

A WEEKLY GAMES MAGAZINE FOR ONLY 60P - IMPOSSIBLE!

Only  
**60p**  
New and Weekly!!!

# GAMES-X

17th May 1997  
Issue Three

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



**EXPOSED:**

★ **MAGIC POCKETS**

**EXPLORED:**

★ **PLAYER'S GUIDES TO: GODS, BRAT, PRINCE OF PERSIA**

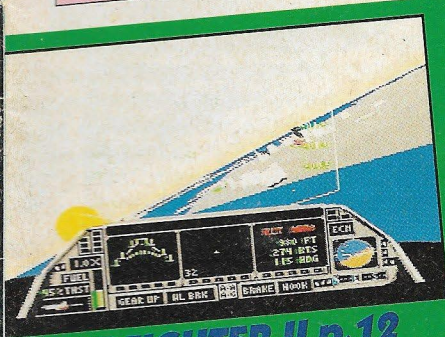
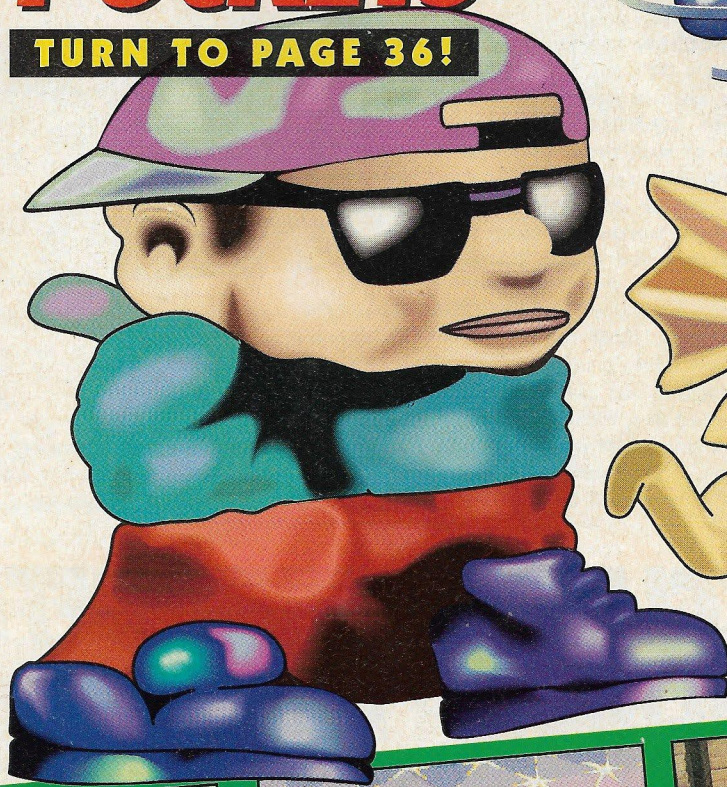
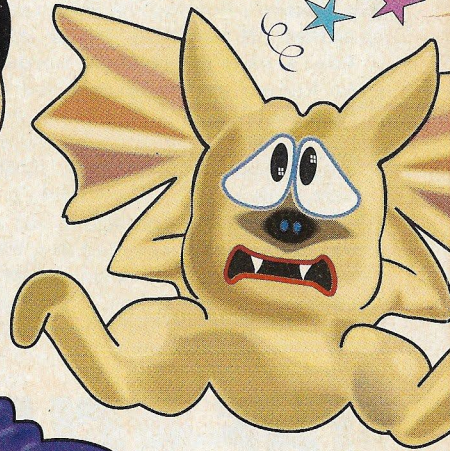
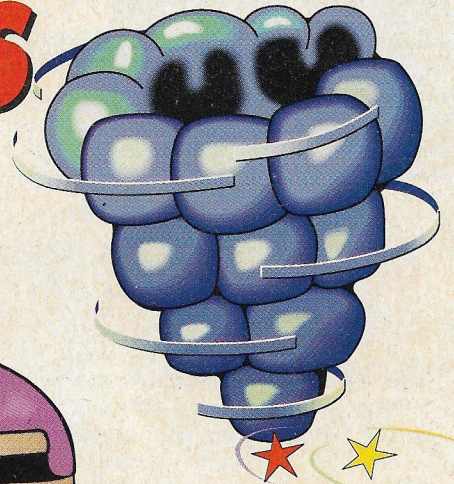
**EXCLUSIVE:**

- ★ **JET FIGHTER II**
- ★ **4D TENNIS**
- ★ **HYDRA**
- ★ **DOMARK'S 3D KIT**
- ★ **PARODIUS**
- ★ **LORDS OF CHAOS**

## SNEAK PREVIEW!

# BITMAP'S MAGIC POCKETS

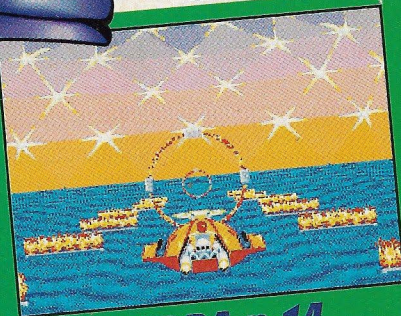
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**JET FIGHTER II p.12**



**JOBS IN THE GAMES BIZ PART 1**



**HYDRA p.14**



**THE RETURN OF DENTON DESIGN**

EVERY WEEK THE OFFICIAL GALLUP CHARTS ONLY IN GAMES-X



## UPGRADED MEGA DRIVE & PC ENGINE?



Rumours from independent sources tell of a forthcoming upgrade to the present Sega Mega Drive and NEC's PC

Engine. The word is that both machines will be upgraded to a full 2Mb of RAM.

However, NEC have taken things one step further because it appears that they will be upgrading their CD-ROM to cater for full motion video! Let the good times roll!

## OAP-ANTHER?

We all wait with baited wibbles for the arrival of Atari's 32-bit wonderpiece, the Panther.

However, to keep you on tenterhooks, here's a wee rumour. Appears that the Panther will take a stand on the control method which will resemble the CDTV philosophy of gaming. That is, you will not receive the simple console-type joystick we all know and love.

The Panther, apparently, will incorporate a full set of alpha-numeric keys with the possibility of additional special function keys.

This will enable the production of more complex, cerebral games that have not been practical on the current consoles. Could the Panther be the first console for the over-thirties?

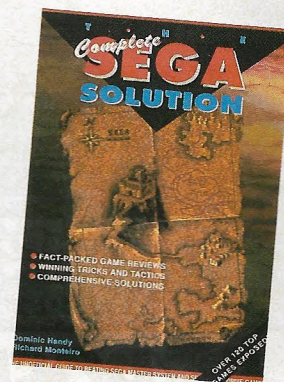
## FAMI-CD

There is a hot rumour telling of the emergence of the Super Famicom's CD-ROM appearing before Christmas, during a Japanese computer show. The prospective price, though, may be a bit steep if my sources are correct. They tell of a figure around \$750.

Then there is the fact that it won't be compatible with audio CDs. Designed with help from Sony, the CD player is thought to be more than just a

CD-ROM for the Famicom. Nintendo watchers believe it will form the basis for a pretty serious multimedia system resembling the standard computer rather than the more familiar Nintendo console.

## SEGA MYSTERIES REVEALED



Publishers Word Works have announced the release of a hints and tips book especially for Sega Master System and Mega Drive owners.

The Complete Sega Solution is stuffed to the gills with tactics, tricks and solutions for over 120 of the most popular games.

Available now from all good bookshops, price £9.99.

## DV EYE EYE

Data East will be probably the first arcade company to use Intel's DVI, full motion chip as the basis for an arcade gaming system along with a built-in CD-ROM player! The i750 makes the use of real-time, live video possible allowing 72 minutes of live video action. It will be fitted alongside Data East's own proprietary hardware that will be known as the Interactive Video Gaming System (IVG).

The real nifty thing about IVG, though, is that the i750 chip produces true digital data, rather than the usual analogue data used by present arcade systems. Digital data allows the hardware to manipulate and modify graphics in ways unthinkable on present systems. Prices promise to be low and software would be modular - change the CD, change the game! It's that simple. Thunderstorm, a helicopter simulation, is the first title earmarked for the IVG system



appearing in Japan during the summer. Joseph Keenan, president of Data East enthused.

"Over the past few years arcade games have lost some of the technical edge over home entertainment systems. DVI technology returns that advantage tenfold, and makes immediately available a highly advanced multi-media computer technology that will be found in arcade systems long before its entry in the home marketplace."

# THE XCLUSIVE FREE OFFER: IT'S ALMOST YOURS

How many of our tokens have you got so far? If this is your third one then you're there - a free copy of Mercenary the Second City expansion disk.

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

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

Name:.....

Address:.....

Format:.....

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



## COULD IT BE? YES IT IS!

Virgin has announced official details of the eagerly awaited Game Gear colour hand held.

Hitting the the shops in June, the Game Gear will carry the price tag of £99, but will not come bundled with a game.

At launch there will be at least seven titles available for the machine -

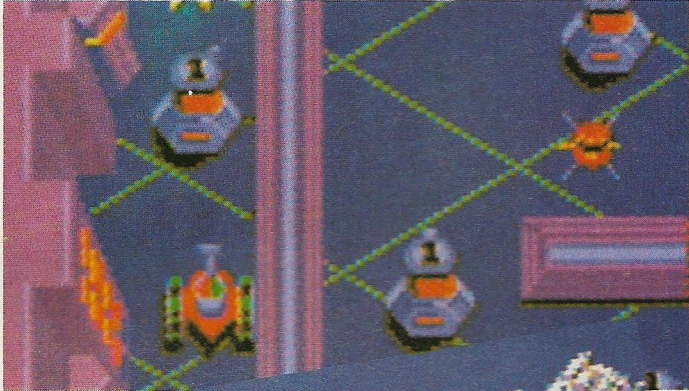


Columns, G-Loc, Wonderboy, Super Monaco GP, Dragon Crystal, Psychic World and Mickey Mouse, with one or two others possibly making the June deadline.

Games will retail at £19.99 or £24.99 and Virgin will decide the price bracket for each release.

# NEW LYNX GAMES

The Lynx market is hotting up with around 36 new releases due this year. Many are straight arcade conversions such as *Hard Drivin'*, *Vindicators*, *720*, *APB*, *Xybots*, *Stun Runner* and *Hydra*. Sports are on the up with *NFL Football*, *Tournament Cyberball*, *Hockey*, *World Class Soccer*, *Golf* and *Basketbrawl*. Original titles include *Barbarian*, *Bodyguards*, *Turbo Sub* and *Junkyard Dog*.



## PAPERBOY



Here's a game that's been on more formats than I care to remember. Now however, it is the turn of Mega Drive owners to enjoy the thrills and spills of

delivering papers. Using your BMX-riding skills you must perform all manner of stunts and tricks as you attempt to deliver your quota of papers.

Programmed by Motivetime with the full co-operation of Tengen, the Mega Drive version of *Paperboy* promises to be the most accurate conversion yet.

## GRAHAM TAYLOR

After Jahangir Khan's *Squash*, Krisalis has tied up another prominent sports

figure for its next effort. This time it's England manager Graham Taylor who will be endorsing a footy management game (what else) for release sometime in the summer. Apparently GT has taken an interest in the project and is contributing a lot on the design side – although how he's managed to fit this into his diary with England's busy match schedule is beyond us.

## PHANTASY 3

Mega Drive roleplayers hold on to your joypads 'cause *Phantasy 3* is on the way closely followed by *Phantasy 4!* No, there's no cock-up on the release schedule. Apparently, part four has been commissioned as a quick follow-up to part three.

## CYBER FIGHT

After the critically-acclaimed futuristic racing game *Powerdrome*, programmer Michael Powell is back with another space-age sports simulation. Electronic Arts' *Cyber Fight* pits two gigantic robot



combatants against each other in an interstellar sports arena, and the object is simply to slug it out until one is damaged beyond repair.

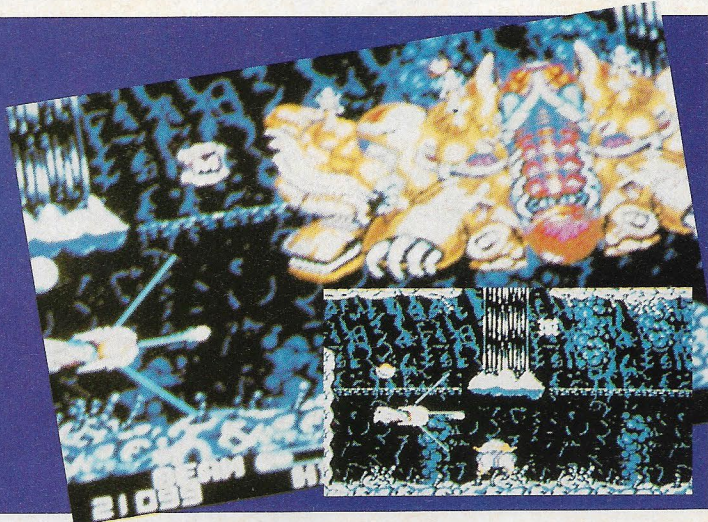
To facilitate the fighting and make it even more violent, each droid can be kitted out with a deadly variety of laser weapons, cannons, manglers, bazookas and other hi-tech instruments of destruction.

A special light-sourcing graphic technique known as Gourad shading gives the vector-drawn robots a genuinely-solid look.

The PC version should be available sometime this autumn. An Amiga version is scheduled for release by the end of the year.

# R-TYPE

*R-Type* for the Super Famicom will not, as originally thought, be a straight port of the arcade version of *R-Type 2*. Instead it will be a whole new game with new alien worlds, baddies and weapons. The Mega Drive is also set to see the sequel to *Double Dragon* subtitled – *The Revenge*. Finally, the PC Engine's *Star Soldier* is all set to receive the third and final episode called *Final Soldier*.



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Denton Design is back with the brilliant *Wreckers*.

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Slap some L-plates on the hull of an F23 ATF and take your aggression out on a MIG.

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In his own inimitable style Dr X fills his page with answers to your problems.

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# SHUTTLE

If you've been wondering what pioneering flight-sim boffins Vector Grafix have been up to lately, Virgin Games has got the answer. *Shuttle* is set to be somewhat of a timely release, at a time when NASA is putting more re-usable rockets into space to fly scientific missions.

The Vector boys have been paying more than just the odd trip to the library to research this one, and the result is a game

that promises to the most dauntingly-authentic game of its type, with more buttons, dials and readouts than you'd ever dreamed of.

The missions vary from test flights off the back of a jumbo jet to complicated satellite recovery operations.

PC, Amiga and ST owners get to take off in the second half of the year for £44.99 and £39.99 respectively.

# CASTLES

Fancy a bit of medieval power-wielding? *Castles*, the latest US sensation to cross the Atlantic could be right up your alley. You're cast as a none-too-powerful land baron who must build up his empire and expand his reign of control across the land.

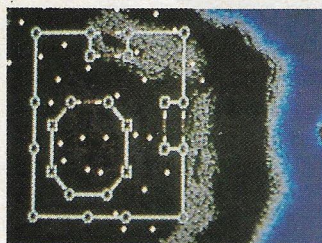
it's all done by building castles. You get to play architect, designing and building your stone fortresses to the most exact specifications - some boiling-oil pots here.



the better-designed the castle, the more effectively it will repel attacks.

More strategy comes into play when you have to decide how hard to work the peasants and how much to tax them. There's a fair bit of action thrown in for good measure.

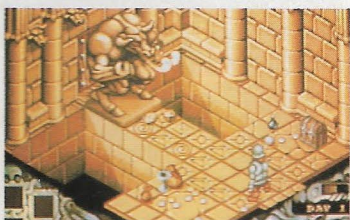
*Castles* is being released in the UK on the PC during June, with Amiga and Macintosh versions due later in the year.



## NEW BITMAP GAMES

Those busy Bitmaps are hard at it. Expect to see *The Pay Off* appearing early in June. Meanwhile the boys have a number of projects under wraps.

Steve Kelly and the Cadaver boys are busily working on their Christmas release. Whilst being cautiously coy Steve hinted to *Games-X* that the game will be in the more familiar Bitmap mould



- loads of action. The Bitmaps are keeping tight lipped about the project except to say it's due for a February 1992 release.



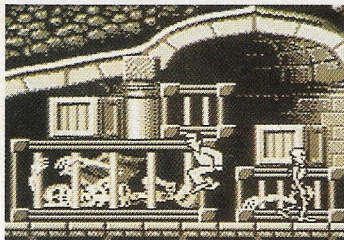
## SPACE ACE

16-bit computer owners were wowed by Sullivan Bluth's *Space Ace* masterpiece. Now Nintendo NES owners will be able to guide Dexter in his quest to rescue the gorgeous Kimberly from the clutches of Borf.

Utilising his energise pills, our hero must complete a series of tricky puzzles before encountering Borf for the final showdown. Defeat the villain and turn his Infanto Ray on him - fail and kiss goodbye to the earth. *Space Ace* will be appearing shortly for the NES.

## TALOS

Programmed by the team responsible for the Game Boy version of *Dragon's Lair* comes *Talos*. The game sees you playing the role of luckless Frankie who



must search the land for the various pieces of his girlfriend, Bitsy.

Only when you have located all of Bitsy's parts can you energise the life-giving machine and bring your bride back to life.

The game features new anti-blur scrolling techniques so that graphic quality is maintained at all times. Featuring some 250 rooms and dozens of puzzles, *Talos* should be available on the Game Boy pretty soon - watch out for it!

## ROBOCOP III

By now many of you will have seen *Robocop 2* on video. Well, wasting no time at all Ocean have been programming the third instalment in the



series. Calling upon the talents of Runcorn-based developers, DID - the team responsible for *F-29 Retaliator* and Epic - *Robocop III* has been under wraps for some time.

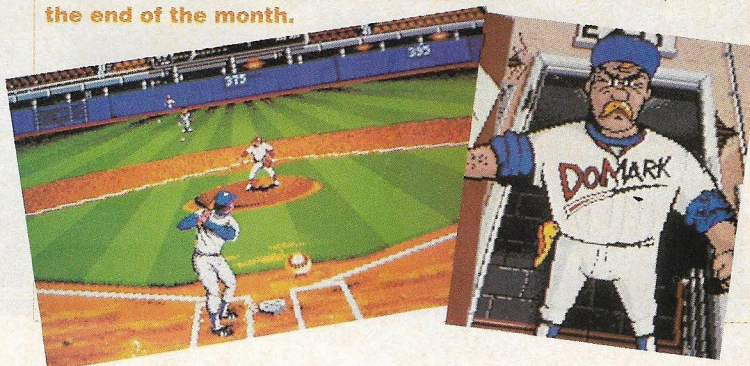
The game features stunning 3D vector graphics. Expect to see *Robocop III* in September.

# RBI BASEBALL

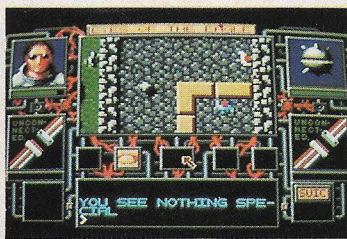
Fed up with footy? Bored with basketball? Here's Domark to the rescue with something a little different to whet your sporting appetites - Baseball. *RBI 2* has been licenced from Tengen's popular NES cartridge and, for once, doesn't require a baseball brain like Earl Weaver's in order to play.

The emphasis in *RBI 2* is on action, so you can pitch, strike and field to your heart's content without having to learn all those complicated stats. This is a bit of an oddity actually, as while strictly speaking it's a console licence, *The Kremlin* has completely re-written the game for computer. The boys are particularly proud of the digitised player animations, which come direct from the baseball movie *Major League*.

For those who like to play a more strategic game, there are 26 Pro teams, consisting of real players and real stats. As an added bonus, inside every box there's an authentic baseball cap to get you in the mood. Look out for *RBI* (Runs Batted In, in case you wondering) on all major formats at the end of the month.



# CHAOS IN ANDROMEDA



On-Line's next release is to be a role-playing cum adventure game called *Chaos in Andromeda*. The game sees you attempting to accomplish two deadly missions. Firstly you'll be asked to travel to a planet known as Koranis 12.

A terrorist hot-bed, Koranis 12 is the hideout of some of the galaxy's most ruthless killers. Apparently, the gang have kidnapped the top scientist, Noko Yai, and an eminent political figure. Naturally, your

job is to save the duo and the day. Should you manage the rescue mission you'll also be called upon to seek out and destroy a chemical weapons plant. Only when this last goal has been achieved can the world

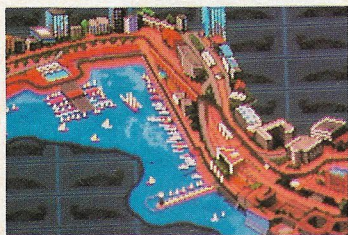
rest. The game is controlled by an icon-based system and includes a wealth of exciting features. Available soon from On-Line, *Chaos in Andromeda* will be on the Amiga and ST.

## TURBO GOLF

Accolade's upcoming title for the PC Engine – Jack Nicklaus' *Turbo Golf* will have 18 holes on their PC Engine cartridge while the CD version will contain 90 holes plus three digital soundtracks.

## MARIO ANDRETTI

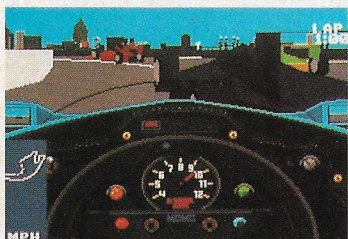
Mario Andretti, one of the world's greatest all-round racing drivers, has teamed up with Electronic Arts to bring



you the racing simulation of a lifetime.

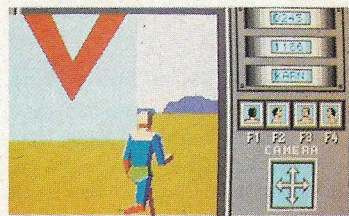
As a relative newcomer to the world of motor racing, your aim is to prove your racing prowess. Starting in the dirt bull rings with sprint cars your aim is to beat Mario Andretti's records. You'll race Stock Cars, Sports Prototypes, Formula One and Championship Cars. You'll also have the chance to race over some of Mario's favourite circuits; from Ascot Park to Monte Carlo. Each track includes a fully animated map detailing the course.

The game is not only a game in which you must push your machine to the limits. You must also work at gaining a sponsorship deal and winning all-



important cash prizes. *Mario Andretti* will be available initially on the PC towards the end of May at £29.99.

## CYBER ASSAULT



Okay, so you did kill those five CivilCops. Sure you deserved the life sentence. However, when they offered you the chance to earn your freedom, you didn't need to think twice. You have been entered on the annual showing of the world's most violent sporting event – the *Cyber Assault*.

You'll be up against both the clock and the hundreds of obstacles around the course. Survive and you'll walk free, fail and certain death awaits.

Written by lecturer Dimitri Koveos and Ivan Byle, *Cyber Assault* features Trax – a complex exo-skeletal humanoid built from 3D polygons. The game will be released during June for the ST and Amiga, price £24.99.

## MYTH

System 3's *Myth* is soon to appear on the ST and Amiga. Already a huge success on the 8-bit machines, the game sees you as a sword-wielding hero. Your mission involves you entering various mythical zones such as



the Egyptian, Greek and Norse eras. During each age you'll face many deadly monsters.

The game is billed as an interactive puzzle game, featuring the qualities of a top-notch arcade beat'em-up. System 3 believe the game to contain all the ingredients of a sure-fire hit. Priced at £25.99, *Myth* will be out at the end of May.

# GOING FOR GOLD

Taking time-off from their usual positions as advert and packaging designers for Mindscape, Andrew Cowan, Dave Bridges and Richie Eustance all recently took part in the London Marathon.

All three managed to complete the circuit with the respective times of 4.40 (his knees gave out), 3.20 and 4.20. All money raised is donated to the Heart Foundation and Cancer Research.

Didn't they do well!



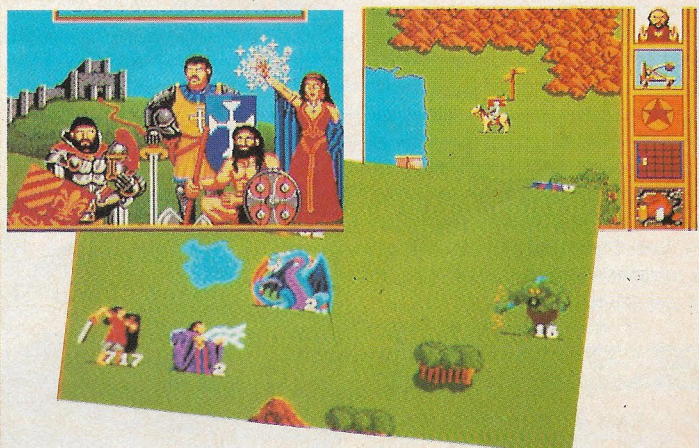
# KING'S BOUNTY

*King's Bounty* is billed as a replayable adventure game. Combining a combat simulation with the magic and mini-quests normally found in conventional adventures. You control your character who may be a barbarian, knight, paladin or sorcerer.

The overall quest is to recover the stolen Sceptre of Order from an organised band of master criminals and their army of thieves. Just to make the game more interesting, each gang member occupies a particular part of the overall game map. Upon defeating one of the enemy you get a clue to lead you to the final resting place of the sceptre. Strategic thinking is required for organizing troops and implementing campaigns.

The Mega Drive version of the game features several enhancements, primary in the audio and visual departments. Featuring real-time combat, the arcade feel of the game has been greatly enhanced.

*King's Bounty* will be available for the Mega Drive at the end of June, price £39.99



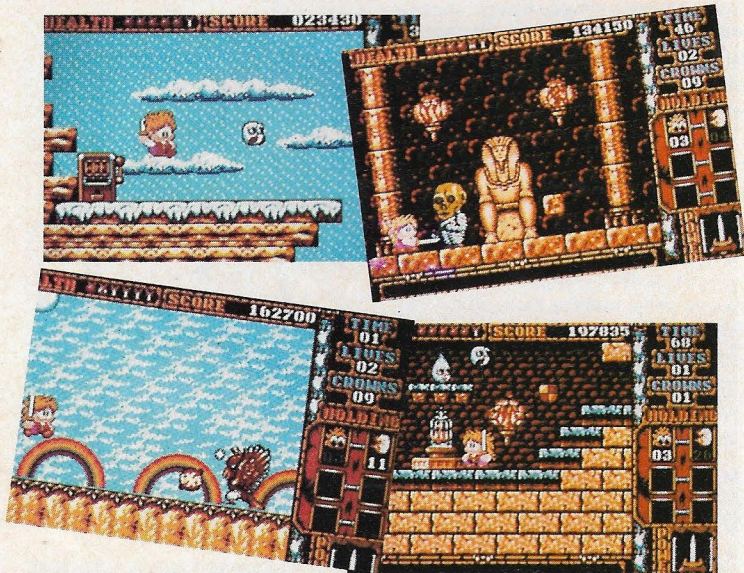
# LITTLE BEAU

Available soon on the Amiga, ST, Amstrad, C64 and Spectrum, Digital Magic's latest game, *Little Beau*, looks ready to set new standards in cutesy platform games.

The game involves the adventures of the character Little Beau on his quest to rescue his girlfriend from a wizard who rules over an archipelago.

An interesting arsenal of weapons can also be collected. These include daggers, axes, swords, fireballs and the like. Meanwhile, you may also collect a veritable plethora of goodies; apples, cherries, tokens, diamonds, and balloons can all be used to help you in your quest.

Digital Magic has been playtesting *Little Beau* since January. Now, at the end of May, you too will be able to experience the magic of *Little Beau*.



## EXECUTIONER

The Inter-galactic wars have been going on for three millennia and the Federation has nearly been smashed. Its troops and starfighters are



demoralized and section after section is falling to the rebel Garagaroths. Federal forces are withdrawing to the deepest reaches of space where they are preparing for the big showdown – the last chance to defeat evil in space.

*Executioner* is the first game on new software label, Hawk. The game is a shoot'em-up with a fair dose of adventure and trading to boot. The game features a wide range of graphics and furious gameplay. *Executioner* will be available for the Amiga and ST and will cost £25.99.

## POCKET POWER

Prism Leisure is due to release a wave of budget games for the 16-bit

machines. Nothing new in that, you may think. However, at a stunning £2.99 these really are real value for money.

Currently the company plan to release 16 Amiga games, 3 PC games and 13 ST games. With a further 16 titles planned for September the Pocket Power Collection certainly looks like a force to be reckoned with.

## AIR COMBAT

Available on the PC in June, Chuck Yeager's *Air Combat* is the long awaited follow-up to Chuck's Advanced Flight trainer. The game sees you flying a number of aircraft. You'll be able to choose from older second world war fighters, such as P-51 Mustangs and Luftwaffe ME-109s to more recent jet fighters like the MiG-25 and the F4.

The game includes over 50 missions. What's more, there is also an in-built mission creator with which you



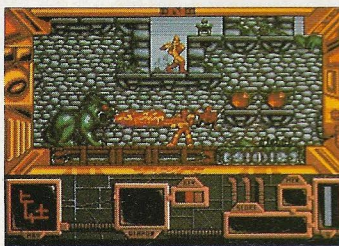
may set the location of your encounter, the strength, size and skill of the enemy against your own settings.

State-of-the-art programming techniques allow you to view over twenty external views. Combined with the super-fast VGA 256 colour mode, Chuck Yeager's *Air Combat* will be a game worth waiting for. The game will cost £29.99 – start saving now!

## ZONE WARRIOR

Two of Imagitec's programmers, Martin and James, came up with the plot for *Zone Warrior* whilst they were watching Arnold Schwarzenegger's action-packed movie – the Terminator. Now, two years later, the game is about to be released by Electronic Arts.

It appears the Geeks have taken over the super space-station known as the Big-O. However, not only did they



capture a space station, they also won a super time machine. Using the contraption the Geeks decided to travel to various and wreak havoc on mankind.

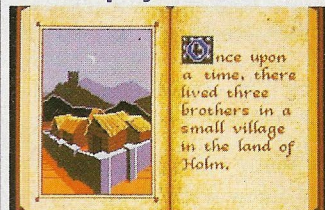


Featuring both shoot'em-up and arcade-adventure gameplay elements, *Zone Warrior* will provide a challenge to even the most hardened games player. Watch out for it on the ST and Amiga towards the end of June.

# FAERY TALE

Microillusions released the Amiga version of the *Faery Tale Adventure* way back in 1987. Now, Mega Drive owners will be able to experience the thrills of the game.

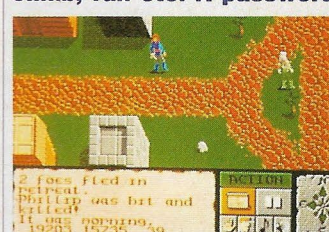
The player's aim is to



confront and defeat an evil sorcerer, retrieving a magical talisman in the process.

Eight quests must be completed to achieve the overall victory. Each one involving battles with evil creatures, navigating mazes and overcoming hazardous tasks.

Geological features all affect your character's actions. He can swim, climb, run etc. A password



save system allows players to return to the game at any point.

The *Faery Tale Adventure* will be available for £39.99 for the Mega Drive sometime in June. Can you wait?

## 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
Dizzy Panic	Code Masters	In-House	C64	£2.99	14/5/91
			Spectrum	£2.99	14/5/91
			Amstrad	£2.99	14/5/91
Dragon Spirit	Domark	Tengen	Amiga, ST	£7.99	15/5/91
			PC	£7.99	15/5/91
Dungeon Master	Mirrorsoft	FTL	PC	£39.99	15/5/91
Enchanter	Virgin/Infocom	Marc Blank	Amiga, ST	£9.99	14/5/91
Frost Bite	Micro Value	Microgen	PC	£9.99	14/5/91
			C64	£9.99	15/5/91
Spectrum	Amstrad			£2.99	15/5/91
				£2.99	15/5/91
Lemmings	Psygnosis	DMA Design	PC	£34.99	14/5/91
Life and Death	Mindscape	Software Toolworks	Amiga	£25.53	16/5/91
Monopoly	Virgin/Leisure	Dave Chapman	Amiga	£19.99	10/5/91
Moonbase	Mindscape	Wesson Intl	Amiga	£35.76	16/5/91
Kybots	Domark	Tengen	Amiga, ST	£7.99	15/5/91

# GET IN ON THE GAME

**A guide to getting those essential jobs in the games industry. Leslie Bunder gives you the low down on the ins and outs of what careers are available for you.**

**S**o you wanna be a PR person? Can you write, can you talk and more importantly can you take people out to lunch? Does the thought of speaking to journalists on the phone who are hassling you for news of your company's products turn you on?

These and tons of other questions should be working their way through your brain at the mo, 'cause if you ain't into them, then a career in PR just isn't for you. But for those who can say a big yo! and I mean a big, huge, enormous YO! then PR could be a very enjoyable and rewarding career.

## JUST WHAT IS PR?

PR is all about managing a company's reputation – shaping it, protecting it and promoting it.

There are various aspects of PR in the games industry. One minute you could be writing a press release about what your company is up to, what new software releases you've got and anything else that's happening.

The next you could be having lunch with the editor of Amiga Action. Later you might get involved with looking at market research and being asked to write a report based on the findings.

You may also find yourself replying to an irate customer who bought a faulty disk! Whatever aspect you are doing, one thing for certain is that you certainly won't be bored.

Above all you will act as your company's voice. You will be the person people want to speak to, and you will be the one other members of staff contact before they talk to anyone in the media.

## GRAND ENTRANCE

But how exactly do you get into PR? How do you go about getting that job, working for a software house? The first option is to get a professional qualification the second is the 'fall into it' option.

With the first option once you have done the course you will then have a professional academic qualification, such as the Communication, Advertising and Marketing Education (CAM) Certificate and



This is the kind of fun you could be getting up to in PR. Here is a shot from Gremlin's recent Toyota Rally. How does that look? And this is working?

Diplomas, which will leave you in a good position to approach a software house for PR work.

With the second option, you could be doing just about anything in the world and find yourself moving towards PR. For example, electronic entertainment journalists have been known to move into PR after having enough of writing for magazines. There is no norm about getting into PR, but competition is fierce and when applying for a job, you need to be determined and really, really want the job.

## WHAT DO MAGS THINK OF PR PEOPLE?

"Some of them are totally over the top but there's also a lot of really good professionals, who are down to earth and natural and don't try and put on an act."

*Alan Bunker, Editor of ST Action.*

"I like PR people when they are reliable and know what they are talking about. It's important for a company to have a PR person, but it should be careful who they choose. I don't like people who don't understand the products and worse than anything else is when they say it's in the post when it isn't. Overall, PR in this industry ain't too bad."

*Richard Eddy, Editor of Crash.*

"PR people are sometimes two faced and when you ring them they are 'on the other line' unless it suits them. Of course, I love the free lunches, the way they seem to laugh at my crap jokes and how they say they just luuve my magazine."

*Richard Monteiro, Editor of Raze.*

## DOWN TO BASICS

Each software house in the industry is different and so is pay and conditions. As a guideline, you shouldn't expect anything less than £7,000 if you are starting out in PR for the first time.

As this is your first job, it is likely you will be working as an assistant and so your job will reflect this. Tea making, sticking stamps on envelopes, running general errands, you name it and you'll probably end up doing it.

With a couple of years experience you'll gradually be working your way up the career ladder. So get ready to expect more responsibility and of course lots more money, between £10,000-£16,000. Naturally, the more experience you have the better you become and the sky is the limit to what you could possibly earn.

Remember doing PR isn't a 9-5 job. Often you may need to be in the office earlier, and work later. So be prepared for some unsocial hours.

## GET MORE INFO ON PR

The Institute of Public Relations, The Old Trading House, 15 Northburgh Street, London EC1V 0PR.  
Tel: 071 253 5151



## Danielle Woodyatt US Gold

"I started off as a fashion buyer and always wanted to get into PR. A friend who was working at US Gold at the time told me of a vacancy in the Public Relations department, so I applied and was accepted. I started off as an assistant and gradually got more responsibility and within a year became PR manager.

I handle UK and German press and do special promotions like making sure US Gold is seen on television.

When someone applies to join the PR department they must have a personality and good communication skills. At the end of the day you've got to represent US Gold and maintain a constant image."



## Ian Richardson Gremlin Graphics

"I was working for Impact – a software games sales promotions company. After 12 months, I wanted to move into a software house and just by chance on business for Impact, I went into Just Micro, a games shop owned by Gremlin who were on the look out for a press person and that's basically how I got it.

Over the past year our products have increased and I'm really excited by what we are doing. So you wanna know what my job entails? Well, I handle all the UK and European press making sure our products get maximum coverage, plus I handle all our advertising. I also get involved in the design and production of the games.

You need to have a good personality for PR and to be honest and just enjoy yourself."



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

# COMPUTER ADVENTURE IN A WORLD OF MAGIC



Screen shots from Amiga version

Gremlin Graphics Software Ltd.,  
Carver house, 2-4 Carver Street,  
Sheffield S1 4FS  
Tel: (0742) 753423



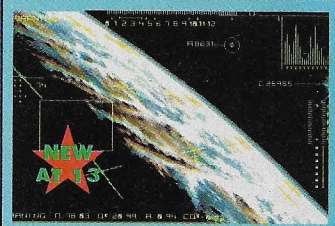
HeroQuest © 1990 Milton Bradley Ltd

Available On:  
Amiga • Atari ST/STE •  
Spectrum, Amstrad and  
C64 cassette & disk  
(PC VERSION AVAILABLE SUMMER 91)



# GAMES CHART

1	◆	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
2	▲	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
3	▼	<b>DIZZY COLLECTION</b> House: CODE MASTERS Team: OLIVER TWINS
4	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
5	◆	<b>POWER UP</b> House: OCEAN Team: VARIOUS
6	◆	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
7	★	<b>CHUCK ROCK</b> House: CORE DESIGN Team: L PULLEN
8	★	<b>SCI</b> House: OCEAN Team: ICE
9	◆	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
10	▲	<b>MICKEY MOUSE</b> House: SEGA Team: SEGA JAPAN
11	▲	<b>SWIV</b> House: STORM Team: RANDOM ACCESS
12	★	<b>GOLDEN AXE</b> House: SEGA Team: SEGA JAPAN
13	★	<b>ARMOUR-GEDDEN</b> House: PSYGNOSIS Team: P HUNTER AND E SCIO
14	★	<b>KILLING CLOUD</b> House: IMAGEWORKS Team: VEKTOR GRAFIX
15	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
16	★	<b>TOTAL RECALL</b> House: OCEAN Team: O'ROURKE AND EARL
17	★	<b>SUPERCARS 2</b> House: GREMLIN Team: MAGNETIC FIELDS
18	★	<b>GREMLINS 2</b> House: ELITE Team: IN HOUSE
19	▼	<b>KICK OFF 2</b> House: ANCO Team: STEVE SCREECH
20	▼	<b>FISTS OF FURY 2</b> House: VIRGIN Team: VARIOUS



## CHART FAX

Like the rest of the Bitmap Brothers' products, **Gods** looks set to hold the number one position for the foreseeable future. The imminent release of their next product, **Cadaver - The Pay-off**, will probably soar up the chart as soon as it's released, as it offers five brand new levels for a mere fifteen quid.

The **Lemmings** get their act together and build their way back up to number two with the release of the ST version. Psygnosis's other biggie, **Armour-Gedden**, has entered on the Amiga at number 13, and the release of the ST counterpart later this week should secure it a place in the top ten.

New in at number seven is Core Design's **Chuck Rock**, and just below is a re-entry of **SCI** released across

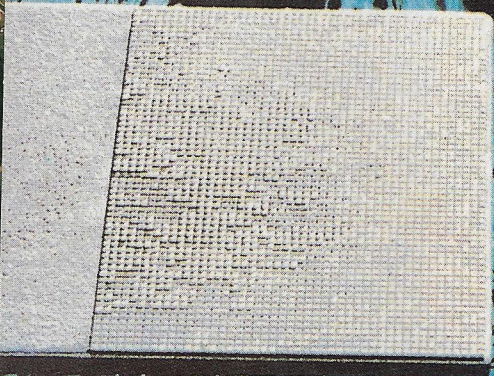


both 16 and 8-bit machines.

The release of the Nintendo version of **Gremlins 2** brings the title storming back into the chart at number 18, just below **Gremlin's Supercars 2**.

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

Turn to page 32 for our specially compiled machine specific charts



*Have a break.*

# THE AMAZING GAMES-X £20,000 SOFTWARE GIVEAWAY!!! part 2!



THIS WEEK'S STAR PRIZE WINNING NUMBER

**136751**

WINS A SEGA GAME GEAR!

If you read last week's hand held comparison you'll know how good the Sega Game Gear is - so good luck!

Okay, by now you should have got the hang of things. You've got a card, it might win you lots of goodies, so here are this week's numbers...

65486	51233	122677	157675	121076	40090	126830
84381	31740	115921	135938	25892	152673	143991
74291	71563	96690	91314	143027	18882	135927
21814	58388	80627	117000	123923	27136	130596
85963	49216	63874	55108	41638	70711	111874
71400	110863	109288	50449	83090	12907	14942
49329	39958	96722	122019	107566	112354	135329
124674	35291	140451	43740	128434	62837	22460
104403	41299	87043	37202	65117	33030	127176
106818	99201	29817	61187	36972	143441	90525
71438	14885	19151	156048	135706	109826	76629
152065	149905	32818	87750	61168	108358	153309
85775	79014	38855	119284	66789	46755	111406
78135	94978	47298	42299	105281	76009	73330
67896	104043	142173	158117	34158	33736	102645
137610	101016	71070	98408	77527	131349	70827
116380	124923	143708	78995	110242	129151	139159
137707	61245	28268	155720	108347	43880	39079
132926	90919	77377	121574	157014	123089	130201
112466	14466	106872	15890	38017	154299	136740
91650	98145	17490	10150	19775	73814	94189
48038	41242	74529	13370	123262	111143	33400
81426	96619	67575	100857	43731	29304	24355
19000	39340	90332	92486	119720	16940	34438
107480	35447	79272	130442	63443	103010	66690
94808	158490	130811	89444	141329	134470	
136825	127049	137923	53990	140701	129958	
116596	132768	102367	72920	99860	43027	
24890	113507	125437	141797	122951	53738	

Prize  
winning  
numbers

Two hundred randomly chosen numbers and two hundred delicious software prizes from the top names in the games biz. Just check your number and you could be a winner.

So just which games are on offer in week two of our five week, £20,000 software giveaway compo?



As if giving away 50 copies of Total Recall wasn't enough, those Mancunian giants of the software industry have supplied 50 copies of the super scary Nightbreed! And what's even better, this lot is available on ST, Amiga, C64, Spectrum and Amstrad CPC!



Those 16-bit specialists Psygnosis are offering 10 copies of Obitus, Killing Game Show, Awesome, Spellbound and the clinic visitingly addictive Lemmings.



One for the strategy/war game fans! On offer ten copies of Merchant Colony, Final Conflict, Feudal Lords (all on ST and Amiga only). And just to prove that they can turn their hand to anything we also have 10 copies of Striker (again ST and Amiga only).



Also to be won are four copies of the ST versions of Bridge Master, Bridge Tutor, Back Gammon, Gomoku. Finally one copy of the ST, Amiga and PC versions of Gettesburg.

#### Rules and regulations

This number corresponds to one of the winning numbers printed this week (or any of the other three weeks). Then put your name and address on your personal competition card, make a copy of the card the type of which you receive that you own and send it to:

Games-X Software Giveaway, Europa House, Adlington Park, Macclesfield, SK10 4NP.

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

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

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

#### What if you don't have a card?

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

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

FOR GRABS NEXT WEEK: BACK TO THE FUTURE 3, SPEEDBALL, ROCKET RANGER, CAPTIVE, GODS AND MORE!

# GAMES-X SCORING SYSTEM EXPLAINED!

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

**X-RATING: XXXXX**

The higher the rating the better the game

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



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

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



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

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



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

**Gameplay**  
How the game actually plays

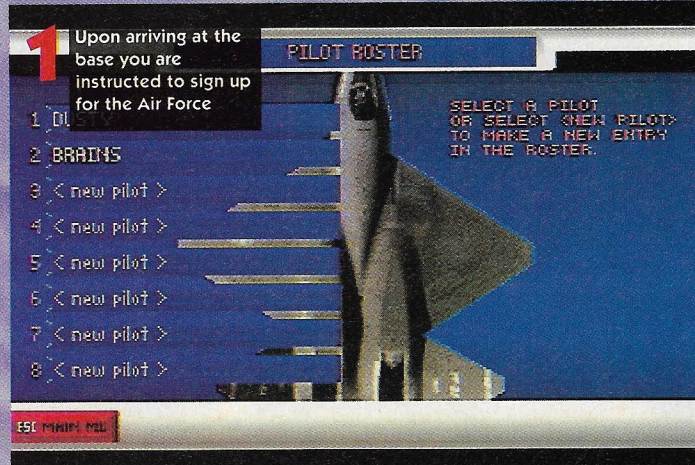
**Lastability**  
How long you're going to stay at your machine

**Presentation**  
Just how good the sound and graphics really are

**RELEASE INFO**  
C64 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

## A DAY IN THE SMASHIN' LIFE O



**1** Upon arriving at the base you are instructed to sign up for the Air Force

- 1 DU
- 2 BRAINS
- 3 < new pilot >
- 4 < new pilot >
- 5 < new pilot >
- 6 < new pilot >
- 7 < new pilot >
- 8 < new pilot >

**2** After a brief training period you are called out on a serious mission. You prepare your plane on the runway



It seems like there are more flight sims on the market nowadays than any other type of game so a new release has to be something special to stand out from the rest. Jet Fighter 2 however, manages to do this as it contains so many different features.

The game is for players of all levels of experience. Beginners to flight sims have the option for a free flight showing the joys of piloting a plane. And for the expert player there are some 130 missions to test your skills as a fighter pilot. Each is a little harder than the previous one. Alternatively you can opt to take part in all out war – nice innit?

### SPLASH ONE BOGEY

Four different fighters are at your disposal and these include: the ever present F-16 Fighting Falcon, which seems to have appeared in more games than actual wars; the F-14

# JET FIGHTER 2

Tomcat, with its swing-wing action for speed; the F-23 Advanced Tactical Fighter and the F/A 18 Hornet. Each plane has some characteristic which puts it apart from the rest, but they all perform the same way in battle.

The graphics are, as you would expect in high-speed vectors giving you every detail on the land – from San Francisco's Golden Gate Bridge to lights in all the skyscrapers at night.

The land graphics can be set to any colour you desire ranging from green fields to sandy deserts. All the planes' instrument panels are detailed enough

to show any important activity which may hinder your performance.

The free flight option allows you to practise all aspects of the game, including taking off or landing at any of six international airports. When in free flight mode you can fly anywhere you wish without being interfered with by other aircraft. This gives you the chance to get familiar with the controls.

In the beginning the missions involve defending your sector from enemy attacks from stray MiGs. These are fairly simple missions involving hunting out and destroying the enemy

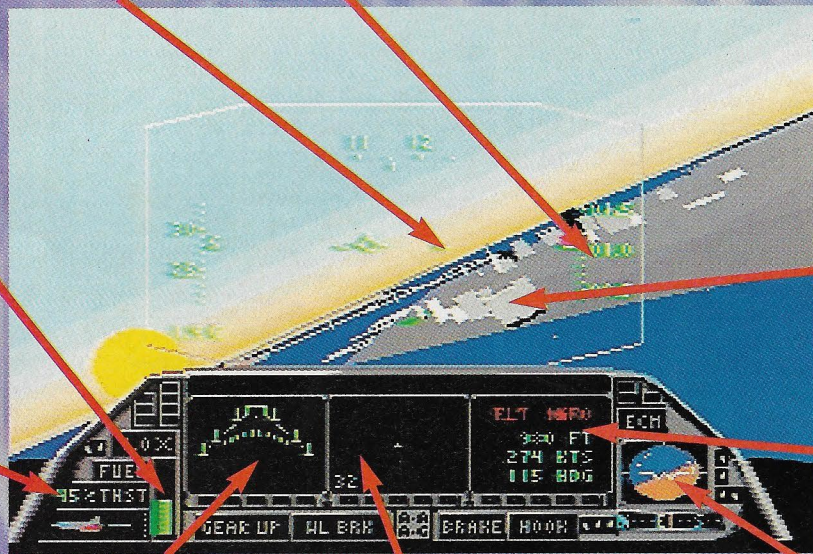
Target screen: when a plane is in this you can blow it up

Altitude: tells you how far above the ground you are

### THE DASHBOARD

Fuel gauge: keep a close eye on this as you will have to return to base

Thrust: this tells you how fast you are going and is important as go too slow and you'll hit the earth



The city of San Francisco: at night the lights can be seen in all the buildings

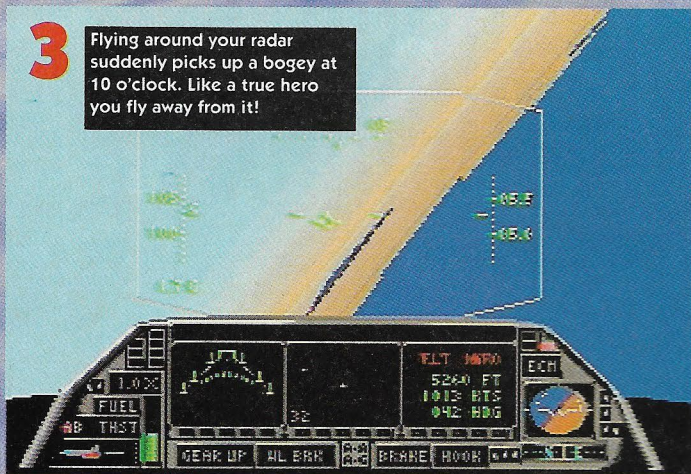
The flight information screen: all you need to know while flying

Weapon selection: at the moment nothing is armed.

Radar: can be set to three different ranges

Horizon/Banking Measure

# A US AIRFORCE FIGHTER PILOT



**3** Flying around your radar suddenly picks up a bogey at 10 o'clock. Like a true hero you fly away from it!

# HTER 2

bogies. Later missions have you taking part in strategic battles or just attacking the enemy. Luckily you do have the ejector seat poised for any mishaps.

You control the craft by using keyboard functions. There are the basic arrow key manoeuvres and at least fifteen other controls. Mastering each of these is vital if you are to advance as a pilot.

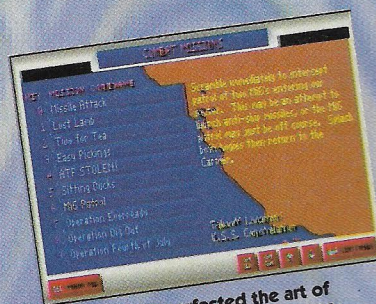
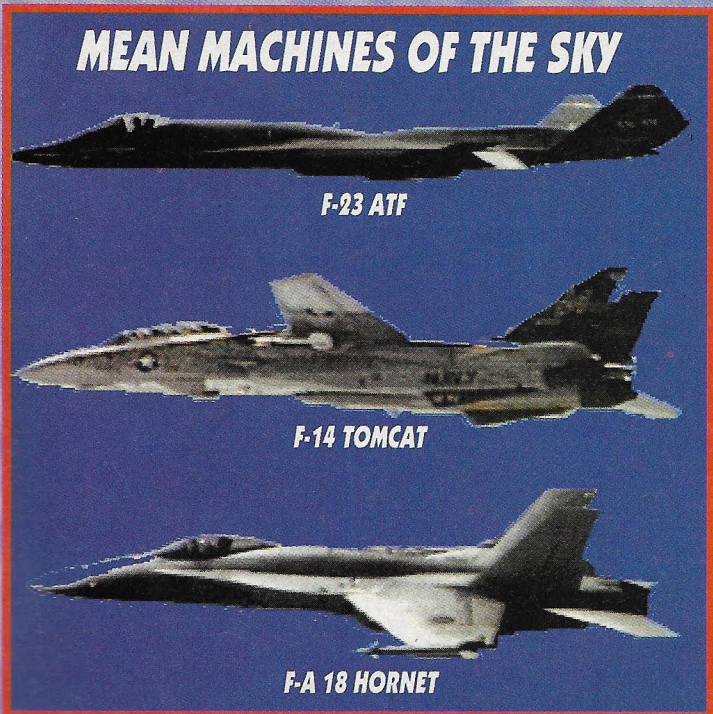
The planes can carry many different weapons. These can be selected by pressing enter and fired by pressing space. The sidewinders can only be fired after a lock-on has been

achieved. This is done by keeping the plane in your sights for a set time. Once your missile is launched it can be drawn off target by a flare which the enemy plane fires. You can also perform this procedure on his missiles.

In the manual you are given many hints on flight procedures. A whole number of defensive manoeuvres to keep yourself from being shot down are also included.

As with all flight sims this is very realistic allowing you to see if you want really become a pilot as you did when you were five.

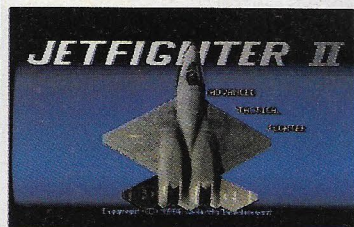
**Brian** Wheeeeeee!  
The freedom of the open skyways is at your disposal as you pilot one of four types of fighter. Just remember that you may be able to fly where you want but there is a mission to complete and you're almost out of fuel! Oh, and there's a missile on your tail.



After you have perfected the art of flying the plane there are some 130 missions to choose from. Hmmmm, which one is it going to be this time?



Arming your plane is easy as there are some preset patterns to choose from for each mission. These give you a better chance of carrying out your task



## FACT FILE

House: US Gold/Velocity  
Programmers: Bob Dinnerman, Matthew Harmon  
Sound: Dave Warhol

**W**ell, you can't get more realistic than Jet Fighter 2.

When you get the game there is a hefty 123 page manual to read - so put aside a few hours.

The more brainless among you won't bother with the manual and find yourselves pressing every key on the keyboard just to find out how to release the wheel brakes!

To begin with, trying to get to grips with the controls takes a lot of dedication and patience. But once you succeed you will find yourself playing an incredibly enjoyable game.

The graphics are some of the best vectors I have seen. One of the best effects is the option of having a haze between the ground and sky. This gives the game an incredible look and feel.

Sound however, is a little disappointing but the option to turn it off comes in useful allowing you to play your favourite tunes on your ghetto-blasters.

The sheer amount of missions will keep any dedicated player going for about six months. The difficulty level has been set at a perfect level allowing a couple of missions to be completed by most players before it begins to get hard.

A beginner to flight simulators will find Jetfighter 2 easy to get into and find themselves wanting more.

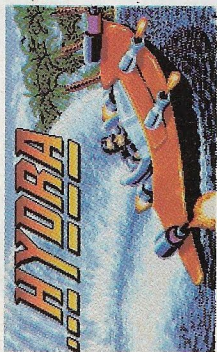
While the veteran will find himself being challenged to the full from all the missions. In all a game which satisfies the needs of everyone!

This is a cracking game that I can recommend to everyone and it is a very close competitor to the aging Falcon. Get it and live life to the full.

**X-RATING: XXXXX**

**Gameplay: 18/20**  
**Lastability: 18/20**  
**Presentation: 19/20**

**RELEASE INFO**  
PC £39.99 May



# FACT FILE

**Software House:** Domark  
**Development Team:** Ice Software  
**Programmer:** Ian Morrison, Douglas Little  
**Graphics:** Alan Grier  
**Music:** Chris Scudds

**F**or a game of this type Hydra really is quite reasonable. I wasn't expecting much from the game and so was pleasantly surprised.

As you can see from the screen shots, the graphics are far from stunning. The animation of the enemy craft is a bit on the jerky side, and the scrolling isn't smooth, but it suffices.

Where Hydra does score highly is the sound track. The thumping little background ditty was ideal for the game and it really drives the action along well. If this was a budget game I would thoroughly recommend it. For the asking price however, it doesn't quite cut it.

**X-RATING: XXXX**

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

RELEASE INFO	
Amiga	£24.99 Now
Atari ST	£24.99 Now
C64	£9.99 May
	£14.99 May
Amstrad	£9.99 May
	£14.99 May
Spectrum	£9.99 May



Your supercharged Hydracraft speeds off to go and hammer some bad guys

# HYDRA



**In the future the terrorists**

**led by the evil Shadow rule both the skies and the seas. When top secret items of cargo such as the Crown Jewels need to be transported somewhere, there is only one courier worth calling...**

**Codename HYDRA**

**S**o here you are, Mr Supreme Courier type person! Jump in your high powered speed boat and deliver lots of cargo to people. An easy job eh? If people can ride around London on mountain bikes doing it, then using a heavily armoured boat with a turbo boost feature is going to be a doddle 'innit?

Well it would be if it wasn't for the fact that some guy called the Shadow isn't really all that keen on you delivering items of international importance. In fact, he is so against your noble intentions that he has got a huge heavy mob armed to the teeth trying to blast you out of the water... What a friendly guy, people don't do that when you're on a mountain bike!

You have 31 levels to complete in all and these are split up making nine different missions. These missions take you all over the world and see you delivering all kinds of



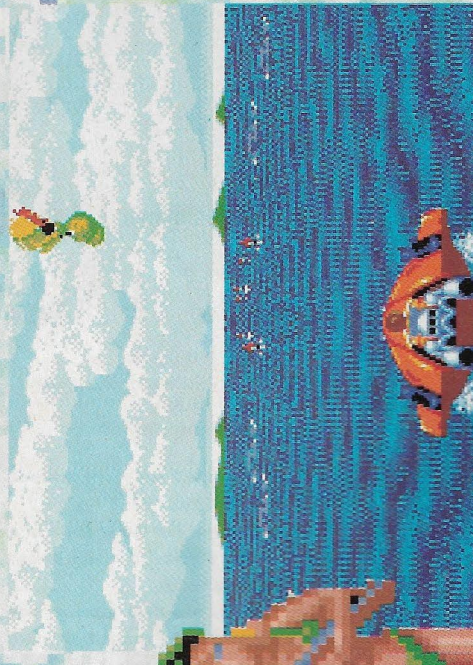
In the Hydradome you can collect bonus points which can be used to buy goods

objects; from the Crown Jewels to deadly virus strains.

Every time you complete three levels you are allowed to enter a bonus level called the hydradome. In here it is possible for you to collect all sorts of nice bonus bits which will help you when you arrive at the next section...

## ZIGGY'S WEAPON SHOPPE

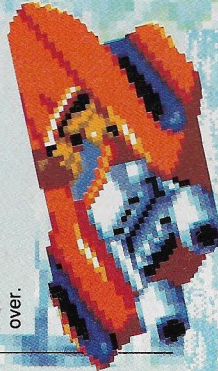
When you get here, any cash bonuses you have managed to collect can be used to purchase add-ons for your craft's arsenal. All sorts of useful items can be bought;



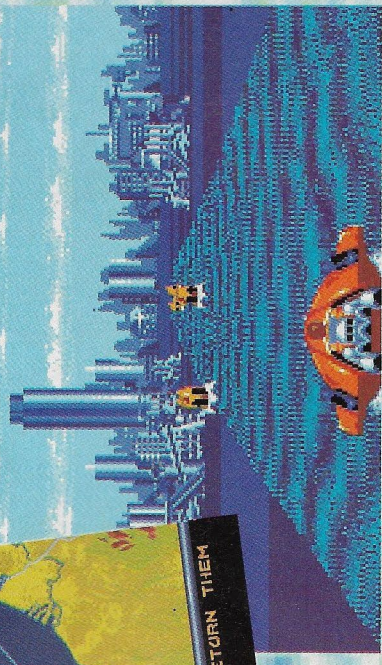
Out in the open sea more of the Shadow's evil hordes attack you

from Arnie's favourite, the Uzi 9mm, to flamethrowers and nuclear smart bomb devices. All terribly friendly stuff, but it'll help make your life a little easier. Extra fuel can also be bought from your mate Ziggy, it's a very important commodity, because if you run out the game will be over. It's expensive, but if you've got the cash it'll be worth your while.

Believe it or not, this was actually an arcade machine not so very long ago. The game wasn't exactly a smash hit, but it was well liked by the people who played it. As conversions go, this Amiga version isn't really half bad. The perspective view is reminiscent of games such as Chase HQ, but that isn't necessarily a bad thing. Hydra incorporates all sorts of elements, from different types of games. It isn't just a race across the waterways of the world and it is more than just a shoot'em-up. I wasn't really sure what to make of it at first but in the end I was won over.

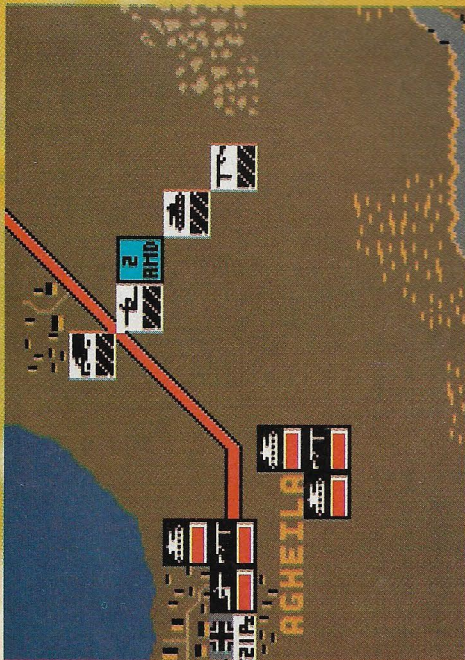


This mission has you doing the Queen a favour! Pop over from Germany to return the Crown Jewels to their rightful owner



Heading towards the metropolis you are close to your goal

In the south-west one of your troops discovers a German army unit and as a countermove they take a defensive posture



Geography fans in particular, will be pleased to notice the attention to detail which has been used

# AFRIKA KORPS

**Travel to North Africa to play a vital part in some of the epic battles of World War 2. Want to take command of the British army as it goes into battle against the infamous German general, Erwin Rommel? Yes? Well off you go.**



**Y**ou'll know more about the war of 1939 to 1945 from the media, films and games than from your history lessons. Now it is your turn to become part of the conflict and alter the course of history.

## SPECIAL FORCES

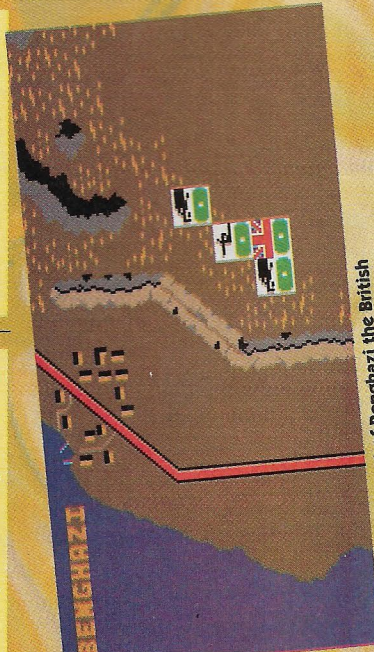
You have to take command of either the British or the German forces. Three skill levels are at your disposal with an easy level for beginners. The latter two are for experienced players.

Once selected you are given the game map. This covers the dry and dusty terrain of Egypt and Libya and scrolls over 36 screens.

The game is played through a

number of 'turns' during which you get to move your army, defend the area or attack the enemy troops. The mouse is used to scroll around the map and the keyboard is used

to carry out different functions. The main menu consists of five different choices. You can access the army menu to issue orders, review current orders or review unit



Just to the south-east of Benghazi the British army prepare themselves for battle

(Left) Each of your armies has its own individual statistics. These range from their performance in battle to how they fare in different types of terrain



details. Re-organisation is also an option for the player, here you can perform a strategic movement or access a reserve.

Another option is to end the current turn without having performed a task. It's also possible to scroll around the strategic and tactical maps and have access to anywhere on the tactical map at the touch of a button.

Each army has a special code letter and colour to give the player the easiest possible access to them to give orders or just to just view their current statistics.

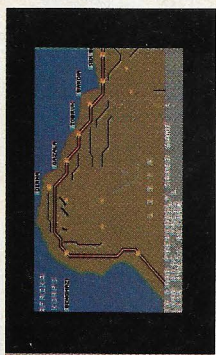
Changing the troops on the front line of an army has been made really easy, just select the option from the menu and move the

chosen units to their new positions. The army headquarters are used to access and control each army unit. The enemy's HQ gives the player a limited chance of gaining information on the location of the enemy troops.

At the end of each turn an army with just one unit left in action will automatically be disbanded.



On the tactical map it's possible to view the different types of terrain and the effect this will have on your army's progress



## FACT FILE

**Software House:** Impressions  
**Programmer:** Ken Wright  
**Graphics:** Ken Wright

**W**ith strategy games being a huge corner of the computer game industry it's very hard to find one which stands out against the rest.

Afrika Korps is fairly average as these games go and it fails to provide anything new to the genre.

Gameplay is standard for a strategy game but it is quick and easy to use, allowing the player to perform all manner of tasks using both the mouse and the keyboard.

The graphics are used well and are colourful for what they are. The two different maps are not remarkably different but are well drawn and quite detailed and give all the necessary information.

A very handy save game option allows you to break off for the night or a quick snack and then return to the action where you left it.

The game is nothing new, but should appeal to someone who likes strategy games or, for that matter, a student of 20th century history.

**X-RATING: XXX**

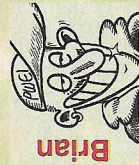
**Gameplay: 14/20**  
**Lastability: 12/20**  
**Presentations: 11/20**

## RELEASE INFO

**Amiga** £24.99 **Now**  
**Atari ST** £24.99 **Now**

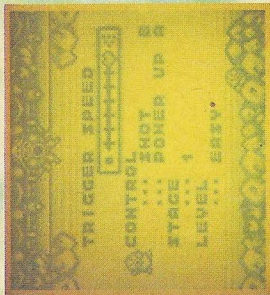
# PARODIUS

**Konami's Nemesis has always been a firm favourite with shoot'em-up fans and is regarded by some as a classic. Now the company brings you another shoot'em-up following the same type of gameplay but with one difference, this one's been made cute for the kiddies.**



Brian

Before launching yourself uncontrollably into the game you must pick your character from a choice of four. Also you can set your options to start on level seven if you want to cheat!



The Game Boy is, without a doubt, the most popular of all hand helds. Games are shipped in their thousands because demand is so high. All games follow the set pattern of being either a puzzle game, a platform romp or a shoot'em-up. This is no exception.

Controlling one of four small flying machines, ranging from a standard spacecraft to an octopus (!?), you must battle your way through seven action packed levels. Before you launch straight into organised napalm you can set the options to how you want them.

The starting stage number can

be set so you can enter the game where you left off the last time you played. The skill level can also be set to one of three desired levels: easy, normal and difficult. Also the trigger speed can be changed to allow your character to fire faster or slower than normal – depending where you set it. The game can then be started.

Each of the four characters appears showing their age for some unknown reason. You choose which one you want to control. The action starts at a sedated pace in the bonus level with a few waves of enemies flying towards you.

If these are destroyed they produce a weapon selector, a different number of these are needed for each weapon. After a few of these waves the first level begins and the action picks up a bit.

As you progress you'll encounter lots of huge meanies including an armoured hell-cat, a not-so-defenseless chicken, a belly dancer and a stupid, but by no means helpless, duck.

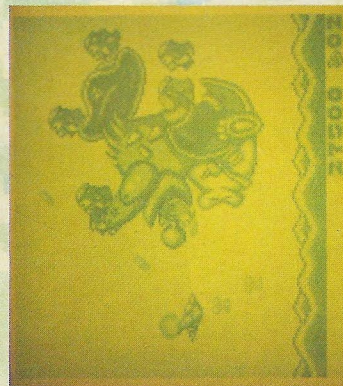
Each of these must be hit a great number of times before they

are destroyed or, in the case of the belly dancer, just avoided until they get lost.

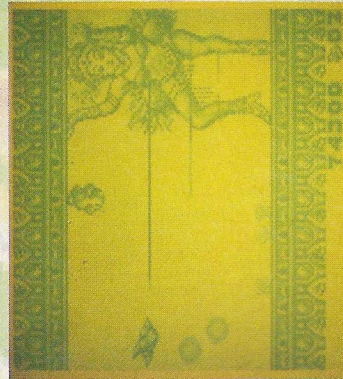
The different weapons can be powered up at least once and the good old 'option' weapon hasn't been lost from Nemesis. For those who haven't played this classic – where have you been? – this follows your ship firing whatever weapon you possess.

So get ready for all out destruction as the shoot'em-up is far from dead!

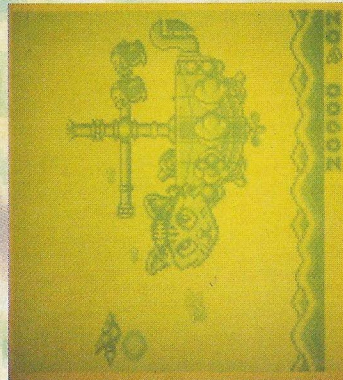
## END OF LEVEL MUTANT MEANIES



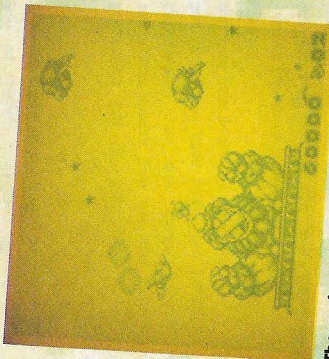
The parrot can be a bit of a pain at first but after a little practise should pose no problem for you. He moves up and down firing out little enemies which must be shot



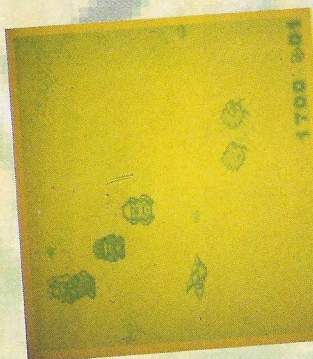
The belly dancer cannot be shot and therefore must be avoided. She moves left and right and you craft must dive between her legs to stay alive



The hell-cat is the first you will encounter and is also the easiest. It moves up and down and fires occasionally, shoot him repeatedly until he explodes



These clowns fire repeatedly from their mouths and if the hat is shot a number of times some tape is put over the mouth to prevent it. This is a lot harder than it sounds!



Between levels you are given the chance to obtain some new weapons by shooting waves of enemy craft. This will produce a bonus item and for each weapon a different number of these must be collected



## FACT FILE

Software House: Nintendo  
Development Team: Konami

Never having been a great fan of Nemesis and all its sequels I was a little unsure about Parodius. The game is however, brilliant. It uses the Nemesis theme but draws the line there.

The graphics are some of the best I've seen on the Game Boy, the game looks like a cartoon! The tune is also of a high quality, as are the sound effects.

It is a really easy game to play and set hooked on but there is one drawback, the continue option. Normally credits would have been used but Konami have dispensed with this, allowing the player to continue after every 'game over' message.

This means that if you had the patience you could complete the whole game in one sitting. Also, upon losing a life all the weaponry you have acquired disappears.

Parodius is a cracking game with a lastability problem.

Thanks to PC Engine Supplies - Tel: 0782 913993

X-RATING: XXXXX

Gameplay: 15/20

Lastability: 12/20

Presentation: 16/20

RELEASE INFO

Game Boy £95.53 Now





## FACT FILE

**Software House:** Mindscape  
**Development team:** DSI  
**Programmer:** Gan Tien & Victoria Wong  
**Graphics:** Gerard DeSouza  
**Sound:** Mike Solytyka & Khris Hatfield

**S**uper Real Tennis is hard. It will take even the most adept games player a fair while to get used to the controls, and even longer to master.

Graphically the game is stunning, as the players wipe their brows and dance around the court, all in glorious 3D. The sound from the in-built speaker produces little more than a few bleeps, with the addition of a board however, this is improved somewhat.

The camera allows you to view the game from any angle which suits your style of play. The angles available include a birds-eye view, first person perspective, and side-on, to name but a few - there's something for everyone.

The practice sessions help you to gain experience at serving and rallies. The tournament and exhibition options allow you to play either a full-blown league or a single game.

**X-RATING: XXX**

**Gameplay:** 10/20  
**Lastability:** 12/20  
**Presentation:** 17/20

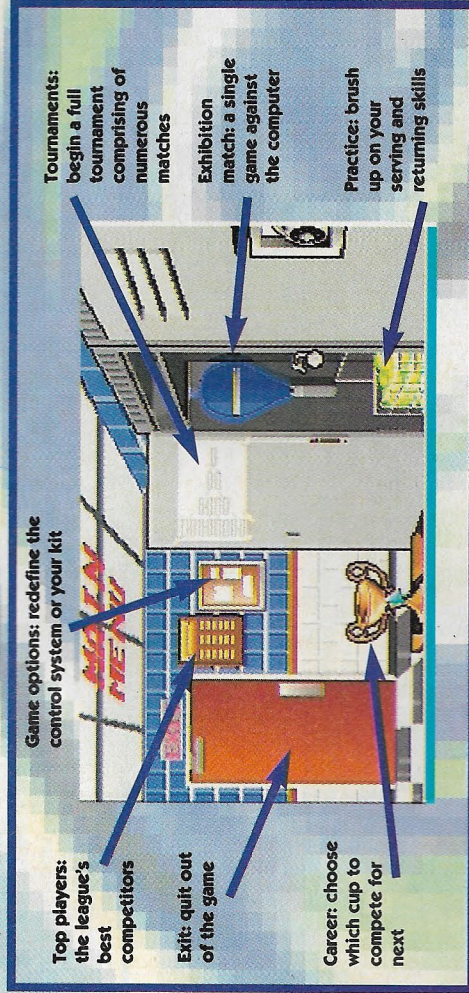
RELEASE INFO			
IBM PC	TBA	May	
Amiga	TBA	June	
Atari ST	TBA	June	

# 4D TENNIS

**You can almost smell the Robinson's Barley Water when you're playing 4D Tennis. You can imagine the spectators savouring punnets of strawberries and cream, and you may even think that there are chalk-marks on the soles of your plimmiess. So take your place out on the Centre Court...**



The serve is practised on an empty court, with just the ball to keep you company. Choose to drill however, and a machine will pick a selection of shots to throw at you. This really tests your playing ability



Game options: redefine the control system or your kit

Top players: the league's best competitors

Exit: quit out of the game

Career: choose which cup to compete for next

Tournaments: begin a full tournament comprising of numerous matches

Exhibition match: a single game against the computer

Practice: brush up on your serving and returning skills

match, tournament, options, and view the top players.

Exit is obvious, and career allows you to plan your next move and choose which competition you want to enter next: be it Wimbledon

or the San Rafael Slam! You can practise your serves, rallies and drills using an automatic serving machine.

The exhibition match is a single stand-alone competition, unlike the

tournament which consists of more than one game.

The options are numerous, but include the redefining of the various control methods either joystick, mouse or keyboard. As well as this

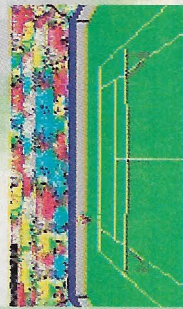
you can choose which type of court to play on; grass, clay or hard. You also have to decide on the colour and kit design which your player wears.

Lastly, you can view the current seedings of each player by clicking on the top players icon.

Making it onto the court you have to master the control system. If it is your turn to serve, tapping the joystick button or return will send the ball into the air.

You must then judge when to hold down the button. The longer it is held, the harder the shot will be. When you think the time is right, let go and the racket will be swinging.

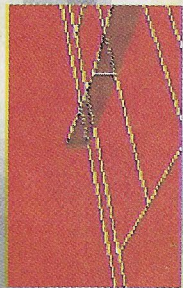
The return is basically the same, just hold the joystick in the direction you want the ball to go in. You determine the amount of sets to be played the choice being the best out of one, three or five.



Panning around the court you can see where your opponent stands, where you are and the best angle to play your shot. All you have to do now is get on with the game...



Throwing the ball into the air, you bring your racket up to strike the ball hard into your opponent's half. The other player leaps to make the shot and manages to return it...



As the ball speeds towards you you carefully plan your next shot. Looking at the position of your opponent it is probably best to play a lob over his head



Decide carefully which competition you are going to enter



# FACT FILE

**Software House:** Domark  
**Development Team:** Incentive  
**Programmer:** Paul Gregory  
**Produced and Conceived by:** Ian Andrew  
**Freescape Development:** Chris Andrew

**T**his is probably the best games the opportunity to create solid 3D objects which can be manipulated and deformed in numerous ways.

The editor is very easy to use and the speed of the graphics is highly commendable. There are numerous sample files on the disk, as well as the game, so you have something to look at as soon as you load the program up.

I was very impressed with this package and it is something which I can imagine being a very popular games development system.

**X-RATING: XXXXXX**  
**Gameplay: 18/20**  
**Lastability: 18/20**  
**Presentation: 18/20**

RELEASE INFO	
Atari ST	£4.99 May
Amiga	£49.99 May
PC	£49.99 May
Spectrum	£24.99 May
Amstrad	£24.99 May
C64	£24.99 June
	£24.99 June

# 3D CONSTRUCTION KIT

**Dubbed as being a utility for building your own virtual reality, this latest release from Domark has been turning a lot of heads recently. Imagine the ability to build your own environment and then walk or fly around it...**



The concept of virtual reality is currently a really hot cookie. The idea of 3D environments created by computers is one idea which everyone is very excited about.

## FREESCAPE TWO?

This latest graphics creation utility from Domark is an advanced development of Incentive Software's Freescape system.

What it allows you to do is create and manipulate virtual 3D situations. Once created they can be used to develop easy to write games using the in-built utility.

Alternatively they can simply be explored using the Construction Kit's editor. The only constraints to the world which you create are the memory limitations of your machine.

Domark have been very kind in



The Kit Game is a complex 3D trip through a fantasy city, man! You must collect treasure and find a way out

showing the basics of object creation and some demos of more advanced building techniques.

The Kits Editor is very easy to use. It utilizes a series of simple to

their presentation of this package. Not only do they provide a comprehensive and easy to read manual, but a tutorial video on VHS cassette has been included

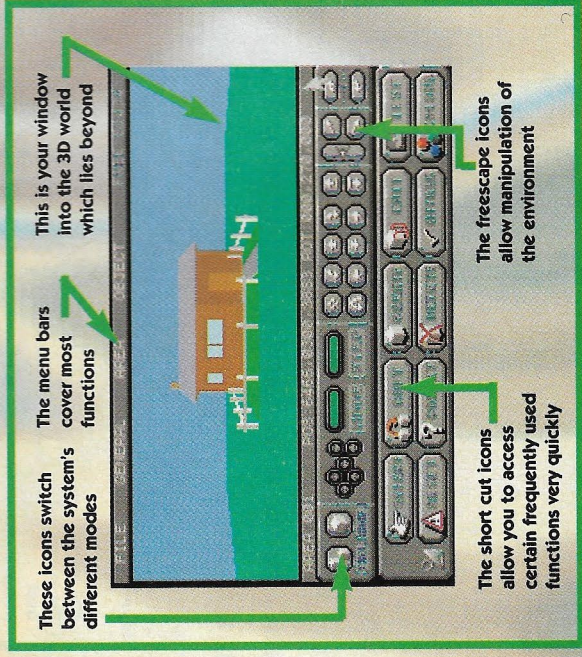
## THE ULTIMATE GAME CREATOR?

So what does this offer to the gamer/player? The biggest selling point of this game is that you can create your own games relatively simply. The construction kit handles all of the graphics routines so you're free to concentrate on the objects.

The program has a vast library of sound effects so you can even add sound to your masterpiece! To demonstrate the potential of the system the authors have included a simple game on the disk.

This can either run within the package or as a stand alone game. Basically it is a simple explore and collect romp through a changing environment. Your mission is to escape from the world with as much treasure as you can find.

All types of games can use the 3D universe created here. It's not quite virtual reality, but it's about as good as you're gonna get on the trusty old ST!



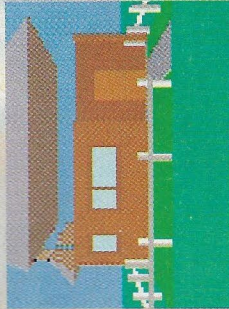
The menu bars cover most functions

These icons switch between the system's different modes

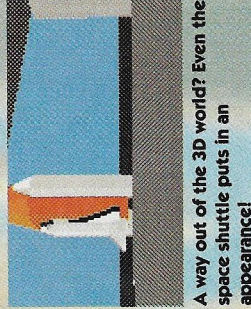
This is your window into the 3D world which lies beyond

The short cut icons allow you to access certain frequently used functions very quickly

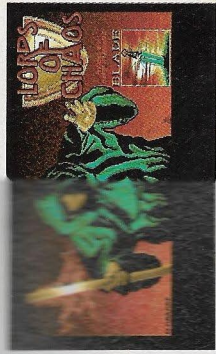
The freescape icons allow manipulation of the environment



Raising the roof on one of the in-built modules. This lovely little bungalow is just one of the sample demonstrations on the disk



A way out of the 3D world? Even the space shuttle puts in an appearance!



# FACT FILE

**Software House:** Blade  
**Programmer:** Martin Beadle  
**Graphics:** Nick Gollop and Julian Gollop  
**Sound:** Matt Furniss

**L**ords of Chaos is a competent strategy game set with a mystical background. It is very user-friendly, and the point-and-click control system is easy to master.

The game's simplicity means that it is easy to get into and will probably keep the player hooked.

The graphics are easily adequate for this type of game, and besides, who needs breath-taking visuals when you're too busy concentrating on beating up Torquemada.

The four player option is a welcome feature that not many games of this ilk offer. Lords of Chaos is a strong product and a great sequel to Laser Squad.

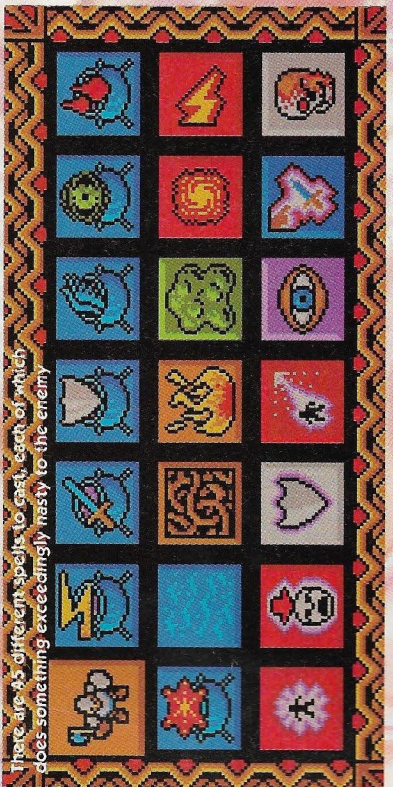
**X-RATING: XXXX**

**Gameplay: 15/20**  
**Lastability: 14/20**  
**Presentation: 12/20**

## RELEASE INFO

<b>Atari ST</b>	<b>£24.99</b>	<b>May</b>
<b>Amiga</b>	<b>£24.99</b>	<b>May</b>
<b>C64</b>	<b>£12.99</b>	<b>May</b>
<b>Amstrad</b>	<b>£9.99</b>	<b>May</b>
<b>Amstrad</b>	<b>£12.99</b>	<b>May</b>
<b>Spectrum</b>	<b>£9.99</b>	<b>May</b>
<b>Spectrum</b>	<b>£12.99</b>	<b>May</b>
<b>Spectrum</b>	<b>£9.99</b>	<b>May</b>

The game area is only small chunk of the map that the action takes place on. The large map allows you to plot your next move carefully, and may also reveal the position of an opponent if you're lucky



There are 21 different spells to cast, each of which does something exceedingly nasty to the enemy

WIZARD		Experience	600
Cost	Value	Mana	
9	34	8	34
8	34	4	34
4	25	2	25
2	5	2	5
2	5	4	70
4			

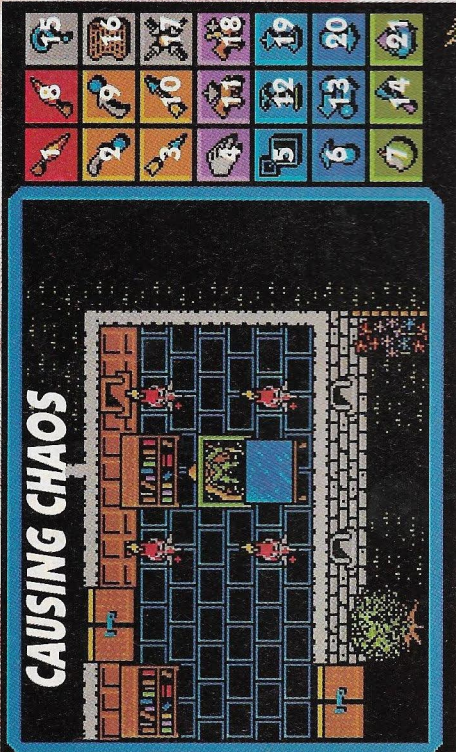
Starting off with 600 experience points, you must allocate them on your character's physical and mental skills, as well as purchasing spells for use in game

# LORDS OF CHAOS



**In days of old when knights were bold and mages were spell-casters, stories were tragic and wizards used magic to take control of their masters! The long awaited sequel to Blade's Laser Squad has finally arrived.**

## CAUSING CHAOS



1. Cast low
2. Throw low
3. Fire low
4. Use
5. View map
6. Pick up
7. Eat
8. Cast high
9. Throw high
10. Fire high
11. Mount horse
12. Fly/land
13. Change object
14. Drink from vial
15. Information
16. Read
17. Centre screen
18. Select rider
19. Fill vial
20. Drop object
21. Drink from cauldron

out in one go. First of all you must find your opponent.

The game is created in such a way that you can only see objects which are in your character's line of

sight. This means that you cannot see through solid objects.

After the main objective has been achieved, you must then find the portal. This is where it gets

tricky. The game is divided into turns and the portal will only appear one particular turn. It will stay for a limited time, and then disappear. If you manage to pass through it -

**A** mystical land is currently devastated by a raging war. Not between huge armies consisting of war-machines and hordes of creatures, but between the arch-mages battling for supremacy.

Lords of Chaos is produced by the designer of Laser Squad, and is similar to its previous space age strategy games.

The game is viewed from above, with representations of your characters, the other wizards and any objects shown on top of a detailed landscape.

### ENTER YE HERE

When the game begins, you either create a new character or restore an old game. You have 600 experience points to allocate, these being useful for learning new spells and, more importantly, increasing your physical and mental statistics.

You must then load a scenario. There are a number to choose from, and extra expansion disks are already on their way.

Most of the scenarios are basically the same: find the opponent or object in question and escape through the portal. It all sounds very easy, doesn't it?

The first objective, for instance, is to destroy the Evil Torquemada, use the remaining turns to find the treasure and ingredients for potions and then make good your escape. However, you can't stroll in and



# FACT FILE

**Software House:** Idea  
**Programmer:** Luca Podesta  
**Artists:** Roberta Podesta, Paolo Odione  
**Music:** Rene

**I** will admit to being very surprised at how good this game actually is. I am not usually very keen on strategy games, but Swords and Galleons may be responsible for changing my views on the genre of game.

The action is a little bit faster than your average strategy game and there is a great deal of variety in game style. There is a particularly good balance between both the strategic elements and the arcade style sequences.

The graphics and sound also the sound are of a more than reasonable quality, and as you can see from the screenshots they are more than adequate from a game of this style. They make the game even more playable.

Gameplay is very simple making this release thoroughly playable and one which is actually quite addictive.

This is possibly the best UK release to date of a game from the Italian company, Idea. It is great for a novice to the more complex strategic titles.

**X-RATING: XXXXX**

**Gameplay: 16/20**

**Lastability: 16/20**

**Presentation: 15/20**

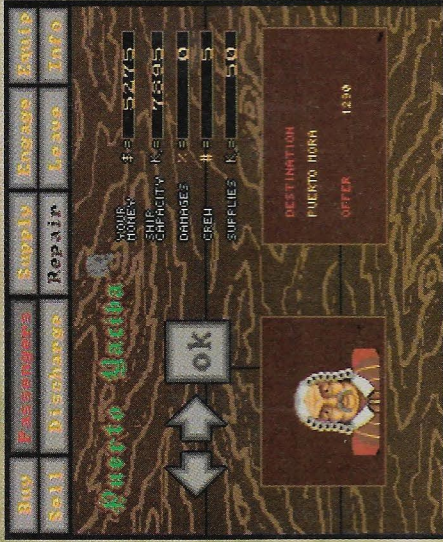
**RELEASE INFO**

**Amiga £25.53 Now**

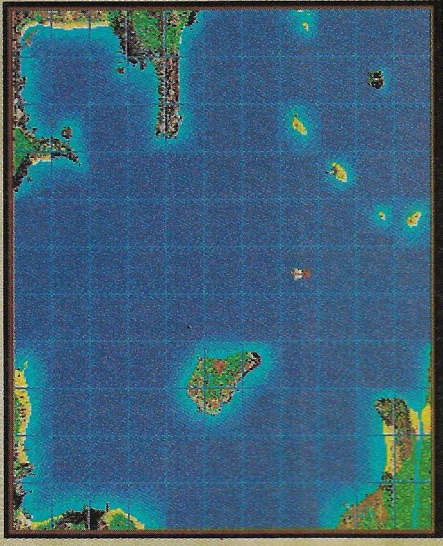
You begin at the port of Puerto Jaciba, here you can pick up supplies to aid you in your quest



The trading screen at Puerto Jaciba gives you the opportunity to give this likely lad a lift!



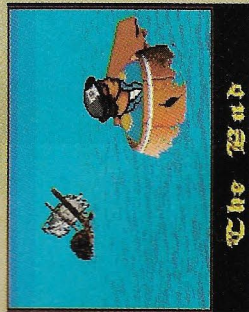
This is the map of the Red Coral Sea, the entire game area which you will be exploring



**Y**our quest is to break the spell and rescue the queen. To do this you must sink five of Varisco's pirate ships, retrieve five items of treasure, and find a passenger who possesses a crystal ball endowed with magical power. Nothing much really is it?

You have to sail across the Red Coral Sea in order to reach the villages where you can trade various items of merchandise. Your aim is to eventually develop your ship so that it has full crew and is equipped to the very highest standard.

When this has been achieved you will be in the best possible situation to complete the quest. To begin with, your ship is slow and also an easy target for any hostile gunfire, but with a full crew with big weapons you will be mounting attacks on enemy ships in no time.



# SWORDS AND GALLEONS



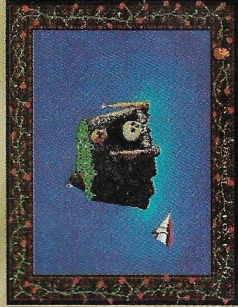
**The islands of the lands of the Red Coral Sea were a happy oasis for everyone. Peace reigned supreme under the power of a beautiful Queen. This was until one terrible day when she was kidnapped by the evil Varisco and imprisoned upon Skull Island, guarded over by a terrible spell...**

Basically this is a fairly simple strategy game which incorporates a certain degree of arcade elements. Your most immediate control is over the galleon and you must direct it to wherever you wish to go.

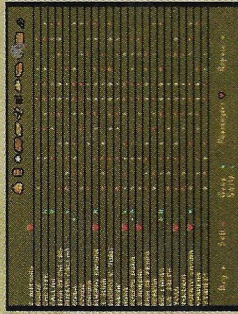
## TRADING POST

Having arrived at your destination you are presented with the trading screen, possibly one of the most important in the game.

Upon arrival at a port you have a number of options. You can either



Skull Island is your ultimate destination - inside this ominous cavern is your beloved Queen, imprisoned by a magic spell. You will need all of the treasures to reach here



This information chart shows you where you can buy and sell various items of cargo, as well as indicating where passengers are available for transport. Use it whenever you reach a port to plan your route

buy or sell merchandise in order to obtain necessary funds. Secondly you can take on passengers for cash or hire crew.

Then you must purchase the necessary supplies to keep all of the people on board satisfied, and you can also visit a ship wright if there is one available. Lastly you can purchase equipment such as cannons, gunpowder or decent sails which will make your ship more powerful.

As strategy games go the action in Swords and Galleons is fairly quick paced. Your progress across the areas of the map is actually reasonably quick! All of the game's arcade sequences are concerned with confrontation with hostile forces.

When you are shooting at, or boarding an enemy vessel you are presented with an action sequence where you must do the necessary dirty deeds. There's plenty to keep you busy, as you are going to have to avoid Varisco's pirate ships as well as the hostile fortresses which are dotted along the coastline.

I found this strategy game to be quite enjoyable. There is a great deal of variety in game play, and the pace of the action makes it a really good game.



# SGM

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# ST ACTION

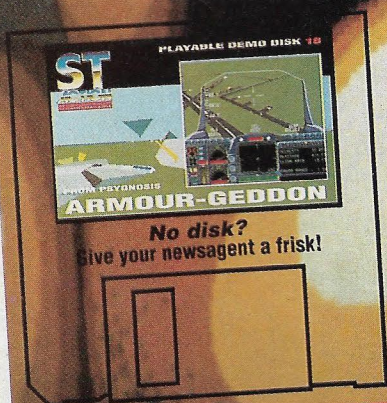
THE WORLD'S MOST DEDICATED ST GAMES MAGAZINE

## Caveman capers:

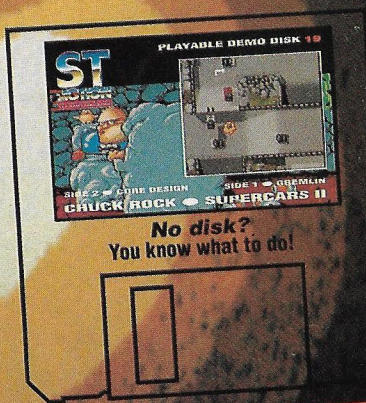
Unique playable single level for Chuck Rock plus full review

### Reviewed:

Monkey Island, Killing Game Show, Metal Mutant, Nam, plus Shadow Dancer and Supercars II Exclusives



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Up-to-the-minute news on what's happening in the ST games world

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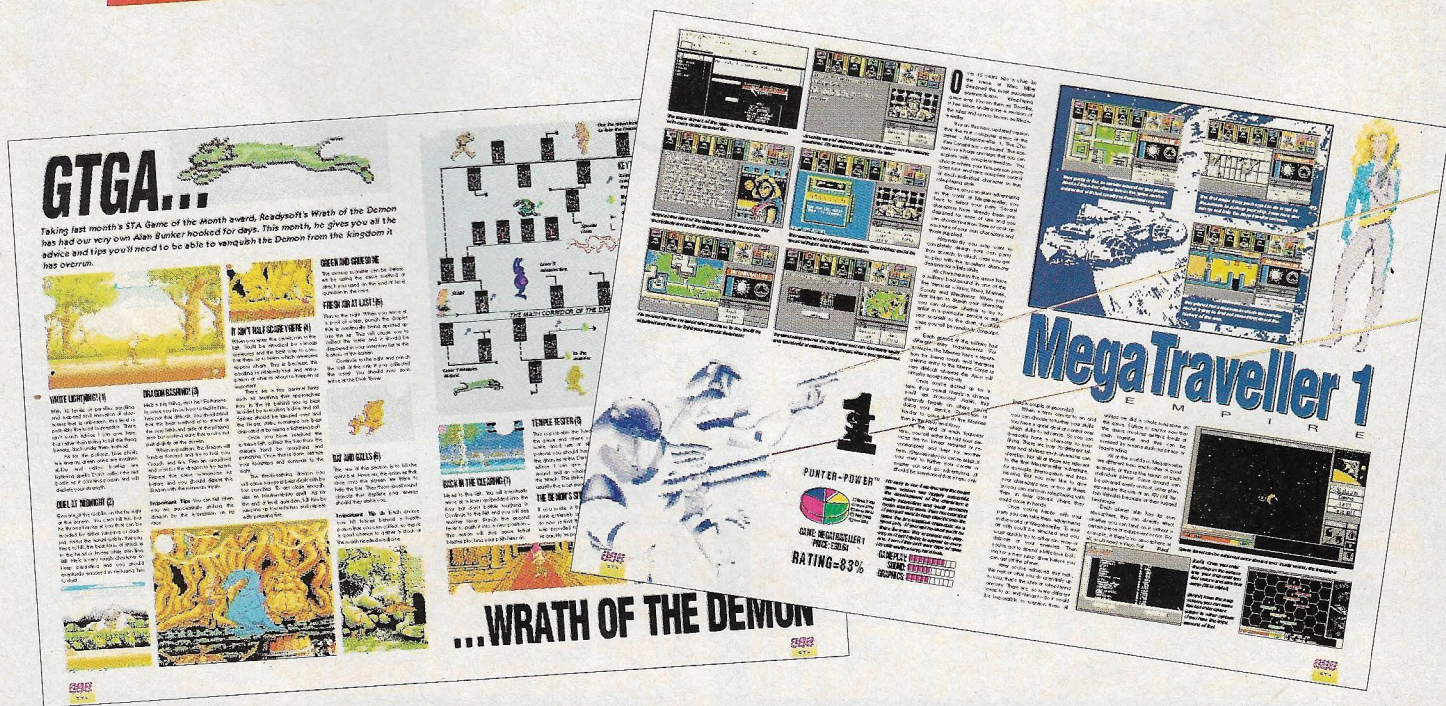
Scoring that's second to none: The views of the punters themselves

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Supercars II, Chuck Rock and Armour-Geddon demos this month

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

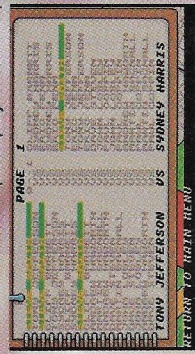
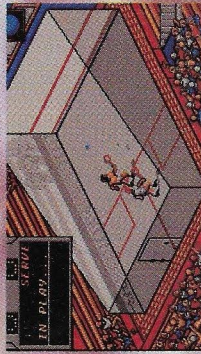
# GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

## Jahangir Khan Squash - Amiga

**Software House:** Krisalis  
**Programmer:** Andy Ware  
**Graphics:** Dave Colledge  
**Sound:** Matt Furniss

Krisalis have taken on a fairly difficult task in trying to make a decent squash simulator. Jahangir Khan has a 3D perspective of the game, and accurately marks the line of the court. It makes the game visible by using clear court walls. The options are numerous, including one or two player choices.

Both the joystick and keyboard are possible control methods, using a variety of moves to perform certain shots. The sound is very effective, with numerous smashes as the ball flies about the court. The graphics are fairly small, but are detailed and make the game easy to play. The skill of the computer player however,



makes the game very difficult to win.

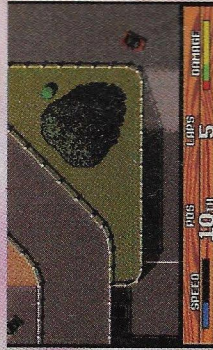
An excellent attempt sadly let down by the one player difficulty level - try playing with two players.

**X-RATING:** XXXX

**Gameplay:** 12/20  
**Lastability:** 15/20  
**Presentation:** 14/20

## Supercars 2 Atari ST

**Software House:** Granlin  
**Development Team:** Mognetic Fields  
**Programmer:** Shaunt Southern  
**Graphics:** A Morris, J Smith  
**Sound:** Barry Leech



The original Supercars was good but, the sequel is by far the superior. Compared to the Amiga version reviewed in Games-X in the Preview issue the ST version manages to hold its own.

Agreed, the graphics aren't as detailed and the sound isn't as good but the gameplay still remains the same.



The major improvements over the original include the more complex tracks, the skilled computer-controlled cars and the new features such as weaponry. Probably the best option to include was to feature a two player game for head-to-heads in inter-office rivalry.

As overhead racing games go, Supercars 2 leads the field and in my opinion will stay there for a very long time to come.

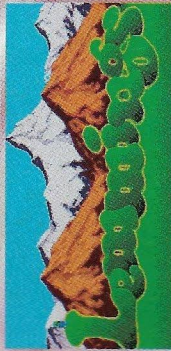
**X-RATING:** XXXXXX

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

## Lemmings Atari ST

**House:** Psygnosis  
**Team:** DMA Design

When this game was released a few weeks back on the Amiga it caused quite a stir. This was all down to one thing, pure addictiveness. The idea of protecting hundreds of cute little, suicidal creatures appealed to everyone with - or without - a brain.



The ST version is identical in both gameplay and graphics. There are 120 frantically action packed levels of infuriating addictive action. The lemmings appear not to have any brains and insist on throwing themselves down the nearest cliff face. Lots of other, more interesting obstacles stand in your way.

Sound is a little disappointing but that's a small price to pay for such an



excellent game. If you own an ST and want some sleepless nights go out and buy Lemmings now - It's one of the most original games ever.

**X-RATING:** XXXXXX

**Gameplay:** 19/20  
**Lastability:** 18/20  
**Presentation:** 18/20

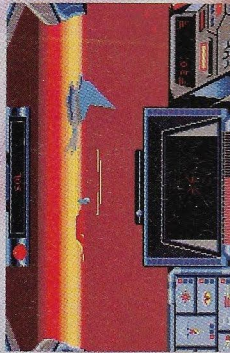
## Stellar 7 Amiga

**Software House:** Sierra On Line  
**Development Team:** Dynamix  
**Programmer:** Piotr Lutczak  
**Graphic Artists:** Mark Reaseley  
**Music:** Don Latawski, Dale Cooper



A fast 3D space blast-em-up game very much in the style of software such as Starglider 2. On the PC the game was heralded as being a state of the art action game.

Graphically the game has changed very little from the original version.



Obviously you can't get the stunning 256 colour mode on the Amiga, but what we have here is of an extremely high standard. The manipulation of the 3D objects is just as smooth with items easing around the screen.

In comparison the Amiga version is as good as the PC to get stuck into, with the added advantage of the joystick support being considerably better.

**X-RATING:** XXXXX

**Gameplay:** 15/20  
**Lastability:** 15/20  
**Presentation:** 18/20

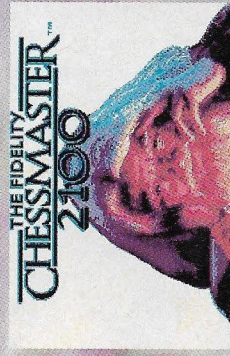
## Chessmaster 2100 Amiga

**Software House:** Mindscape International  
**Development Team:** Software Toolworks

Yet another update of the old Chessmaster classic. The development team took the original Chessmaster 2000 and added 10 years of work by their programmers and graphic artists.

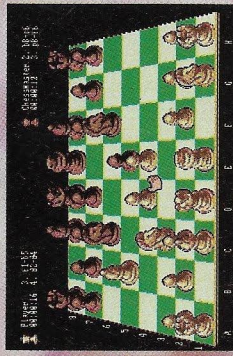
This new version has an increased library of moves along with numerous other new features, including enhanced 3D graphics.

Supplementary to this, there is also a



war room option where you can view the board, the move list, the captured pieces, the clock and the show thinking window all at the same time.

This is certainly the best chess



program you can get at the moment. That is, of course, until the next version comes out!

**X-RATING:** XXXXXX

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

# HEROQUEST

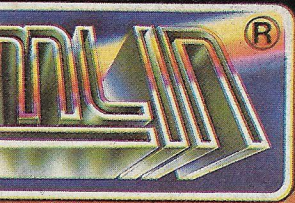


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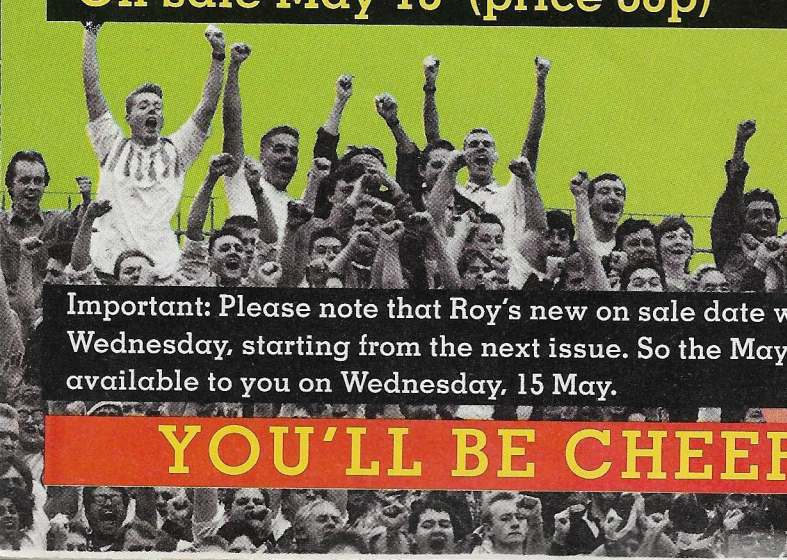
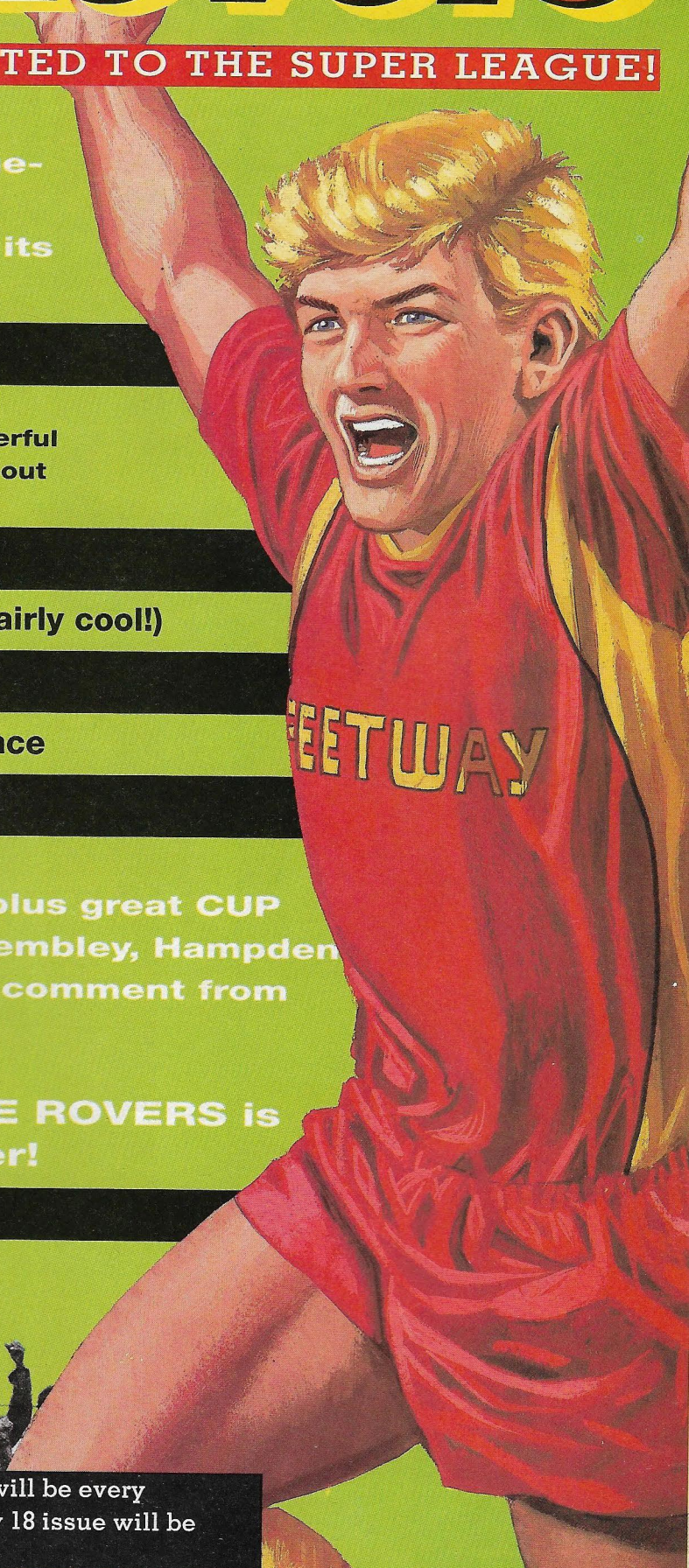
What a magical line-up! All this plus great CUP features presented 'live' from Wembley, Hampden and Rotterdam, and EXCLUSIVE comment from hot-shot Gary Lineker!

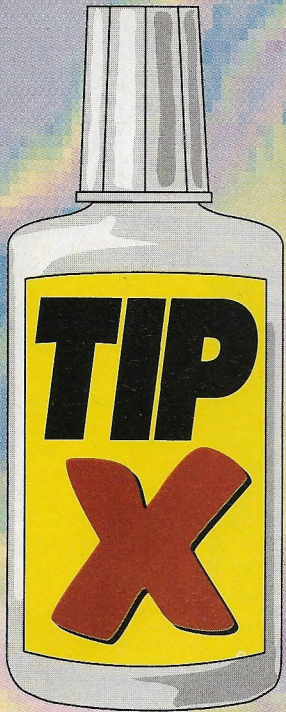
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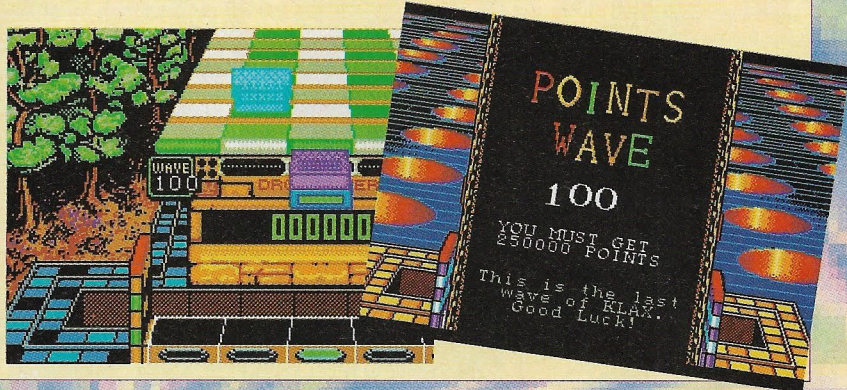


**Tipsters the world over, we want your tips! If they are good you'll win yourself a lubbly-jubbly game. Write to Tip-X, Games-X, Europa House, Adlington Park, Cheshire, SK10 4NP.**

## Klax - Domark

Hold down the space bar and the shift key together and then press one of the keys one to four for a bit of fun. This will give you infinite credits

and the means to zoom all the way up to level 100! If you press CTRL and four together you will be moved straight to the very last level.



## Tetris - Nintendo GAME BOY

Another cheat for those of you who prefer to play with it in their hands! This time it's for the game that every Game Boy owner has... Tetris.

If you want to try out one of the much later levels, on the title

screen press down and start. When you begin playing you will notice a mark next to the stage number, effectively making the level ten levels greater than that indicated. For example level two becomes level 12. Go to it...

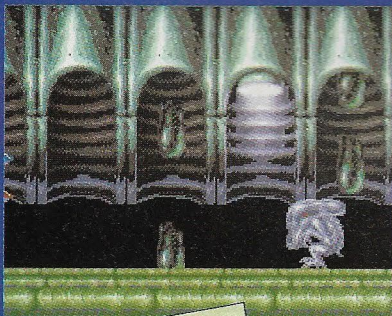
## Gates of Zendecon - Atari

Use level code TRYX and as soon as the level starts, move diagonally down and right. Your ship will crash through the floor unharmed and you can fly along underneath the level!

When you reach the exit, you will be transported to a bonus screen where you are given all the weapons, and you have to fight against digitized pictures of the programming team!

## Z-Out - Rainbow Arts

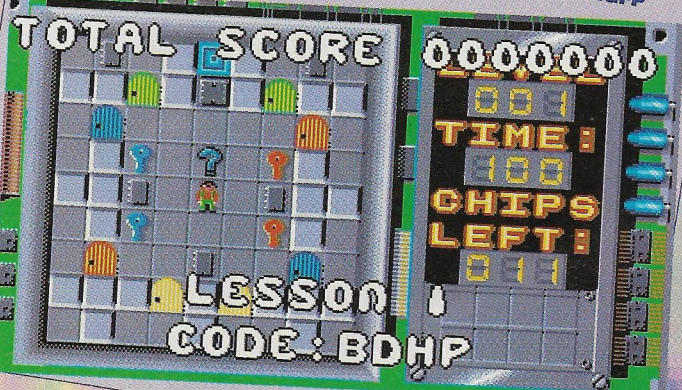
Another one from Alison Morgen. If you press J and any number between one and six, you will be warped to the level of your choice! Great eh? There's more though... if you press J and K together you will be blessed with infinite lives! Thanks a lot Alison, a tipster game will be winging its way to you very soon.



## Chips Challenge - US Gold

Thanks to Alison Morgen from Herne Hill, London for these level code tips on Chips Challenge.

- |               |                |                |
|---------------|----------------|----------------|
| Level 1: BDHD | Level 8: NHAG  | Level 15: COZQ |
| Level 2: JXMJ | Level 9: KCRE  | Level 16: SKKK |
| Level 3: ECBQ | Level 10: VUWS | Level 17: AJMQ |
| Level 4: YNCJ | Level 11: CNPE | Level 18: HMJL |
| Level 5: TQKB | Level 12: WVHI | Level 19: NRHR |
| Level 6: WNLN | Level 13: OCKS | Level 20: KGFP |
| Level 7: FXQO | Level 14: BTDY |                |



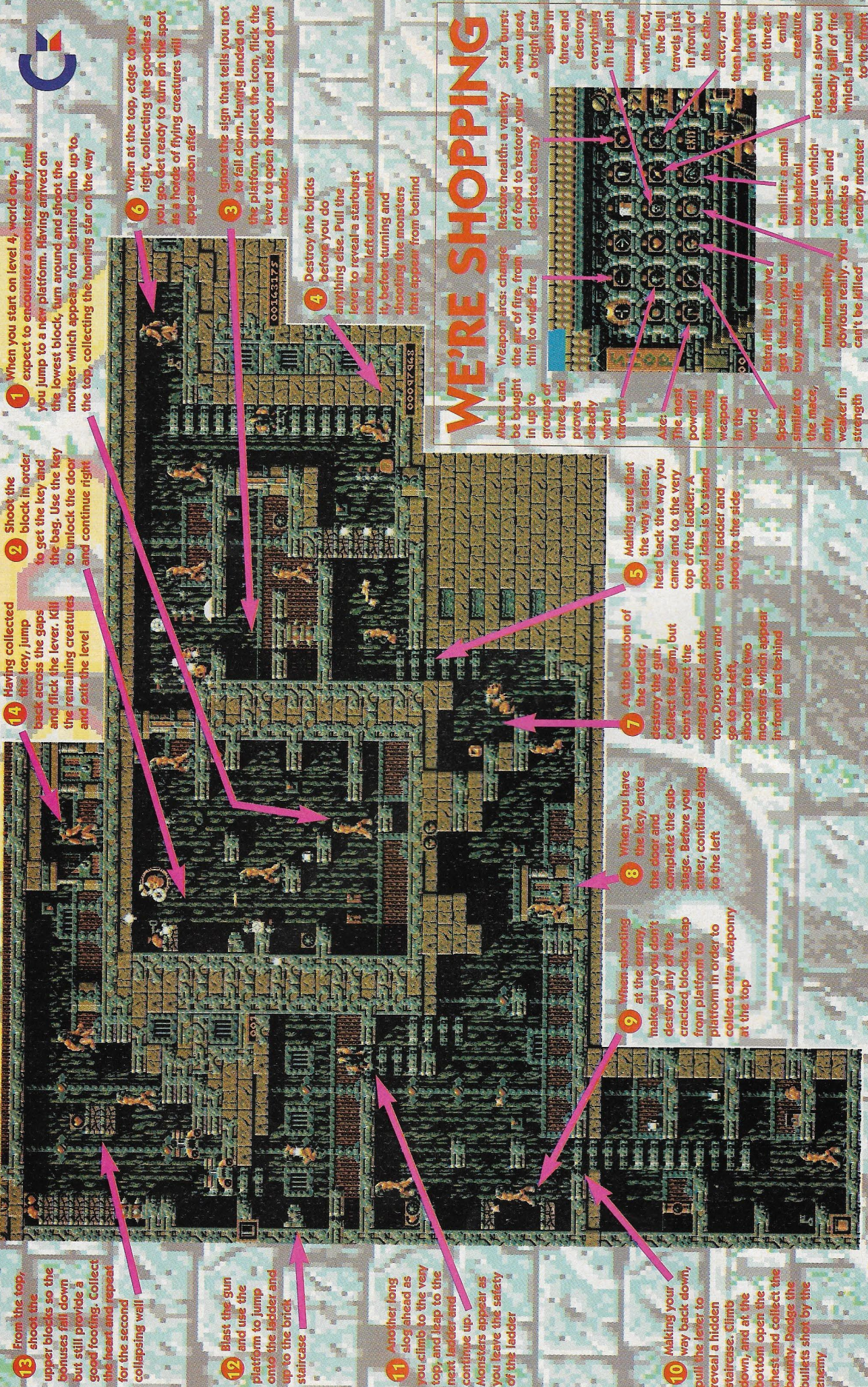
## Kick Off 2 - Anco

If you've got a copy of this game then you are bound to be hooked. It actually gets banned from our computers in the office, apparently it stops us working! (Too right - Ed.)

Anyway, when you're taking a penalty, if you keep pressing R you will be shown where the player is going to kick the ball.



# GODS PLAYER'S GUIDE



**13** From the top, shoot the upper blocks so the bonuses fall down but still provide a good footing. Collect the heart and repeat for the second collapsing wall

**12** Blast the gun and use the platform to jump onto the ladder and up to the brick staircase

**11** Another long slog ahead as you climb to the very top, and leap to the next ladder and continue up. Monsters appear as you leave the safety of the ladder

**10** Making your way back down, pull the lever to reveal a hidden staircase. Climb down, and at the bottom open the chest and collect the bounty. Dodge the bullets shot by the enemy

**14** Having collected the key, jump back across the gaps and flick the lever. Kill the remaining creatures and exit the level

**2** Shoot the block in order to get the key and the bag. Use the key to unlock the door and continue right

**1** When you start on level 4, you expect to encounter a monster every time you jump to a new platform. Having arrived on the lowest block, turn around and shoot the monster which appears from behind. Climb up to the top, collecting the homing star on the way

**6** When at the top, edge to the right, collecting the goodies as you go. Get ready to turn on the spot as a horde of flying creatures will appear soon after

**3** Ignore the sign that tells you not to fall down. Having landed on the platform, collect the icon, flick the lever to open the door and head down the ladder

**4** Destroy the bricks before you do anything else. Pull the lever to reveal a starburst icon. Run left and collect it, before turning and shooting the monsters that appear from behind

## WE'RE SHOPPING

Mace: can be bought in up to three, and proves deadly when thrown

Weapon arcs: change the arc of fire, from thin to wide fire

Star burst: Restore health; a variety when used, a bright star spits in three and destroys everything in its path

Homing star: when fired, the ball travels just in front of the character, and then homes-in on the most threatening creature

Fireball: a slow but deadly ball of fire which is launched to the front

Familiar: a small creature which homes-in and attacks a nearby monster

Immortality: obvious really. You can't be killed

Extra life: if you've got the cash you can buy another life

Spear: the mace, only weaker in strength

AK-47: The most powerful throwing weapon in the world

**5** Making sure that the way is clear, head back to the way you came and to the very top of the ladder. A good idea is to stand on the ladder and shoot to the side

**7** At the bottom of the ladder, destroy the gun, but don't collect the orange level at the top. Drop down and shoot the two monsters which appear in front and behind

**8** When you have the key, enter the door and complete the stage. Before you enter, continue along to the left

**9** When shooting at the enemy, make sure you don't destroy any of the cracked blocks. Leap from platform to platform in order to collect extra weaponry at the top

# BRAT PLAYER'S GUIDE

Baby Nathan can be a right pain to handle at times unless you know what you're doing. Luckily you can sleep easy in your bed tonight knowing that level one will no longer be a problem thanks to this handy guide.



**2** Throughout all levels it's advisable to collect every jewel you come across because towards the end money to buy your items will be in short supply

**1** To start with, stop the scrolling and blow away the rock. Quickly head up to get the milk bottle before returning back down again. Simple really

**6** The jack-in-the-box will scare Nathan so much that he'll jump off the path and down to the abyss below. Place a bridge at the position shown and make him run straight down across it

**7** Be careful with these bridges as it is quite easy to place them wrongly. Try to make them link in a straight line with the next platform

**8** Press this switch to close the trapdoor which leads to the end of stage one. Make sure you have enough dynamite to blow up both rock formations

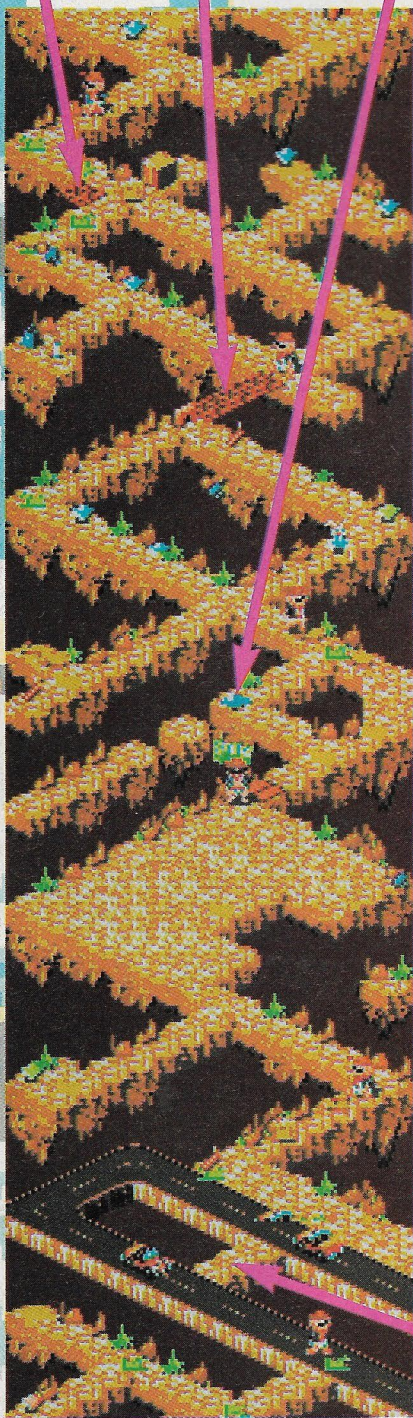
**11** Stop the scrolling and head down towards this milk bottle. You may have to stop the scrolling again on the way back

**10** As soon as you see the square behind the switch place a weight there to stop the mouse. Stop the scrolling and press the switch before heading back around to cross the now covered hole



**3** Nathan doesn't know his green-cross-code so you'll have to stop him at the edge of the road and wait for a gap before crossing. Alternatively you could allow him to continue and stop any cars at point X

**4** Allow Nathan to continue towards this gap and place a bridge so he won't fall. Bridges are quite expensive so make sure that only one is placed



**5** One of the hardest obstacles in the game is the nodding bird. That is unless you know how to handle it. Stop Nathan and the scrolling just before you reach the bird. Select the arrow for the direction you want him to move in and count the number of nods the bird does. On the third, place the arrow and he will pass safely



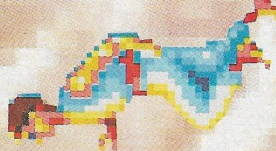
**12** Stop Nathan here and stop the cars at point X. It will now be safe to cross around the top part

**13** The patrolling spinning top follows no set pattern. The best way to get past is to keep walking straight and go down the second path before heading to the finish. Well done!

**9** Easiest way to pass this road is to cross the centre, there is also a milk bottle for collecting. Stop both cars just before the centre platform

# PRINCE OF PERSIA PLAYER'S GUIDE

**The main object of this, the first level of Persia is to make your way through the dungeon and find your sword. Once you have it you must double back on your route and defeat the guard. From here all you have to do is get out through the gateway. Simple eh? The biggest problems which you will encounter are the idiosyncracies of the dungeon itself. The spike pits and collapsing platforms are particular problems which you must watch out for.**

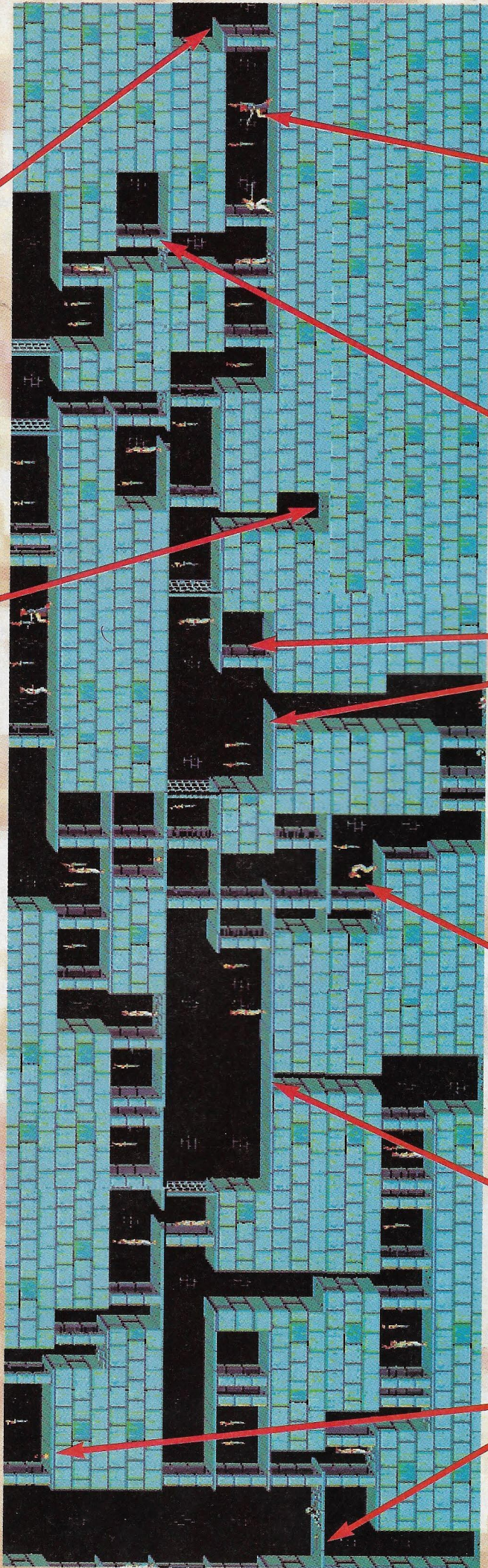


The spike pits are not quite as bad as they seem. Obviously if you fall on them you're going to cause a nasty gooney mess all over the Grand Viziers big spiky things. However, on later levels you may be required to take a quick stroll through them. To do this all you need to worry about is taking careful steps. For those of you who never read the instruction book, just move by holding down the fire button and walking your character in the desired direction. He will move very slowly, one step at a time

After defeating the guard, you must then move on to the area. This will be the last room of this particular level of the dungeon. When you enter you will find a large doorway in the centre of the screen. But how do you open the door?

On the left hand side of the screen you will notice an overhanging floor tile, jump up and hold onto it - this should make the door open revealing a stairway!

Going up the stairs will take you to level two and the copy protection system, so have your rule book handy!



After considerable strife you will finally reach the sword! This is one of the most important objects in the entire game as you must use it to defeat all of the guards. Once you have reached this point you must completely double back on yourself and find your way out to the next level of the dungeon. There is a potion at the very top of this level - if you can actually get there you're quite welcome to it!

Your biggest problem as you move deeper into the dungeon will be the collapsing floor tiles. Many of these will be over some very deep pits which are seriously hazardous to your health! When you enter a room, if you wait for a moment you may notice a floor tile wobble - this is the one which will fall if you step on it so watch out!

Hidden beneath a collapsing floor tile is a magical potion. Drinking this will rejuvenate your character to the tune of two health points - very useful if you're accident prone. Once you've drunk it jump back up through the hole and continue on your path (through the left hand exit of the screen). Watch your step though

This stage of the level is fairly straightforward. Use the slightly raised floor tiles to trigger the doors. Stepping on the correct tile will open the door. You may encounter a few problems with the collapsible floors. If you're in doubt about any section of the floor - jump over it!

The first couple of screens are a doddle. Once you're down through the floor of the first room keep heading left to find your sword. Whatever you do, don't go to the right at this point or it will prove fatal to your health. Beware of the pit traps they have some particularly nasty spikes at the bottom of them

Here we have the last screen before the end of the level. This will be your first encounter with one of Jaffar's guards so keep your wits about you. He will fall quite easily to aggressive swordplay. Keep on striking at him and don't give him any chance to hit back. This is one of the few guards in the game who shouldn't pose too much of a problem



# Percent Amiga Action

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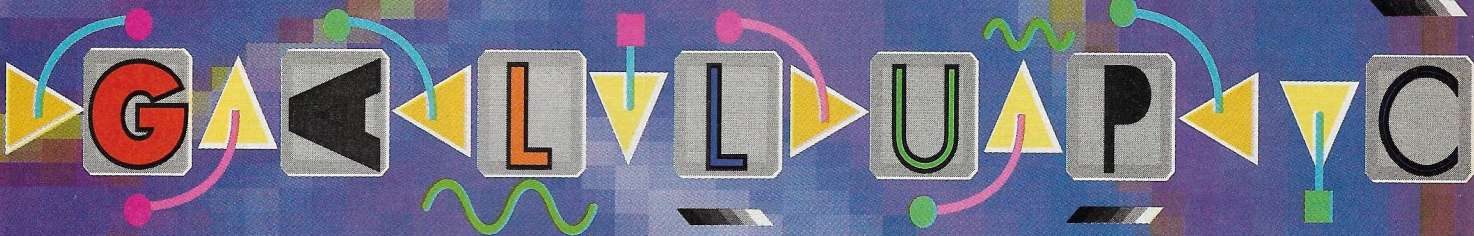
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**AMIGA  
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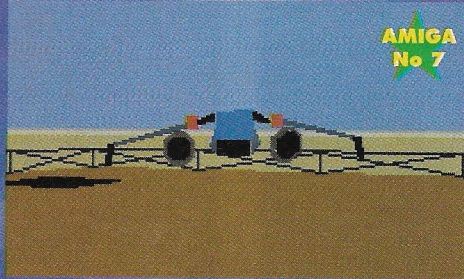
# Exclusive! Machine specific full price software sales charts ex



**R**enegade is dominating the charts this week, with **Gods** grasping onto the number one slot for a second week. It is however, being constantly challenged by new releases such as **Armour-Gedden** and **Supercars 2**. It wouldn't surprise me if any of these two excellent games would nip in at the number one slot next week. Well we'll just have to wait and see.

The **Lemmings** are going from strength to strength, staying at the top of the ST charts and gradually making their way back up on the Amiga.

**Killing Cloud** enters the charts just as Imageworks' other hit title, **Teenage Mutant Hero Turtles** drops out after a massive twenty weeks in the



AMIGA No 7

charts. I'm surprised that anything has managed to move these green amphibians at all.

As the prices increase, the budget titles become

more and more popular across all formats. Code Masters is ruling the Budget Chart, with the **Dizzy** duo and the **Quattro Collection** releases being in the top ten.

Ocean's Hit Squad budget label has another re-entry with the ageing **R-Type** on all formats, with **Operation Wolf** dropping down the chart slowly but surely. **Dragon Ninja** leaps straight in at number three, and after only one week in the charts looks destined to become number one.

The 8-bit scene has barely changed in the last few weeks, with **Last Ninja 3** dominating the 64 charts. However, Ocean's **SCI Chase HQ2** has shot out of the blue and re-entered at the top, knocked it off

1	◆	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
2	▲	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
3	▲	<b>CHUCK ROCK</b> House: CORE DESIGN Team: L PULLEN
4	★	<b>ARMOUR-GEDDEN</b> House: PSYGNOSIS Team: P HUNTER AND E SCIO
5	▼	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
6	★	<b>SUPERCARS 2</b> House: GREMLIN Team: MAGNETIC FIELDS
7	★	<b>KILLING CLOUD</b> House: IMAGEWORKS Team: VEKTOR GRAFIX
8	▼	<b>SPEEDBALL 2</b> House: IMAGEWORKS Team: BITMAP BROTHERS
9	▼	<b>MEGA TRAVELLER</b> House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES
10	★	<b>POWER UP</b> House: OCEAN Team: VARIOUS

1	◆	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
2	◆	<b>FINAL WHISTLE</b> House: ANCO Team: STEVE SCREECH
3	★	<b>MEGA TRAVELLER</b> House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES
4	★	<b>KILLING CLOUD</b> House: IMAGEWORKS Team: VEKTOR GRAFIX
5	▼	<b>SPEEDBALL 2</b> House: IMAGEWORKS Team: BITMAP BROTHERS
6	★	<b>NAM</b> House: DOMARK Team: MATTHEW STIBBE
7	▼	<b>CHUCK ROCK</b> House: CORE DESIGN Team: L PULLEN
8	★	<b>ELVIRA</b> House: ACCOLADE Team: HORRORSOFT
9	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
10	★	<b>SWIV</b> House: STORM Team: RANDOM ACCESS

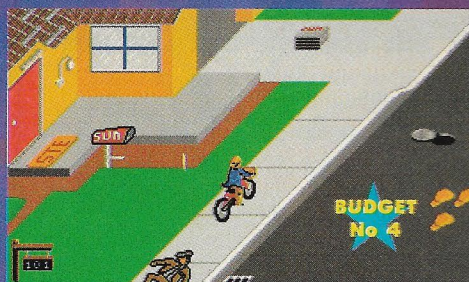
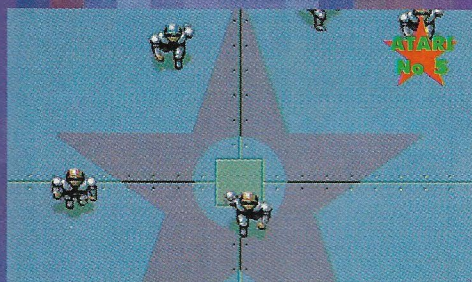
1	★	<b>SCI</b> House: OCEAN Team: ICE
2	▲	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
3	▼	<b>DIZZY COLLECTION</b> House: CODE MASTERS Team: OLIVER TWINS
4	▲	<b>CREATURES</b> House: THALAMUS Team: APEX BROTHERS
5	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
6	★	<b>SWIV</b> House: STORM Team: RANDOM ACCESS
7	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
8	▼	<b>LAST NINJA 3</b> House: SYSTEM 3 Team: IN HOUSE
9	★	<b>POWER UP</b> House: OCEAN Team: VARIOUS
10	▼	<b>TURRICAN 2</b> House: RAINBOW ARTS Team: SCHMIDT, ESCHER AND TRENZ

1	◆	<b>DIZZY COLLECTION</b> House: CODE MASTERS Team: OLIVER TWINS
2	▲	<b>NAVY SEALS</b> House: OCEAN Team: JOHN MEELAN
3	★	<b>TOTAL RECALL</b> House: OCEAN Team: O'ROURKE AND EARL
4	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
5	▲	<b>GOLDEN AXE</b> House: VIRGIN Team: PROBE
6	★	<b>HOLLYWOOD COLLECTION</b> House: OCEAN Team: VARIOUS
7	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
8	★	<b>ROBOCOP 2</b> House: OCEAN Team: SPECIAL FX
9	★	<b>POWER UP</b> House: OCEAN Team: VARIOUS
10	▼	<b>F16 COMBAT PILOT</b> House: DIGITAL INTERGRATION Team: DI



usively compiled for Games-X by Gallup

# H A R T S



its pedestal and right down to number eight position.

The Spectrum Chart is riddled with titles which have reappeared, and all of them are from Ocean.

Maybe Speccy owners have had this sudden craving for platform games, or maybe Ocean are throwing a tenner in each box!

## TEAM TALK

Hugh and Chris have got a rather strange game they're playing at the moment and the general gist is to see who can be more outrageous than the other. Chris is winning at the moment as Hugh's best effort so far has been wearing the post bag on his head.



Nick's playing 'hide the Mario cartridge so no-one can find it', but unfortunately he's not too good at it and hides it in his shirt pocket every time. For some reason Brian has had the urge to play Thalion's Wings of Death six months after it was released. While Leslie has decided to nick the Game Boy every night in a desperate attempt to try and work out where the batteries actually go.



1	◆	<b>DIZZY COLLECTION</b> House: CODE MASTERS Team: OLIVER TWINS
2	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
3	▲	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
4	▲	<b>FISTS OF FURY 2</b> House: VIRGIN Team: VARIOUS
5	▲	<b>NARC</b> House: OCEAN Team: GREG MICHAEL AND STEVE SHARK
6	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
7	◆	<b>MULTI PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE
8	★	<b>TOTAL RECALL</b> House: OCEAN Team: O'ROURKE AND EARL
9	▼	<b>POWER UP</b> House: OCEAN Team: VARIOUS
10	★	<b>APB</b> House: DOMARK Team: TENGEN

1	▲	<b>MICKEY MOUSE</b> House: SEGA Team: SEGA ENTERPRISES
2	▼	<b>GOLDEN AXE</b> House: SEGA Team: SEGA ENTERPRISES
3	◆	<b>REVENGE OF SHINOBI</b> House: SEGA Team: SEGA ENTERPRISES
4	◆	<b>PGA GOLF</b> House: ELECTRONIC ARTS Team: STERLING SOFTWARE
5	▲	<b>SUPER MONACO GP</b> House: SEGA Team: SEGA ENTERPRISES
6	▲	<b>WORLD CUP ITALIA</b> House: SEGA Team: SEGA ENTERPRISES
7	▼	<b>AMERICAN FOOTBALL</b> House: ELECTRONIC ARTS Team: PARK PLACE & JOHN MADDEN
8	▼	<b>MOONWALKER</b> House: SEGA Team: SEGA ENTERPRISES
9	◆	<b>STRIDER</b> House: SEGA Team: SEGA ENTERPRISES
10	◆	<b>POPULOUS</b> House: SEGA Team: SEGA ENTERPRISES

1	◆	<b>MAGIC LAND DIZZY</b> House: CODE MASTERS Team: OLIVER TWINS
2	◆	<b>DOUBLE DRAGON</b> House: MASTERTRONIC Team: BINARY
3	★	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
4	◆	<b>PAPERBOY</b> House: ENCORE Team: NEIL BATE
5	◆	<b>FANTASY WORLD DIZZY</b> House: CODE MASTERS Team: OLIVER TWINS
6	▼	<b>MULTIMIXX 1 GOLF</b> House: KIXX Team: IN HOUSE
7	◆	<b>KWIK SNAX</b> House: CODE MASTERS Team: OLIVER TWINS
8	▲	<b>QUATTRO ADVENTURE</b> House: CODE MASTERS Team: VARIOUS
9	▼	<b>OPERATION WOLF</b> House: HIT SQUAD Team: OCEAN FRANCE
10	◆	<b>KICK OFF</b> House: ANCO Team: STEVE SCREECH
11	▲	<b>CONTINENTAL CIRCUS</b> House: MASTERTRONIC Team: TEQUE
12	▼	<b>CJ'S ELEPHANT ANTICS</b> House: CODE MASTERS Team: GENESIS
13	★	<b>QUATTRO FIREPOWER</b> House: CODE MASTERS Team: VARIOUS
14	★	<b>LITTLE PUFF</b> House: CODE MASTERS Team: IN HOUSE
15	★	<b>R-TYPE</b> House: HIT SQUAD Team: ELECTRIC DREAMS

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

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

# EXPRESS YOURSELF! 2

**M**any of you kindly filled out the Express Yourself! survey in the preview issue of *Games-X*. That information is already moulding the shape of the magazine. For example almost unanimously you all wanted game artwork as

the poster and you've only got to turn to the centre of this week's issue to see that we really do take notice of what you say!

Anyway, you've seen three issues of *Games-X*, so we'd like to know what you think of the magazine.

And if you do complete this survey and send it to us you could win any of 100 pieces of software!

Send your completed survey to:  
**Express Yourself 2, Games-X, Europa House, Adlington Park, Macclesfield, SK10 4NP.**

**1. How old are you?**

- Under 12     12 - 14
- 15 - 17     18 - 19
- 20 - 25     26 - 35
- 36 - 50     over 50

**2. Are you a student or at school?**

- Yes     No

**3. If not what is your occupation?**

.....

**4. Who are your favourite pop stars/TV or film stars/sports stars?**

.....  
 .....  
 .....

**5. Which machine do you own?**

- Amiga
- Amstrad CPC
- Archimedes
- Atari Lynx
- Atari ST
- BBC Micro / Acorn Electron
- Commodore 64
- Game Boy
- Nintendo Entertainment System
- Nintendo Super Famicom
- PC Compatible
- PC Engine
- Sega Master
- Sega MegaDrive
- Spectrum

**6. Which games and/or non-games magazines do you regularly buy? (i.e. at least three out of four issues).**

.....  
 .....  
 .....  
 .....

**7. How does *Games-X* rate alongside your current games mag?**

- Better     As good     Worse

**8. What don't you like about the games mags that you currently read?**

.....  
 .....  
 .....

**9. How often will you be buying *Games-X*?**

- Every week
- Three times a month
- Twice a month
- Once a month
- Less than once a month
- Never

**10. How will buying *Games-X* affect your other magazine purchases?**

- I will continue to buy my regular mag
- I will stop buying my regular mag

**11. How do you rate (Great to Naff!) the following *Games-X* articles?**

- |                          |                          |                          |                          |                          |                           |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|---------------------------|
| Great!                   | Good                     | Average                  | Poor                     | Naff!                    |                           |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Hardware News (pages 2&3) |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Games News (pages 4&5)    |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Game of the Week          |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Game Reviews              |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Feature                   |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Interview                 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Poster                    |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Dr X's Clinic             |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Player's Guide            |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Small Tips                |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Sneak Preview             |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Competitions              |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Street Talk               |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | The Gallup Charts         |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Go-Global                 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | X-it                      |

**12. Which three of the above articles are your main reasons for buying *Games-X*?**

.....  
 .....

**13. What type of games do you like?**

- Action games (eg Shoot'em-ups, Platforms)
- Adventure games
- War/strategy games
- Simulations
- Role playing games (RPG's)
- Puzzle games (eg Tetris, Puzznic)

**14. Would you like to see more posters in *Games-X* - at the cost of other editorial pages?**

- More than one poster     Just one poster

**15. How many times a month do you visit the following places?**

- |               |                          |                          |                          |                          |                          |                          |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
|               | Five+                    | Four                     | Three                    | Two                      | One                      | Less                     |
| Newsagent     | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Computer Shop | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Record shop   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Cinema        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

**16. How often do you buy games for your machine?**

- More than once a week
- Once a week
- Once a fortnight
- Once a month
- Less

**17. How much do you spend on software per month?**

- up to £25
- up to £50
- more than £50

**18. Will *Games-X* be influencing which games you buy?**

- Yes     No

**19. How did you find out about *Games-X*?**

- Just stumbled across it in a newsagents
- I saw an advert on television
- A friend told me about it
- Preview copy in ST Action
- Preview copy in Amiga Action
- Preview copy in Atari ST User
- Preview copy in Amiga Computing
- Preview copy in Zzap 64
- Preview copy in Crash
- Preview copy in Raze

**20. If you have any ideas for features, articles or any bits you would like to see included, write them here. You never know we might appreciate your brainstorms so much that we'll send you a prize:**

.....  
 .....  
 .....  
 .....

**21. What sex are you?**

- Male     Female

Name .....

Address .....

.....  
 .....  
 .....

..... **Post Code** .....

Phone number .....

## RAMBLING ALL OVER THE WORLD

*My rinky-dinky dinosaur has given up, Mario has decided he won't go on any further and as for Luigi, well I'd rather not say. What am I muttering on about? Super Mario World. It's all very well having 30-odd levels but most people like me can't get very far. I managed to use your previous extra lives tip to get to the beginning of level five, but I need more help on this level. Can you help? I hope so.*  
**J Pembrey, Sheffield.**

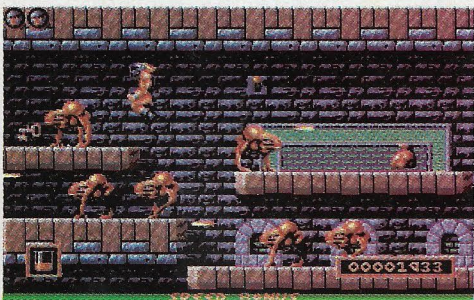
*Dr X:* I take it you mean the cheat on world one, or is it two? Anyway, I happen to know that if you press the start button while playing the game, and then select, you will leave the level and be placed back on the map. This



means that if you enter one of the stages on land five – the one with the turtle with a fishing rod – you can collect the one-up, and leave. Repeat this and every time you'll get another life.

## FAMILIAR FOREHEAD?

*I've recently bought Gods, and find it an excellent but challenging game, so I thought I'd contact you to see if you know of any little*



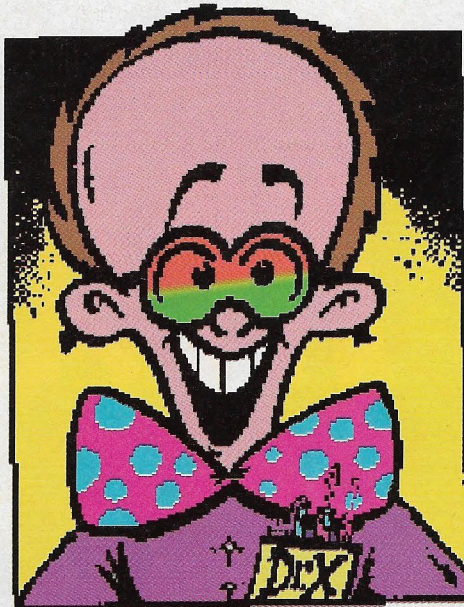
*tips for it. I hope that you can help. Oh, by the way, why does your picture resemble a cross between Paul Daniels and one of the blokes from a Tefal advert?*

**Paul Boulson, Cheshire.**

*Dr X:* If you think I've got a large forehead, you should ... (I think I'll stop that right now – Ed). Talking about oversized objects, I don't suppose you've ever heard of the Oxford English dictionary? No, I didn't think so, 'cos you couldn't spell dikshunery if you wanted to! Anyway, you want help for Gods? Well, the only tip I've got is don't buy the familiar in the shop, as he sometimes destroys creatures which you don't want him to, such as the thief. Oh, and take a look at the extensive player's guide in this week's Games-X. I hope you find all you need to know. If not... tough.

## BEHOLD, ONE EYE!

*I'm not going to go on about Eye of the Beholder being better than Dungeon Master, I just want to know if there is any way to get past the horde of creatures which attack me*



# Dr X

**E**ither you lot who read Games-X are extremely talented and have no problem playing games, or you're just too afraid to come under the helping hand of Dr X. If you have got a problem of any kind, I'm always willing to help so please write to me at Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

*in the sewer. I have refined my combat techniques but they still manage to defeat my party (complaining neighbours are another thing that defeats parties – Dr X). Without insulting me, I was wondering if you could help.*

**H Jolt, Cumbria.**

**PS I think Eye of the Beholder is better than DM.**

*Dr X:* There is no way that Eye of the Beholder is better than the almighty Dungeon Master. In my vast experience of games I have yet to come across a game that surpasses DM in any shape or form.

And if you think you're going to get away without being insulted, think again... (that's enough of that – Ed).



**When exploring the lower levels, don't forget to pick up the old bones which are found on the floor**

I imagine you've seen the bones which are scattered on the ground through the earlier levels, but have you picked them up? If not, go back and get them. Later on you have the chance to resurrect these in the form of non-player characters, and then place them at the front of your team as human shields.

## GEDDEN-IT ON

*I'll get straight on with what I want. It's all very well having an intro sequence to beat all others, but when you get to the game it is too hard. I'm talking about Armour-Gedden, and I can't seem to get anywhere. Seeing as you think you know it all, I reckon you should be able to help.*

**M Gelf, Surrey.**

*Dr X:* You little oik! Judging by the spelling mistakes in your letter you spend more time hanging around with the lads than trying to understand the English language. I bet you're one of these casual types who wear shell



**This is a message for all of you out there – from now on, all letters are to be spell-checked**

suits and hang around, trying to look 'ard! Putting the lecture to one side, try moving all of your ground vehicles at night as the risk of getting attacked is drastically reduced.

## POWER-MONGREL

*I know this sounds stupid, but I can't get to grips with Powermonger. I have been playing it for months and I've only just managed to conquer the second world. I have looked at*



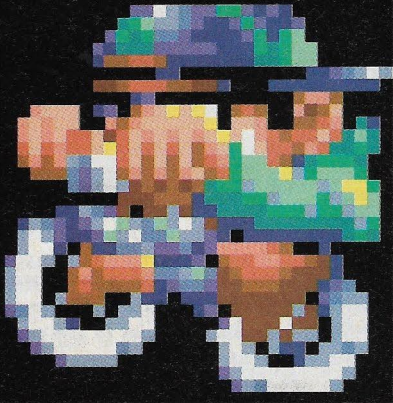
**Although your scout returns unscathed, you may not if you decide to use the wrong aggression level**

**other player's guides but to no avail, so I'm hoping that you could shed some light on the situation.**

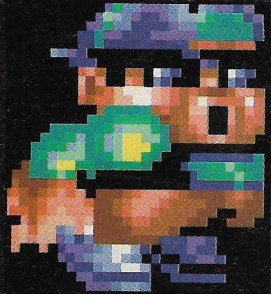
**O DePyer, Torquay.**

*Dr X:* If you've managed to complete just two worlds of Powermonger, you have still got over a hundred and ninety levels to play. The key to the game is to use your aggression wisely.

When you go to attack a village, keep your 'monger on passive. This means that only a few enemy casualties will be sustained. Having won the battle, switch the aggression back to maximum. Thus your men will be in overdrive when they attempt to invent weapons or recruit more soldiers.



End-of-level madness is provided in the shape of the Kid's trusty trike. Wheel your way across the screen, killing all the meanies in your path



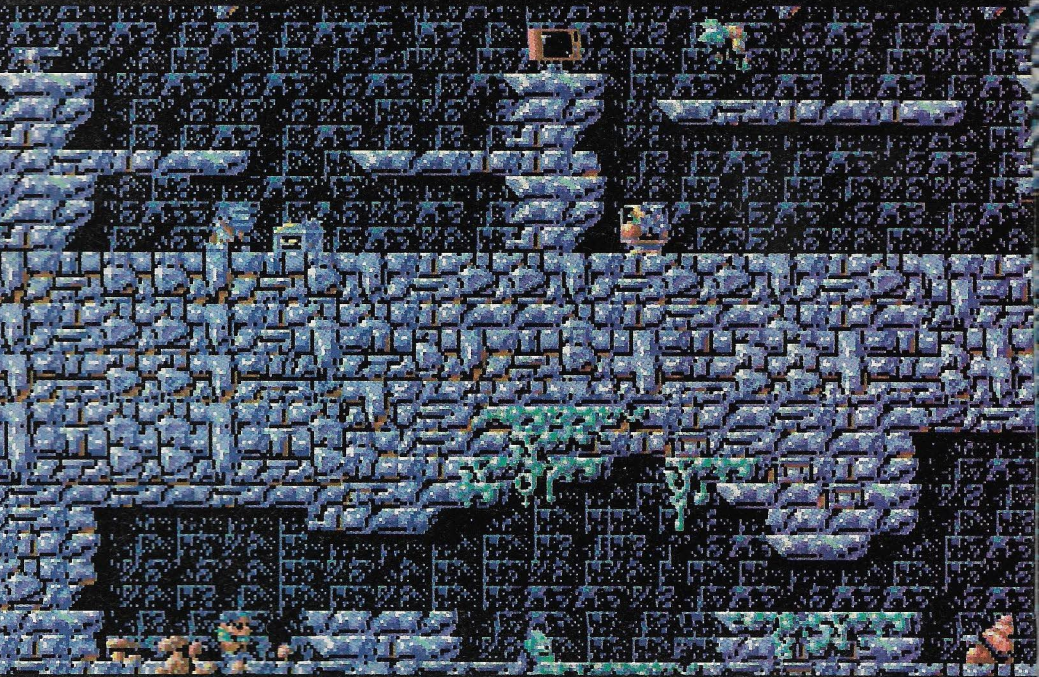
Bounce around the screen using your mega jump!



Wholesome fruit provides you with a mega bonus



Higher levels can be reached by blowing bubble-gum bubbles and holding on for dear life



**Can you name a bad Bitmap Brothers game? Of course not, they haven't programmed any! Ever since we were wowed with Xenon, the release of a Bitmap game has been a major event. This summer will herald the arrival of the Brothers' latest game – Magic Pockets.**

**F**eatured on ITV's Motor Mouth the game is being programmed by Sean Griffiths, a relatively new member of the team. Magic Pockets also features graphics by Mark Coleman, the man behind Speedball, Xenon II and Gods.

The game comprises of five huge, multi-directional scrolling levels to explore, each filled

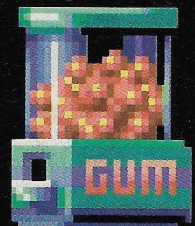
with all manner of monsters, goodies and bonus rooms.

As the Bitmap Kid, you are blessed with one remarkable feature – bottomless pockets! Having dropped several of your favourite toys into your pockets you discover they have become lost somewhere within the darkest depths your trousers.



This re-styled American footballers helmet provides all round protection – it looks pretty mean too!

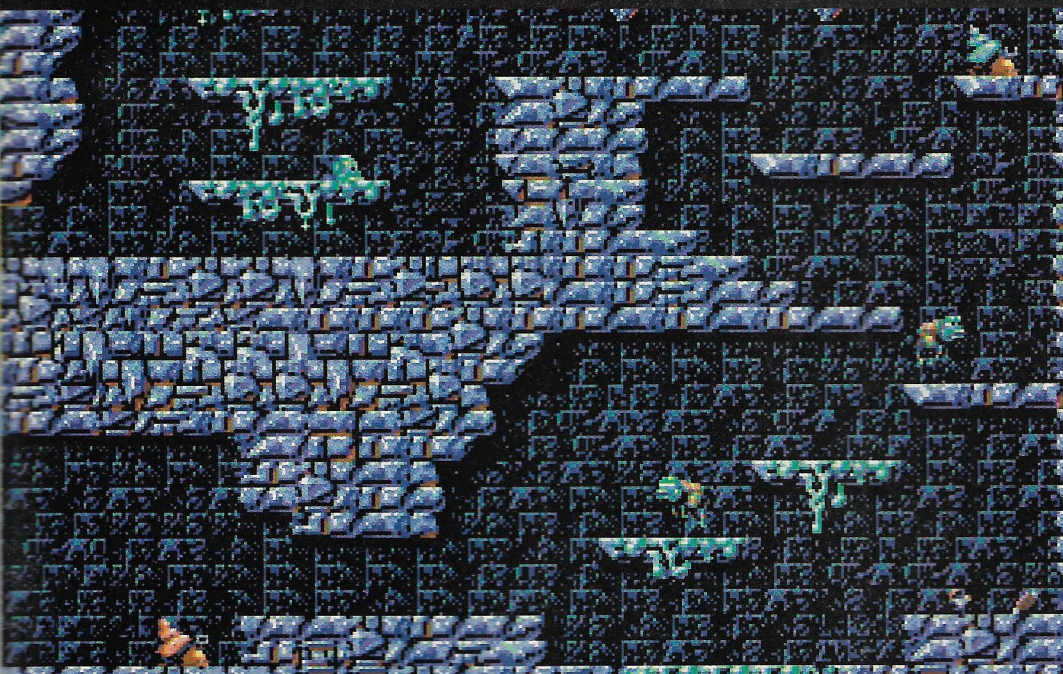
This ski mask looks like a horror-movie prop – don't ask me what purpose it serves!



The bubble-gum machine provides you with an endless supply of chewy stuff

# Preview

# POCKETS



Pulling a black hole from out of your pocket, you spread it on the floor and jump into the Magic Pocket Kingdom in search of your treasured possessions.

Being a little terror, the Bitmap Kid wears all the trendiest clobber, including a dazzling pair of Bitmap Shades. Indeed, one Renegade representative reckoned that the character looked like one of the original Bitmap Brothers, Eric Mathews.

What's more, Magic Pocket also sports a rather catchy tune. Using their Rhythm King contacts, the Bitmap Brothers has managed to secure Betty Boo's chart-topping single, Doing the Do, as the in-game music.

Taking control of the elements - wind, fire water - you must search the caverns for all your goodies. En route you'll encounter a myriad of meanies.

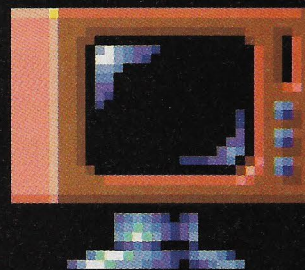
One way of destroying them is to lob whirlwinds, fireballs or the like at them. Alternatively you can collect a number of useful weapons such as a laser helmet or water pistol with which to dispatch your enemies.

By winning exciting end-of-level-competitions on his scooter the kid can gain extra action and bonuses. There is no doubt that Magic Pockets is destined to be another number one hit for the Bitmap Brothers. So watch out for it this summer!

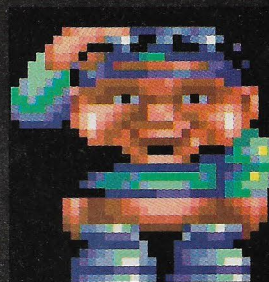
If fireballs are your thing then this supply of lighter fluid may be just what you're looking for



Zapp those mutants with the aid of this rather dapper looking laser skullcap. One blast and they're history!



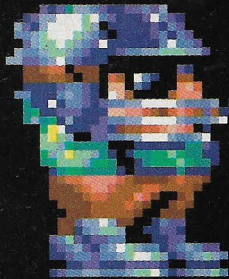
Just tune into the TV to see what is coming next



Is this the Bitmap Kid or is it Bitmap Brother, Eric Mathews? Answers on a postcard to...



Donning his laser helmet, the Kid prepares to wreak havoc



Dressed to kill, the Bitmap Kid is ready for anything

**BITMAPS GAMEOGRAPHY**  
Xenon, Speedball, Xenon II, Cadaver, Speedball II, Gods, Cadaver - The Payoff

**Remember the Great Escape, Where Time Stood Still and Shadowfire and Denton Design? After a few years of semi-obscurity the team are doing a phoenix**

**D**enton Designs has been programming games for over six years. The company was created by a group of programmers from the original Imagine Software which went down in '84.

Some of the Denton Design team had previously been working on the Mega Games. These were supplied as extra hardware to attach to your Speccy and would give extra memory so that more powerful games could be produced. Funnily enough, the Spectrum 128 did this in the end.

The concept and ideas of Imagine and its Mega Games project were very much ahead of their time. Taking on the spirit of Imagine and aiming to make advances in computer game entertainment, Denton set about its impact on the gaming world. Who can forget those Denton classics, The Great Escape, Where Time Stood Still, and the game that inspired a million and one imitations, the icon driven Shadowfire?

In recent years, Denton's profile has been a little laid back, almost to the point when people started asking, Where is the company now? Fear not the Denton crew are still alive, well and kickin'.



# Where on earth Denton Design b

With a number of releases coming out this year and more set for release during early 1992, Denton is set to win back its former glory and get into the top 10 again. Currently, the Denton crew is hard at work programming a few projects for Audiogenic Software.

The initial two projects are for the Audiogenic sports label offshoot, Sports Action. Peter Calver, managing director of Audiogenic explained why he chose to work with Denton. "The company has got an incredible amount of experience and can handle everything. It's got an excellent team of programmers and has been in the industry nearly as long as I have."

A few years back, the Denton crew ran into double figures, today, the new improved, streamlined and enthusiastic team numbers seven. They are the original Denton founders Ally Noble, graphics and management and John Heap, programming Speccy, CPC, ST and Amiga and management.

They are aided and abetted by Paul Tweddell, C64, ST and Amiga programmer; George Christopherou, ST and Amiga programmer; Mike Middleston, Speccy, CPC and PC programmer; Roy Bannon, C64 programmer; and Antony McCabe another Speccy programmer.

**Q) Wreckers has now been three years in the making so what has been happening?**

Ally: We took on a lot of people who just couldn't do the



From left to right they are: Ally Noble, John Heap, Paul Tweddell, Antony McCabe, Mike Middleston, Roy Bannon, George Christopherou

job as it was supposed to be done and someone was working on the Wreckers project for 10 months, but they couldn't piece it all together so we had to start again.

**Q) With a plethora of games releases what are your faves?**

Ally: With me my real favourites have got to be stuff like The Great Escape, When Time Stood Still and the

project we are actually working on at the moment, New Moon.

John: I'll agree with Ally! I like doing games in which people interact with the scenario.

**Q) Of all the games you've done, what makes you cringe with sheer embarrassment?**

John: There are a couple of products which didn't live up to our expectations like Infodroids and Transformers.

**Q) Do you take an interest in consoles?**

John: Not really. The Nintendo is even older than the Spectrum. What we are really interested in is CD-Rom. That is where the future lies.

Ally: With CD-Rom you can do a lot more than with consoles.

**Q) You were the pioneers in icon driven games, how did this come about?**

John: I think we saw what the Mac was doing and there was no reason why we couldn't copy this over to the Speccy, so we did it.

**Q) How does it feel to be copied by others?**

John: It's always flattering.

Ally: But not when someone else makes more money than we do!

**Q) Have you produced any games which never got published?**

John: We did a game called Gargantuan which is just sitting in my hard drive at the moment. We tried revamping it, but that just didn't work, I guess it will end up as a cover mounted disk!

Ally: Years ago we did the Round The World Yacht Race for Melbourne House on the Speccy.

John: Yeah, it was an extremely accurate simulation! And before you ask, there certainly won't be an Amiga, ST or console version of it!

**Q) Which other programming teams do you admire?**

John: The Assembly Line as they produce good work. Also in terms of graphics and presentation I like what Psygnosis do.

**Q) If you could have written any other game what would it be?**

Ally: Populus because we had similar ideas along those lines but they never progressed beyond a piece of paper.

**Q) What are the plans for Denton Designs in the future?**

Ally: We don't really have any long term plans about taking over the world! I suppose we want to be bigger and produce more diverse games on different machines.

John: We really want to be back in the public eye. We have three projects already underway which should help do the trick.

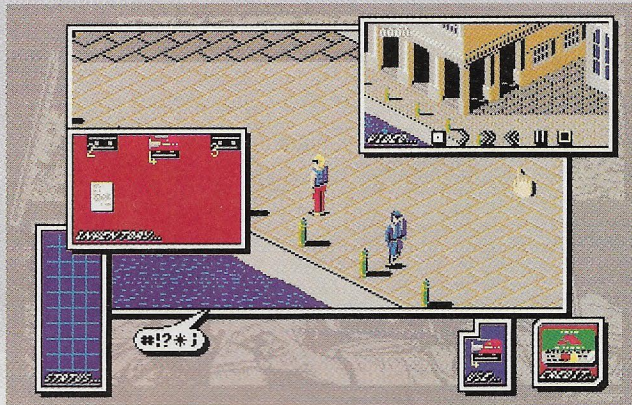
# have been?

**Q) What's the freakiest request you ever had for a game?**

Ally: A certain fruit drink company asked us to write a game and only wanted 50 copies for some special promotion it was running. Obviously it didn't quite realise the work involved in writing a game.

**Q) What advice would you give to a would-be programmer?**

John: Think carefully and watch out for the sharks. If you are after a 9-5 job forget it as you must be prepared to work all hours. Also you have to be able to work with other people. We get quite a few phone calls from people asking for basic help and advice.



## New Moon

**P**lanned for a 1992 release and as yet still to be signed to a games label. *New Moon* is set in the future in the United States of Europe. You play the role of a video journo who must uncover corruption at the highest level of government.

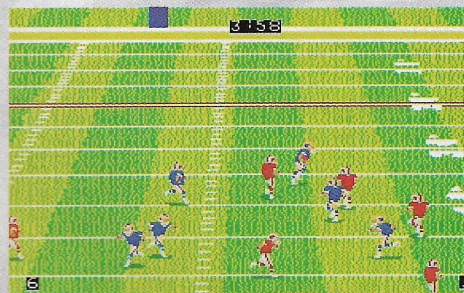
Featured are Denton's great isometric graphics, sampled sounds and fast moving action.



## Rugby

**T**he first release on the Sports Action label and planned to hit the streets in September just before the Rugby World Cup. The game implements all the rules of rugby and offers one or two player modes with a choice of viewpoints.

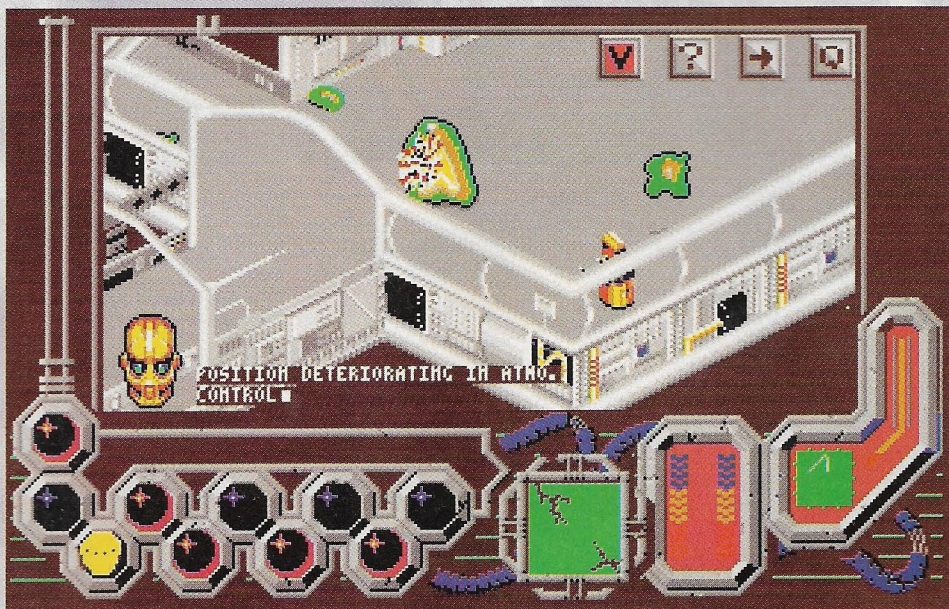
For those interested in the strategy side of the game this is provided by the computer vs computer option. Rugby also provides realistic player movements.



## American Footy

**T**imed for release around the time of the next American Superbowl - Jan 1992. Once again, you can choose a view for playing the game.

Excellent graphics are promised and there's also a stunning intro sequence. Both one and two players mode are available. The game also offers players many aspects of real American football as it implements the NFL rules.



## Wreckers

**H**ere we go with another mega space shoot'em-up. The classic 3D isometric view offers you a choice of eight way scrolling and shooting. You are transported into deep space on the mission of keeping space station, Beacon 04523N on its course.

Unfortunately the Plasmodians are trying to stop you in your quest and are heading towards the beacon. You have 60 minutes to zap these slimy green blob-like creatures

out of the universe. In order to help you in your quest, just get out the Space Hoover and zam, bam, wham, boom - hopefully you'll get rid of them. If you don't the beacon will self-destruct and you'll be history.

The excellent polished soundtrack is provided by former Ultravox drummer Warren Cann. A very tight, well put together tune in the light of former hits Warren had during the early to mid '80's.

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882**

**This week we were off to 'Game' in Manchester, the capital of the north-west. Home to the Happy Mondays and James and the best footy team in the land (well that's your opinion - Ed). What music did these guys enjoy?**

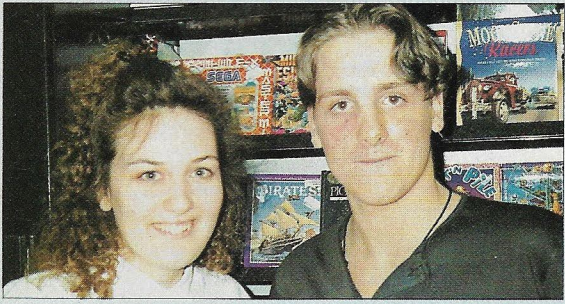


**This week in Manchester**

# STREET TALK

**Michelle (17) (left) Martin (18) (right)**

**F**19 Stealth Fighter is the game I'm [Martin] playing on my Amiga at the mo. I've owned it for about two months. As you can guess I like flight sims as they are so involved. My favourite music is by the king of rock/pop, Prince (Funky! - Ed). My spare time is spent cruising around the clubs. I'll get Michelle for the photo if you want? She's the shy, quiet type!

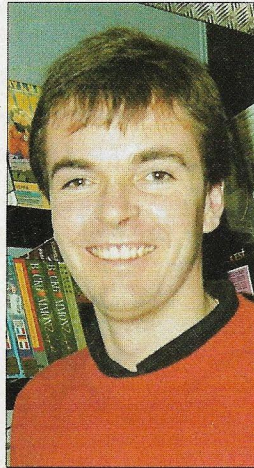


**Julian (28)**

**I** own a PC and play F19 Stealth Fighter but I use my machine mainly for work. I play F19 when I can, but I hate the black and white monitor. I suppose that's what you get from the work's machine so I'm in no position to complain.

I listen to general pop music really, anything of interest.

There's nothing more I enjoy than a cold beer.



**Diane (24)**

**I** own a Sega Master System and no game can beat Out Run for sheer playability. In fact anything involving racing is what I would call great.

I'm really into loud heavy metal music, I think Iron Maiden are the best. When I go out I really enjoy going to the cinema, any film will do I'm not really fussed.

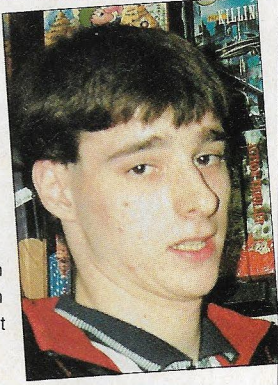


**B Simpson (20)**

**F**or twelve months now I've owned an Amiga and I'm still learning about it really. I like flight sims and shoot'em-ups mainly but there's too many to list.

I listen to Manchester music and think that New Order and The Smiths are the best.

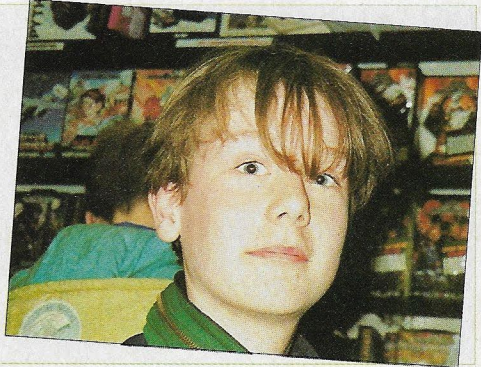
In my spare time I like to watch or play football and I'm an avid Man United fan (Good Lad! - Ed) (What about Portsmouth? - Art Ed).



**Nicholas (13)**

**H**i, I'm Nicholas. I use my brother's Amiga and Amstrad CPC. The best games on them are perhaps the shoot'em-ups, nothing like a bit of mindless violence!

Rap is my type of music, you know, MC Hammer or Nomad (I thought he said rap! - Ed) I also like to go ten pin bowling, but it makes me go spare (Groan! - Ed), or going to the cinema. King Ralph is one of my favourite films.



**William (13) (left) John (13) (right)**

**M**y name's John and I own a Sega Master System and a Game Boy. My fave game is Wonderboy 3, it's so addictive! I listen to rap and dance music, Soul II Soul mainly. I also like to play sports.

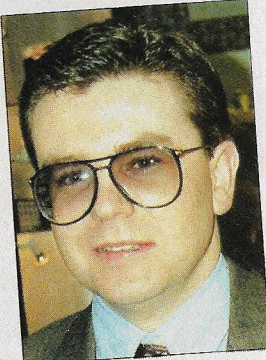
I'm William, John's mate, and I own an Atari Lynx. Xenophobe is the game I play the most. I also like house and rap music and playing sports.

## SHOP TALK

### Top 10 selling games

**Paul (the regional manager)**

**A**t the moment the market is booming with the consoles doing that little bit better than computers. The Nintendo is easily the best seller with the Sega Mega Drive and Game Boy close behind. Surprisingly, on the 16-bit side the PC is second with the ST third but the Amiga runs away from them.



We also stock board games but computer gaming software stays our main priority.

During the week our customers mainly consist of business men and housewives, but at the weekend the place is flooded with kids. I suppose our average age is from about 18 upwards.

- 1 .....**Gods**
- 2 .....**Super Mario Bros 2**
- 3 .....**Mickey Mouse**
- 4 .....**Aircraft Designer**
- 5 .....**Lemmings**
- 6 .....**Donkey Kong Classics**
- 7 .....**World Cup**
- 8 .....**PGA Tour Golf**
- 9 .....**Western Europe**
- 10 .....**World Soccer**

# ARCADE EXTRAVAGANZA



Blast The Joker's cars and missiles from the Batmobile

Atari Games, still riding high on the popularity of **Race Drivin'** and **Pit Fighter**, is soon to release a new PCB game into the UK that could sustain the long run of success seen by the California based company.

Following the almost guaranteed successful line of licensing cartoon characters for use in video game situations, such as Konami has had with the immensely popular **Turtles** and the sure fire hit of **The Simpsons**, Atari has developed **Batman**, the arcade game. This was unveiled to the world at the ACME coin-op fair held last March in Las Vegas.

Already a big hit in the American arcades, **Batman** is packed with all the drama and action of the hit movie. The game even features digitized photos and actual movie soundtrack. It will be available in the UK in the next few weeks.

Atari is confident that the timeless strength of the



In the Bell Tower: "Just the two of us, Mano A Mano"

**Batman** characters and its box office success will make the game a draw for players of all ages. Reportedly outstanding graphics combined with movie soundtrack offer the player a feeling of interacting with the movie.

The game itself is for one player with a joystick control, and punch/shoot and jump/kick buttons. Players take on The Joker and his Goons with **Batrope**, **Batarang** and **Gas Grenades**. In **Batman's** pursuit of The Joker, players drive the **Batmobile**, and even fly the **Batwing**. In the end, they share in **Batman's** triumphant victory over The Joker on the roof of **Gotham Cathedral**.

There are several good driving videos on the market at the moment, and recent weeks have seen Sega begin deliveries of a brand new dedicated game, **Rad Mobile**, and Jaleco add a new dimension to its **Cisco Heat Driver** launched towards the tail of last year.

**Rad Mobile** sends the player rocketing on a transcontinental trip across the USA through 20 cities. The game incorporates the latest Sega 32-bit hardware system giving crystal clear graphics which allow the player to experience the true passion of high speed racing.

Throughout the drive the player has to contend with a barrage of obstacles that are unique to each location he or she passes through. Using a

Undertake a Trans-American journey

rearview mirror, headlights for night driving, a windshield wiper for torrential downpours and speed sensitive steering, the player is able to use his skills to aggressively outwit and outdrive his rivals. Added to the fun are mountainous highways, oncoming traffic and dense fog. Quite simply, the action is fast and furious, and there is no room for mistakes.

Each city must be completed within a designated time limit, and players lose time when crashing into other vehicles, leaving the road, or being caught by the police.

**Cisco Heat** brings the real life cop car race around San Francisco to the video screen with breathtaking graphics. As the driving follow up to the successful Paris-Dakar rally video **Big Run**, Jaleco's **Cisco Heat** takes the player through a five stage course around the notoriously narrow and winding streets of San Francisco past all its instantly recognisable landmarks. The course



Hit the streets of San Francisco in Cisco Heat

incorporates the unpredictable with the player having to watch for the surprise intrusions of pedestrians and cable cars.

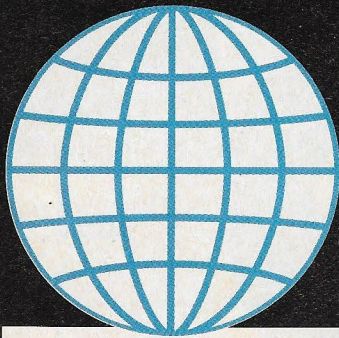
The cockpit format of **Cisco Heat** centres around a unique moving seat mechanism that aims to simulate the "thundering feel" of a high speed car chase game. This is further enhanced by high quality stereo sound and realistic driving controls.

A new dimension has now been added to **Cisco Heat**, with the introduction of a two player upright version called **Cisco Heat Challenge**. This gives two players the chance to race fully interactively, adding the extra excitement of head to head competition. This is sure to further enhance the popularity of already proven hit game.

Whilst on the subject of driving videos, a hot tip for success in June could be the latest driving offering from Taito, called **Racing Beat**. An interactive sit down driving cockpit, combining the best of previous Taito drivers including **SCI** and **Chase HQ**.



Better than the real thing... well almost



## GO-GLOBAL

**Go-Global edited by Leslie 'if it's gonna be happening, it's gonna be featured' Bunder.**

**MUSIC...** Have you been keeping track on how the **Game Boy** is taking over the pop world? A couple of weeks back, chart topper **Chesney Hawks** was seen playing his Game Boy live on Ghost Train...

But wait, if you thought that was extreme, get a load of this. What do you reckon young **Dannii Minogue** keeps in her handbag? Yes, you're right, a Game Boy. It seems that this little bundle of fun has become



the essential item to have if you are a pop star...

Even a heavy weight star like **David Bowie** likes to carry one on the road...

Watch out for the first dedicated song devoted to a Game Boy by former Commotions main man **Lloyd Cole**. Taking inspiration from Tetris, Lloyd has put together a little ditty by the name of, wait for it... **Tetris!** Check out the track later this year on MCA Records...

**MOVIES...** Lots of Rap stars are now making it onto the big screen. **Ice Cube** stars in **Boys In The Hood**, **MC Shan** makes an appearance in **Steve Martin's** newie **LA Story** and out now is **LL Cool J** playing an undercover cop in **The Hard Way**...

The **Hard Way** stars **Michael J Fox** as a movie actor looking to be cast as a cop in a new production. So what does Fox do? He decides the best way to

play the role is to get first hand knowledge of how cops operate, so he goes off to find a cop to get inside info on how the system operates and begins to mimic him...

**Video...** **Marc Almond** is back on the screen. Polygram Video has brought out a new Marc Almond compilation called **Memorabilia** which features masses and masses of Almond mayhem.

The 14 tracks feature the Soft Cell hits, **Tainted Love**, **Say Hello**, **Wave Goodbye**, a **Bronski Beat** link up **I Feel Love** and the



duo with **Gene Pitney**, **Something's Gotten Hold Of My Heart**.

We've got three copies to give away in an easy to enter compo. All you've got to do is answer the following question. True or false, **Dave Ball** was involved in **Soft Cell**.

Answers on a postcard - and don't forget your name and address - to **Thanks for the Memories Compo**, **Games-X**, **Europa House**, **Adlington Park**, **Macclesfield**, **Cheshire**, **SK10 4NP**. Closing date is **25th May**.

**TV...** Everyone's talkin' about **Captain Planet** and how he is the new cartoon hero set to clean the world from all known **ECO** villains. Well, what a lot of people don't realise is that two of the voices of the featured characters are supplied by none other than **Sting** and **Meg Ryan**. Catch the Captain every Saturday morning at 8.35am on **ITV** and judge for yourself.

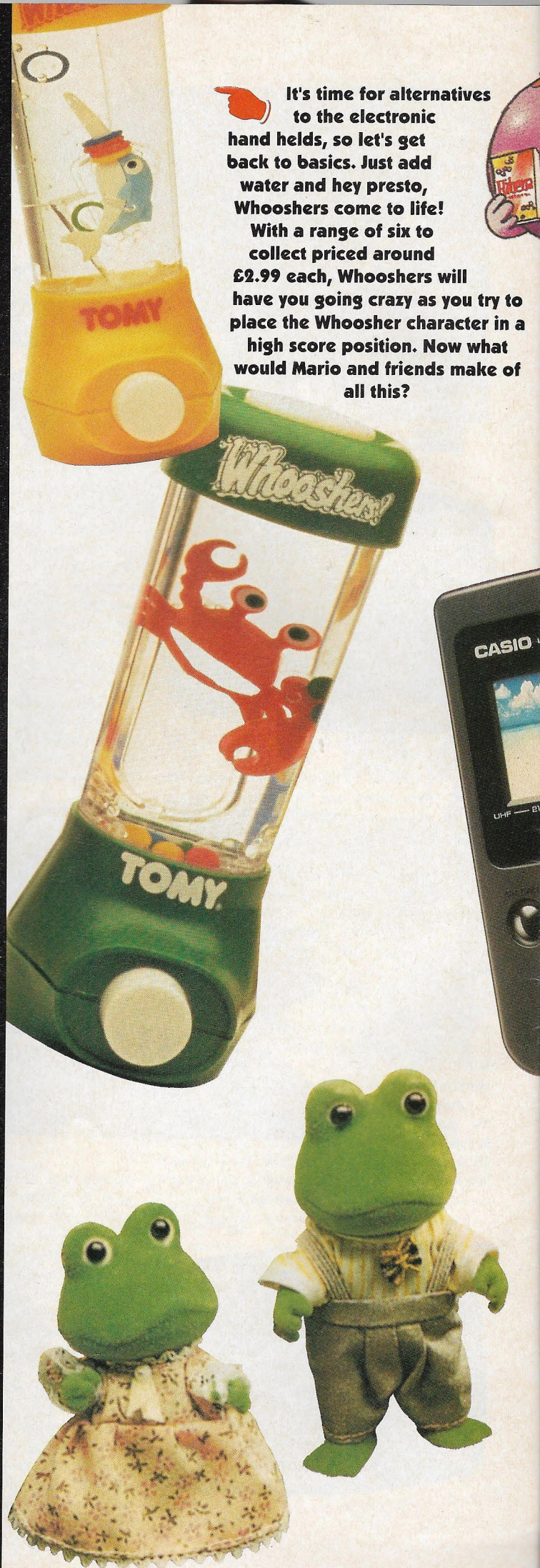
## INDEED!

Seems like **Kim Basinger**, isn't going to appear in **Batman 2**. So who's gonna be taking over the role of **Vicki Vale**, **Bruce Wayne's** fave female. Early money is going on 8th Wonder pop star and actress **Patsy Kensit**. Watch out for **Batman 2** and see for yourself!



It's time for alternatives to the electronic hand helds, so let's get back to basics. Just add water and hey presto, **Whooshers** come to life!

With a range of six to collect priced around **£2.99** each, **Whooshers** will have you going crazy as you try to place the **Whoosher** character in a high score position. Now what would **Mario** and friends make of all this?





Ribena has gone green. Well, it had to didn't it - especially with its new apple juice drink. According to market research conducted by Ribena, apple juice is becoming more and more a fave rave drink with juice drinkers. So watch out for it from your nearest sweet shop or supermarket and get into the apple juice craze!



Sing-a-long with Sanyo and its new range of Robo products. Bet you've always thought of yourself as the new MC Hammer, Vanilla Ice or even Phil Collins! Well, look no further 'cause if you want to bop along to your own awesome sounds check out the Robo-O5 sing-along system. Ideal for weddings, Bar Mitzvahs and even end of year school parties!



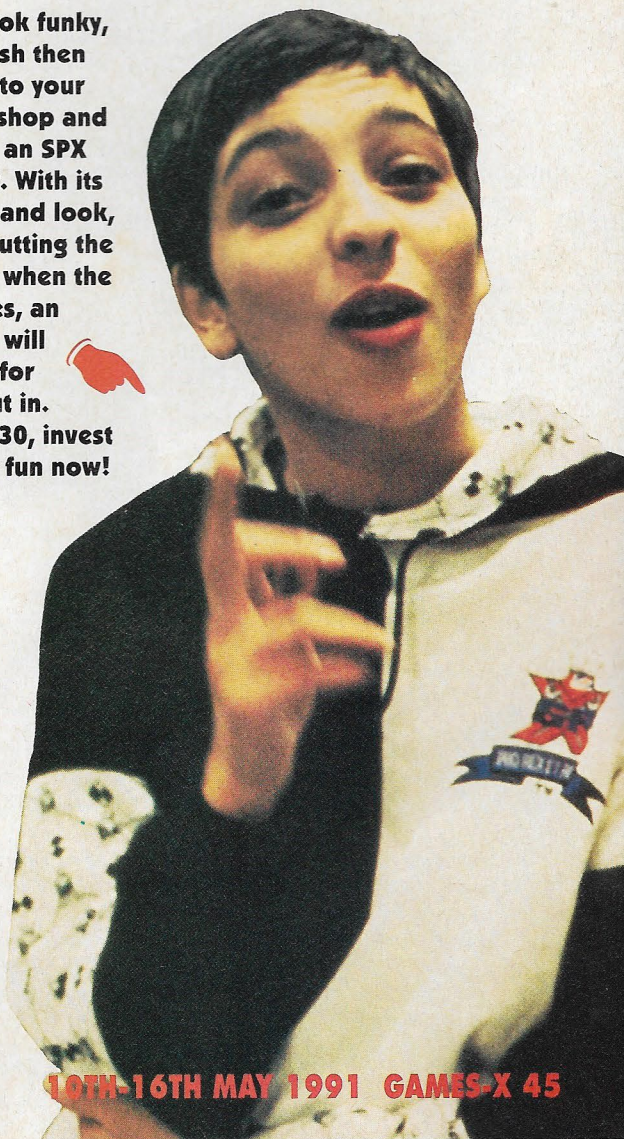
Casio has brought out a new fabby doobie hand held TV. The TV-470 follows in the footsteps of previous Casio hand helds by offering great colour resolution and a well designed look and finish. Available now priced around £100.


If you wanna look funky, fabby and fresh then make a dash to your nearest sports shop and grab yourself an SPX emblem T-shirt. With its streetwise style and look, you'll soon be cutting the mustard. If and when the summer arrives, an emblem T-shirt will be just the biz for you to chill out in. Priced around £30, invest in your summer fun now!



Watch out for the Bullrush family consisting of Walter, Lydia, Algernon and Lili all looking very cute and very collectable.

They'll be in the shops soonish from Tomy. Also available are the little baby Bullrushes'. So hop to it and make them part of your family.



 Right then dogbreaths, ta for your letters, but cut the flattery Hugh's head is big enough now. Keep the scrawl coming in and don't forget, if you send in a piccy of yourself and it gets printed there's a T-shirt in it for you. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

# X-IT

## NEW IDEAS?

- It would be nice to see some Lynx talk and reviews.
  - I don't really think the Go-Global page is very good. I think it needs a tad more computer gossip.
  - The Arcade Extravaganza was a good read.
  - The Tips Page is good with a lot of new cheats (no cheats - Dr X) (get out of my page - Uncle X) (now, now boys - Ed) and pokes, though it doesn't actually say which machine the tip is for.
  - Not sure about the Predixions.
  - Adverts should be cut down.
  - Reviews are great, but the ratings are quite hard to follow.
- Jonathan Fieldhouse, Faversham.

Woooo, boy. Want a job in quality control and ideas generation at Games-X?

Lynx games and tips have found a place in the mag as of issue one. 'Boy' was so upset at your quip about Go-Global that he sat in the corner by the

coat-stand sulking for days - try not to do this in the future as it severely affects our productivity.

Glad you liked the Arcade Extravaganza, Mike Wood worked hard on that one. If you look at the right hand side of every tips box you will see a logo of the machine that the tip is for.

We weren't sure about Predixions either so you won't see it any more.

What do you mean? Cut down the ads? We've got to make some money somehow, after all we sell the mag to you for the mere pittance of 60p.

Eee bah gum, ahm reet chuffed you like the reviews layout - the scoring system has been slightly modified for all you thickos out there!

## GAME NAMES

I am very interested in hand helds, so can you tell me more. What games can you get for the Lynx and Game Boy? And what's this about the Sega Game Gear? Spill the beans or I'll spread the

word that you drive a Lada!  
Colin Chung, Carlisle (where?)

I haven't got all day to list games, but here's a few.

Lynx - Chips Challenge, Ms Pac-Man, Gates of Zendocon, Slime World, Electrocop.

Game Boy - Tetris, Harmony, Pipe Dream, Flipul.

Game Gear - well it's not been officially launched yet so I can't help you on that one for a month or so.

What's this about a Lada? Mine's a Ferrari Testarossa, one white and a red one for the girlfriend. (Dream on! - Ed)

## X-IT THE REST

I think GX is totally brill, but I don't think it's fair that you always review and preview 16-bit game versions.

I have a slogan for you: X-it the other mags and get Games-X!  
Richard Brailsford, Accrington.

We don't always review 16-bit games - have a gander through our first two issues - but if the game happens to come out first on a 16-bit version, that's the one we will use. Games-X tries hard to bring you reviews on games before anyone else whether they be 8-bit, 16-bit or consoles.

When the game appears on other formats these will be reviewed in the Axxess page. If the software houses decide to publish 16-bits first there's very little we can do about it.

## OUTLAWS

I would just like to say that piracy needs controlling! I think that a new mag automatically draws readers, so by printing this letter you will be hitting at those people who may just think about pirating software.

We must remember that piracy damages the computer magazine industry - without the software houses there would be no computer mags or games for us to idle away those dark and lonely evenings.  
Neil Adams, Plymouth.

Piracy doesn't need controlling, it needs stamping out! It's all very easy to copy a disk that somebody else has bought, but what these guys don't realise is that they are actually stealing money from someone else's pocket.

It's nothing to do with the fact that the software houses are big and can afford it. Someone worked damned hard on the programming, graphics and music of a game and for an irresponsible moron to threaten his/their livelihoods is disgraceful.

We need the talent of these people to continue producing even better games, and by pirating disks they will be squeezed out of the industry. No programmers, no games!  
Nice one, Neil.

## WONDERFUL LIFE



Isn't life wonderful! I walked into a newsagents last Saturday and wow a brand new mag on the computer shelves. Full of games from the Speccy to the Super Famicom.

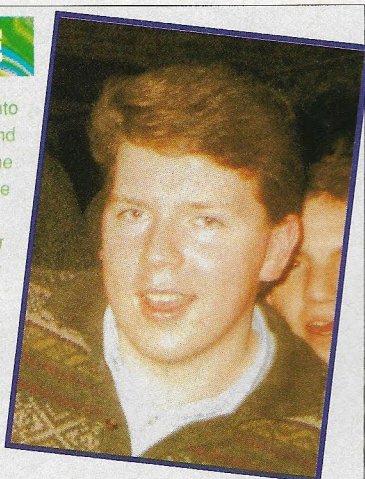
Interesting comment - whether praising or critical, letters, hints, player's guides, news - the lot. But best of all, weekly. Astonishing, I don't know how you do it, but please, please, please keep it up.

PS I want to start a Fiona Howarth fan club, do you think she'll approve?  
Norman Major, Rainow.

Very happy you approve of the fruits of our sleepless nights and booty filled days, slaving over a hot keyboard. And fret not, we certainly intend to 'keep it up' as long you lot keep buying.

As for the Fiona Howarth fan club, I think the lady herself must answer that one - take it away, Fi-Fi!

"I don't want fame or fortune. All I need in life is anonymity and a sugar-daddy!"



# IN NEXT WEEK'S SLINKY ISSUE

★ Games reviews so fresh you can still feel the dew

★ The second lot of 200 numbers in our free software for all compo

★ The hottest tips and cheats in the business

★ Where it's at for the happening news

★ And those player's guides. Are they good or what?

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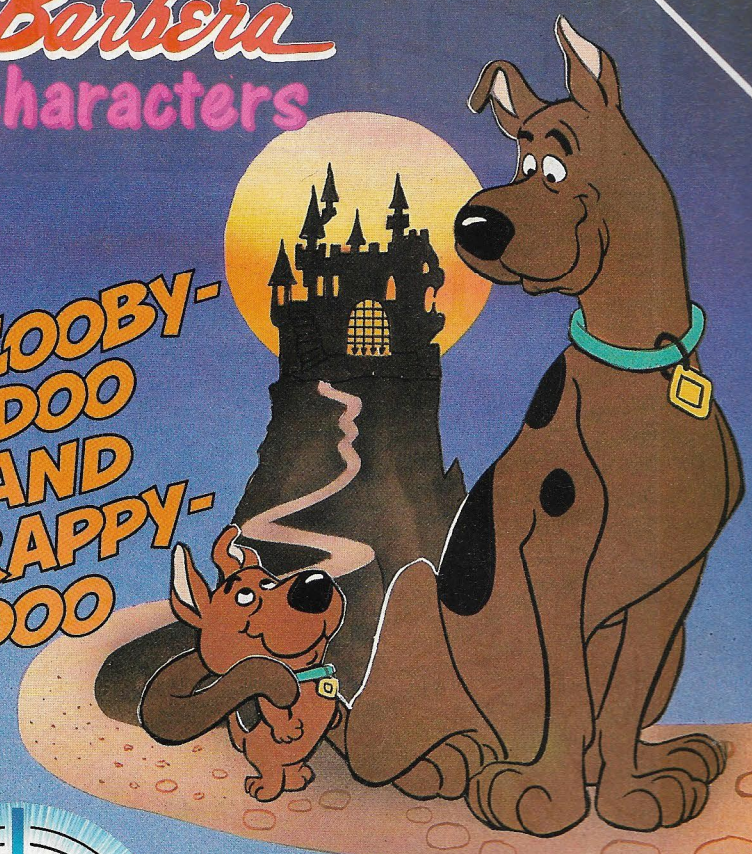
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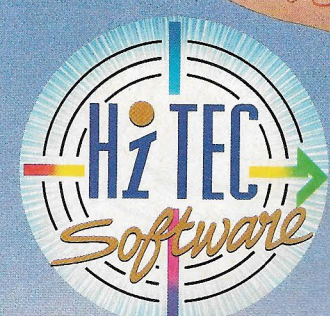
Games Based on Famous  
**Hanna-Barbera**  
Cartoon Characters



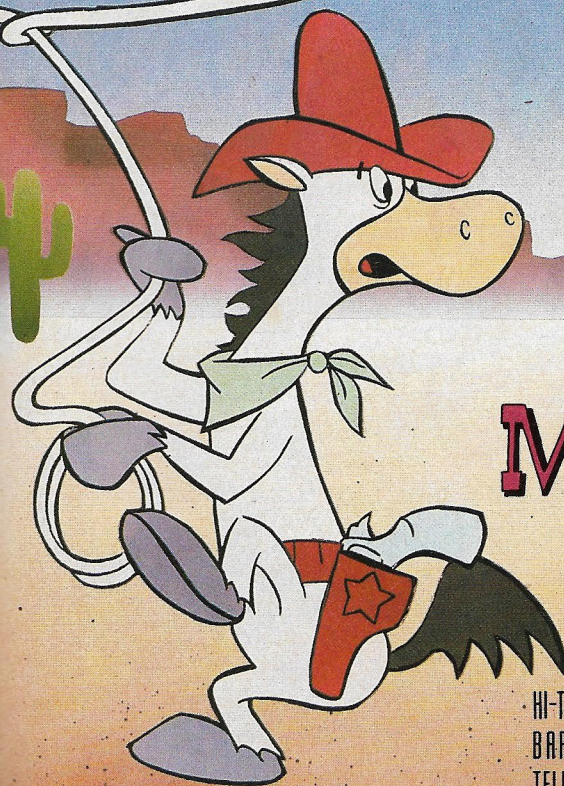
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**JETSONS**  
The  
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# GO WILLY!



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micro.

## ocean

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