

TOP
Every Thursday

THE 'NOT TO BE MISSED' COMPUTER AND CONSOLE MAG!

GAMES-X

15th-21st
August '97
Issue 17

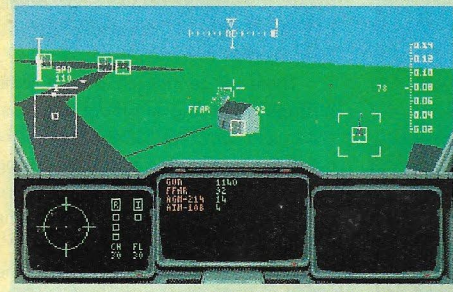
Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

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EXCLUSIVE:

- ★ UTOPIA
- ★ EXECUTIONER
- ★ GUNBOAT



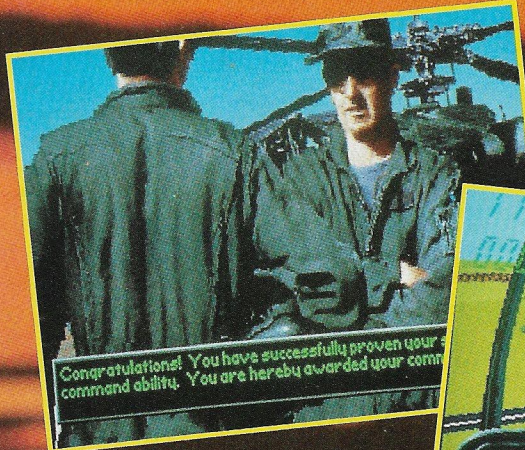
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- ★ THUNDERHAWK
- ★ BUSHBUCK
- ★ SWAP
- ★ FANTASY ZONE
- ★ GAME GEAR

GUNSHIP 2000...



...SNEAK PREVIEWED



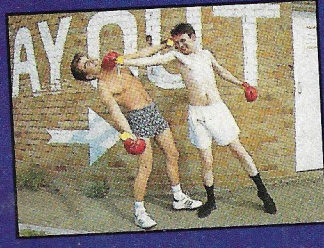
Congratulations! You have successfully proven your command ability. You are hereby awarded your comm



PLUS! TEN GAME BOYS TO WIN IN OUR QUAVERS COMP!



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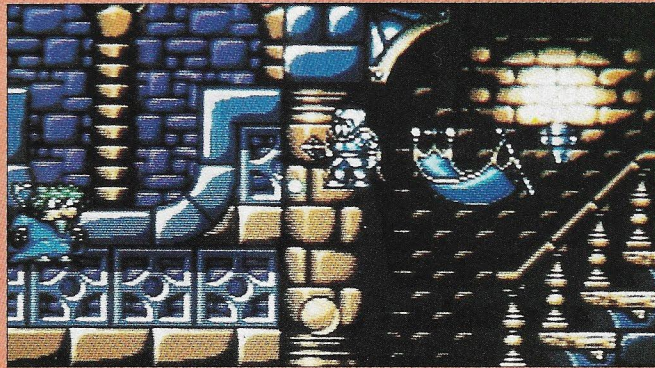
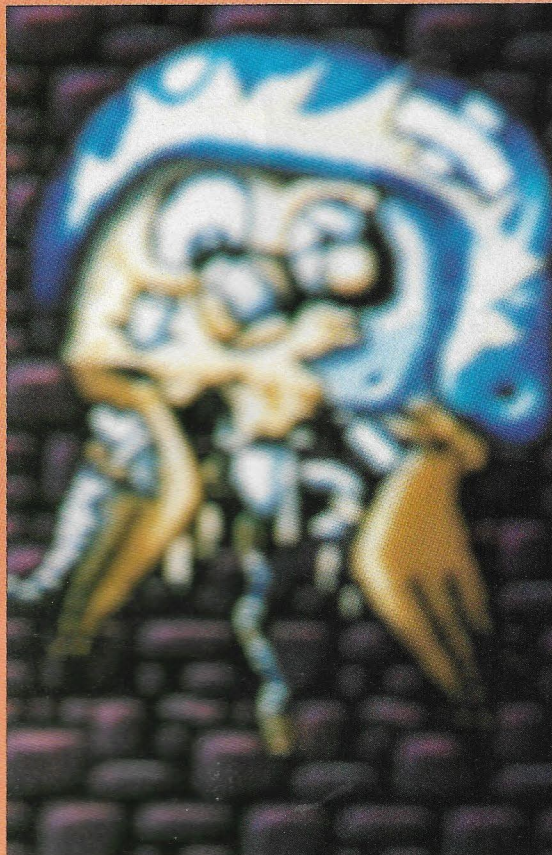
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THE ONLY PLACE FOR THE FULL WEEKLY GALLUP CHARTS!



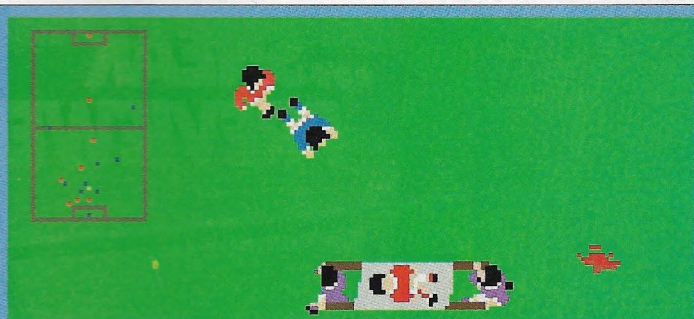


VIDEO KID

Twilight is the programming team behind Gremlin's *Video Kid*. In this game you spend most of your free time watching videos. One day while your mum and dad are out you begin to watch the latest movie.

Suddenly you feel very strange and realise that you've been sucked into the celluloid world of the VCR. Transformed into a wizard you must battle your way through five manic worlds in an attempt to return to the safety of your living room.

Video Kid is a multi-directional scrolling shoot'em-up that wouldn't look out of place in the arcades. Featuring a multitude of weapons and monsters this game will keep avid arcade fans busy for hours on end. Due for release from Gremlin in December, *Video Kid*



KICK OFF 3?

A disk has arrived at *Games-X* HQ claiming to be a demo of *Kick Off 3*. While Anco is not responsible for forwarding it to us it isn't denying the existence of the game. According to the demo the new game will concentrate more on gameplay than graphics.

Up to eight players will be able to play at once and the game also features enhanced player and manager statistics. In addition to the usual kit design there's also an option to change the weight, look, size and ball shape!

Apparently the game will contain better sprite detection allowing for fouling and barging. More news on *Kick Off 3* as we get it.

PRACTICE	SINGLE GAME	THE LEAGUE
THE CUP	INT FRIENDLY	ACTION REPLAY
KIT DESIGN	OPTIONS 1	SPECIAL EVENTS
DEMO GAME	DATA DISK	BALL DESIGN
TRAINING	OPTIONS 2	TACTICS

FREEDOM CONNECTION

With the 1990s being the decade of liberation, Spectravideo reckons its the time to launch the *Freedom Connection* which, as the name suggests, is all about joysticks with no leads.

Infrared joysticks have always been expensive, but using Spectra Video's



unit, with two connections, one in the computer and the other somewhere in the joystick, you can apparently transform any joystick for a mere £19.95.

The *Freedom Connection* is compatible with the Amiga, Commodore 64, the Atari VCS and Sega 8-bit.

THE SHOW RETURNS!

The *Games-X* Game Show is back on Radio Lux! If you didn't hear it last Tuesday, tune in on August 20th at 9pm for another action-packed show with reviews, phone-ins and a mega competition.

The main feature of the show is a review of the *Flight of the Intruder*, and up for grabs are prizes of the game and the film. The Sonic competition reaches its second week - if you can think of a

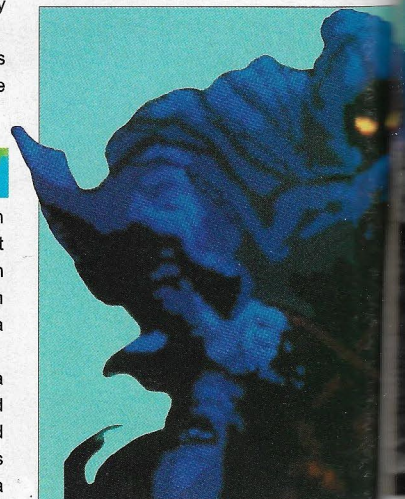
name for Sonic's brother you will stand a chance of winning a Mega Drive complete with Sonic or a T-shirt. Get your entries in on a postcard by 26th August to *Games-X* Games Show, Radio Luxembourg, 74, Newman Street, London, W1.

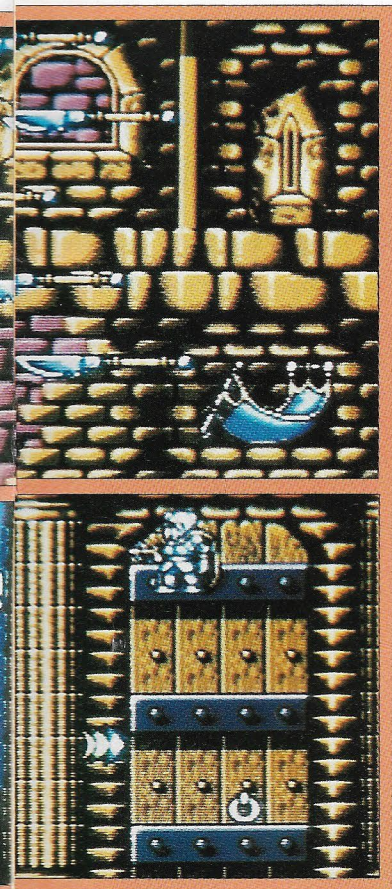
There will be mini-features on some strange sounding subjects such as, sheep and computer games, heroines of computer games and the best looking spaceships. Other items include more reviews, letters, requests and the game of the week phone-in.

Sounds good doesn't it? Go on, tune in. You know it makes sense!

PHAZER LIGHT GUN

Trojan has begun the promised software support for the Amiga and ST versions of its *Phazer Light Gun*. At the moment,





THE MAGIC GARDEN

It all started about a month ago. Some crazed fiend started sending them to me in the post. Gnomes of all shapes sizes and colours. Now they're out there in the garden plotting some terrible plan.

The crazy lot at Electronic Zoo has announced its next release, *The Magic Garden*, by sending little Grobbles the gnome and various members of his family in the post.

Grobble has been forced to leave his peaceful Gnomeland and is now a Gnomad. He takes the post of King Gnomes gardener and the only way of returning home is by growing the key to garden on the magic key tree. While the key is growing, Grobbles must ensure that the garden is well kept or face the wrath of the Gnome King.

Meanwhile if the pond begins to dry up the fish escape and so Grobble must keep filling it with water. Thankfully, the little gnome has a few friends, such as a dragonfly to ride on to help with watering the plants. There's also a shed full of tools and a magic coat to carry them in.

Totally original and totally non-violent, *The Magic Garden* is out in September.



only two games are available that use this nifty, little toy, but last week the firm added *The Enforcer* and *Alix* to the list.

In a few weeks, *Fire Star* will join the bunch and there are plans for two more games for Christmas. All will be priced at a low £9.99. Ocean and US Gold, are also working on games.

The Phazer Light Gun retails at £39.99 for the Amiga and ST.

GUERRILLA IN BOLIVIA

Cases Computer Simulations is soon to release another of its excellent wargames. *Che - Guerilla in Bolivia* is based on the actual happenings surrounding the legend's exploits.

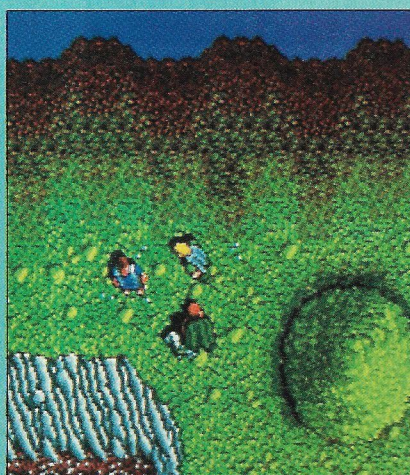
Available soon on the Amiga, *Che* will cost £24.99. Wargamers everywhere should look out for it, as CCS games are always well worth the wait.

LORD OF THE RINGS 2

Interplay has designed a sequel to *Lord of the Rings*, entitled *The Two Towers*. Initially, the game will be released on PC compatibles in October, with an Amiga version following later in the winter.

The evil Saruman continues his search for the power of the Rings and the game follows the fellowship as the characters continue their quest.

Enhanced graphics and sonics, *Two Towers* features an original music score and an even richer exploration of Middle



INSIDE

Best of the Bunch

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To be won - 10 Game Boys, plus 25 exclusive Colin Curley T-shirts.

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Jason Spiller went off to Battersea to visit, no not the Dogs' Home, but the HQ of Storm, the master of the coin-op conversion.

Game of the week



Utopia 16

Here from Gremlin and set to knock *Sim City* off its perch. But how does GX rate it?

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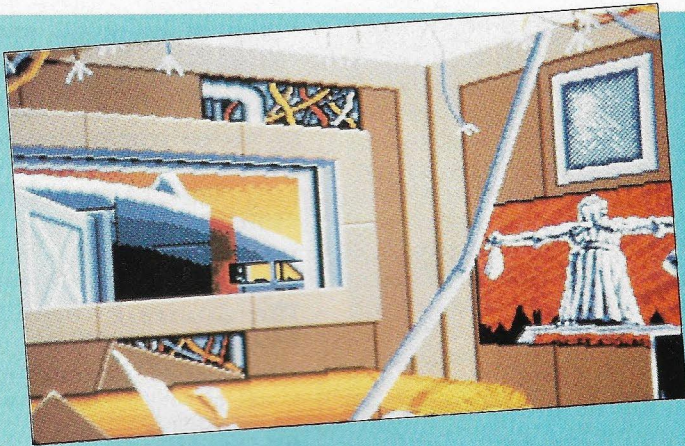
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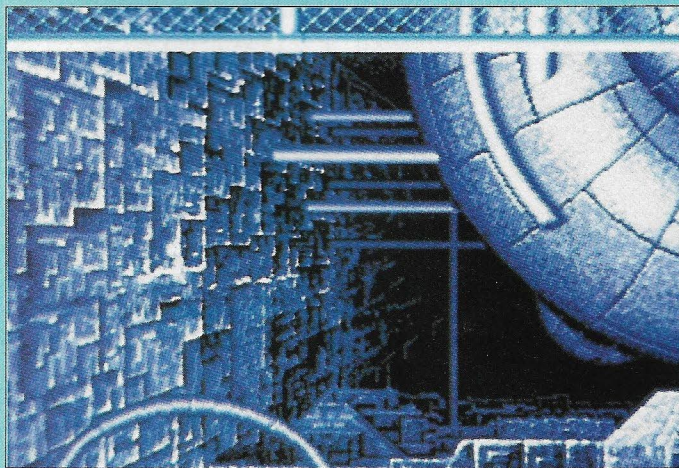
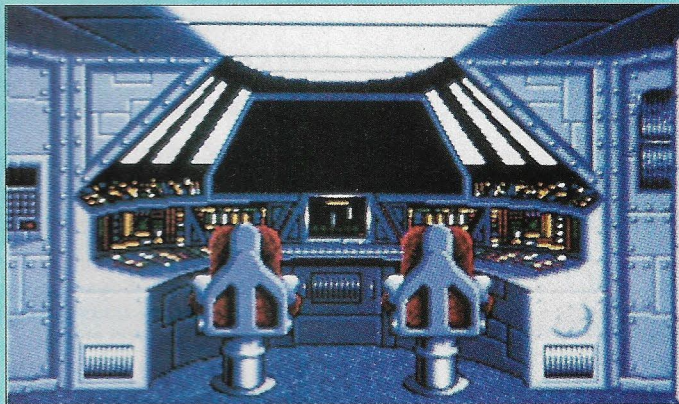
SUSPICIOUS CARGO

In the great scheme of things Jonah Hayes is probably classed as a low-life. A trap-freighter, Hayes will ferry anything anywhere. At present he's shackled up in a coffin motel somewhere on Titan.

The mortgage company which loaned him the money to buy his ship, the Lady Luck, has gone bust. Now, the mega company, Universal Products Corporation, has taken control and seeing how Hayes has fallen behind with his repayments the company figures he owes it something.

Apparently it's got some kind of crate that needs taking to a Bio-Weapons base on Earth. With the container held firmly in his hold, Hayes must make the Journey. What he doesn't know is that a rival company is more than interested in his suspicious cargo. Also, whatever's in the crate hasn't eaten for quite some time and guess who's on the menu!

Suspicious Cargo is due for release from Gremlin in October. The game will be available for both Amiga and ST machines at £25.99. The game itself is crammed full of suspense and mystery, it also contains several arcade sub-games. Watch out for *Suspicious Cargo* before it gets you.



C64GS IS DEAD

After less than one year, Commodore has officially killed off its C64GS console. The machine was launched at September's CES last year at £99 – it was supposed to be Commodore's answer to the success of Sega and Nintendo in the UK.

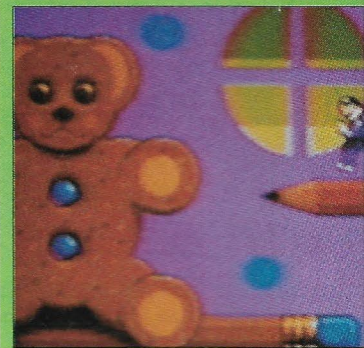
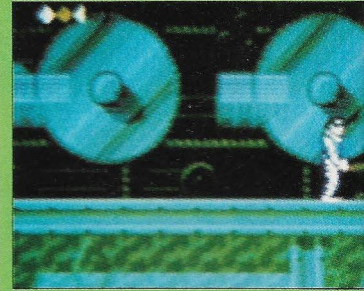
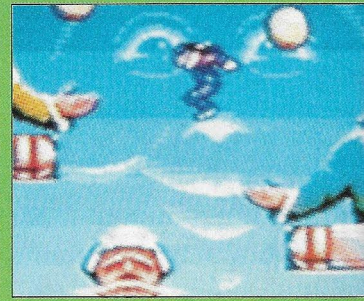
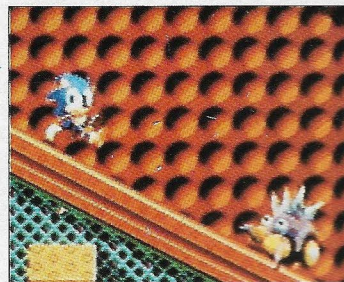
Commodore had aimed to sell over 100,000 units in its first 12 months however, the firm has now admitted that only 15,000 – 17,000 have actually been sold so far. Apparently, the company has broken up its existing stocks of the machine, and is re-using the PCBs (printed circuit boards) for standard C64 home computers.

Other stocks of the machine are currently being sold off by the electrical store giant Dixon, for a mere £29.

SONIC 2

No sooner has Sega launched its cult hero, Sonic, than he gets thrown back into another adventure. News of *Sonic 2* is still a little sketchy but the original team is said to be putting the finishing touches to the follow-up.

Apparently the game will once again see our hero battling against the dastardly Robotnik and his cronies. Word is that *Sonic 2* may well appear before Christmas, but don't hold your breath, it's not definite.



COMPO WINNERS

Remember the Budget Bonanza compo all those weeks ago in issue eight, when you strained your eyes to see which cut-out joined what picture?

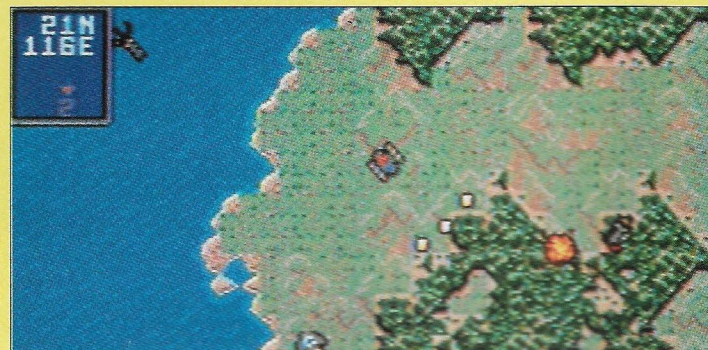
Here's the list of winners receiving a full Pocket Power software set courtesy of Prism Leisure:

STARFLIGHT

A massive space opera set in an immense galaxy of 270 star systems, Electronic Arts' *Starflight* is a vast space adventure, consisting of some 800 planets.

As captain of a powerful ship, your mission is to discover new solar systems and make contact with alien civilizations. The way you handle this will lead to either alliance or warfare.

Due for release in September on the Mega Drive, a stellar map and clue book will accompany the game to guide you through your exploration.



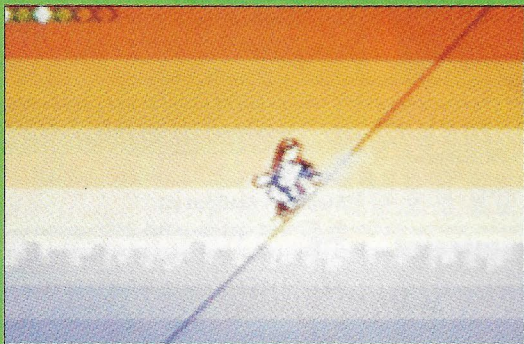
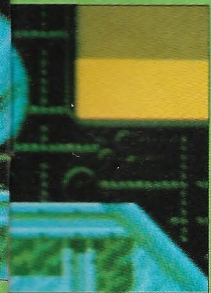
HARLEQUIN

Oh lordy, *Harlequin* has returned home to discover his land in a state of grave disrepair. Silence was all that could be heard from the once happy streets. Something was wrong, very wrong.

As the Harlequin your task is to search the land for the four pieces of Chimerica's heart. Only when the task has been completed will you once more be able to run carefree through the streets of the town.

Gremlin's Harlequin looks ready to set new standards as a state-of-the-art platform game.

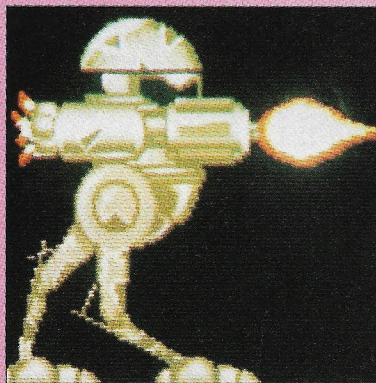
Programmed by the Warp Factory, Harlequin is due for release this October. With 20 levels packed full of puzzles, ST and Amiga owners should start saving the necessary £24.99 because this is a game that shouldn't be missed.



Gareth Lambert from Newquay; Karl Saxon from Swindon; Joel Coverdale from Llandoverly, Dyfed; Richard from Palmers Green, London; Douglas Thompson from Turriff, Scotland; Gordon Sharp from Glasgow; Sandie from East Acton, London; Steven Martin of London; Stephen Dellow of Morcombe, Dorset and Adrian H. of Crewe in Cheshire.

SORRY

Games-X would like to make it clear that *Captain Planet and the Planeteers* reviewed in issue 14 is only available in the Commodore Cartoon pack. Mindscape would like to point out that the game due for in November will be greatly enhanced. Apologies to all concerned.

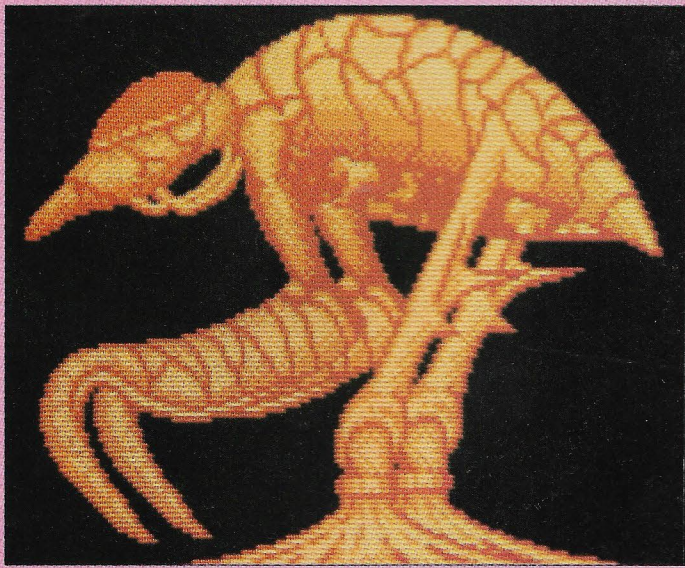


UNDER PRESSURE

The title of Eldritch the Cat's current original project, *Under Pressure*, is rather unfortunately apt, as the Cats have underestimated the graphical intensity of the game. So like that other Eldritch original, the shoot'em-up *Tentacle*, which was to be released this summer, *Under Pressure* is likely to be delayed for anything up to four months - possibly even until Christmas.

Eldritch the Cat grew in stature and gained great respect for their excellent conversions, including *Beast*, *Last Ninja III* and *Myth*. However, ambitions to produce an original project has been team leader Mark McCubbin's main objective.

More news on both these late, hotly-awaited titles as we get it.



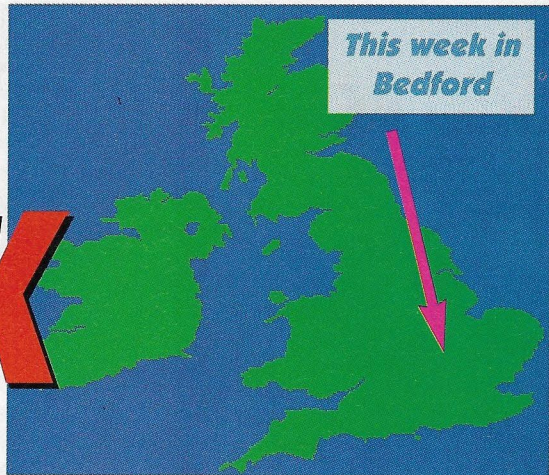
WHAT'S OUT AND WHEN

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. when you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
Air Power	Alternative	In house	Amstrad	£3.99	19/8/91
			C64	£3.99	19/8/91
			Spectrum	£3.99	19/8/91
Amnios	Psygnosis	Pete Lyons	Amiga	£25.99	19/8/91
Cl's Elephant Antics	CodeMasters	David Clarke	ST	£7.99	20/8/91
Conqueror	Kixx	Re-release	Amiga, ST	£7.99	21/8/91
Dizzy Panic	CodeMasters	Red Software	C64	£3.99	20/8/91
Falcon	Imageworks	In house	CDTV	£29.99	22/8/91
Turrican	Accolade	Ballistic	Mega Drive	£39.99	21/8/91
Xenon 2	Imageworks	Bitmap Bros	CDTV	£29.99	22/8/91
			PC	£7.99	21/8/91

This week we're off to Bedford, where we called upon Bits 'N' Bytes. Did the hot and balmy summer's day put games players off coming in for a bit of a browse? Obviously not. In fact, quite the opposite. Let's have a look...

STREET TALK



Adam Jackson (11)

My machine's a C64. The good thing about it is that the games are much cheaper than on other computers and they're much easier to play.

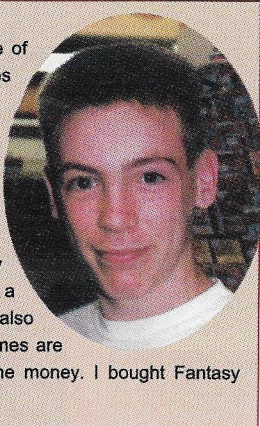


My favourite type of game is football simulation. Kick Off has to be the best football game around. As well as playing football for a local club I like going fishing with friends, usually to our local river.

Mathew Rumbles (14)

The Atari ST is one of the best machines around. The graphics and sound are good and, most of all, clear.

Hard Drivin' has to be one of the best car games ever. The graphics are really smooth and fast. I play a lot of racing games. I also think that the Dizzy games are great and well worth the money. I bought Fantasy World Dizzy for £6.99.



Cameron Williams (10)

Yo dudes! I've come in to see if I can get a football game for my Amstrad 464. I like watching TV, especially The Simpsons. I don't watch it a lot, my mum doesn't really let me. I'd like to play the computer game.

My hobbies include going swimming and playing cricket with friends when I've got some spare time.



Stephane Stafford (8)

Hi, I've got an Atari 2600 games console and the only game I've got on it is Centiped, which is brill.

I'm trying to find Junior Pacman. I really like Pacman games. My dad has got one on his computer. I'm going to a new school soon. My favourite subject is art and I'm quite good at it.



Richard Peck (12)

Everything about my computer is ace. I've got an Atari ST. I mainly play simulators and I sometimes play beat'em-ups and shoot'em-ups, but they get boring after a while.

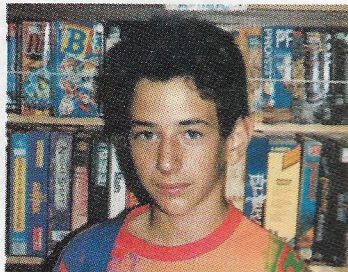
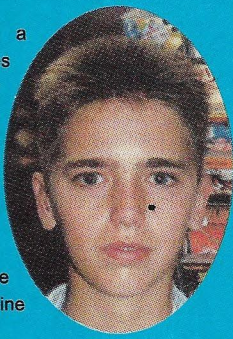


The Secret Diary Of Adrian Mole is my favourite book. I like reading funny books. It's great breaking up for the holidays. I'm going away to Spain with the school next month.

Ian Purser (13)

My Amstrad 464 was a Christmas present ages ago. I can't remember exactly how long I've had it. If I've got some money left over from town, I usually buy a game.

My favourite games are After Burner and Barbarian. I bought them both cheap. Another one of my favourite games is the Fruit Machine simulator from CodeMasters.



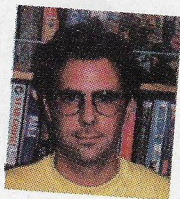
Daniel Sharp (13)

I've got two Nintendo systems, the Game Boy and the NES. I prefer the Game Boy because the games are more playable. I've had the Game Boy for four weeks now. I got Tetris with it. I bought Tennis a few days after, it's really great.

Although I play the Game Boy a lot, I don't ignore my NES. My favourite games on the NES are Super Mario Brothers and Snake, Rattle and Roll.

Dave Hutchings (26)

The reason I bought an Atari ST is because it's got a lot more memory than other computers. I did have a Spectrum, but my brother offered the ST to me really cheaply for £150 with lots of games. I go out to pubs a lot.



SHOP TALK

Dawn - Partner

Bits 'N' Bytes has been open for 18 months. We share the shop and rent with a cobbler - that's why we can keep our prices down.

If games don't sell, we will get rid of them really cheaply. A game retailing at £20 will be knocked down to around £15 then to £10 and then £5.

We haven't taken games for the Mega Drive yet, but we will definitely do them in October and especially the Christmas period. One game which has constantly been selling well is Gods. It's even outselling new titles. Sports games have also been selling well.



The ones that sold the most

- 1 ..Eye of the Beholder
- 2Gods
- 3Kick Off 2
- 4 ..Fantasy World Dizzy
- 5PGA Tour Golf
- 6 ...Manchester United
- 7Lemmings
- 8Pro Tennis Tour II
- 9Supercars
- 10Switchblade II

Stuart Payne (14)

I've had a Spectrum +2 for about three years now. I'm going to get a C64 soon. They're much better than Spectrums.

I like role-playing games. I collect and paint the lead figures. I've been doing this for about a year. I also enjoy watching horror videos. My favourites are Friday the 13th parts two and three.



Adam Fuller (12)

I've had a C64 for about a year now. The reason I've kept it is because the games are cheap and they're good as well. I buy budget games mostly. I really like the Dizzy collection and fighting games with ninjas.

In my spare time I like making fantasy models as well as reading comics. My favourite super hero is the Green Lantern.



NEW! CARTOON CLASSICS PACK

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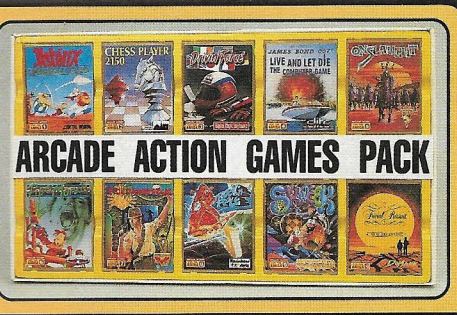
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That deliciously curly snack in a pack, Quavers and Games-X have joined forces in this wacky Colin Curly computer competition.

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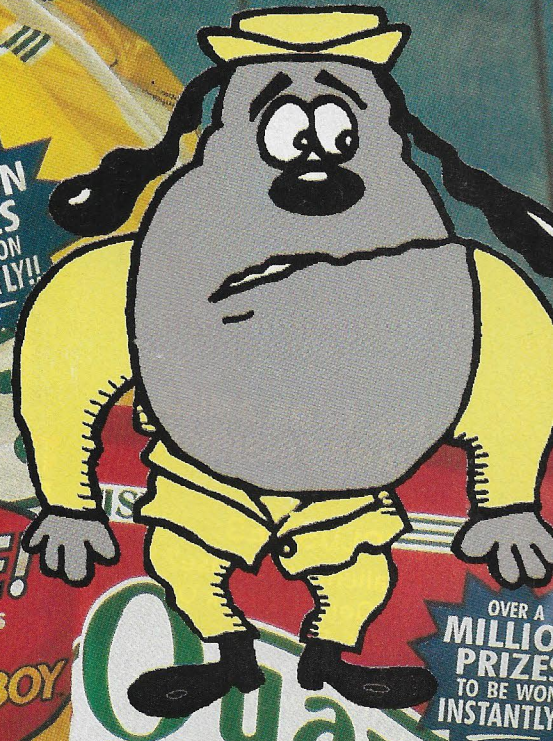
If you are lucky enough to be a runner-up one of 25 exclusive Colin Curly extra large T-shirts could be yours.

PENCILS READY...

All you have to do is take a good look at the cartoon strip on this page. Using your skill, judgement and as much humour as possible, simply fill in the remaining picture with: 'What happened next...'

Ne'er fret if you don't win this time, just grab a packet of Quavers and hunt for the Game Boy token!

Get your entries into the following address by 30th August, 1991: The Colin Curly Games-X Compo, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.



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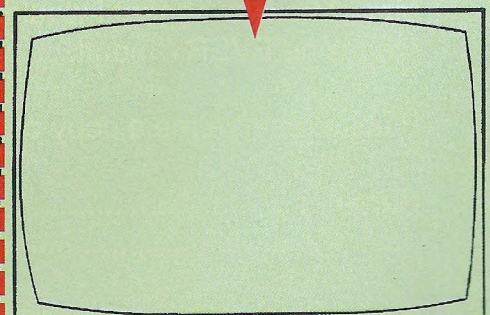
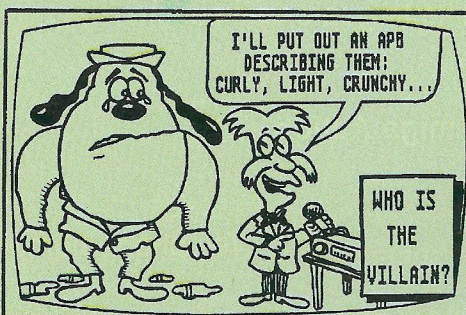
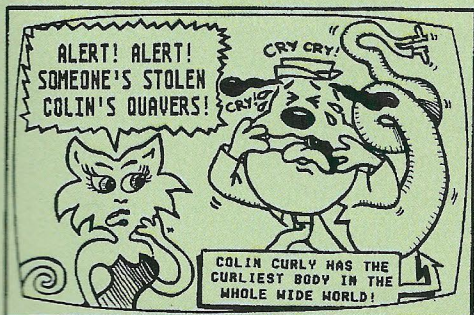
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The original Sega ninja corker is now available to buy at just under three quid for your C64.

Playing the role of an incredibly fearless ninja fighter, you must battle through torturous levels filled with platforms and enemies out for your blood.

The reason you're doing this is to

rescue lots of little children who have been kidnapped. Also, for good measure, you can kill all their

kidnappers in a fit of revenge filled anger.

The graphics are top notch if a little blocky, although they are colourful and similar to the arcade original. Sound effects are fairly standard but nice to listen to. Gameplay is easy to master and makes it that bit more addictive to play.

This is the best of all the home computer versions of Shinobi yet seen.

X-RATING: XXXXX



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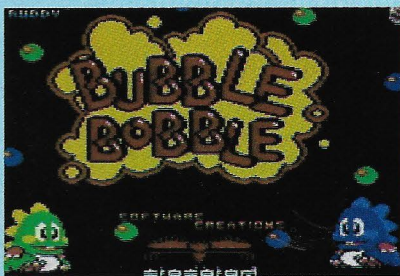


with the bubbles to entrap them, then pop the bubble to kill them. Sadly, this task is not so simple as there are many types of nasty, each with their own individual skills that will doubtless threaten your very existence.

Graphically, the game is not particularly stunning however, the sound in Bubble Bobble is absolutely outstanding, the tune being almost identical to its 16-bit counterparts!

The sheer simplicity in the gameplay is enough to make even the most hardened gamer blow his top again and again and be unable to put the game down.

Anyone who lets this wonderful bargain from those splendid people at hit squad pass them by needs a thorough brain scan.



X-RATING: XXXXX

Currently riding high in the charts is this little corker, without which the much heralded Rainbow Islands would never exist. Although, to be quite frank, this game is actually better.

Controlling one of two cute, bubble breathing dinosaurs, the aim is ludicrously simple. Shoot the nasties



Welcome to this week's specialist C64 page. Here is lots more incredibly exciting and informative news about everything in the whole wide world that you could conceivably link with your favourite machine...

Who in their right mind won't be flooding to their nearest cinema on August 16th? For this is the release date of Terminator 2: Judgment Day, starring some big bloke whose name I can't quite remember at the moment.

The film boasts of having the biggest ever budget in the history of Hollywood, around \$110 million! You can see why the Manchester maestros, Ocean snapped up the licence. The game will follow the film's plot as close as humanly possible with the usual array of scrolling shoot'em-up, beat'em-up and puzzle sections.

Terminator 2 will be available soon, so here are a few little taster shots to prepare you for the onslaught. Look out for a review pretty soon.



RENEGADE III - THE FINAL CHAPTER HIT SQUAD £3.99 OUT NOW

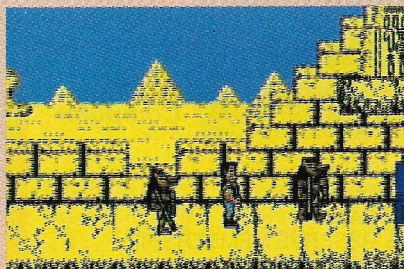
I remember playing the original Renegade to death on my Speccy many years ago. Now we have the game that completed the trilogy, originally released on the Imagine label.

This time, the storyline is completely unbelievable. Your girlfriend has been kidnapped once more, only this time by forces from the future. You, as Renegade, must fight your way through time to rescue her and defend her honour.

Starting off in a prehistoric era, you

must fight through five stages to the ultimate confrontation, which is set in the future. Being a roughy toughy, Renegade finds no threat in the many enemies who try to stop him: medieval knights, dinosaurs, cavemen, Egyptian mummies and robots. Personally, I'd run off screaming, although I'm no street fighter!

The graphic artist has opted for a



cartoon style and for that reason, the effects just aren't as effective as seen in the previous games. The music is the high point of the game and is almost worth buying the game for.

If you liked the original Renegade games, then you'll be disappointed with this effort, it doesn't deserve to be mentioned in the same breath as the previous two. The final chapter is conclusively far too annoying to have any lasting appeal.

X-RATING: XXX



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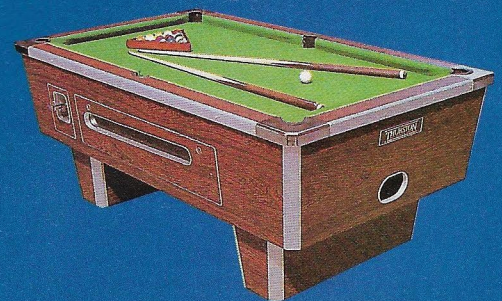


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1	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	◆	HEROQUEST House: GREMLIN Team: 221B
3	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
4	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
5	▼	TEENAGE MUTANT NINJA TURTLES House: IMAGEWORKS Team: PROBE
6	▲	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
7	◆	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
8	★	SHADOW DANCER House: US GOLD Team: IMAGES
9	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
10	▲	SUPREMACY House: VIRGIN Team: PROBE
11	◆	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZKJ
12	★	PREDATOR 2 House: IMAGEWORKS Team: ARC
13	★	ROBIN SMITH'S CRICKET House: CHALLENGE Team: ASTROS PRODUCTIONS
14	▼	VIZ House: VIRGIN Team: PROBE
15	▲	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
16	▲	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
17	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
18	▼	POWER UP House: OCEAN Team: VARIOUS
19	▼	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
20	▼	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR

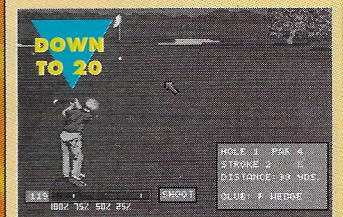


CHART FAX

Manchester United Europe is still clinging onto the top spot, but just as in real life, I doubt whether it will stay there for much longer. The support appears to be waning from some formats, and with rampant buying going on for Ocean's **Rainbow Collection**, a new entry from nowhere, its days look limited.

The Turtles and Dizzy are still holding on, with over 36 weeks of mileage between them. They don't look wrecked yet, but both were pretty shook up by the new arrival.

It looks like we'll soon be saying farewell to **PGA Tour Golf**, which has been a steadfast member of the charts since *Games-X* began. A dive of 14 places to this week's basement doesn't look promising, but as seen before, old battlers never die – they turn into yo-yos.



Robin Smith's Cricket has knocked the charts for six. OK, so it's summer, the weather has turned iffy, and the England team aren't much cop, but I suppose this is a natural hit for hardened cricket nuts who just can't seem to fulfill their desires elsewhere.

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

Turn to page 32 for our specially compiled machine specific charts

GAMES-X SCORING SYSTEM EXPLAINED!

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

X-RATING: XXXXX

The higher the rating the better the game

PAM our mild mannered and charming, friendly production editor. Here we can see her in all her glory (oo-er!) for the very first time in the pages of this fine literary tome. What would we do without her, eh?



The jokes about the age of **CHRIS**, our deputy editor, are beginning to wear a bit thin - like his hair. OK, he's ancient but we should respect our elders, shouldn't we? At the moment he amuses himself by throwing beer-mats around the office.



HUGH is the amazing ideas man behind the wonder that is *Games-X*. Charming, intelligent and possibly the one man in the world that can claim to be a walking, talking dictionary. What a guy! By the way Hugh, can I have a pay rise?



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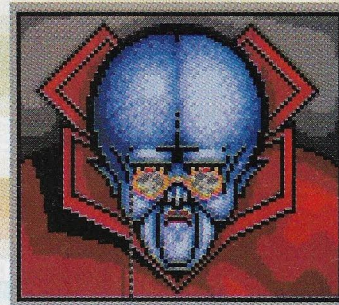
What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk



SENIOR PSYCHIATRIST: Reports on the current manpower in your colony including the birth and death rates



CIVIL ENGINEER: Maintains a record of the buildings you create and details how much each one costs



HEAD OF RESEARCH: Informs you of the current tech level and handles research products and initial development

RATED GAME OF THE WEEK **UTOPIA**



Peter from Amiga Action

The highly acclaimed *Sim City* has been around for years and, so far, no other product has come close to knocking it off its perch. However, the Sheffield based software house, *Gremlin*

Graphics, hopes to take this incredibly popular theme one step further, with its latest, strategic offering, *Utopia*.

You may be wondering how the dickens you managed to gain the responsibility of controlling your very own planet.

In actual fact, it all began about 26 years ago when the commander of a small colony lost all responsibility.

An alien force launched a surprise attack on his unprepared colony and the alien Kamzi assault craft destroyed his reserve command centre.

Not content with that, they captured the active control centre as well, thus gaining access to the memory banks of the colony's computers.

ALIEN AGGRESSION

As an immediate consequence of this, 17 neighbouring planets and several top secret research projects were lost. In the long term, over 6,000 colonists and 29 planets have since been taken.

However, this could have been avoided if the commander in charge of the original colony had followed standard procedure and destroyed the active command centre.

Although the info would have been lost, the enemy would not have been able to capitalise on the vast amounts of information and military secrets.

Just recently, the alien force launched a similar attack on the colony control centre under your command.

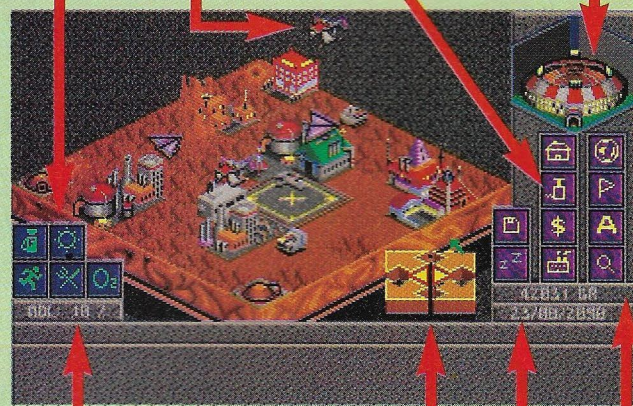
Fortunately, a female councillor remembered the infamous attack of the past and recalled the long-term damage it had caused.

These emergency indicators bring any dangerous situations to your attention

An alien assault craft carrying out a swift attack

Control icons allow you to access the various parts of the game such as your personal advisors

Here is the current status of operation, in this instance, building



The quality of life indicator informs you just how content your inhabitants are

Direction arrows are used for scrolling around the landscape

The date! The day, month and year

Indicator showing how much money is currently available

Under these circumstances, you immediately set the auto-destruct facility the colony had been equipped with and escaped via a small craft.

The colony was completely destroyed and therefore the aliens' attempt to grasp vital information was successfully thwarted.

The actions of the female were forgotten and luckily, you took the credit. Various high-ranking officers and

division heads took it upon themselves to promote you to commander of a nearby planet

As a top-ranking officer, you must take the newly formed planet and create a perfect living environment, hence the title of the game.

Remember that thousands of people who have taken residence on the planet will be depending upon your actions.



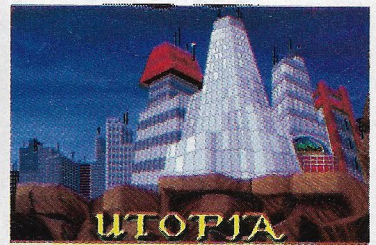
COLONY ADMINISTRATOR: Stores details of all your resources, including buildings, ore, fuel and gold



FINANCIAL CONSULTANT: He lists all your financial income and expenditure from the colony support grant



SUPREME COMMANDER: Keeps track of how many tanks and spaceships you own and their current position



FACT FILE

Software House: Gremlin
Game Design and Programming: Graeme Ing, Robert Crack
Graphic Artist: Bernie

I must admit to not being an ardent strategy fan, yet I did enjoy the challenge created by games such as *Sim City* and *Populous*.

Imagine my delight when Gremlin announced details of a product that effectively combines the positive features of both.

However, *Utopia* is an excellent game in its own right. The first thing to grab your attention is the well drawn, isometric landscape, which portrays the planet surface both cleanly and effectively. The buildings especially are extremely realistic.

I know for a fact that the programmers originally intended the game to be viewed from above in 2D, but thankfully, they made the inspired decision to add the extra dimension.

Another feature worth noting is the incredibly intelligent alien force, who always seem to find a way in which to breach your defences. The intelligence routines fail to slow down the gameplay, even though there are so many different assault craft.

Surprisingly enough, the game is relatively simple to get into, considering the depth and involvement of the gameplay.

The icons are thoughtfully presented, and coupled with the mouse controlled movement, the interface is incredibly friendly.

The only annoying aspect is positioning the cursor over the landscape, which at times can be more than a little awkward.

Otherwise, this is a top class game that will doubtless appeal both to strategy fans and those of you with only a passing interest. Yet another quality product from Gremlin.

It's your responsibility to juggle the various resources available and ensure that your inhabitants remain content.

While there is no finite end to playing the game, you can be sure that you're going about things in the correct way if the quality of life rating reaches the desired figure. This is displayed on the screen as a percentage.

If you can sustain levels of around 80 per cent you'll receive a medal for your efforts, though you should be aiming for a figure of 90 per cent.

To create your planet, you have the power to construct various buildings ranging from missile launchers to hospitals and libraries.

Bear in mind that all this costs money and if you fail to build a successful structure, your plans for a Utopia will undoubtedly crumble.

PROBLEMS GALORE

Unfortunately, you're not the only planet in the solar system and careful management of resources and money is not the only skill required.

Neighbouring planets and colonies all want their own chunk of the rock and they'll use any amount of force necessary to achieve their goal.

To combat this greediness, you must ensure that your own defence systems are up to scratch by funding various research projects.

It's essential not to deploy too many people in specific areas - invariably this will mean other resources won't survive.

For instance, if you invest too much money in weapons and not enough in food and fuel, your followers will eventually starve or become disappointed at the quality and quantity of foods available.

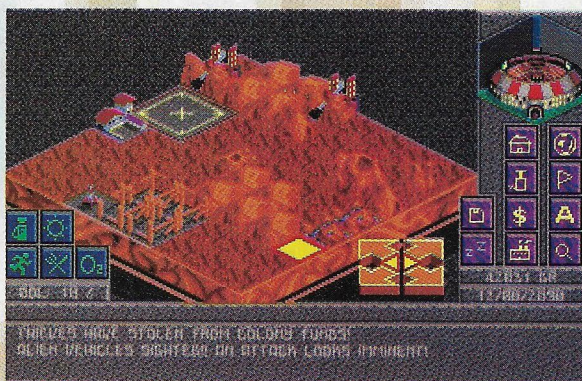
THE INTERFACE

Constructing and controlling the planet is a joy to behold using the well thought out icon system.

As is becoming the norm for this style of strategy game, it's possible to activate most areas of play with the minimum of fuss.

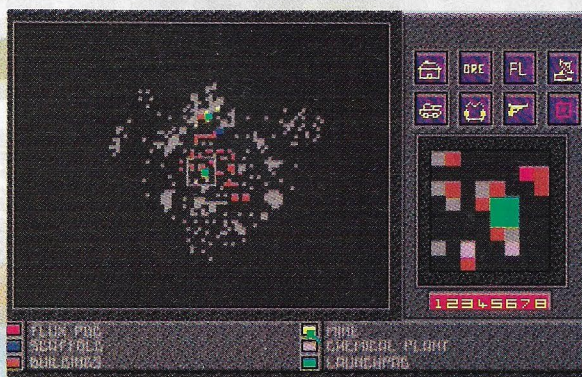
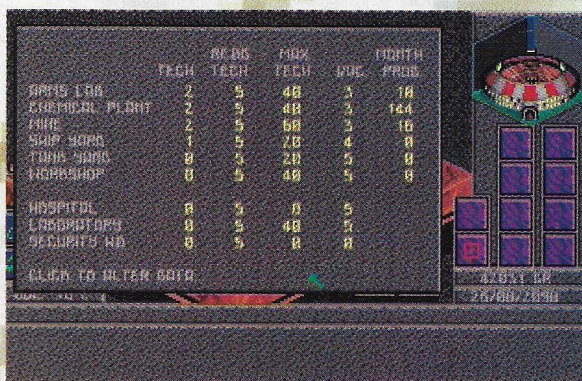
The only time you really need to access the keyboard is when you're required to enter a figure, although if you want, this side of things can be handled automatically by the computer.

Controlling a planet is no easy feat, so help from your personal advisors is warmly welcomed



Once the decision to construct a building is reached, you'll have to wait a month until the building is fully operational

For those of you who couldn't be bothered, the financial screens can be controlled by the computer



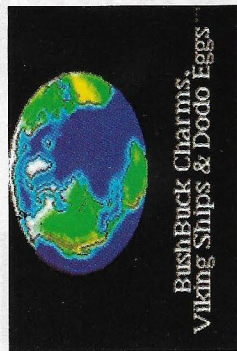
This map screen displays the entire planet surface and highlights any specific areas in alternative colours

X-RATING: XXXX

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

RELEASE INFO

Amiga £29.99 Sept
Atari ST £29.99 Oct



FACT FILE

Software House: Activision
Development Team: PC Globe Inc
Game Design: Jim McMahon,
Greg Humphrey, Ray Kessler

I really didn't know what to expect from this. Games with an educational element can be either tedious or over complicated.

However, I am pleased to say that **Activision** has come up trumps here. The number of locations is vast, the clues are subtle and the puzzles are set at just the right level of difficulty.

Graphically, the game is not particularly awe-inspiring but is more than adequate for the representation of the world maps and the little piccies of the locations.

The only aspect of presentation which lets it down is the sound. It doesn't support the Roland Sound Board, and there is no indication as to what other boards it may support. It's just a good job that the internal speaker can be switched off!

Overall, I really enjoyed playing around with this. It's fun and educational and should teach you a thing or two about the world.

X-RATING: XXXXX

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

RELEASE INFO
IBM PC £35.99 Oct
Amiga £29.99 Nov



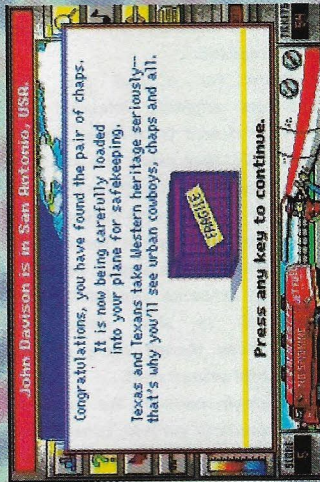
The year is 2010. Your mission is to collect artifacts to be displayed at a global Questival. However, the evil Otto von Slinkenrat has hidden these treasures, with the intention of keeping them for himself

John

John Davidson is in San Antonio, USA.

Congratulations, you have found the pair of chaps. It is now being carefully loaded into your plane for safekeeping. Texas and Texas take western heritage seriously—that's why you'll see urban cowboys, chaps and all.

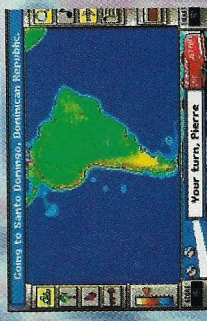
Press any key to continue.



(Far Left) In San Antonio you discover the pair of chaps. Load them onto your plane so you can return to the Questival

(Left) Nip up to Canada on the plane (our Bri would like this!) and explore the wonders of sunny Toronto

(Below) Pierre, your computer controlled opponent makes yet another comment as he tries to get ahead

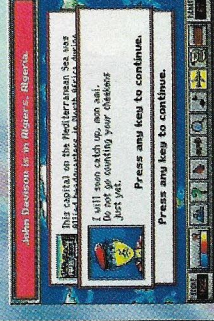


education, a smidgen of planning ahead. Wow, what a truly worthwhile item of electronic entertainment this is!

DOES IT REALLY WORK?
Well, I'll let you into a little secret here. I did 'A' level geography and thought that I'd be pretty good at the cryptic clues.

However... my cockiness evaporated after a few games. Finding Transalvania was the beginning of my downfall. Where on earth is it?

Before I knew it I was learning about towns, cities and cultures I'd never heard of. For example, did you know that Yugoslavia has two alphabets, three religions, four languages, five nationalities, six republics; it hosted the 1984 Winter Olympics and...



Pierre is still meaning. Will he ever shut up?

BUSHBUCK

the world's most intriguing cities, in 175 different countries searching for bits and bobs of trivial significance.

Bushbuck is, according to Activision, a game delving into the

opportunity to play either alone, or with a big gang of know-it-alls who think they're a bit good at geographical puzzles.

Next, I suppose I really ought to tell you that you can visit 206 of

Click on this to find all 206 of the cities

Help! You may well need it!

Find the name of the city. Do you really want to go there?

The key will explain the map symbols

Click here to magnify the map

The map of the world shows all the major locations ready for you to plan your route

Any messages will appear up 'ere

The number of tickets remaining for you to use

This will bring up the clues that you have found

Thank goodness you can turn the music off, eh?

The travel icon puts you on the next plane

Getting fed up? Then just quit!

diverse countries and cultures of the world, while enhancing the player's understanding of global geography.

Phew! Heavy stuff, eh? Spot of cultural awareness, bit of

messages will appear up 'ere

The number of tickets remaining for you to use

This will bring up the clues that you have found

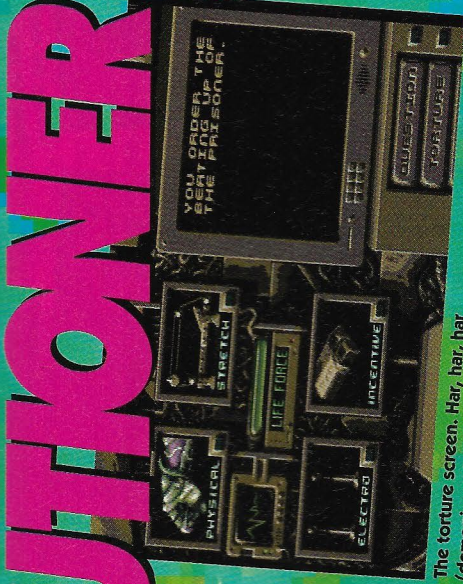
Getting fed up? Then just quit!

THE EXECUTIONER

You're a big roughly toughy soldier with an incredibly wonderful reputation for kicking alien bottoms. You've got a great big gun, your superiors love you and you almost certainly drive all the girls wild. What a hero eh?



Your mission is to execute the evil leader of the Gargaroths, a demonic race of deranged and ugly aliens. You must find an electronic key which has been scattered around the solar system in four separate parts. Look for the bits, stick 'em together, find the dude and nobble 'im... Simple!



The torture screen. Har, har, har (demonic cackle) stretch 'em, beat 'em, fry 'em. Alternatively give 'em a piece of chocolate!



In the shop you can flog off your slaves and use the money to buy new bolt-on dangly bits for your super-duper space ship

finding stray people wandering about the surface of the planets, and sucking these up gives you both a source of revenue and information.

Taking the people to the galaxy

shop gives you the opportunity to sell them as slaves and buy weapons with the dosh.

Alternatively, seeing as you're a bit of a barbaric little devil at heart, you can take them to the

Your big flash super spacecraft

The tractor ball will suck up anything that you fly over, from fuel to funny little men

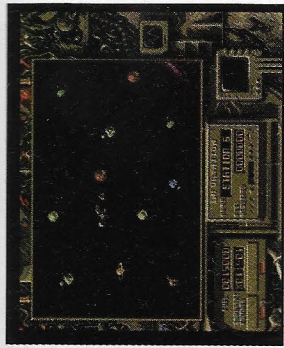
The transmission pod will open up the exit to the planet surface

Exit to the planet you're presently on. Activated by the transmission pod

Suck up a little man for loads of dosh

The fuel pod gives you... (guess what?) more fuel!

The four pieces of the key as they fit together. Get this and the evil guy's history!



FACT FILE

Software House: HAWK
Development Team: Avant Garde
Programmer: Andrew Prime
Graphics: Stoo Cambridg
Music: Doub Boori

I really quite enjoyed this! The graphics and sound are of a very good quality and the gameplay is really quite compelling. The complications of the Thrust-like flight sequences, coupled with the strategy involved with exploring the galaxy make sure that you shouldn't get bored with nipping around looking for someone to execute.

The game is full of little features with an added touch of humour. The shop sees a big stormtrooper selling equipment from behind the counter, while nipping into the bar for a rest from the action sees you with your bum plonked on a bar stool with mellow jazz quietly playing in the background.

Overall I was really quite impressed and I should imagine that anyone searching for something just a little bit different should have a great time playing it!

X-RATING: XXXX

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

RELEASE INFO
Amiga £25.99 Now



Strange caverns await you as you visit your first planet. What horrors are lurking around the corner?



Go to Les's bar and mellow out to the cool jazz

this type as you have to compensate for gravity and inertia as well as the meanies and their never ending torrent of laser fire.

mothership and either beat them up, stretch them on a rack or attach electrodes to their nipples, with the intention of gaining information concerning the location of the key.

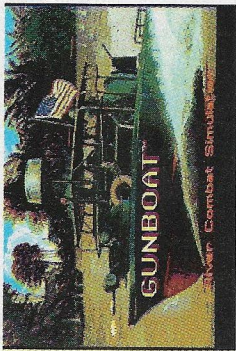
All in all it's quite a little holiday compared to what you're used to! The views nice anyway! Look at all those nice graphics they're definitely tasty, aren't they?

GRUELLING GAMEPLAY

Hawk is trying very hard to push this game as being a combination of both arcade shoot'em-up and strategic challenge.

The game contains a great deal of variety and the level of strategy is set at just the right level to make it interesting.

The shooty shooty bits are a bit more than your average game of



FACT FILE

Software House: Acrolide
Design: Tom Loughry
Graphic Artists: Bedcott Bladney, Scott Sara
Music: Gary Estow, Russell Shiffer

I was quite hoping that this would be really good as I'm quite a fan of the old sim side of things. Things started off badly when the code wheel struck.

What really spoils this game is that it's boring! It's s-o s-l-o-w! The reaction time between you doing something to the controls and the boat actually responding is so sluggish you could pop off and make a cup of coffee while it was making its mind up!

The combat elements aren't particularly thrilling but at least they manage to salvage the otherwise dull gameplay in some way!

Possibly the very best element of Gunboat is the sound. All the effects are of top-notch quality and very realistic.

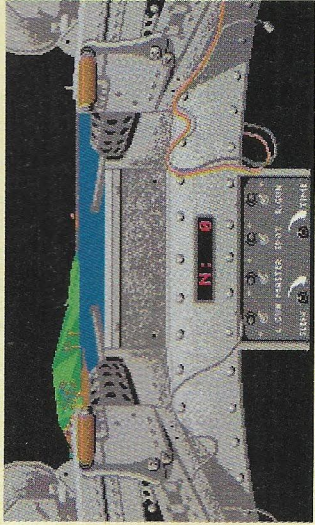
I am very disappointed with this and I'm not alone! Everyone who saw this in the office found it to be dull. A very poor simulator which is not a patch on the flight related sims.

X-RATING: XX

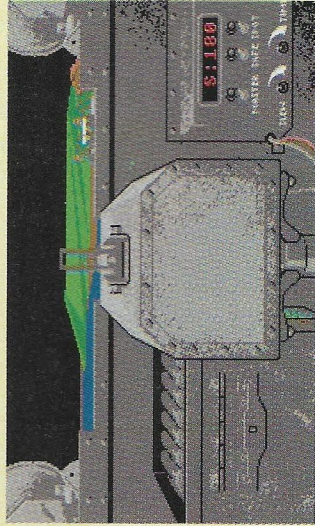
Gameplay: 9/20
Lastability: 6/20
Presentation: 13/20

RELEASE INFO
Amiga \$95.99 Now
PC \$99.99 Now

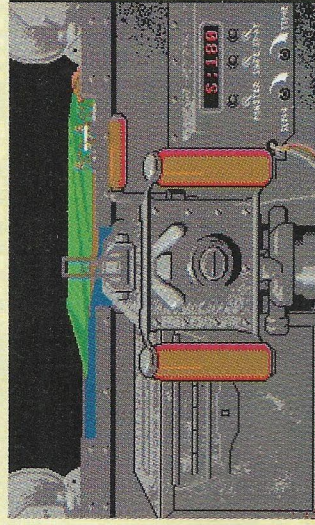
ALL ABOARD THE PBR FOR A SPOT OF WET 'N' WILD SHOOTING!



The forward gun is a very exposed point, but the weapon itself is very effective for clearing a path



The mid point gun will shoot at targets parallel to your boat thus making your progress a lot easier



The rear gun is used to knock out those annoying little beggars which pop up behind you

Let me start this review by saying just one thing. I absolutely loathe the software protection code wheels.

I was provided with one which was not only broken but was also misprinted and baddy out, making it almost impossible to find the necessary information. Grrrrr!!!

The designer of this simulation decided that a decent boat-type sim had yet to be written. He set about writing the definitive game that would capture all of the elements of river warfare.

At the same time, he obviously wanted to celebrate the 'brave American soldiers' and their wonderful little boats, as well as illustrating how rough things could get during Vietnam.

Well, to be frank, I don't think

GUNBOAT

The gunboat: eight tons of firepower crammed into a 30 foot hull. For three decades the US Navy has deployed the river patrol boat for a most hostile type of war - river combat! Now you've been drafted to do battle with the bad guys...



that thrills and spills come into it on the Amiga version, cos it's a bit boring to tell the truth. But, never mind, the idea behind the game isn't at all bad.

What Gunboat gives you is full control over all the aspects of

managing a fully armed war boat. You must nip into enemy territory, flatten the bad guys, complete your mission and then get back out.

Not only must you control both the guns and the steering of the boat, but you must also plan out

your route using a series of maps as well as work out what is friendly and what isn't.

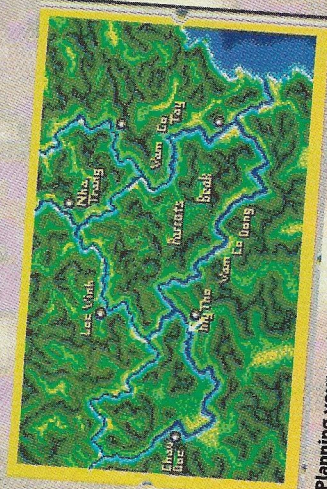
All aspects of the planning are vitally important with respect to helping you complete the mission and accomplish your goal.

Control of the boat is a difficult task to say the very least and it's here that the game is let down the most. I can't speak for the PC version, but the Amiga controls are really difficult to manipulate.

FASTER THAN A...

I know it's supposed to be a simulation and not an action game but your 'eight ton war machine' is about as manoeuvrable as a cow stuck in a rather soggy patch of mud. Sluggish? I've seen snails come faster than this!

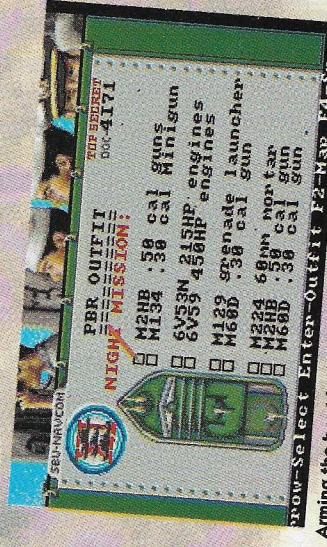
This could have been something really quite different and original but it's let down by these poor controls. The host of different options available is very impressive indeed but I can't see many people getting too thrilled about this.



Planning your route using the map. One wrong turn and you'll end up in the heart of enemy territory

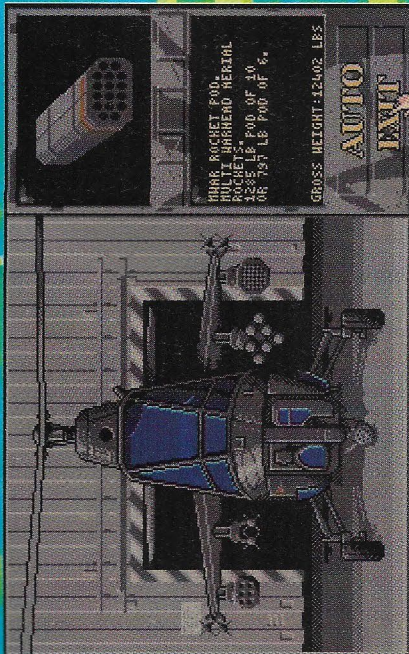


From the pilot's cabin you see the Vietnamese river sprawl out towards the horizon



Arming the boat is of paramount importance. Judge which weapons you will need as well as which engine is necessary

Equipping your helicopter with the correct armaments is of vital importance throughout the different missions. Here's a good selection of weapons of destruction although you don't have to balance your helicopter evenly



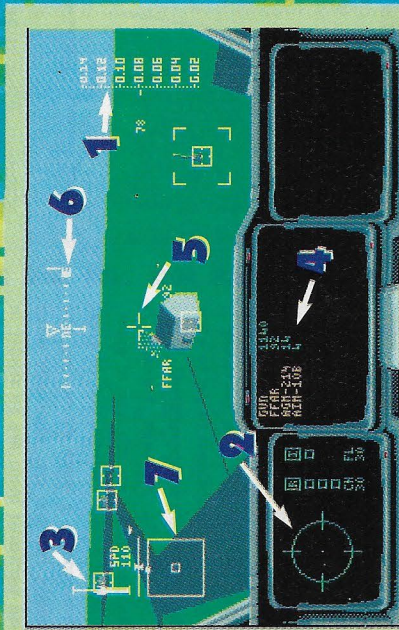
An action-packed scene with the pilot plucking away at the enemy one by one, or destroyed so far, face in the sights, and one in the distance. No missiles with this pilot



THUNDERHAWK



Interested in doing your bit for world peace? Well, pop into the cockpit and pulverise the badies inside your well-armed, flying, food blender – with a good deal more than a pea shooter for company...



- 1** The altitude. How high in the big blue you are, or how far you have to fall
- 2** The radar and warning indicator. Shows potential threats with coloured flashing lights
- 3** The collective power indicator. The amount of power affects both the climb and descent rate of
- 4** The weapon listing. This rapidly changes to a damage indicator when you're wacked with a surface-to-air missile
- 5** Cross-hairs and weapons in use. The display adjusts to the particular armament, be it a gun, unguided missile or the more deadly guided version
- 6** The compass direction kindly includes a point showing your heading – no need to navigate in this game
- 7** The cyclic indicator shows where you would be pushing a joystick in a real helicopter

In a split second. Blue Thunder? Pah, a piece of junk!

The scrolling is slick and offers a more realistic impression of movement than most others. In fact, the mission debriefing graphic screens are probably the best in the field of flight sims.

The missions begin with your officer in charge, Jack Marshall, describing the problem. He then presents a film show of the area to be attacked.

MARAUDING MIGS

Enemy choppers are quite easy to shoot out of the sky once you get to grips with the controls. The problems start when you're above radar height and missiles are flying at you, or when you are attacked by a MIG fighter.

The enemy doesn't forget to attack in this game – when they do, you'll soon know about it.

The game requires quite extraordinary hand to eye coordination, which is made a tad awkward by the incredible amount of on-screen information. You've got to keep your eyes on every corner, especially during particularly vicious onslaughts.

Loading your 'mean chopper of death' with the choice of weapons is simplicity itself. You can let the computer fill up the helicopter automatically, or you can pick and choose with your own preference – my faves being the splendid air-to-air missiles.

BACK DOWN TO EARTH

Whatever the outcome of the mission, you receive a complete debrief by Jack. If you failed, you get the anger treatment and are sent for further training.

If you did moderately well, he'll discuss the mission in a cordial fashion, but if you really stood out as the pilot of the year he'll be laid back and casual. He might even buy you a pint, although I've yet to impress him that much.



FACT FILE

Software House: Core
Development Team: Core
Programmer: Mark Avory
Graphic Artists: Jason Gee, Simon Phipps

The individual strategies for each of the 60 missions should be enjoyed by those who enjoy planning ahead, while the blasting sequences ought to please those with an adrenalin fixation.

The briefing scene setters somehow manage to take away the worry – possibly because of the simulation within a story-line framework.

The challenge of various missions is a great boost. If boredom does set in, you can at least work out a different attack strategy for the next time, hone down your skills, then try again.

Graphics are super smooth, the sounds are piercingly loud and add to the gameplay. The choice of options does make you dizzy at first, but you'll be more than pleased with them after you've mastered the basic movements.

All in all, a game destined to grace the shelves of all flight sim fans. However, the question remains whether it is actually such a great leap from existing flight sims.

X-RATING: XXXXX

Gameplay: 15/20

Lastability: 16/20

Presentation: 17/20

RELEASE INFO

Amiga £30.99 Aug

Atari ST £30.99 Aug

IBM PC £34.99 Sept

SARAKON

FACT FILE

Software House: Virgin

Development Team: Starbyte Software

Design: Kharrumb

Illustrations: "Wooly Back," Dalton

Software Director: Ian Marraha

Art & Development Manager: Nige Web

Overall, Sarakon is a tough game. You need to have nimble mouse control, a forward thinking mind and patience - lots of it. The gameplay is straightforward and easy to get to grips with, and is quite well presented.

Graphically, although Sarakon is rather impressive for this type of game, the actual colour coordination of greys and browns is a touch depressing and irritating for the eye, especially when some particular icons are so similar in style. A little more colour wouldn't have gone amiss.

You will probably return for another go, especially after finishing a level and gaining level codes. But when you do get stuck on a level, you may well get a tad sick of the darned thing.

I'm not a puzzle game fan, but if you are you will love Sarakon, especially if you enjoy being against the clock. I don't know if it will appeal to all and sundry but it is strangely addictive.

X-RATING: XXX

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

RELEASE INFO

Amiga £19.99 **Now**

Atari ST £19.99 **Now**

IBM PC £19.99 **Now**

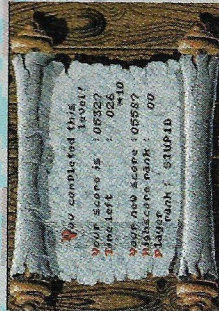


The ancient Chinese game of Mah Jong has been copied many times in computer form, and Sarakon is no exception. So if you consider yourself to have a keen eye, a logical mind and lightning reactions then Sarakon may be the game for you.

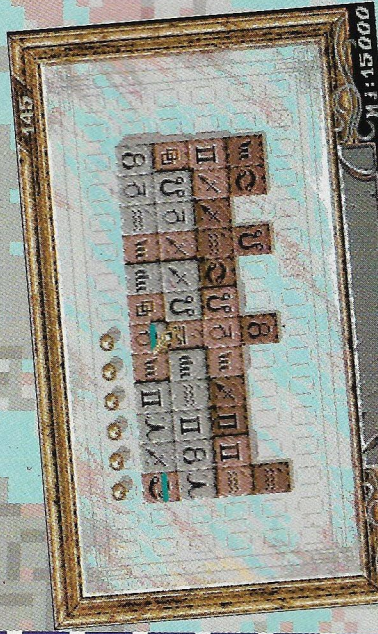
The idea of the game is basically to flip pairs of stones, match them in a certain way and remove them. Sounds simple? Well, the game is as easy as pie to get to grips with, but there are additional problems.

To flip away a stone, the pair must be either adjacent to each other or joined by an imaginary line.

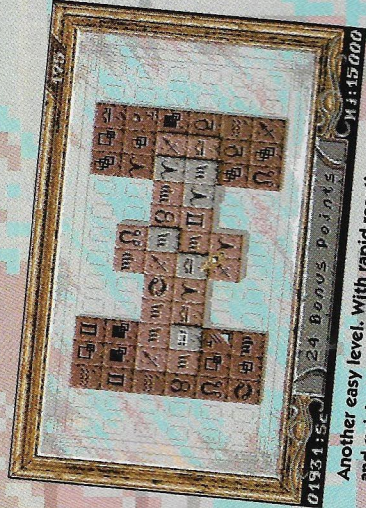
This line between the stones must have no more than two corners in it. You can pop around



If you don't like computer games to be rude, then don't play this. Being called stupid may be alright for the German programmers. I thought I was doing rather well. Well, ish, anyway. OK, I must be stupid



Three levels of stones to change on this easy level. The problems start when you try to link the wrong pair - it'll take some time to get out of that pickle



Another easy level. With rapid reactions and quick changing, the bonus points should add up nicely, thank you

SARAKON

corners, but you can't be too adventurous, having to swap other stones from the board to make a suitable gap.

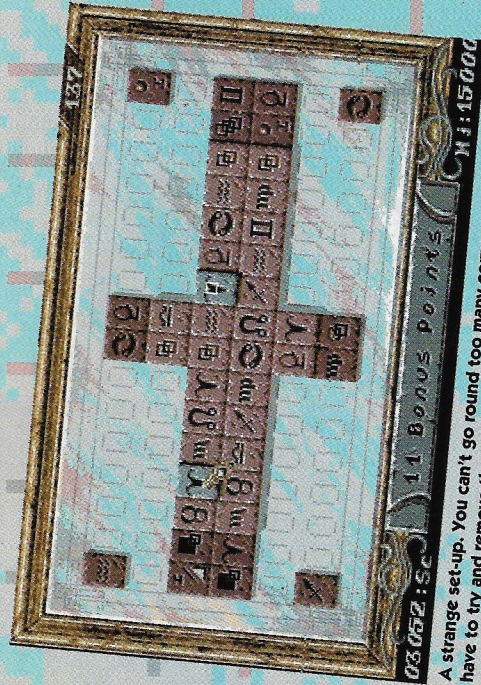
Time is also a problem. Within the first few attempts, you may be stunned at the number of tiles left on the grid when you have run out of time.

I said you needed lightning reactions - and speed is of the essence, but it does add to the challenge of the game.

Quick removals also gain bonus points, and a decent bonus is offered if you do indeed complete the screen with seconds to spare.

There are additional extras making the game more interesting - a stone may flash for a limited time and, when removed with another of the same type, will add 15 seconds to your total time.

Throughout the game, extra icons will be added and when selected and removed will either add extra time or provide a joker.



A strange set-up. You can't go round too many corners, so you'll have to try and remove those on the pointy bits and in the corners. Get rid of them quick and you'll really be cooking

The jokers are valuable stones to come across, showing either the Sea Horse, the Mask, the Magician, or the Butterfly - quite unmistakable from the usual bland markings on the stones.

The Yin/Yang symbol is a free joker - selecting a pair of these has exactly the same effect as activating a joker - and you can remove all of a particular tile from the board.

Later in the game a dragon scatters jokers randomly all over the place, which is kind of him, I think - but too many can really cock-up your planning.

For those really addicted, there is an additional tougher level of play. This really does make the game harder to complete in the time allocated in the later levels.

The more challenging level of difficulty only allows you to remove stones from the same colour tile.

As a game, it does require a fair chunk of strategy, but not so much that you can sit down and plan your actions because of the strict time control.

The clock ticks on remorselessly, so you've got to be on your toes and a decent anti-slip mouse mat works wonders.



Here is a familiar game on this bonus level. You're only allowed to change two covered bricks at a time and are supposed to remember where they all are. Easy? Not a chance - I'll give a packet of swizzles to anyone who can remove them all within the time allowed

GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

Ace of Aces Sega Master System

Software House: Sega
Development Team: Tiertex

One of the very first flight simulation/combat games to be released for the 8-bit home computers was the now classic Ace of Aces.



After thousands of C64, Atari and other 8-bit format owners enjoyed it, people with Sega's baby console can now have the pleasure.

As conversions go this is certainly one of the best. The graphics are very similar to the original, and if anything, much of the scrolling and animation is smoother and more pleasing to the eye.



Sonically it ain't bad and as gameplay goes it is still considered by many to be one of the truly great games of this type. Owners of the good ol' Master System could do far worse if they want a playable flight sim which involves a considerable level of shooting!

X-RATING: XXXXX

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

Leisure Suit Larry (sci) IBM PC (VGA)

Software House: Sierra On-Line
Programmer: Oliver Brelford
Graphic Artist: William Skirvin
Sound: Al Lowe

He's back, but now in glorious Technicolour. Perhaps the most popular of all the Sierra Quest Series started with Larry in the glitzy night-time lights of Lost Wages. Larry's task is to lose... not the game but his virginity!



Using the new point-and-grope icon system, the game is simple to get to grips with and above all fun. Not recommended for children, the game



features faultless cartoon-style graphics and with the aid of the correct sound board, the sound is also of high quality.

This is one of the best adventure games around, and although the price tag is fairly hefty and the game is perhaps a little too easy to complete, the humour will keep you playing for hours.

X-RATING: XXXXX

Gameplay: 15/20
Lastability: 13/20
Presentation: 18/20

Forgotten Worlds Master System

Software House: Sega
Development Team: Sega Enterprises

This playable two-player shoot'em-up has now reached the Master System, but with one major drawback over the other versions - one of the characters is missing!



Yup, the Master System version of Forgotten Worlds is only a one-player game with five levels. That aside, the game is still quite good.

The game uses the Master System's capabilities to the full, and graphically it is excellent. The sound is okay, and the playability may take a while to get used to.

I found Forgotten Worlds fairly dull as a shoot'em-up, but the game has



been converted over to the 8-bit Sega machine really well. It's a shame the original product was poor.

X-RATING: XXXX

Gameplay: 12/20
Lastability: 11/20
Presentation: 13/20

Navy SEALs Atari ST

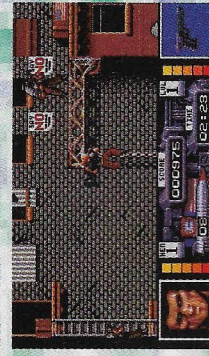
First Reviewed: Issue 12
Software House: Ocean
Development Team: in house

A player's guide has just blessed the pages of our stunning mag and now we bring to you the ST version of this game.

Following what plot the film had fairly closely, the game is basically a platform shoot'em-up. You control an elite troop of Navy SEALs, a special commando force for the US Navy.



Stinger missiles have been discovered all over the Gulf (the release of both film and game were delayed for obvious reasons) and it's up to you to destroy them.



The graphics are the same as the Amiga version except for the main character sprite. The game itself moves at a much faster pace than the Amiga, something which may or may not be appreciated by the player.

X-RATING: XXXXX

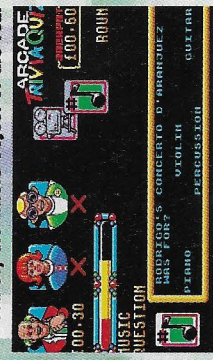
Gameplay: 13/20
Lastability: 14/20
Presentation: 15/20

Arcade Trivia Quiz Atari ST

First Reviewed: Issue 14
Software House: Zeppelin Platinum
Programmer: Ian Copeland
Graphic Artist: David Taylor

For folk addicted to those matches hidden away in pub corners, Arcade Trivia Quiz can save lots of 99p pieces.

Of course, the whole object of the real



game falls flat with this version when you don't hear the jingling dosh.

The ST version remains faithful to its Amiga forerunner with its well presented, pleasant, cartoon-style characters, and upbeat jingly, sound effects and music.



The questions vary from the sublime to the ridiculous, but if you enjoy that, you'll love this.

It's quick enough to play, and with the multi-player options and the large selection of questions to ask, it should keep trivia freaks happy for at least a couple of nights.

X-RATING: XXXX

Gameplay: 20/20
Lastability: 10/20
Presentation: 15/20

There's a Storm brewing up in ol' London town. It's a furious fight between heavyweight boxers, tough street fighters... and fairies that are so cute they'll make you puke. Jason Spiller breezes into Battersea, where the Storm's blowing so strong the power station is crumbling into the Thames...

If you want to know where the best and most popular coin-ops are being crushed down, beefed up and fine-tuned, it's in the maze of rooms and corridors within the Storm lair. Open one door and you see a team of blokes ripping out the innards of a coin-op machine.

Down a corridor and into another dark cell and somebody is chopping off a joystick and fire button from one coin-op carcass and screwing steering wheels on another.

What's all this butchery in aid of? Simply to reproduce all the megabytes of explosive action, big 'n' beefy sprites and ear-shattering sonics from arcade machines, and cram it all onto one little disk for you - Storm, the family butcher.



Dressed in a rather fetching scarlet ensemble, the fairy leaps over the green frog and the white rabbit wielding her magic wand in a show of wanton power

So how's it all done? Well, some critics in the game design fraternity will say that arcade conversion is a cop out for programmers, who couldn't have an original idea if their next pint depended on it. However, as I discovered, the boys at Storm are looking to produce games that are even better than the arcade originals.

PACKING IT DOWN

Cramming megabytes of memory from coin-op PCBs onto a couple of floppies is similar to pouring a pint of Watney's Red Barrel into a gnat's bladder - an exact science that takes time, effort and a very steady hand.

The variety of arcade conversions that the Storm boys are working on is enormous. It ranges from big and butch boxing action in Final Blow the latest and the best bone-smashing martial arts romp yet, Double Dragon III, to Rodlands, which is none-too quietly predicted to be so cute and sweet you'll be reaching for your ring.

Peekit Weeserick could be a desperately unfortunate selection of letters in a game of Scrabble - it's also the surname of Ronald, the man in charge of converting the hottest cutesy game in the arcade,



Rodlands. What's more, he's actually improved on the original. Ronald explained:

"Gone are the days when you were happy if you managed even a vague approximation of a coin-op. Nowadays, you can produce a perfect conversion, with room to even improve on the game content. Thanks to years of struggling with the traditional problem of crushing memory, programmers have fine-tuned methods of converting code and packing it down.

"Not only have memory-crunching routines developed, but graphics packages are now refined enough to produce almost exact sprites and backdrops. We've actually produced more enemy elements and variations in the attack patterns than in the coin-op version." The 8-bit Rodlands is being produced by graphics man Rob Whittaker and coder Steve Snake.

STORM

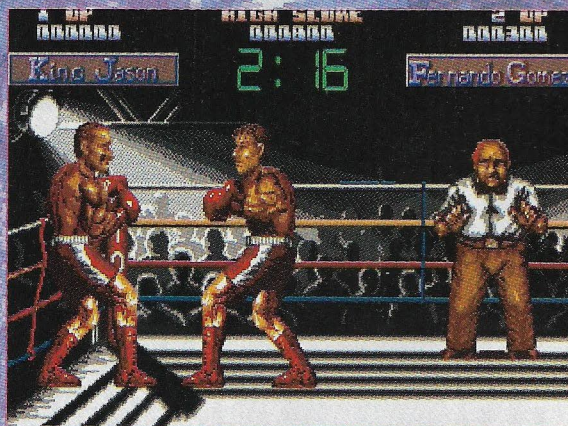
SIMPLY STUNNING

Visually, the main sprites in Final Blow are stunning! Seven sprites high, the graphics and animation have been faithfully reproduced so that the joystick/fire button control over the fighter has all the response and power, which has made Final Blow a hit in the arcade. In charge of Final Blow's graphics, Shaun McClure:

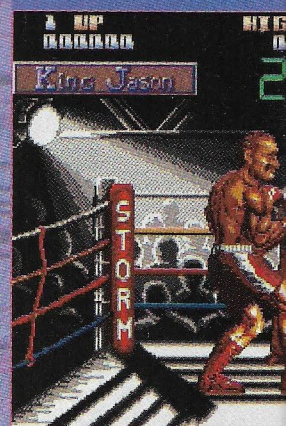
"We wanted to avoid making the boxers look like cardboard cut-outs with limited, jerky movements. This was really tricky because of the sheer size of the fighters, but we kept all the moves and punches in and spent ages smoothing out the animation. The result is crisp, responsive controls, which show the fighters moving realistically." The game is also being developed



Feel all the bumps and potholes as you race from Tunis to Dakar in Storm's excellent coin-op conversion Big Run



Seven sprites high, these boxers are the biggest human characters to hit our screens - mind you the ref looks like he's asleep



The Storm boys have ensured that the fighters animate smoothly for greater realism

Whoopers

for the C64 with amazingly stunning accuracy of animation.

DISEMBOWELLED COIN-OPS

In one of the many rooms, a coin-op carcass looked like it had been hastily disembowelled and re-fitted with the innards and steering wheel from Indy Heat. This racy formula one favourite, son of Super Sprint, is faster and more exciting than its ancient forefather.

John Croudy is the distinguished coder currently unravelling this coding conundrum: "Although the sprites are small scale, this game is remarkably complicated because of that very reason.

"The track is an overhead view and so there are many different angles and sides to the cars around the circuit. Maintaining the speed of the race is important and the responsiveness of a player's control as he steers the car is what the game's all about."



The fur and feathers fly as a gorilla and a hen fight it out in those rather natty boxer shorts

Bone-jarring hydraulics on the Big Run arcade machine brought all the bumps and potholes to the Paris to Dakar Rally, which made it a real arcade draw. But how to bring this ultimate driving ordeal to the little screen? The problem lay in the mitts of Dave Bowler and Rob Whittaker.

Dave: "We wanted to keep the speed of the race up so that you had to nearly wrench the joystick off its base to steer around the hazards and obstacles. Another important visual aspect was to show the car really sustaining suspension damage, hammering home the importance of anticipating possible damage-causing collisions."

Graphically, the boys are including lots of big road-side objects which really adds to the experience, as you scream out of Tunis and into the desert.

EXHAUSTING ACTION

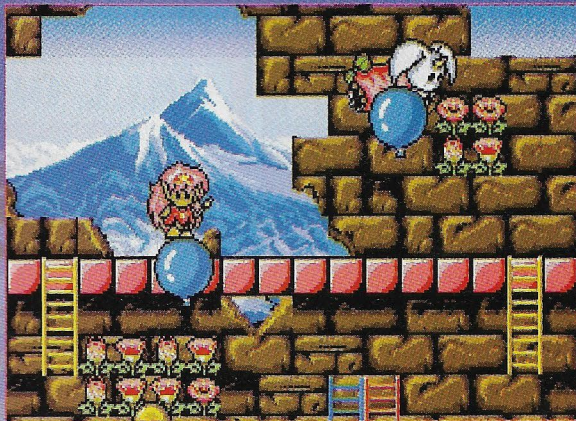
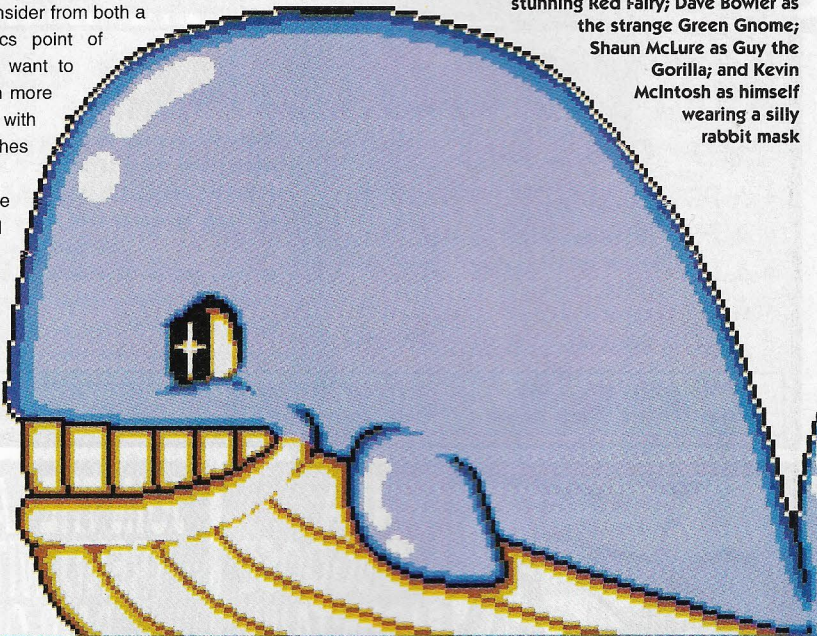
Double Dragon III is synonymous with coin-op beat'em-up action. This smash is currently going through the Storm labs. Greg Michaels, Paul Rogers and Rob Whittaker are making sure that this powerful beat'em-up is every bit as knacker as the arcade.

Rob: "There's even more enemy variations in this episode and so there's an awful lot more to consider from both a coding and graphics point of view. This time we want to make the hero even more responsive and with extra moves, punches and kicks."

To experience the true power and excitement of the latest coin-ops, hop on the next coach to Clacton sea front. As you join hands with the British Legion party for yet another rendition of 'Roll Out the Barrel', remember there is an option, thanks to Storm.



The stars in no particular order are: John Croudy as Blue Elf; Ned Langman as Mr Rabbit; Tom Prosser as Kermit; Paul Rogers as Cluck-cluck; Rob Whittaker as the stunning Red Fairy; Dave Bowler as the strange Green Gnome; Shaun McLure as Guy the Gorilla; and Kevin McIntosh as himself wearing a silly rabbit mask



So cute I'll make you puke! Storm has even managed to improve on the arcade game in its conversion of Rodlands



Rodlands may look a bit airy-fairy with its starfish and tulips, but the gameplay has got some rather nasty teeth

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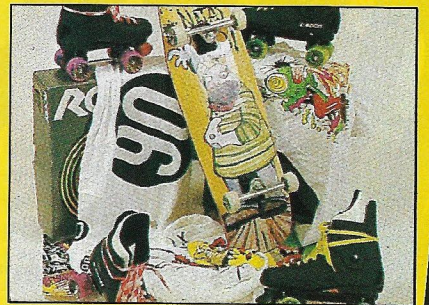


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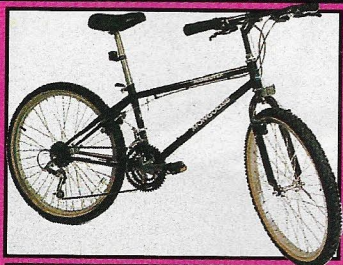
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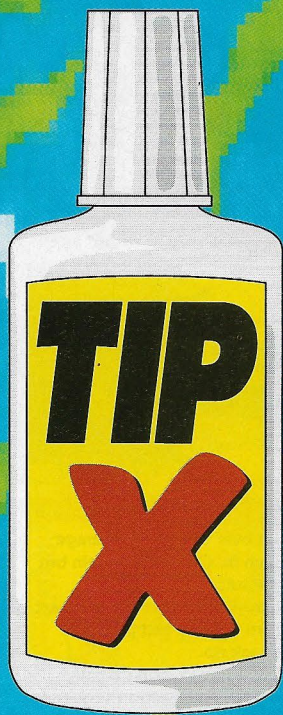
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I am giving over some space this week to our dear 8-bit writer, Mr B M Sharp. He is apparently having tremendous trouble getting hold of some Speccy and C64 cheats and would appreciate it greatly if you would kindly send in some useful hints to print. It would be very handy indeed if your letters flooded in to: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

NAVY SEALS

- OCEAN



A nice chap by the name of Edson Bentley from Great Gransden near Cambridge has kindly told me that if you type in the word WOZZI on the high score table you will be awarded infinite credits!

What a wonderful chap, eh? Give him a big round of applause and buy him a pint. Now you can all try out Bri's player's guide can't you?



PP HAMMER AND HIS PNEUMATIC WEAPON

- DEMONWARE

This little platform/puzzle romp from Demonware has proved to be a very popular game and was highly recommended by our Alex when he made it game of the week many moons ago. For those of you who are having trouble, I can now present you with a huge heap of level codes

- | | |
|--------------------|--------------------|
| Level 2: UDICGRAJ | Level 15: ICFJJJEB |
| Level 3: JCBBAJWI | Level 20: SSVJECRV |
| Level 4: UAVBCHRI | Level 25: DFDGRTUS |
| Level 5: AWHATGBH | Level 30: RVJBTFFH |
| Level 6: TVDWVFTG | Level 35: CICBGWVE |
| Level 7: ITTWJDSG | Level 40: CAEGSNUB |
| Level 8: TSJVSCGF | Level 45: BRAEEBIV |
| Level 9: ARCUBUF | Level 50: JEFHRSDS |
| Level 10: TIWVGWIE | Level 55: EURSUEFI |
| Level 60: AHDWGVTF | |



CARRIER COMMAND

- RAINBIRD



A couple of cheats here for you to muck around with. I know it's an old game, but it has just been released on a budget label so a few more of you are undoubtedly enjoying it!

The first tipette will allow you to view all of the objects within the game. To do this type in GROW OLD ALONG WITH ME (with spaces) and you can muck about using the + and - keys.

Secondly, if you pause the game and type in THE BEST IS YET TO BE you can then toggle immunity using the + and - keys again. Apparently other keys do other things, so have a go.

PUZZNIC

- OCEAN



SPECTRUM



C64



Marc Ireland from Cheshire has kindly sent us a bunch of level codes for this very popular game. So without further ado, here they are!

- LEVEL 48: ICHI NICH
- LEVEL 49: IGAN BARD
- LEVEL 50: PASS WORD
- LEVEL 51: MINA SAMA
- LEVEL 52: ND.D KAGE
- LEVEL 53: DE.N ANID
- LEVEL 54: KASH IAGA
- LEVEL 55: RIMA SITA
- LEVEL 56: THAN KYDU
- LEVEL 57: MAID OOKA
- LEVEL 58: IAGE ITAD
- LEVEL 59: AKIM ASHI
- LEVEL 60: TEAR IGAT

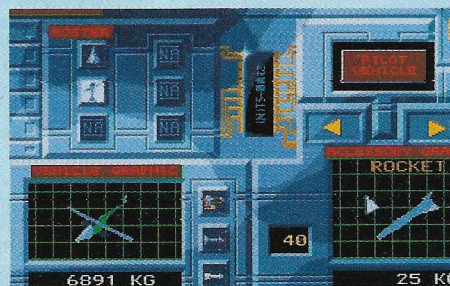
ARMOUR GEDDON

- PSYGNOSIS



Ever fancied having a full complement of assault vehicles, weapons and pretty much everything else in Armour Geddon? You have? Well, the following cheat should make life considerably easier when you're trying to complete those ever-so-difficult missions.

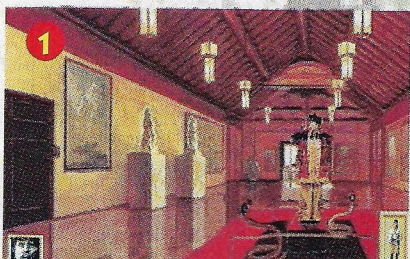
Go onto the messages screen and place the cursor over the D of Day 1, then hold down the escape key and press the mouse button. The message 'You wouldn't let it lie!' will then appear and the cheat will be activated.



Having left Lucky in the Chengdu fortress with only his wits to save him, we rejoin our American hero as he attempts to save the fair maiden, Kate...

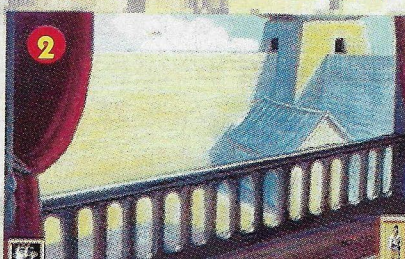
PC

THE CHENGDU FORTRESS



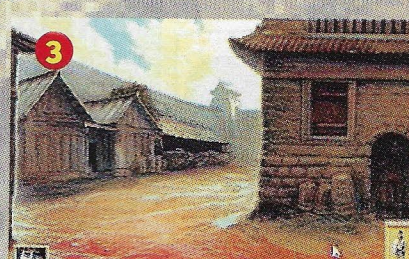
At this point it is crucial to save the game. Arm Lucky with his gun before pushing the oil lamp by tapping the cursor on it. Quickly run to the left and out of the kitchen, up to the bedroom and burst open the door.

Walk through to find Kate surrounded by snakes. Watch the alarm being raised and when the text boxes have disappeared, hold down the right button to make Lucky aim his gun



Quickly, but carefully, aim your sights on one of the snakes and fire a shot. Although you should kill one, Kate will always get bitten by the other. When she falls, click the hand icon on her to pick her up.

Run to the exit at the top of the screen. Tie the rope to the hook to make a grappling cord and using this on the forecourt wall, Lucky and Kate should swing down

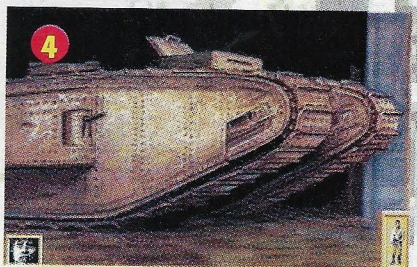


When Chi arrives, run over to the tank garage and get Lucky to jump in. Chi will complain but will eventually follow suit.

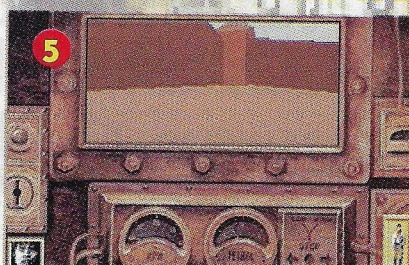
Get the key from your inventory and insert it in the keyhole. Turn the key and press the button to start the tank up.

You will now race forward, burst through the fortress gates and the first action sequence will begin

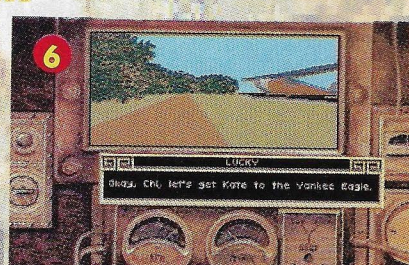
CONTROLLING THE TANK



Accelerate to top speed going down the hill, and then slow-down by half before swinging round the corner to face the opposing tank further down the hill. Fire a shot to destroy it and then speed up to the next corner



Again, slow-down to half speed to take the right-hand corner, then resume maximum speed. Trundle all the way to the junction, turn left and follow the road up to the cow crossing. When the cows have completely passed, take the small road to the left



Only go a short way before stopping and turning on the spot. Destroy the pursuing tank before rejoining the road and following it into the left where you will meet the Yankee Eagle

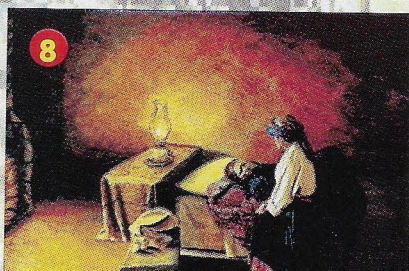
THE SNOWY WASTES OF KATHMANDU

Clamber into the Eagle and set of for the distant land of Kathmandu. Landing on the ice will prove too hard and the plane will grind to a halt, overlooking a sheer cliff face.

Lucky will have to go for help and once he's gone, get Chi to cover Kate with the blanket and the tarp from the Yankee Eagle. Next, feed her the healing herbs and use the Shaolin ways by holding down the right button and clicking the hand icon on Kate

After watching Lucky stumble and fall to the ground, Ama will rescue Chi and Kate and you will all find yourselves in Ama's hut. Talk to Ama using the dialogue lines 3, 1, 1 and finally, 1.

Leave the hut and make your way to the Wally Lama, at the top of the hill. Knock on the door and tell the disciple you are a special envoy from the Federation of Lamas

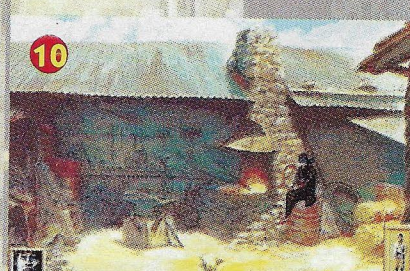
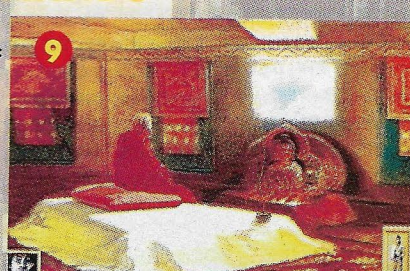


On the first visit, talk to the Wally Lama using the lines 1 and then 1 again. He will start meditating, so leave. If you return later, he will tell you about the sacred scroll.

Walk down to the tavern and approach the man named Sardar. Talk to him by saying 2 and once again 2. If you give him your gun, the townsfolk will help you recover the scroll from Bojon

Enter the telegraph office and send a telegram to Lomax, updating him on your progress. Stroll down to the junk yard and talk to Kubla. He will provide fuel for the Eagle if you give him something in return.

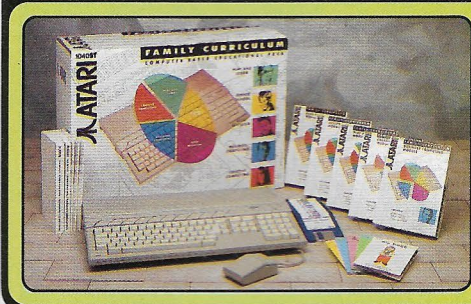
Talk to Kubla using the first response. You will now need to make a toy for him, using the empty cigar box found on the floor along with the chopsticks and coins in Chi's inventory. Give the toy to Kubla and the Yankee will be refuelled. Your next flight will take you to Istanbul, and the concluding stages of your adventure





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If you're having a spot of bother with Core's latest incredibly difficult shoot'em-up, Games-X is the place to come! Here, we show you how to knock out all eight of the end-of-level guardians, as well as some general tactics for completing each individual section of the game. Are we good to you or what?



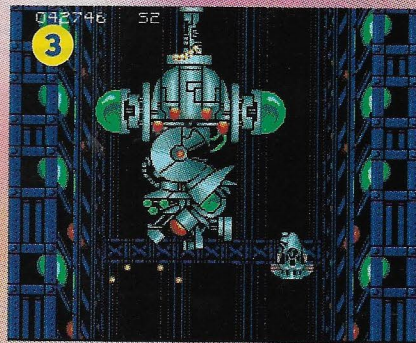
END OF LEVEL MAYHEM



The first guardian is (fittingly) the easiest to beat. All you have to do is crack it open by knocking out one of the outer shell pieces, then let loose a barrage of fire into the central craft and watch it disappear in a cloud of smoke. Easy! Just blast away until it goes



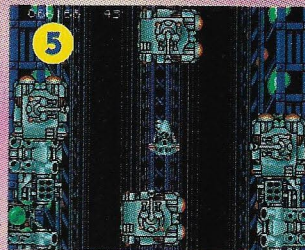
The second level ends as you are attacked by a pair of giant robotic squid. To avoid being hit, follow the squid around the screen in a clockwise direction and keep firing. When they move across the screen from left to right, follow them while firing and continue the clockwise movement



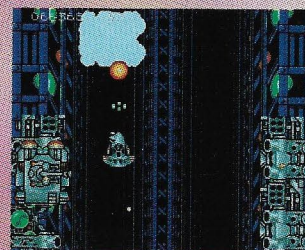
To weaken the large spacecraft at the end of level 3, first knock out the two green domes either side of the main fuselage. If you are shot, use SWIV type tactics to destroy the ship. Move directly over the main body of the craft and continue to fire while your shield is still active



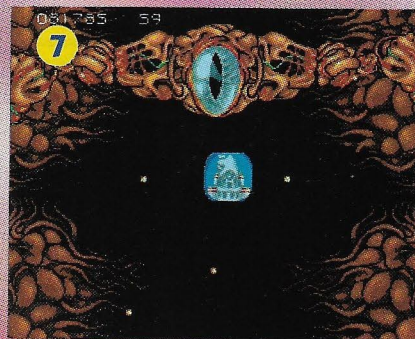
The Core monster of level 4 is easily destroyed. Follow it around the screen as before and use the aforementioned technique to destroy it quickly if you are mangled by its gunfire



The four tanks at the end of level 3 move in a clockwise direction. To begin with, sit in the middle and avoid the bullets. When you destroy one, follow any single tank around until you crush it. Repeat this procedure to finish 'em all off. Using this technique, it's not hard



This big asteroid with arms is one of the worst of all the guardians. You have to knock its hands out first, and your best bet is to concentrate on one at a time. Go for the left first, then the right, and finally you will have to mangle the gun turrets in the centre of the screen. To avoid bullets, move up to either the far left or right hand corner of screen



This huge eye has another guardian sitting behind it, so stay aware. Sit in the centre of the screen to avoid the large lasers and then just move either up or down to avoid any stray bullets from the turrets. You'll have to cause two large explosions, so it will take some time!



The final guardian! Yet another which, effectively, has to be destroyed twice. Sit in the middle of the screen and keep blasting the creature's ugly mug. The first explosion will give you a little rest, but not for long!

FRANTIC FIGHTING



1 The only major obstacle on level one (apart from the guardian) is the large robotic snake which moves down the screen. Knock out its head first and you will be awarded with an extra power-up for your ship



2 Level two sees the first appearance of the golden globes and the long things which wobble up and down. These can be a real pain when they come together, so concentrate on nobblying the balls



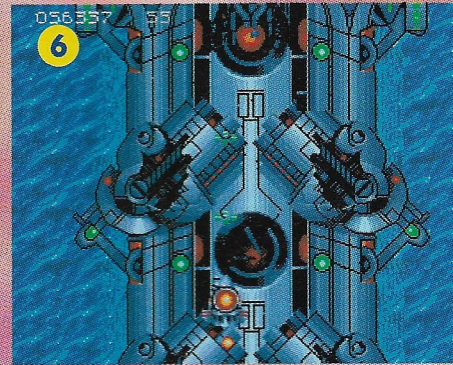
3 Stay near the top of the screen on level 3 so you can see when the little T-shirt shaped ships appear at the bottom of the screen. If you can't see where they're coming from, you've had it!



4 The gun emplacements can cause serious damage. Make these your top priority whenever you see them, so your passage through the level can be as smooth as you could possibly imagine



5 Timing is of the essence when you reach the giant guns. Keep close to the end of each barrel and nip forward as soon as each ball of fire is launched. Remember, the last barrel doesn't fire anything



6 There aren't really any special tactics on level 4. You can simply enjoy the dubious pleasures of blowing the living (snip!) out of everything that moves (or doesn't, for that matter!)



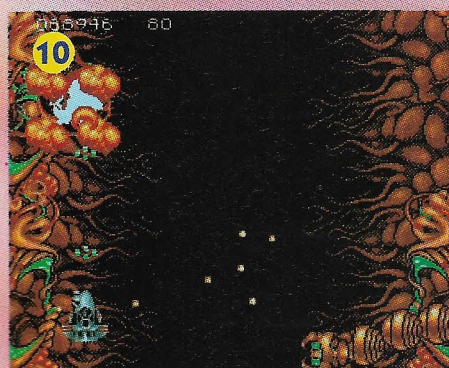
7 On level six, beware of the fast-moving spacecraft that fire the lasers. They start at the screen edge and keep firing 'til they reach the centre at the top. Just move to the opposite side and you'll be safe!



8 The giant asteroids can be a real trap! Don't get stuck behind them as they can push you off the bottom of the scroll and you'll be destroyed. Don't think that they offer shelter, because they don't!



9 During level seven, keep as close to the centre of the screen as you possibly can. Some large flower-like objects will fire out small green blobs. Try to knock out as many as you can to avoid any serious damage



10 The large disgusting womb-type things at the side of the screen contain mutant foetus which, when shot, will provide you with a useful power-up. They are heavily guarded, so watch out!

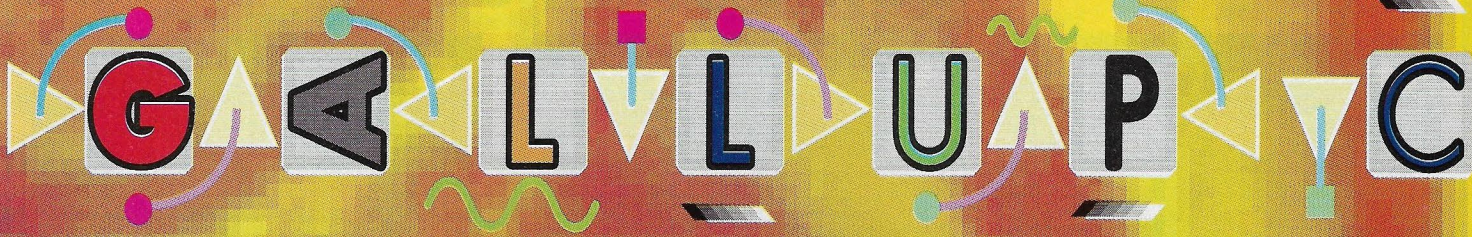


11 The slime on level seven is a real pain. It comes squirting from the side into the middle and then moves down fast. This will begin in the second half of the level, after the section that repeats level two



12 On level eight, use all of the tactics outlined elsewhere as practically every type of alien is here! Watch out for the flying gun turrets in groups of three! Knock out the central one to destroy the lot

Games-X brings you the full price and budget software



The biggest surprise on the Gallup Charts this week must surely be the new entry of Robin Smith's Cricket to the lofty heights of number one on the ST chart.

However, another eyebrow raiser was due to the sudden appearance of Ocean's Rainbow Collection, leaping in from oblivion to the high position of number two on the Amiga chart.

Where on earth has this gem sprung from you may well ask? We don't know, and we're still getting splinters from scratching our heads here at the Games-X office.

In fact the ST chart in general has changed quite radically since last week, maybe this could be due to



Brian's prediction that things were ready for a change at the top.

Manchester United Europe took a plunge to

number eight from the number one slot, and Gods, last week at number three, plummeted out of the top 10 completely.

The Amiga charts aren't showing much change. There's a bit of hot shoe shuffle here and there, but nothing too drastic.

Our old friend Toki has made a guest appearance again, and Life and Death re-emerges from out of the cold. The Commodore charts look a little anaesthetised as well, with a few twitches happening here and there.

Things are hotting up in the PC marketplace with quite an intriguing selection there, but will Sim Earth have the strength to cling onto the top spot?

Budget champ CodeMasters can't complain about

1	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
3	▲	MONKEY ISLAND House: LUCASFILMS Team: IN HOUSE
4	▲	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
5	▼	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
6	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
7	▲	TOKI House: OCEAN Team: OCEAN FRANCE
8	★	LIFE AND DEATH House: MINDSCAPE Team: SOFTWARE TOOLWORKS
9	◆	GODS House: RENEGADE Team: BITMAP BROTHERS
10	★	KICK OFF - WINNING TACTICS House: ANCO Team: DINO DINI

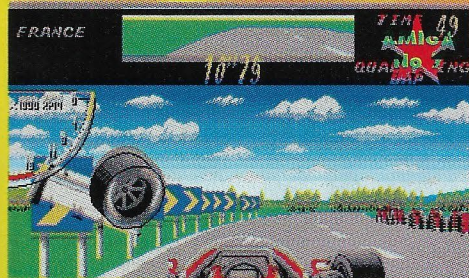
1	★	ROBIN SMITH'S CRICKET House: CHALLENGE Team: ASTROS PRODUCTIONS
2	◆	MIDWINTER 2 House: RAINBIRD Team: MIKE SINGLETON
3	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
4	★	SUPERCARS 2 House: GREMLIN Team: MAGNETIC FIELDS
5	▼	HEROQUEST House: GREMLIN Team: 221B
6	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGNS
7	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
8	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
9	★	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
10	★	PRO TENNIS TOUR 2 House: UBISOFT Team: BLUE BYTE

1	▲	HEROQUEST House: GREMLIN Team: P HARRAP
2	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
3	▼	SUPREMACY House: VIRGIN Team: PROBE
4	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
5	▲	CREATURES House: THALAMUS Team: APEX BROTHERS
6	▼	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
7	★	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZIJ
8	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
9	★	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
10	★	SHADOW DANCER House: US GOLD Team: IMAGES

1	▲	HEROQUEST House: GREMLIN Team: 221B
2	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
3	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
4	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
5	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
6	▼	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
7	★	FUN SCHOOL 2 House: EUROPRESS SOFTWARE Team: IN HOUSE
8	★	EMLYN HUGHES INT'L SOCCER House: AUDIOGENIC Team: IN HOUSE
9	★	SHADOW DANCER House: US GOLD Team: IMAGES
10	★	FUN SCHOOL 3 (OVER 7) House: EUROPRESS SOFTWARE Team: IN HOUSE

Charts exclusively from Gallup

H A R T S



its lack of a numero uno place because **Fantasy World Dizzy** has reached the magic 75 week anniversary this week, and still has the audacity to

climb a place! There's also a welcome "hello" to **TV Sports Football**, surely this is a potential number one budget hit. Well, time will tell.

TEAM TALK

Where the blazes has everyone gone? Skiving, that's where. Basking in the sun around the world, while the real troopers are struggling against all the odds to produce this wonderful tome for your pleasure and enjoyment.



Jon has popped off to Rhodes, Fiona is sleeping on a beach somewhere in Portugal, and Brian and Alex are having a wacky time at Butlins in Pontefract.

Rob was last seen clutching a bunch of tickets, sneaking into cinemas – your guess is as good as ours. Even Dr X is on his way out of the door as this is being written. We thought he'd never go!

So, at the moment, Hugh and Chris are wearing berets, trying their utmost to be artists, John and Nick are attempting to be writers, while Feargus and Pam are wielding the big stick, and loving every minute of it.



1	▲	MANCHESTER UNITED EUROPE House: KRYSALIS Team: P HARRAP
2	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
3	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
4	▲	VIZ House: VIRGIN Team: PROBE
5	◆	BIG BOX House: BEAU JOLLY Team: VARIOUS
6	▼	HEROQUEST House: GREMLIN Team: 221B
7	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
8	★	TUSKER House: SYSTEM 3 Team: IN HOUSE
9	★	NORTH AND SOUTH House: INFOGRAVES Team: IN HOUSE
10	▼	SHADOW DANCER House: US GOLD Team: IMAGES

1	★	SIM EARTH House: OCEAN Team: MAXIS
2	★	SPIRIT OF EXCALIBUR House: VIRGIN Team: SYNERGISTIC
3	★	DAILY DOUBLE House: CDS Team: IN HOUSE
4	▼	JETFIGHTER 2 House: US GOLD Team: BOB DINNEMAN
5	★	CASTLES House: ELECTRONIC ARTS Team: INTERPLAY
6	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	★	EYE OF THE BEHOLDER House: US GOLD Team: SSI
8	▼	CHUCK YEAGER AFT 2.0 House: ELECTRONIC ARTS Team: IN HOUSE
9	▼	WING COMMANDER House: MINDSCAPE Team: ORIGIN
10	★	FERRARI FORMULA ONE House: ELECTRONIC ARTS Team: RICK KOENIG

1	▲	SHINOBI House: MASTERTRONIC Team: IN HOUSE
2	▼	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
3	▲	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
4	◆	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
5	▲	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS
6	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
7	★	TV SPORTS FOOTBALL House: MIRROR IMAGE Team: CINEMAWARE
8	▲	THE UNTOUCHABLES House: HIT SQUAD Team: SPECIAL FX
9	◆	QUATTRO CARTOON House: CODEMASTERS Team: VARIOUS
10	▲	THE GAMES – SUMMER EDITION House: KIXX Team: EPYX
11	▼	PROFESSIONAL FOOTBALLER House: D & H GAMES Team: IN HOUSE
12	▼	DIZZY PANIC House: CODE MASTERS Team: OLIVER TWINS
13	▲	RED HEAT House: HIT SQUAD Team: IN HOUSE
14	▼	MULTIMIXX 1 GOLF House: KIXX Team: ACCESS
15	★	SPIKE IN TRANSILVANIA House: CODE MASTERS Team: IN HOUSE

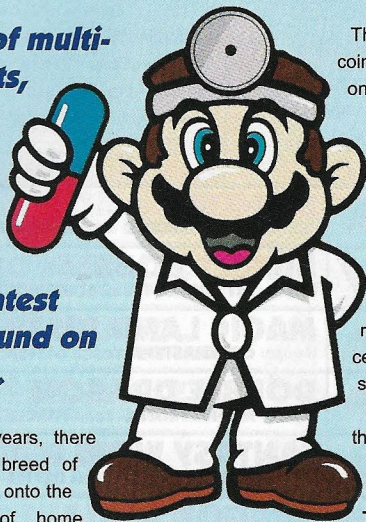
- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

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



ARCADE EXTRAVAGANZA

With the advent of multi-game arcade units, coin-ops took a step closer to the world of the home games player. Read on to discover the latest releases to be found on these machines...



This concept blew a massive hole in the coin-op market, and Nintendo has capitalised on the opportunity to such an extent that worldwide it has approximately 35,000 Playchoice systems on site. Most success has been in the UK and Europe.

Nintendo, as you will well know, is a major name in the consumer business as well as the coin-op sector. Playchoice can be used as a test bed for games new to the consumer area. The rationale is that if a player will pay to play a certain game, it stands a fair chance for success.

Nintendo has the resources to ensure that quality games are placed onto the Playchoice system, using the power of licensing games to good effect. Both **Teenage Mutant Ninja Turtles** and the

soccer hit, **World Cup**, have been available for some time now.

Over the past few years, there has been a new breed of video game coming onto the market. Regular players of home computer games will know something of these already.

Since the first of the breed appeared, approximately four years ago, they have had a dramatic effect on the video game profile of arcades and entertainment sites. I am talking of multi-system video games, and the big daddy of them all is the Nintendo Playchoice system.

Playchoice was the first multi-game video system to be launched into the coin-op market and remains the most successful.



What does Playchoice offer? In effect, having one of these systems enables a site to offer players a choice of 10 games in one cabinet. The benefits are obvious. Not only can vital space be used for other games, but Playchoice can offer a game to suit any player.

In theory any player, from a child of eight to an adult of 88, can walk up to a Playchoice system and find a game that he or she will enjoy playing.



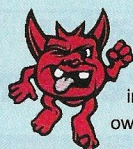
Use your powerful jump kick to defeat the enemy in (gulp!) **Teenage Mutant Ninja Turtles II**



Snakeman is one of the many powerful enemies in your way in Mega Man 3

Added to this, Nintendo has created its own smash hit characters in those infamous brothers, Mario and Luigi, and the story has now reached **Super Mario Bros 3**, where the popular brothers explore new worlds, encounter new enemies, and have special new suits with amazing powers.

Recent additions to the Playchoice library have included some exciting titles. **Dr Mario** is another diversion of a popular theme. The object of the game is to help Dr Mario destroy a particularly nasty collection of viruses by lining up appropriate combinations of vitamins.



This is really one for those wishing to use some brain power and guile. For one or two players, Dr Mario provides intense action as opponents choose their own level of skill. A contagious game!



In Dr Mario, players compete to match colors on the vitamin capsules as they fall

Next comes **Teenage Mutant Ninja Turtles 2**, The Arcade Game, billed as an action-packed sequel to the record breaking first appearance of Raphael, Michaelangelo, Leonardo and Donatello on video. For this one, the arch-enemy Shredder is in a mean mood.

New enemies in the shape of lethal electro-zappers, laser beams and freezer burners are added to two alien bounty hunters, Tora and Shogun, who have never known defeat and are itching to take on the shell packing heroes in a fight to the very end. This is bound to get Turtles fans flocking for more.

Finally comes **Mega Man 3**, yet another sequel to a successful theme. Players blast Mega Man through a galaxy of mining stations controlled by ruthless robots. His quest is for vital energy crystals, and in his search he is helped by Rush, the wonder dog-droid in possession of special powers. It all adds up to man versus metal fun.

Players of home computer systems will enjoy Nintendo's Playchoice because of its close similarity to the consumer system although there is possibly one criticism of the system.

Nintendo at the moment only uses 8-bit graphics and the effect on screen,

compared to other video games, is a touch clumsy. A 16-bit system was previewed earlier this year and is under development, but despite this, the fun remains for all ages.



MERCS
US GOLD £11.99 OUT NOW



enemy will throw all they have in your way in a feeble attempt to stop you from completing your goal. Its attack force includes Harriers, tanks, trains and massive gun ships.



The graphics don't look particularly good, although they are certainly bright, so you can expect a fair amount of colour clash. Luckily, the game moves at an alarming rate which is something even the ST version doesn't do. The sound effects are crisp and clear and really add to the atmosphere of the game.

Mercs definitely warrants the £12 price tag.

X-RATING: XXXXX



Ever wanted to run through war torn lands with nothing but a machine-gun for protection? No? Me neither, I'd rather be paint balling. However, thanks to US Gold, you can now be attacked from all sides and not get a scratch.

The game sees you and a friend trying to rescue the US President from



the clutches of an evil syndicate. There are many weapons at your disposal, ranging from a standard spud gun to a conveniently placed tank or Jeep.

All is not going to be easy. The

Well, here we are again – once more strolling down the road to Speccy heaven. This week, be prepared for a review of US Gold's super shoot'em-up, Mercs, and much more...

My mate Arnold is back! After a storming success in one of the best films of 1990, Total Recall, he is all set to return in a movie and game that look even better than the last offerings.

Already out in the States, Terminator 2: Judgment Day sees big Arnie returning as the killer cyborg. The game is coming along nicely and should be released from Ocean around the same time as the film, August 16th.

US Gold, producer of the excellent Mercs, has another stunner almost upon us. Capcom's Final Fight was praised for its huge sprites in the arcade and the Spectrum version looks set to follow suit.

The sprites on the Speccy are exactly the same size as seen on the coin-op, which is a pretty mean feat. This had been done before with Street Fighter, also from Capcom. I have to say that Final Fight is looking unbelievable. It will be available in September, so keep your eyes peeled.

PRO MOUNTAIN BIKE SIMULATOR
CODEMASTERS £3.99 OUT SOON

The latest in a very long line of simulator games from the Masters is its most adventurous yet. Judging by the title, I was expecting something similar to BMX Sim, also from the CodeMasters, but I was wrong.

The game is close in style and gameplay to Magnetic Fields' 16-bit game, Super Scramble Simulator, where you have to ride along rough ground, jumping over obstacles and trying not to fall off your bike.



The controls are very simple to get used to, and with an accelerator and brake, wheelie and jump, it couldn't be easier.

Pro Bike itself is difficult enough to have long lasting appeal and is definitely worth a recommendation. There haven't been many games like this and this is one of the best.

X-RATING: XXXX

PARIS 2 DAKKAR
CODEMASTERS £3.99 OUT NOW

The world must be full of racing games by now, they date back even before Pole Position! The Codies' newest is following the latest trend of games based on the Paris to Dakar rally. (Storm's Big Run will be available soon!)

Before you start the race, you must decide what type of vehicle in which to compete. Your choice includes a motor bike, a truck and a Metro. Upon starting the race, you are taken up to the starting line.

After a brief pause, you're off, ripping up the roads in your attempt to

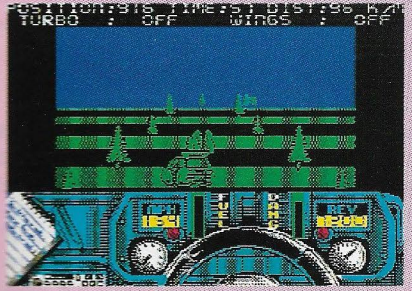


get first place, ahead of no less than 900 opponents.

The graphics are clear and fast, although the lines on the road tend to distract you from the driving, but most certainly create the feeling of speed. Sound effects are of an above average quality, so why didn't the game give me something to rave on about?

For a start, it is far too difficult to get anywhere, something which many games suffer from. Secondly, the controls are too responsive. A shame really, as it had the makings of a good dose of rubber burning. For the price however, it is worth checking out, it's only four quid after all.

X-RATING: XXX



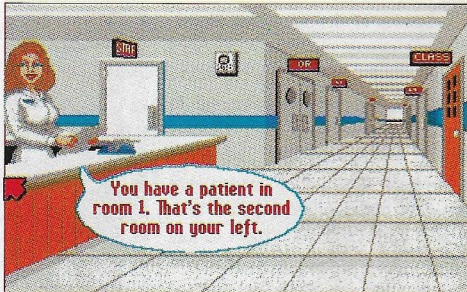
8-BIT EXTRA VAGANZA - SPECTRUM

PASS THE SCALPEL

I am sure that, because you are such a good guy, you will help me resolve a couple of difficulties in Life and Death, as I'm having some trouble with the Appendectomy. I have elevated the appendix with the clamp, placed both low and high clamps in the proper position and I'm lost, anything I do from there onwards kills the patient. Can you and will you tell me the procedure from this point onwards?

I would appreciate any information you could give me.
Bounty Bob, Scotland.

Dr X: I will run you through the whole operation as I, a real doctor (you mean quack - Ed), would perform it. First wash your hands and put on the gloves. Having smeared antiseptic cream on the visible area of skin, place the gauze on the top-left.

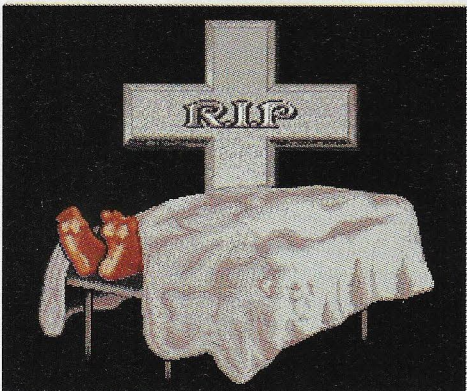


Take the blood plasma and put it in the intravenous bottle, administer antibiotics and turn on the gas. Select the scalpel and cut the patient from top-left to bottom-right, cutting as straight as you can. The wound will start to bleed in random places, so position forceps over each bleeder and select the Cauteriser. Use this to stop the bleeding and then remove the forceps and use a swab to clean the surface.



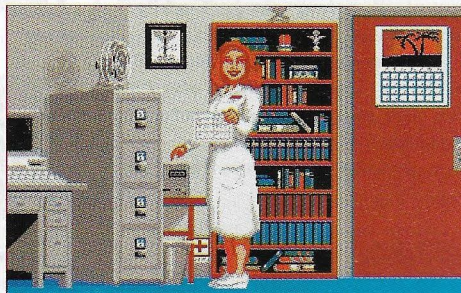
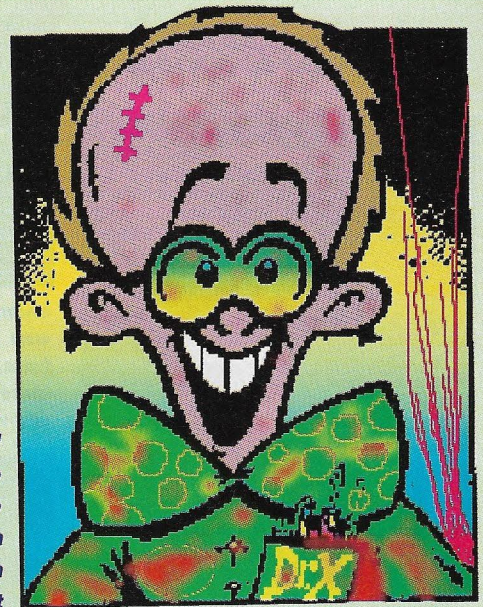
Take the retractors and insert them into the open wound. Click on the cut icon and the skin will open up, revealing a layer of fat. Use the scalpel to incise this layer and once again follow the clamping procedure. Retract the layer to reveal a layer of oblique muscle.

Cut and retract the muscle layer, thus showing the transversal muscle layer. Nick the layer with the scalpel in the bottom-left of the square. Use the forceps on the



Dr X

You could well be mistaken for thinking that it was Sunday and you are now reading the Omnibus edition of the greatest, regular feature in Games-X, but you're wrong. OK, my column has been extended, but that's only for the time being. Anyway, I'm going on holiday soon (I would have gone last week but the wife insisted I find a stand in to help you lot out), so I thought it would be a nice idea for you to send me a postcard when you're on holiday. If it is particularly funny or appealing, I may even feature it. The same applies for any holiday snaps you may have taken, especially if they feature you playing a hand held in a strange place or exotic location. That's it for now, enjoy the page and I'll see you in a couple of weeks. Postcards to Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



top of the nick and follow the message to nick it again. When the hole appears, remove the forceps and use the scissors to cut a line from the hole to the top right-hand corner.

Retract the layer to reveal a selection of coloured dots. Take the test-tube and click once on the infected area to take a sample. Use the suction tube to remove existing intestinal fluid.

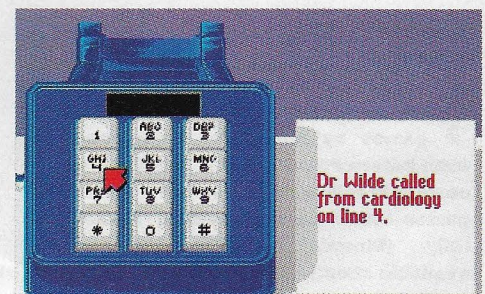
Apply the forceps to the bottom-right of the square and click on it again to reveal the cecum. Use the bandage to pack it and then take the forceps and click on the bottom of the cecum. A small extension will appear.



Empty your hands and click on the extension. You should now be able to see the appendix (lively!). Take the clamp and use it on the thinnest part of the appendix. This should now be raised to make it accessible. With the scalpel, make a nick just off-centre and to the right in the small, light coloured area.

Take the needle and sew a stitch in the hole you've just created. Use the scalpel to cut the appendix just below the clamp on the right-hand side. The top of the appendix should thin out. Take two forceps, place one to the left of where you cut and stitched the appendix and place the other one up and to the right. Use the scalpel to nick in between the two and the appendix can now be removed.

Remove the forceps and click on the cecum with an empty hand. All being well, the cecum should now be inverted with a hole in the centre. Use the needle to place a 'Z' stitch on the hole and then, using an empty hand, replace the organ.



Start closing the layers by placing the retractor on the middle of the square and clicking the right mouse button. Use the needle to sew up the wound, making sure you insert the stitches in the right place and don't use too many sutures.

Repeat this process until you get to the skin layer. Retract the skin layer and this time use skin clips instead stitches. Place them one at a time and at intervals of a half-inch or so. To finish, turn off the gas and you will receive a medical report on the operation.

CHUCK'S ROCKS

I own an Amiga and I'm stuck on Chuck Rock. At the end of level baddy on the fifth stage (the big caveman with a club) I just keep dying. Please help me.
Michael Stagg, Bedford.

Dr X: The guardian which you are talking about didn't

look like a caveman to me. In fact, I've don't remember ever looking through history books and finding a green-skinned neanderthal!



Having made it to the fifth level, you must make your way across the first section and then venture into the Dinosaur's mouth. Don't worry, he won't bite!

Anyway, there should be two ledges to the left hand side of the screen. I found that the best method of attack is to stand on the top platform and belly-butt the monster's head when he comes near. However, remember to walk into the attack and to retreat having done so.



This boxing beastie is particularly nasty, my favourite method of attack being to stand on the top ledge and belly butt when he comes too close

Should you be successful, the monster will recoil in pain, thus leaving him open to a further assault. It will probably take more than a couple of goes to complete, so keep practising.

ELLIOT NESS' UNTOUCHABLES

Please, please, please (can't any of you think of something original to say at the beginning of a letter - X) could you tell me how to do the first level of the Untouchables on the ST as I am finding it impossible.

Neil Byrne, Basildon.

Dr X: Alex happened to glance over my shoulder when I was reading my letter and told me an interesting fact. Did you know that Depeche Mode originally came from Basildon. No? (Do we care? No - Ed.)

Anyway, you're correct, Untouchables is hard, but it's not impossible. The key to the first level is to keep moving. Shoot all of the men armed with shotguns as they carry the ledgers that you need to collect. As soon as each ledger contains 10% of the evidence you need to gather, you must shoot 10 more gun men before exiting the level.

BEATEN BY THE SEQUEL POLICE

Please, please, please can you help me with Space Quest 4. I desperately need to know how to get to the Secret Police ship. Every time I try to get to the ship, the Police kill me. Since you know how, please can you tell me. (It's stumped me for almost a week). Thanks.

Paul Bacchus, Leeds.

Dr X: I'm very disappointed in you, Paul. For instance, why are you writing in for tips on a game for which the very talented Alex Simmons has already done a player's guide? If you had read issue six you would have realised the solution was easy.



Roger may feel settled on Magmethus, but the Sequel Police will soon find him. However, don't avoid them altogether as you'll need a lift later on

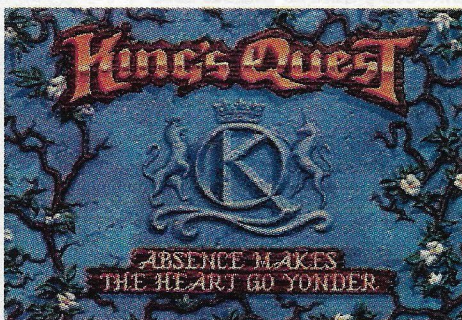
I think the place you are stuck on is at the end of the sewer section. Climb up and open the manhole. Wait for the Sequel Police to leave, then clamber out and walk towards the ship. Click the hand icon on the rear strut of the craft and should all go well, Roger will be transported far away.

HUNG BY HORSEMEN

As you are so brilliant, Dr X, please can you tell me how to get past the hole in the wall (I don't remember seeing a cash-point during the game - X) in King's Quest V, where two men come along on horses and kill you. I know you have printed the solution but it hasn't really helped me get past this place, as my cursor won't move fast enough. I am using keyboard controls.

Aly, Surrey.

Dr X: Oh dear, I'm afraid there's not a lot I can say that will help your problem, apart from try buying a mouse.



The Arabian horseman will not realise they are being watched if you conceal Graham. To do this, be accurate with the cursor and hide behind the rocks

You must hide King Graham behind the rock that protrudes from the centre of the gap. During this section, you don't have to be that quick - just accurate with the cursor.

PADDY WITH R-TYPE

I have recently purchased R-Type and I am stuck on level 2. As soon as I get up to the Blasteroid thing, it blows me out of the sky, so please help me as my mum has a paddy when I get frustrated.

G Barlow, Bolton.

Dr X: I know what you mean about getting frustrated. Everyone tells me that it's only a game and I shouldn't get annoyed by a piece of software, but when the little rascals won't die I start to fume!

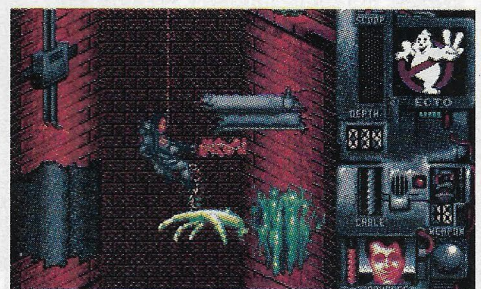
As for R-Type, positioning is all important here. Place the ship so that when you use the thin blue lasers (you know, the ones that reflect off everything) it hits the meanie straight in the eye. You must take care to avoid the snake that emerges from one of the openings.

Watch it carefully, learn the route it follows and make sure you stay well away.

DOWN IT IN ONE

I am having trouble with the first level of Ghostbusters II. Please could you send me a hint (no, but I'll reply here and now - X). It would make a troubled man very happy. Martin Lewis, Scotland.

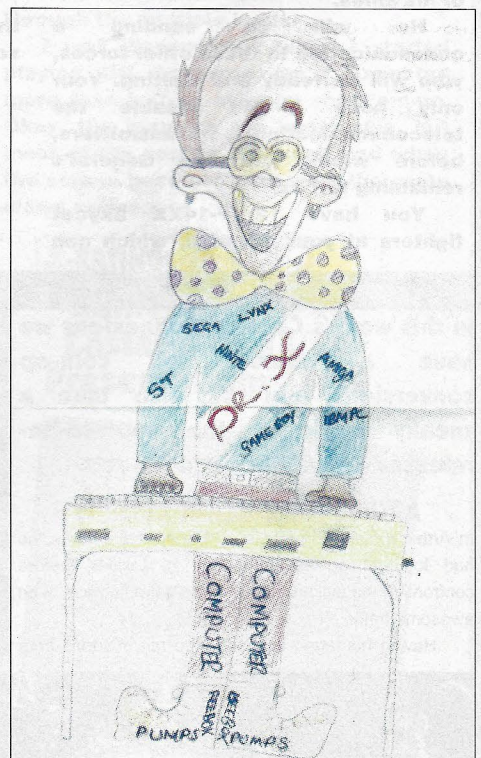
Dr X: To complete the first level you need to collect all the parts of the slime scoop - I think there are three in all. The depth you will have to travel is a total of 100 ft (I think!), and although this may seem a long way, it isn't. The best tactic is to constantly build up momentum by swinging from left to right, and collect the bottle of elixir, as all your courage will be restored.



Ray soon loses his courage when thrown down the shaft. It is for this reason you collect the elixir to help him forget all his worries

Also, pick up the extra ammo. Most of the ghosts can be disposed of by using the standard proton pack, but use the small red canisters to destroy the hands that cut away at your rope.

JAMMIN' WITH DOCTOR X



A Nonymous from Nowhere-in-Particular has got it right! This is what I love to do in my spare time - jam on my Roland (although I'm not sure about the togs)!

CONSOLE CONNEXIONS

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

GAME: AFTERBURNER II
MACHINE: MEGA DRIVE
PRICE: £34.99
SUPPLIER: VIRGIN/SEGA

Afterburner was one of the first coin-ops to be housed in a huge hydraulic casing, where the player actually felt like the pilot sitting in the real aircraft.

Obviously the journey from the arcade machine couldn't include the chair in the packaging, and it was for this reason that the homecomputer versions were pretty dire.

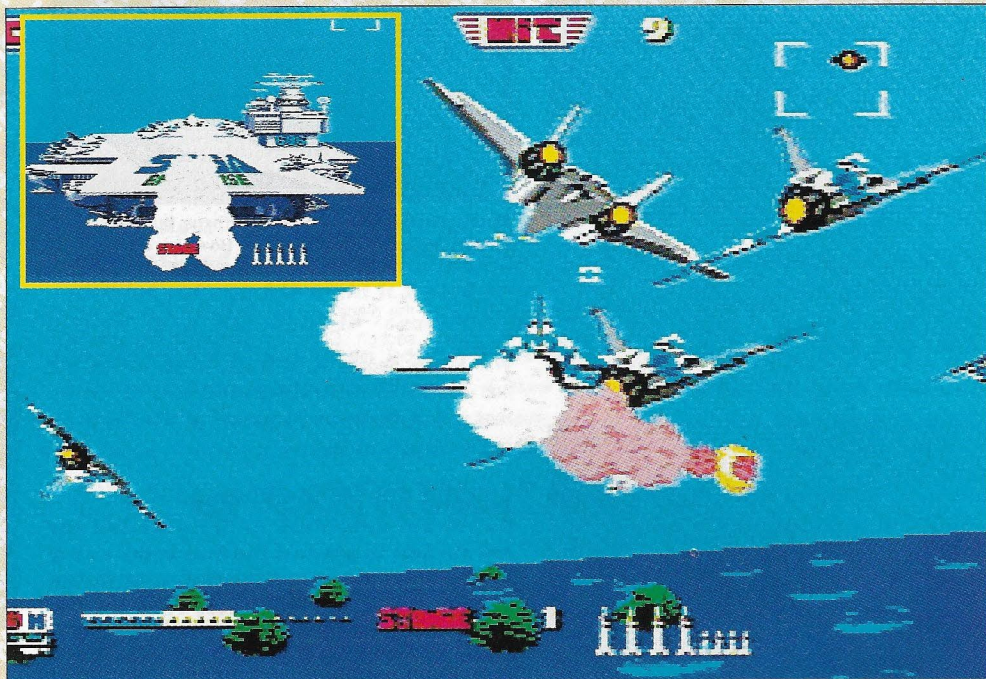
However, Afterburner II on the Mega Drive hopes to rectify the absence of these extra thrills, not by including the hydraulic system, but by making the game more action-packed, fast and, above all, furious.

General Zorbia, military ruler of Halvary, is using his army to storm across your once-peaceful nation and now the final strike is imminent.

However, the General is not planning to attack alone and, thanks to the latest intelligence reports, you have managed to discover that he is planning to invoke the help of some of his allies.

He will be sending a communication to these other forces, who will be ready and waiting. Your only hope is to disable the telecommunication transmitters, before wiping out the General's remaining forces.

You have 12 F-14XX Skycat fighters at your disposal, which can



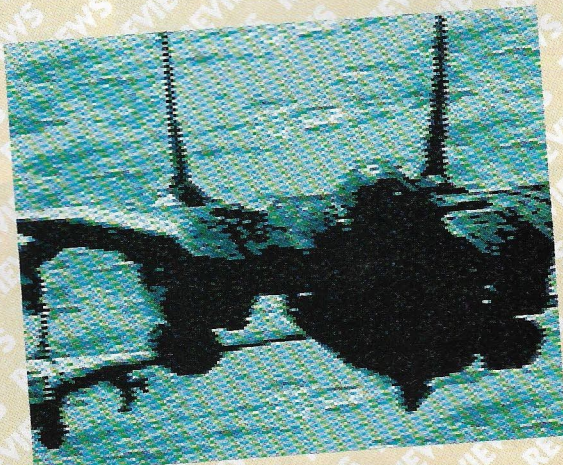
carry an almost endless supply of cannon rounds and up to 100 handy AA missiles!

Graphically, the game is very impressive, with the ground and other aircraft moving very quickly and smoothly across the screen.

The controls are easy to use, and the only real let-down is the poor sound quality.

X-RATING: XXX

Gameplay: 12/20
Lastability: 11/20
Presentation: 15/20



In this week's Console Connexions we have a number of coin-op conversions and we also take a sneaky peek at the soon-to-be-released Super Ghouls 'n' Ghosts.

ARTHUR THE GALLANT RETURNS

In Arthur's first two Ghouls 'n' Ghosts adventures, he had to fight against the army of Lucifer, before confronting the evil one himself and defeating him in an awesome battle.

Having managed to rescue the fair maidens from



the clutches of Luci, Arthur took a well-earned rest and laid low for a few years. Now Arthur must rise to the challenge and take on the forces of evil in this, the most exciting cartridge of this well-

known myth 'n' magic trilogy.

The Famicom is the perfect machine on which to release a game like this, and the finished product will feature a massive selection of levels. Each one exhibits very bright, colourful graphics, highly-detailed backdrops and a horde of nasty creatures with one



objective - to kill you! The game features huge, end-of-level meanies which are superbly animated and will test your skills to the full.

The tough task ahead will have you trudging through graveyards, creeping through dark caves and even fighting your way along an eerie, ghost ship!

Not only are the numerous power-ups featured in the first and second instalments present, but extra ones have been included, such as crossbows and scythes, as well as a very useful golden armour bonus.



**GAME: STORMLORD
MACHINE: MEGA DRIVE
PRICE: £34.99
SUPPLIER: 21ST CENTURY
ENTERTAINMENTS**

The highly-acclaimed Hewson classic, Stormlord, has now made it across to the powerful 16-bit Sega, courtesy of Razorsoft. For anyone who's never seen the game before, Stormlord is a playable, though somewhat uninspiring, platform romp with a few, puzzling extras.

You must prepare to enter into worlds of terror, where the moon is constantly battling against the sun and the night consumes the day. As the Stormlord, you must



roam this mystical land in search of the entombed, fairy princesses, captured by the evil Rotting Crone.

To do this you will have to destroy hideous servants of the Crone, find useful and necessary objects to aid your progression and get help from forest friends such as the mighty eagle, Thortos.

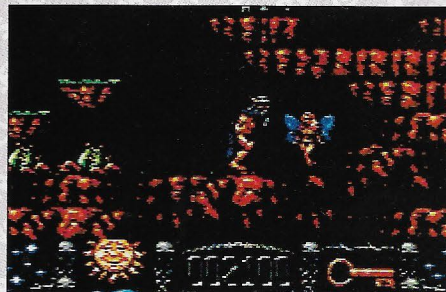
The fairy princesses have been thrown in sealed bubbles and scattered around the realm, and the only way to release them from the Crone's spell is by touching each sphere.

Along the way, you must collect items to help free the poor fairies. These include pots of honey to lure away the bee that guards the bubbles, an umbrella to keep away the poison rain and keys to open locked doors.

Stormlord is graphically impressive, as is the sound. The play area is massive and the 10 missions offer more than a tough challenge. The control method - simple combinations of D-pad and buttons - is easy to use, and the overall result is a competent arcade adventure that is sadly a tad on the dull side.

X-RATING: XXX)

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



**GAME: UN SQUADRON
MACHINE: SUPER FAMILICOM
PRICE: £41.00
SUPPLIER: PC ENGINE
SUPPLIES**

The Famicom has some great shoot'em-ups like Super R-Type (see Games-X issue 15), but it also has its fair share of toadies. UN Squadron is not bad, it's just average.

Although initially exciting, it is neither graphically nor sonically awe-inspiring, and you may wonder why you've forked out over £40.

The game includes numerous levels with a large guardian at the end of each one. These hulking beasts include huge fortresses, oversized Stealth

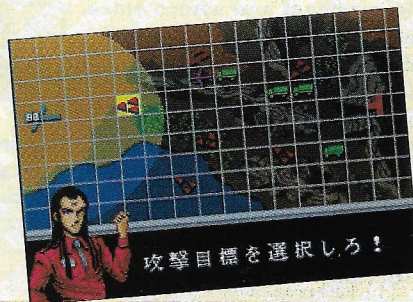
bombers and on top of this tanks sporting multiple firing rocket pods!

The controls are quite responsive, with button Y activating the main weapon, button B dropping the secondary shells and X changing through the multiple loads.

I was disappointed when I started playing UN Squadron, as I expected more than just an average shoot'em-up. Okay, the graphics are impressive, but most of the sprites are small and when the screen becomes cluttered, the game slows noticeably.

X-RATING: XXX)

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



All of the action will be set to a stirring, stereo sound track, and with the difficulty level set high to ensure longer lasting appeal, Super Ghouls

'n' Ghosts will smash its way onto the Famicom within the next few weeks. Stay tuned to Console Connexions to see the exclusive review.



HANDY BAGS

PC Engine Supplies has recently announced a range of carrying cases for the majority of consoles it sells.

The range is said to include a case for the Famicom and Sega consoles, as well as many more, and all for a great price.

We will be receiving a selection of these cases soon, so watch out for more info and a chance to win one in a future issue of Games-X.

ERNEST EVANS ON CD-ROM

One of the first titles to be released for the Sega Mega Drive CD-ROM is going to be Ernest Evans, by the Japanese developer, Wolfteam.

You play the part of an Indiana Jones type

character, and you must fight and swing your way through numerous levels in search of the Lost Book, hidden somewhere in the depths of Peru. Although not officially released, yet, watch this space.

MICRO MAYHEM

Micro Machines is going to be released soon on the NES, courtesy of Camerica. In this manic racing game

you will get to control a Micro Machine of your choice, and you will have to race against other mini cars through the house, across the table and even around the bath-tub!

HINTS & TIPS

OPERATION C - GAME BOY

Did you know you can start at any stage in this excellent Game Boy action adventure? Press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A and START on the title screen. You will now be allowed to select any stage. To listen to all of the game's sounds, press UP, DOWN, LEFT, RIGHT, A, B and START.

ACTRAISER - SUPER FAMICOM

This cheat allows you to play just the excellent action sequences, although you have to complete the whole game first! If you finish it, move the cursor down and select the Special menu. Click on this and you will be able to play through the superb special action scenes.

MEGA MAN 3 - NES

To freeze an enemy in this excellent little game, first of all plug in two controllers. On controller 2 push UP and A and continue playing with Controller 1.

PARODIUS - GAME BOY

If there is anyone having trouble with this great shoot'em-up, try entering this cheat to begin the game with full power-ups. Start the game and pick a ship. Now pause the action and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, and then START to continue. You should have shields, missiles and lasers!

Thanks to:

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

21st Century Entertainment, 56B Milton Park, Abingdon, Oxfordshire OX14 4RX. Tel: 0235 832939.

GAME: BATTLE DODGEBALL MACHINE: SUPER FAMICOM PRICE: £45.00 SUPPLIER: PC ENGINE SUPPLIES

Decent, futuristic, sports simulators are a very scarce occurrence these days, and most of them try to turn weird concepts into a smash game. Unfortunately, most of these products are sub-standard, and Battle Dodgeball is no exception.

The game itself is viewed from the side, with each team having six robots out on the field, three in the arena and three surrounding the opponent's half.

The aim of the game is not to score goals, but instead destroy the opposition by throwing the ball at them. Each team member has a quota of hits which, after each strike, will gradually drop to zero.

Obviously, when this happens the 'bot blows his chips and hits the deck.

The game can be played by either one or two players, although the latter is recommended as the computer is too easy to beat,



once the proper attack strategy has been found. Unfortunately the instructions are in Japanese, as are all the on-screen prompts, although it is easy to work out the respective games by trial and error.

I would expect much more on the Super Famicom, especially when paying nearly £50 for a game. The Famicom is a powerful machine, but Battle Dodgeball doesn't represent the capabilities of this excellent console.

X-RATING: XXXX

**Gameplay: 10/20
Lastability: 7/20
Presentation: 14/20**



GAME: FANTASY ZONE MACHINE: GAME GEAR PRICE: £24.00 SUPPLIER: PC ENGINE SUPPLIES

The shoot'em-ups currently available on the Game Gear are far from impressive, with only the odd title presenting a challenge.

However, the latest Japanese import, Fantasy Zone, is a cute 'n' colourful blast, featuring beautifully drawn sprites, superb backdrops and a whole host of power-ups to arm your little ship with.

Originally released many years ago, Fantasy Zone has been perfectly reprogrammed on the portable Gear, with all seven levels being included and everyone of the sickeningly cute guardians also making an appearance.

Using the direction pad to control the basic movement of your ship, button 1 fires the standard laser with button 2 activating the bombs or other special weapons. New equipment can be bought from the shop with the money collected from defeating the enemy.

However, the shop only appears at

key points during the game, and no matter how much cash you're boasting, you can only have a single laser weapon and one set of bombs.

You can change over to the new weapon half way through, as the majority of the weapon power-ups only have a limited supply of ammo.

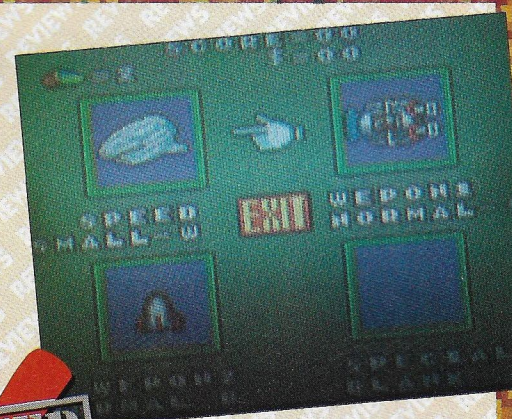
On the whole, Fantasy Zone is quite a tough game, and you only get three lives to complete all seven missions, although a number can be increased by purchasing additional ships from the shop.

The game is impressive both on the graphical and sonics sides, and the result, combined with addictive gameplay, is a worthy purchase.

This is a brilliant conversion of an already brilliant Master System game, and for a mere 24 quid I recommend you buy this game and play the best piece of software I've played of the Game Gear.

X-RATING: XXXX

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



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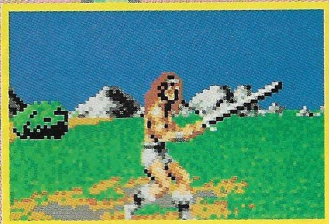
Death Bringer is Empire's powerful hack 'n' slay release due out this autumn. It is a bone-bashing, cranium-crushing supremo, which is an original project from ODE, a design team which is about as low profile as a Pirelli P7, but equally advanced and able to deliver the goods when necessary. Jason Spiller enters the unknown, and ducks and dives the hacks and thrusts.

Sneak DEATH

As a barbarian, Karn's life was now decidedly predictable. The songs of his fool, Ratter, had become immensely irritating, and the once famed and feared cranium-crusher had himself become a tad lethargic and, well, predictable.

Then, one day, Karn interrupted one of Ratter's particularly eyelid-closing ditties, as he spied a glint of metal 'neath a thicket.

Striding over to the aforementioned metallic blood-letting instrument, Karn reached in and retrieved a rather horny sword, the weight, balance and blade of which pleased the touchy toughy no end.



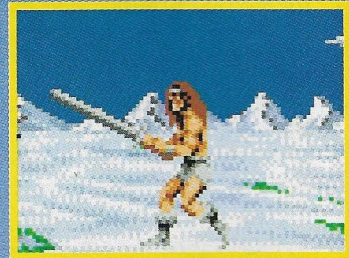
But, coincidentally, this very sword had been fashioned by a group of evil wizards with the sole purpose of destroying the very barbarian who now held the hilt in his mitt, a situation which left the old codgers kicking themselves beneath their cloaks - what a blunder!

After a period of trying to make the best of an old and blunt sword, Karn now planned a campaign of hacking and slaying

with his new, sharp weapon. First, completely by accident he decapitated his one-time companion - whoops!

But after all, this was a time of barbarism and this hanger-on was becoming a right pain in the butt. Now would begin a period of jolly hacking and slaying, and we're invited to help at any time.

But beware, this sword has a double-edged blade (if you'll pardon the pun) for it is



possessed by a demon who must fulfil its lust for the souls of the dead, and guess who's got to do the killing?

The sword's need for souls must be maintained, for if its 'spirits' run low, Karn will lose control of the blade and the potentially lethal instrument will go into an uncontrollable frenzy, hacking and slaying at will - poor Will!

THE ENORMITY OF IT ALL

There are 30 levels in Death Bringer, although that really doesn't do this deep and disorientating world justice.

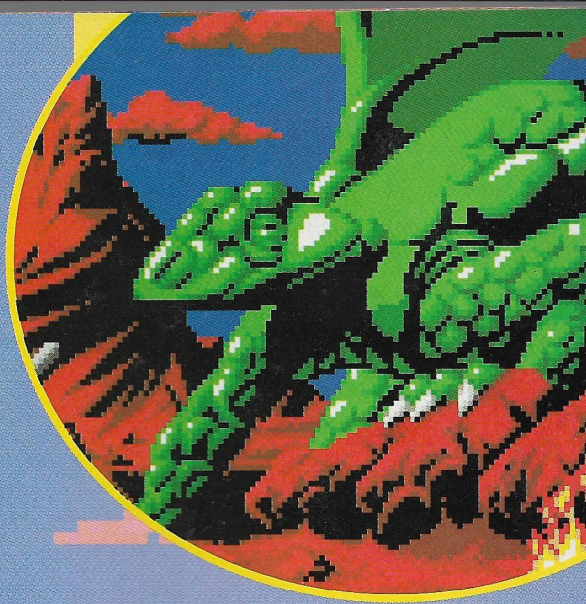
ODE has developed an ingenious mapping system in which you can begin in any part of the game and, depending on which route you choose, you will end up in a completely different place.

This pot-pourri of routes effectively increases the long-term appeal of the adventure.

This mystical world has

Preview

BRINGER



many different environments and during your search for enemies to slay, you could be leaping across crevasses in a desolate ice land, or hopping over hot coals of lava in a foreboding volcanic world.

But it is beneath the ground where the most atmospheric and stunning effects are seen.

Each environment is graphically intensive, but that in no way detracts from the hack 'n' slay action.

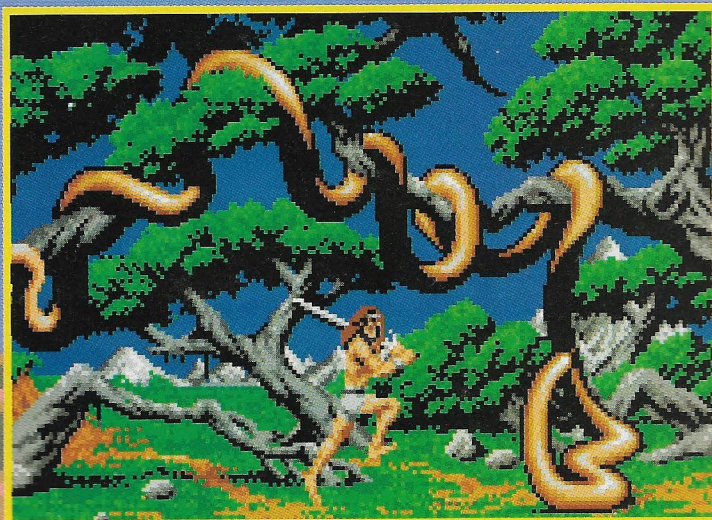
AS DEEP AS YOU GET

Meticulous graphical detail is enhanced by the deepest parallax scrolling ever, some 36 levels thick, which is achieved through a memory-intensive and technically advanced technique.

This is achieved by building up the parallax pattern with wedges rather than blocks until every raster line moves independently with seemingly perfect perspective, giving amazing depth to the game.

This is particularly effective in the caves, where the walls curve claustrophobically in the torchlight.

Progressing through worlds of fire, ice, caves and caverns, there is a strange menagerie of fearsome beasts which will turn your guts over, while other monsters are pathetic and will



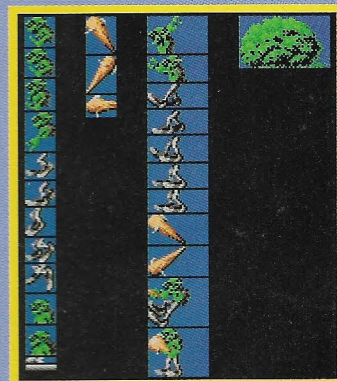
have you laughing out of your armchair.

One winged beast, a *Stirge*, dives for you and sinks its beak into the turf if he misses. Other light amusement in the face of adversity, is the trolls which appear just to cause incidental mischief.

Meanwhile, wild boars snuffle after your heels and ogres see you as a potential meal.

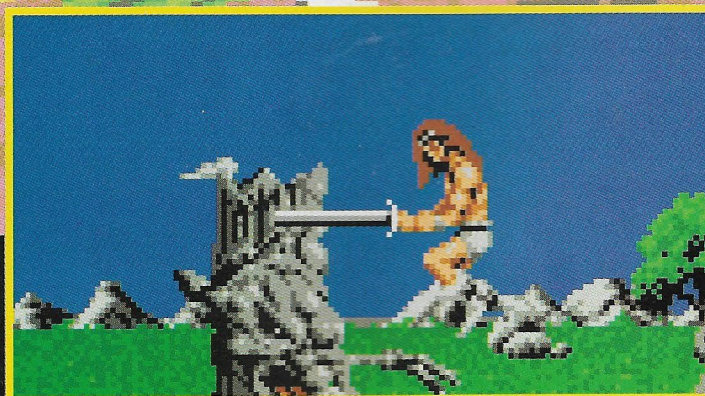
Later, there's a bit of Pythonesque humour in the shape of giant clucking chickens which peck at your vitals, rocks jump out from canyon walls and cannon on legs swell up and fire

missiles. Not to mention the bats and ravens, and cute little dragons which hatch out of eggs



and then proceed to bite your head off.

Take Karn into this world of many environments and face the weirdest bunch of critters that are ever likely to grace a hack and slay. Classic action to look out for.



Sneak Preview

GUNSHIP 2000



Gunship 2000, from Microprose, will boldly go where no helicopter simulation has gone before. Featuring three of the most hi-tech creations in the USAF, one can almost feel the draught from the whirring rotor blades in this latest sim revolution.

Four years ago, fixed-wing aircraft had been simulated with some success. However, rotor-driven aircraft had never been simulated well on the home computer.

Then came Gunship from Microprose, starring the AH-64A Apache, the USAF's strongest rotor-driven war machine. Since then, Gunship has been the definitive military helicopter simulation, selling over one million copies worldwide.

Now Microprose in the States is developing a more advanced helicopter simulation,

Gunship 2000. This time, instead of concentrating on one program, the sequel will feature three of the seven helicopters, which are currently the most advanced in the US Military.

Another amazing step forward in helicopter simulation is the astounding fleet command feature.

Here you can lead up to five helicopters on a mission where you take on the role of squadron commander.

Each military helicopter which features in Gunship 2000 presents a variety of flight, speed and hover capabilities, as

well as firepower potential and weaponry capacity.

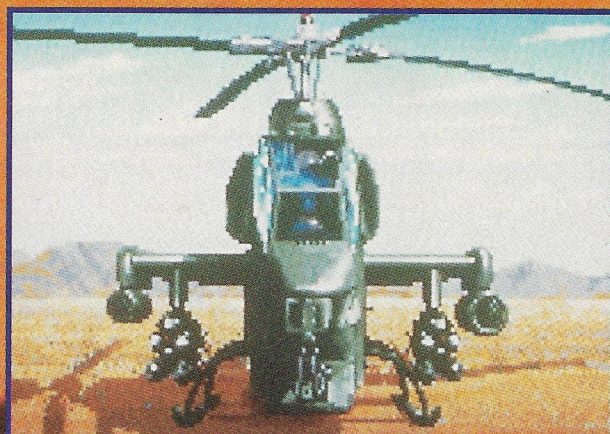
In the cockpit, the facia is hi-tech, sitting uncomfortably alongside the more traditional aircraft displays.

Even though these machines are designed for the 21st century, flight and hover control still relies on your skill and judgement of cyclic and yaw control, surely the most difficult aspect of piloting rotor-driven aircraft.

SETTING THE SCENE

Military action takes place over two vastly contrasting terrains and environments - central Europe and the Persian Gulf.

As the pilot, you can select which type of mission you wish to pursue - ranging from a pilot training exercise with single helicopter missions, to a full military campaign, which shows the ebb and flow of the whole battle, with an assortment of missions.





The target is in sight. Take out the bridge to cut the enemy supply lines and then turn on his rear

In addition, Gunship 2000 features a mission builder, a unique and ingenious facility that enables you to design and edit missions. A map displaying a full electronic battlefield monitors the many and varied aspects of the conflict.

Technically, the design of Gunship 2000 combines the latest programming and graphic technology.

The various landscape terrains have been drawn by a new development called Topographical 3D graphics.

This amazing technique actually generates terrain with detailed impressions including rivers and valleys, as well as elevations such as buildings, hills and mountains. Because this technique uses coordinates,

it can recreate actual topographically accurate terrain for total environmental realism.

Gunship ruled the skies for four years and Gunship 2000 looks set to maintain that grip in the field of rotor-driven aircraft simulation.

Microprose has considered all aspects of military realism, from the technical side of emulating the birds, to creating an authentic environment in which to fly. New standards have now been set, and who will dare dispute their greatness?

Gunship 2000 is to be released late summer on IBM compatibles EGA VGA and MCGA. For even greater effect, the program supports Adlib and Roland sound cards with some astoundingly realistic sonics.



Nothing mixes it with this baby twice! Another sucker is blasted into a million pieces





Welcome once again to the **Games-X** agony unc. See when you send in your letters, let me know who you are – don't just put J Smith, it's so impersonal. And keep those piccies rolling in, it's always good for a laugh! Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

X-IT

NES NIGHTMARE

I have an NES and recently my cousins and aunt from the States came over and brought me a game. It didn't work, why not?

In issue 13 of Games-X you had WWF at number two. Everywhere near me doesn't stock it, can you let me have a name of a shop that does?

Tim Ryerson, Cowley.

The reason that your cartridge doesn't work is that the video signal in the States is different to the UK. If you intend to get a regular supply of games from your aunt, you can have a conversion job done on your machine to make it compatible.

WWF is a grey import and only available at such shops. Take a look at the last page of Console Connexions for addresses and phone numbers.

HORROR PD

I expect that you have heard many horror stories about cheap PD companies. Goods not arriving, cheques cashed, weeks to wait, crap disks, and so on ad infinitum.

However, I have found an excellent company. They sent me a free disk with my first order, helped me solve my virus problems, and even exchanged a disk

that I didn't like. I've never had any problems with them and they have over 200 disks, so that range is not the problem.

The name of this luvly bunch of people is Warlock PD and they are based in Harpenden. It's great to find a reliable source of good PD, so could you pass this info on?

M Foord, Macclesfield.

Consider it done, M Foord. Only trouble was you didn't tell us what format the PD was available on. Send us some in Warlock PD, we'd like to have a gander at it.

I'd just like to say that although there are one or two cowboys out there, the great majority of PD companies are thoroughly reliable.

TIP TIME



I've got a tip for New Zealand Story on the Amstrad. (I don't normally print tips, but seeing as the sun was shining yesterday... – Unc)

On levels one to three keep making those flying teddies come out and keep on shooting them, collecting the fruit as you go. (Thank goodness the Doc's on holiday or I'd really get it in the neck for doing this – Unc.) Hopefully, you will get

the bottle of indestructibility about when the devil comes.

When this happens, walk into him and he will stay on that level as long as you want, helping you get loads of lives and points. Spend about an hour doing this and you will be able to finish the game. (Can I breathe now? – Unc)

Seeing that I've been generous can I now have a T-shirt?

S Abbott, Blackpool.

I haven't tested this one so I don't know that it actually works, but I suppose if you can be bothered to do all that for an hour solid you deserve to get somewhere in the game.

Don't send your tips to me, though, you'll upset Gorgeous Gussie and Misery Guts.

REALLY INTERESTING



Having a great time in Islay. Been swimming in the pool (you go all the way to Islay to swim in a pool! – Unc) and done loads of other things. (Pray, do tell – Unc.)

Iain Mac, Darnley.

Thanks for the card Iain, hope you had a good time.

IS BRI DR X?



I'm writing in to ask you some questions. (What's new – Unc.)

Will the Game Boy be coming down in price at all during the year?

Are you doing more coverdisks, they were brilliant?

How about a weekly budget game page in the mag?

First he changes his hair colour, then he moves his gold tooth around and now he's got a scar on his enormous forehead. What has the balding Brian done to himself this time? Split his head open trying to compete in the easiest game possible?

Chris Baldwin, Luton.

Nintendo is loathe to let anyone know of its plans too soon before it actually happens, so I don't know about the Game Boy price.

Not sure about repeating the coverdisk, too many people dip out. We like to cover as many formats as possible and by sticking 16-bit coverdisks on the front of it we are not being fair to our 8-bit and console readers.

We are starting to put a regular budget page in now, but it won't be weekly just yet.

So you think Bri is Dr X – could be I suppose, he's ugly enough!

WINNER!

Just loved the Games-X Games Show on Radio Luxembourg.

When I was listening to the second programme on the 16th July, I was hoping that my name would be drawn out of the hat to win a game. Alas, it was not me but a friend, Andrew Petherton from my home town, who was announced as a winner of Pro Flight.

I grabbed the phone and told him but he wouldn't believe me. Even at school the next day when loads more friends tried to tell him he refused to believe us. Two weeks later, he still doesn't – can you help?

PS I don't want a T-shirt.

Martin Joseph, North Petherton.

I called Radio Lux this morning and it seems Andrew has been confirmed as a winner and a copy of Pro Flight will soon be winging its way to him.

Why don't you want a Games-X T-shirt?

Need some feedback on the Games-X Games Show, did you like it? Would you like a repeat performance? Any changes?

GIVE ME A JOB



I want to challenge you. It's my birthday in August and I'd like to invite you along.

Just been away on my hols to Malta. Sorry I didn't send a

Dear Newsagent,

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

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COOL DUDE



I recently entered the SKY satellite competition. While I was filling in the entry form, my dad said I had no chance of winning. So I promptly bet him my entire collection of Games-Xs that I would win.

Could you please guarantee that I win and save me from losing all my mags.

Timothy Austwick, Fife.



Have a little read of the rules and regs of our compos. No correspondence may be entered into – you have, so it's pretty damn unlikely that you're going to win, my boy!

However, I'll send you a T-shirt as compensation. Just remember, if you want to win a compo don't write to me about it.

TORTY TIPS



Those turtles will have a shock when I hit the streets later on in the year. I'm hoping to release two new games – Tootsie Tortoise (that's me) Super Simulation and TT's Tortoise Antics. (The world is a rare and varied place, full of strange and curious people – Unc.)

My owner has a personal problem. It takes me five hours to nip down the local newsagent to get my Games-X, so my owner (obviously wants to remain nameless – Unc) runs down the road for me – only takes him 10 minutes. Trouble is that he comes back smelling like an out of date turtle, do you think that you could send a new T-shirt?

Could you send me the address of the poster loving dog in issue 13 – I think we could make wonderful posters together? (Who will save me from these weirdos? – Unc)

Tootsie Tortoise, Bristol.

Who's releasing the games? Could do with copies in the office to review.

The dog has turned your tentative offer of romance down I'm afraid – said she'd prefer dating an alligator.



postcard, but here's some photos instead.

I have a problem. I've been to school and college, passed all my exams and I still can't get a job – please help.

F Walters, Greenford.

Couldn't read your first name – not even sure I got the initial right!

Thanks for the invite, old son. If I could have been there I would, but you hardly gave me any notice at all – hope it was a good one!

Thanks for the photos. Sadly the jolly ol' postman bent them up a bit so that the only uncreased one was the sunset, but I'm a bit of a sucker for sunsets so that suits me.

Can't help you with a job, I know it's a bad time, but keep trying. With your good looks I would have thought you were a prime candidate for a band – let's hope an agent is reading this!

WHERE'S GG?



Where has Go-Global gone? Has it been destroyed by the CFCs or can't you be bothered to write it?

Wherever it's gone, I want it back!
Craig, Shirley.

Go-Global hasn't gone forever, it'll probably be back under a slightly different guise sometime in the autumn.

MORE CONSOLE



Who is Caroline Machin and why do so many people want to contact her? Well anyway, I own a Mega Drive and a Game Boy and would like to see more reviews for consoles in GX.

PS You're the greatest man that

ever lived, Unc! (I just love to indulge myself – Unc.)

Hadyn Hughes, Wolverhampton.

With a name like that, you just have to have some Welsh blood in you somewhere.

If you don't know who Caroline is by now, tough!

Aren't you lot ever satisfied? Three pages of Console Connexions and console reviews and you still want more! I'll see what can be arranged.

V FREAK

I am a big fan of the hit science fiction series 'V', currently showing on SKY television.

I would like to know if there is a computer game conversion based on the series and if it is available for the Amiga 500. If not now are there any plans for a conversion in the future?

Steve Bulloch, Edinburgh.

I remember seeing this awful series quite some years ago – put it this way it has to have been pretty bad if its getting repeats on SKY.

I mean just how can a vile lizard turn into a real tasty bit of stuff by just putting on a new skin? And how does a race advanced enough to travel light years across the galaxy allow itself to be battered stupid by half-baked yuppies?

An 8-bit game did come out a while ago, but I don't think V was ever popular enough to warrant a 16-bit version!

OUTER LIMITS

I just love the weather we're having at the mo. Temps in the 80s are just my bag – pity we have to produce a mag, though, could do with a bit of colour. Do anything wacky on your hols? Let me know.

NEXT ISSUE

out Thursday 22nd August

★ **Will Flag topple Populous from its perch? See the exclusive interview with Envision, the team behind the game**

★ **Game of the Week is the exciting Last Ninja III – I'm sure it won't be the final one!**



★ **Loads of hints 'n' tips including a two page guide on The Killing Game Show from Psygnosis**

★ **Megaman on the Game Boy – it's the business!**

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PUBLISHED BY

Europress Interactive Ltd,
Europa House,
Adlington Park,
Macclesfield,
Cheshire SK10 4NP.
Tel: 0625 878888
Fax: 0625 876669
Printed by BPC, Colchester.
Distributed by UMD,
tel: 071 700 4600

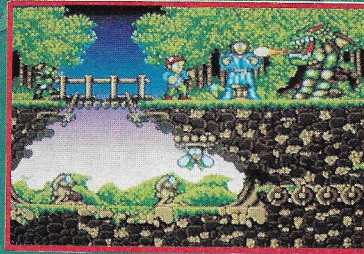
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"A good arcade adventure is a joy to play...and there's no shortage of gameplay here.
If exploring and shooting's your thing, then there's enough here to
keep you happy 'til the cows come home"

THE ONE



The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornelius the Elf. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of gooks and goblins. Even the castle guards, low-life beings with the IQ of a cold-steel rivet, are on a get-smart campaign. They may seem a little backward to start with, but these rivet-headed, bover-bullies will soon become cantakerous, tricky-dickies if you let them. Many wierd, villainous creatures and devious puzzles test your game-play technique and your gnostic powers. You can even control some of the background game features, allowing you to get to where you *think* you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

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