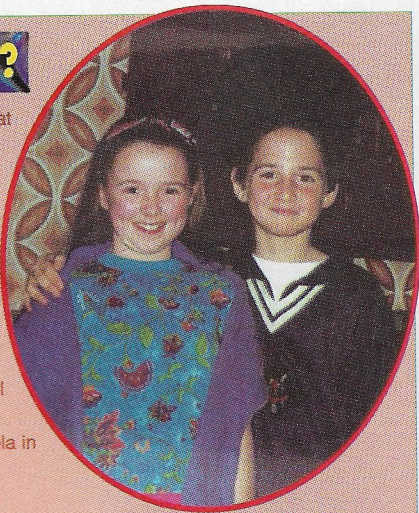
★
STAR
LETTER

I would like to say that this is the best mag yet! (I like flattery, but this amount is beginning to swell the team's head, especially Dr X - Unc). I was so impressed by the first ish that I ran back to the newsagent and placed a regular order.

Keep up the good work and unless you stop printing it I will never stop buying Games-X.

PS That's my girlfriend, Angela in the piccy.

Michael King, Leigh-on-Sea.



What a vision of young love you two make - I just had to print this shot.

I remember when I was a lad I used to have this girlfriend called Christine and we loved each other dearly and...(shaddup you old goat! - The Doc)

pan. (His words, not mine! - Unc)

When I first played Tetris on the Game Boy (quick change of subject - Unc) I was hooked beyond belief. My folks won't buy me one because they think they're just for kids, but I know different! (So do I - Unc.) While on the subject of the GB I heard there was a colour version in Japan - does the Wood Gnome know anything about it?

Finally, if you see any Phileas Fogg tortilla chips in black bags, steer well clear of them! They're extra strength tortillas, and when they say extra strength they mean thermo-nuclear! (Slightly on the warm side, eh? - Unc) Just have a few gallons of iced water ready!

Phil Malliwell, Shotton Colliers.

I just had to print your piccy, Phil. At last someone who bears a passing resemblance to good looks - bet I'll have the lassies writing in for your address with the excuse that they have similar interests to yourself! Fancy a bit of stardom do you, Phil?

As from this week we have included a special page dedicated to the C64, just for you, you understand cos you're a bit of a looker!

Regarding the colour Game Boy, a good friend in the States told me that although it is being widely rumoured in Japan, that's probably all it is - a rumour.

Thanks for the warning about the tortilla chips, must slip a few in the Doc's crisp packet!

EAGLE EYES



While watching athletics on the tele recently I saw Linford Christie playing with a Game Boy. Is this free advertising or what?

I'm thinking of buying a Game Gear, but my parents don't think it's a wise idea. Please write a few lines to persuade them to let me have one.

I can understand why everyone is

wanting to contact Caroline Machin, as she is one of the nicest girls I have ever seen. (At last someone who has decided to come clean and not flannel me with the "we have similar interests" routine - Unc.)

Auntie Maude and Uncle Sid said they'd buy the mag if you print this!

David Shenton, Wigan.

How could I refuse if my old muckers Sid and Maude promised to buy the mag!

I suppose it's also free advertising to show Linford's shorts and spikes on the telly as well! If anyone is gullible enough to buy anything simply because they briefly see a personality using it on the box, then selling must be a real doddle. Blame the cameraman for panning in on Linford - it could well be him who's on an earner.

Now listen hear Mr & Mrs Shenton I reckon you ought to let your son have a Game Gear - just don't buy the batteries and games for him!

LOVE HIM!



I think Games-X is the best thing since sliced bread! (Brown or white? I think we should be told! - Unc.) Will Flight of the Navigator be coming out as a game and if so will it be done on the C64?

Alex Brigg, Bradford Moor.

By Flight of the Navigator, I presume you mean the film about the little boy and the talking spaceship - nice wasn't it, saw it at Christmas myself. Simple answer is, I don't know!

Been a great week - at last Paul Hart has stopped writing in for Caroline's address! John Laird wrote in to ask about where to buy the Super NES. Try a shop, John. Seriously, look at the end of Console Connexions and ring one up, ask for a Famicom, though. See you next week!

IN NEXT WEEK'S AMAZING MAG

★ **Who's going to get treated to the Games-X interview? We know, but we're not telling you!**

★ **A special page each for Speccy and C64 owners - you ask and we deliver!**

★ **Yet more of our fabulous player's guides including Shadow Dancer**



★ **And we've kept the Wood Gnome's three whole pages of complete console creativity!**

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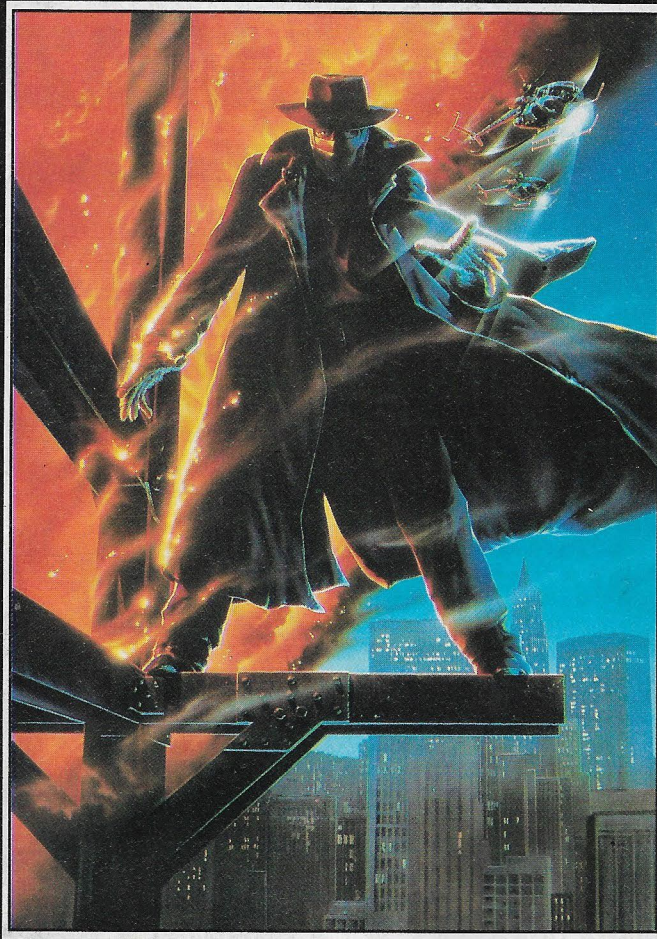
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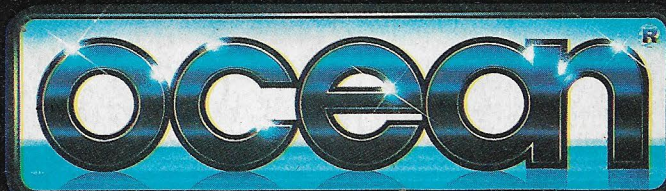


**THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS**

**NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE**



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