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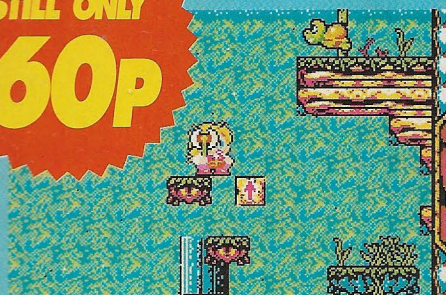
GAMES X

14th-20th June '91
Issue Eight

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

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Little Beau



EXCLUSIVE:

- ★ LITTLE BEAU
- ★ BEAST BUSTERS
- ★ OCEAN'S ELF
- ★ FLIGHT SIM 4
- ★ NOBUNGA
- ★ ROBIN SMITH'S INT'L CRICKET
- ★ ENGLAND CHAMP SPECIAL

EXAMINED:

- ★ CORE DESIGN'S THUNDERHAWK



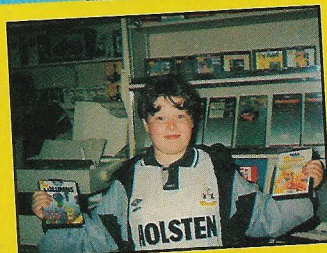
NINTENDO'S
BRAND NEW
SUPER NES

WE WENT, WE SAW, WE REPORTED...

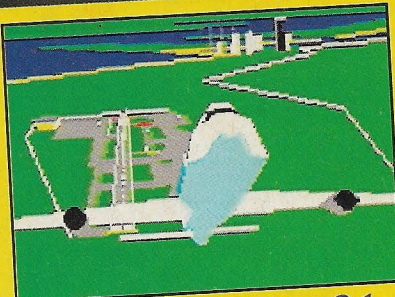
WHAT'S HOT AND WHAT'S NOT AT CHICAGO'S CES



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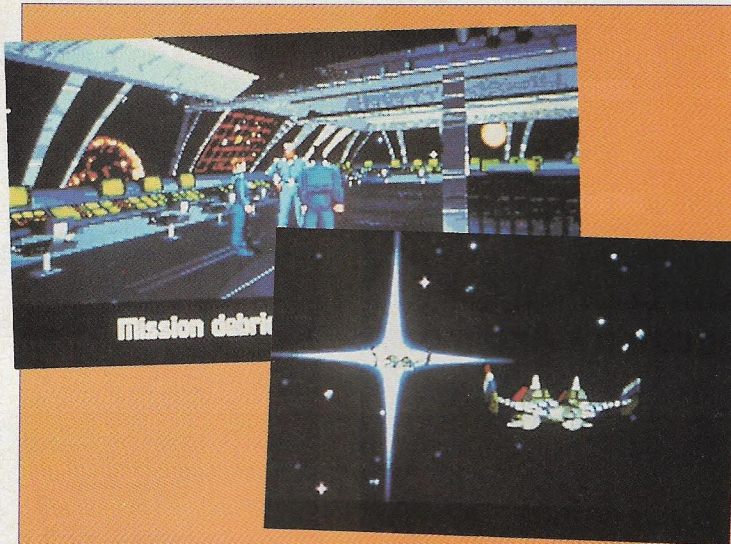
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THE ONLY OFFICIAL WEEKLY GALLUP SOFTWARE SALES CHARTS!





WING COMMANDER II

Following on from the award winning *Wing Commander* comes the second in the series - *Wrath of the Kilrathi*. The game features a new assortment of starfighter ships, even more combat missions and all new characters continuing the suspenseful storyline of the original.

The graphic wizards at Origin have added a wealth of new 256 colour characters all of which are set against highly detailed, digitized backdrops. In addition the game features incredible speech synthesis.

Due for release on the PC in July, Origin's *Wing Commander II - The Wrath of the Kilrathi* supports both VGA and EGA graphics, Roland, Ad-Lib and the CMS Sound Blaster.

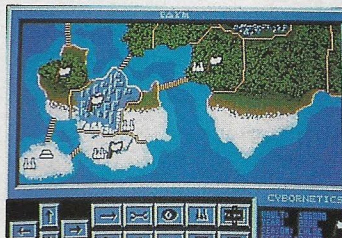


CYBORNETICS

Imagine a world with no government, where industrial giants usurp power. In *Cybornetics* you are an industrial giant with an aim to expand your empire by building military robots more powerful than your rivals. Then, when you have designed this awesome military hardware, challenge your rivals, take control of the beast yourself and blast them clean off the face of the planet.

The game is an incredible fusion of industrial strategy, in which you seize land and build factory plants. When you have designed and built your weapon system, the game switches to a split screen with one of the most original and advanced arcade action sequences yet seen on a computer. Armed with homing missiles and flame throwers you must stalk your opponent and destroy the droid.

Cybornetics is being developed by an in-house team at Millennium, but the original game concept was devised by Grey Matter based in the States. The game is set for release at the beginning of next year.



CISCO HEAT

Watch out for the conversion of Jaleco's coin-op, *Cisco Heat*. It's a road race through the streets of San Francisco with fierce competition from the San Francisco PD.

Glaswegian design team, Ice, is doing the conversion and early reports promise an accurate conversion, using 3D graphics and the latest in road scrolling engines. Watch out for a work in progress report on this hot coin-op in a future issue of *Games-X*.

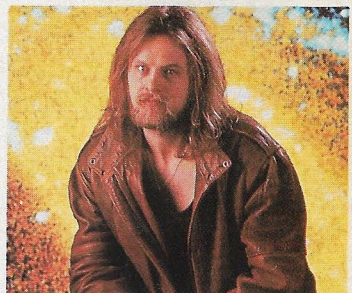


DROP SOLDIER

Imagework's Gravity went over the heads of most mortals. Now the game's designer, Ross Goodley, is designing a game called *Drop Soldier*.

Billed as 'a strategy with a heavy role-playing influence', the game is set in the distant future where a drop soldier is a highly-trained combat trooper equipped with incredible equipment.

You play it from a first person perspective with mouse control, which takes you through a strange 3D environment creating a variety of settings. The program has five difficulty levels based on the rank of the soldier, with lower ranks just carrying out orders



STAR CONTROL

Star Control is set in Earth's future where a multi-directional, rotating star cluster is the player's battleground. This star system contains some 14 different alien races all of which make up the Ur-Quan hierarchy.

The game is a one or two player effort in which players can choose to become either an evil or good power. Selecting seven alien races to make up your army you must attempt to eradicate your opponent in a fight to the death. Only when your opponent has had all seven of his craft destroyed can you claim victory.

Star Control also features a degree of trading. In the full game, players will need to earn Starbucks in order to buy ships. In order to gain this universally accepted currency players will have to colonize and mine stars. Naturally if you have more cash you'll be able to buy superior ships and crew members.

Ballistic's *Star Control* is due for release on the Mega Drive towards the end of July.



INSIDE

Best of the Bunch

CES Chicago style 10

The exhibition to end all others – the noise, the fun, the glitz!

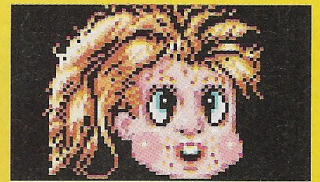
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Thunderstrike II's creators.

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Thunderstrike II this has got to be seen to be believed.

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Digital Magic's cutesey platform romp for all those Mario/Wonderboy freaks.

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The continuing saga of this developing extravaganza.

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ARMALYTE

Your ship may be state-of-the-art, but can one small craft survive the mighty savagery of the Aalans? You have no choice, you're the only survivor of the Armalyte Force, sent out to destroy the alien menace before it's too late. Disaster has struck the fleet, ambushed by enemy forces it has been pulverized beyond belief. Now only you can save the Earth!

Destroy the Aalan governors on the four satellite planets and then eliminate the fifth and home planet of the Aalan tyranny. *Armalyte - the Final Run* is the latest release from Thalamus. The game is programmed by Arc developments, the team behind the likes of *Forgotten Worlds*, *Crackdown* and *X-Out*.

Armalyte is billed as a shoot'em-up like you've never played before. The game is due for release towards the end of June and will cost ST and Amiga owners £25.99.

and officers commanding and planning strategy.

Once again, *Drop Soldier* is a complex and involved game, but Goodley is designing a range of skill levels which should appeal to more people than the rather obscure *Gravity*. Release date is set for the end of '91 on Amiga, ST and PC.

JAGUAR

Atari has announced a 64-bit console which will hopefully hit the streets late next year. This mega-console has been codenamed the **Jaguar**.

Apparently the Panther and Jaguar were being developed in parallel, but things were going so well on the latter that Atari decided to put a halt on the 16-bit development program.

President of Atari, Sam Tramiel talked excitedly of "an incredible, absolutely amazing new generation console".

Tramiel added, "The graphics and sound are just stunning, you have to see it to really understand how good it is. On the TV screen itself it will be so advanced you just won't believe it!"

Although the new Jaguar has power and memory bulging out of its sides, it looks like the price tag will be well below \$300. This means that when and if the machine hits the UK it could retail around the £200 mark. We shall wait and we shall see!

GAMES BOY

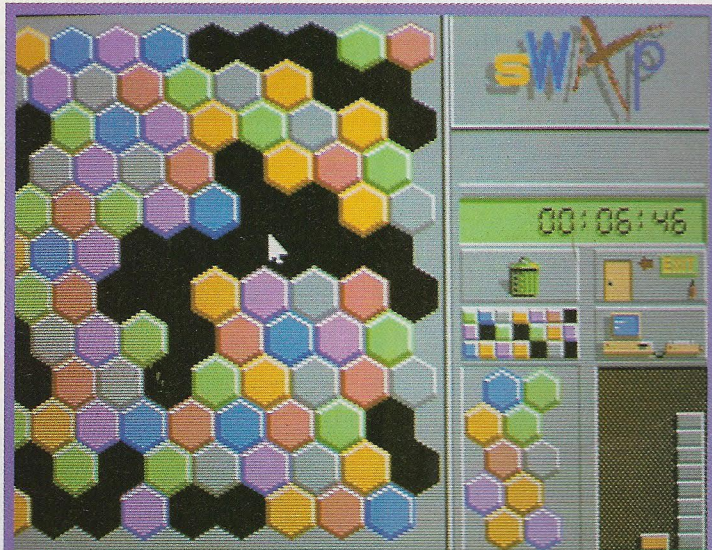
The autumn will see the release of two arcade classics for the Nintendo Game

Boy. *Accolade* has developed both *Asteroids* and *Missile Command* for the Nintendo hand held...

Asteroids will feature a two player link-up allowing contestants to battle it out against each other.

Missile Command also features a link-up but this time two players can help each other while attempting to save their city from a nuclear attack.

Both titles will be available in time for Christmas.



SWAP

Is your brain big enough for *Swap*? Are you a budding Einstein, or are you only good at lifting heavy things? Now you have the chance to test your brain power. *Swap* is a compulsive puzzle game that requires planning, thought and concentration.

Presented with a board of coloured tiles you must swap the pairs around in order to create clusters of the same colour which then vanish. The final aim of the game is to clear the board completely. *Swap* features three different tile shapes and sizes with six different colours, enabling you to customize the difficulty of the level.

Due for a July release from Palace, *Swap* will be available for the ST, Amiga and PC at £25.99, and the Amstrad at £10.99.



You stand at the gates of Dillingen, a small free city on the Donau River known for metalworking and woodcraft. The sergeant of the guard with a few men is collecting tolls - 1 pfennig from each person who enters. You decide to -



DARKLANDS

Microprose, is turning from the reality of aircraft and combat simulations to the world of fantasy role-playing. Although given the fantasy label, *Darklands* is being designed to present a realistic and truthful picture of what life was like in medieval Germany.

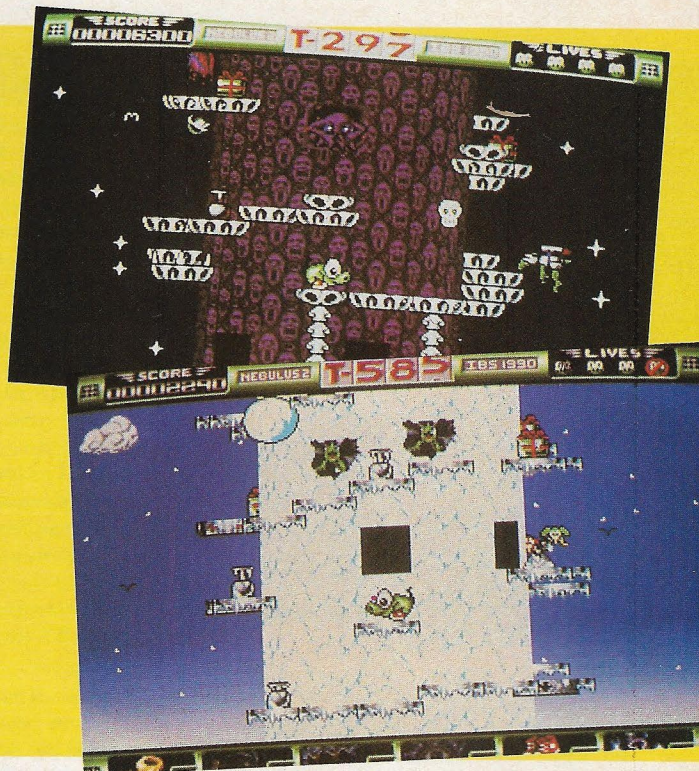
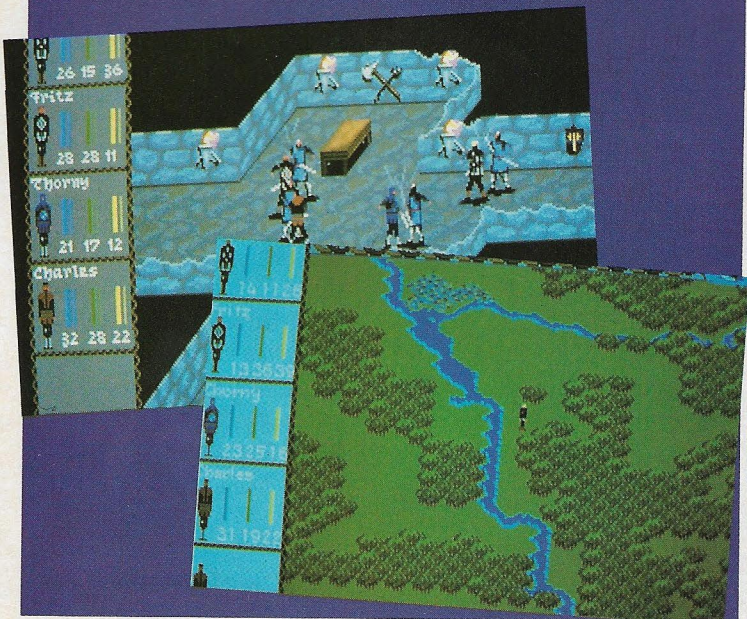
The adventure is set in a time and place where violence, corruption and chaos ruled. Governing and religious bodies were corrupt and incapable of enforcing any law or judgement - there were three Popes at one time, each trying to assume power over the church. Royalty and nobility were equally power crazy and corrupted.

An interesting insight into these violent times is the statistics of deaths - more people died in fights, feuds and battles than died of disease.

The adventure also delves into the occult with devil worship fighting against the homage to saints. In this dark and sinister time, you set out with a party of nobles, swordsmen, mercenaries and alchemists.

Darklands will be driven by an ingenious adventure generator which can produce multiple quests and countless characters with numerous different attributes, characteristics, skills and objectives. The ultimate aim will be to survive and prosper.

The game is due for release at the beginning of 1992 on IBM compatibles. *Darklands* will support Roland and Ad-lib soundcards and will sell at £39.99.



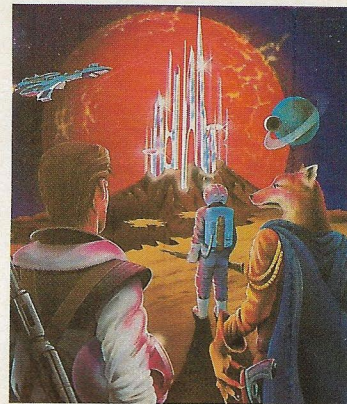
HOSTAGES

Arguably Infogrames' finest 16-bit action games, *Hostages*, is now being produced on Famicom.

In this excellent atmospheric epic, you control a team of crack squaddies, who must enter an embassy and rescue hostages from terrorists.

Meanwhile, you can switch to a sniper on the roof opposite and you shoot the terrorists as they walk across the windows. Inside, you must pick off the terrorists and rescue the hostages. Excellent action! Even though *Hostages* is getting on a bit, it's well worth the conversion to console.

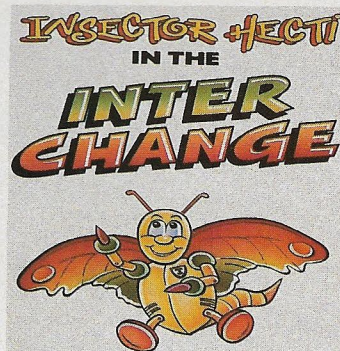
MEGA TRAVELLER 2



Following on from the recently released *Mega Traveller 1 - The Zhodani Conspiracy* comes *Quest For The Ancients*, the second game in the

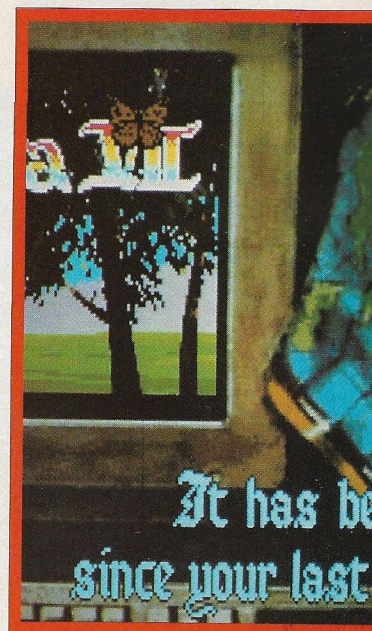
INSPECTOR HECTI

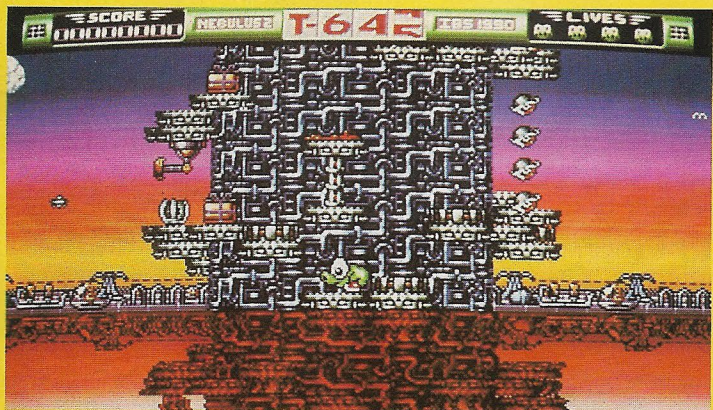
Insector Hecti is due to make his debut computer game appearance in a mind-numbing arcade-style puzzle called the Interchange. Our bug-busting hero has



been sent on a mission to rid Victor Virus and his gang of computer bugs from the Interchange.

Hi-Tec's *Insector Hecti* will appear soon on the Spectrum, C64 and Amstrad and also on the Amiga and ST at £36.99.





NEBULUS II

John Philips' long awaited sequel to the award-winning Nebulus is almost ready. Due for a September release from 21st Century Entertainment, the imaginatively titled Nebulus II features the further antics of Pogo.

The game is a strange mixture of arcade fun combined with serious puzzle solving. Nebulus II will be released on the ST and Amiga and all 8-bit formats. The game is also being developed for conversion onto various consoles.

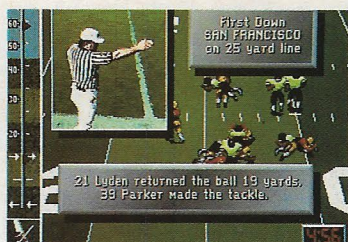
series. A mysterious artifact, reportedly built by a quasi-mythical race of early starfarers known as the Ancients, has suddenly come to life on the sub-sector capital of Rhylanor.

Now the entire planet faces destruction unless we act in time. The only hope seems to be with learning the secrets of the Ancients. That is not going to be a particularly easy task – the Ancients were destroyed over 300,000 years ago!

Mega Traveller 2 - the Quest For The Ancients will be available around Christmas time for the PC, Amiga and ST.

DIKTA FOOTBALL

Mike Dikta was known for his tough, aggressive play. He's hard-nosed, yet entertaining. The autumn will see the

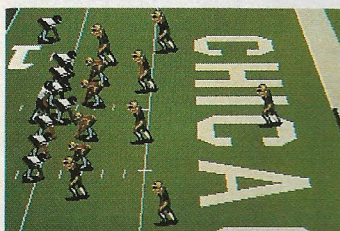
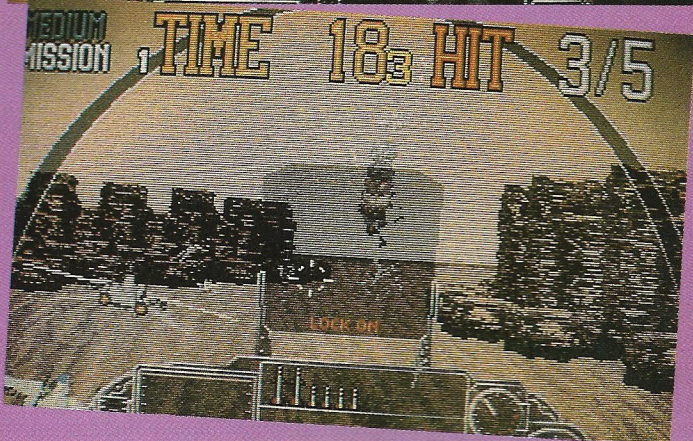


release of Mike's very own computer game. The game's developers have devised a new, one-of-a-kind procedure for place kicking and punting. What's more, the game also features multi angle player perspectives and full replay features.

All 28 teams in the American National Football League are represented and players can play in either exhibition matches or a gruelling 17 week season. If you fancy yourself as a professional coach you can even

G-LOC

G-Loc is just one of three major Sega games U.S. Gold are planning to release this winter. The game is graphically similar to Afterburner with players flying their jet whilst attempting to shoot down anything else that moves. Images are currently working on the conversion and progress is reported to be very good indeed.



construct your own plays – that should quite a laugh!

Mike Dikta's Power Football will initially be available on PC compatibles. Whether Accolade has plans to release the game on the other 16-bit formats is still undecided, but we'd certainly like to see it.

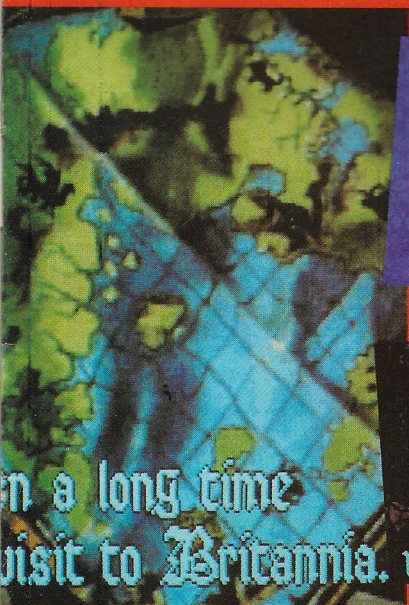
ULTIMA VII

Two hundred years have passed since your last excursion to the land of Britannia. Though society has advanced the land is plagued by many problems similar to those found today.

An incurable disease is striking the population at an alarming rate. The youth are experimenting with dangerous reagents resulting in widespread substance abuse. Pollution and ecological waste are running rampant and a wave of gruesome murders is sweeping across the townships. Your task is to discover who or what is behind it all.

Ultima VII - The Black Gate combines the familiar and popular sword and sorcery elements of previous adventures with those of murder mysteries and horror thrillers. In addition to the ability to combat monsters, expertise in exploring dungeons and proficiency in amassing treasures, the player will need to master the arts of investigation and detection in order to uncover the secrets of the Black Gate.

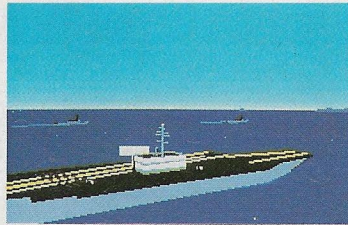
Ultima VII - The Black Gate will be available on PC compatibles this autumn from Mindscape.



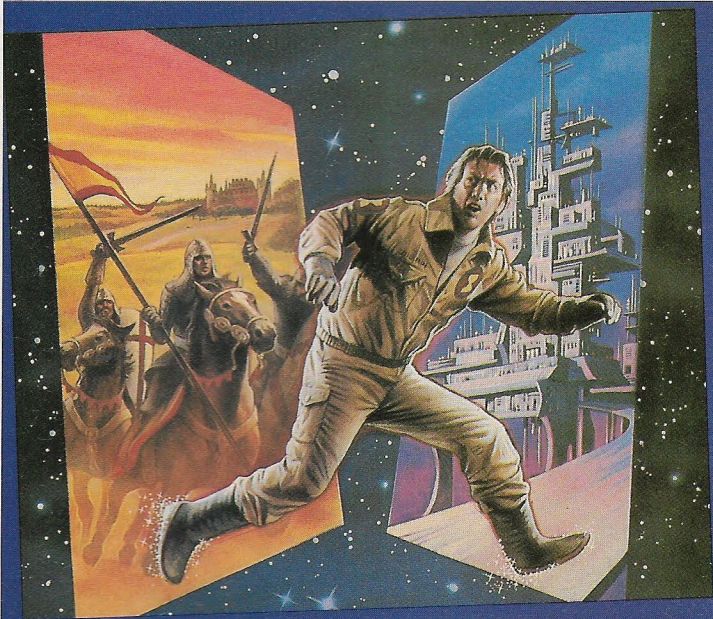
F-15 STRIKE EAGLE

Microprose is soon to release its first NES title. **F-15 Strike Eagle** was the title that established Microprose as the leader in the field of flight simulators. It will be the first NES game to put a player in a reality where he decides where to fly and what targets to attack.

This decision making will give the



impression of flight rather than simply aiming at a string of targets. The jet will

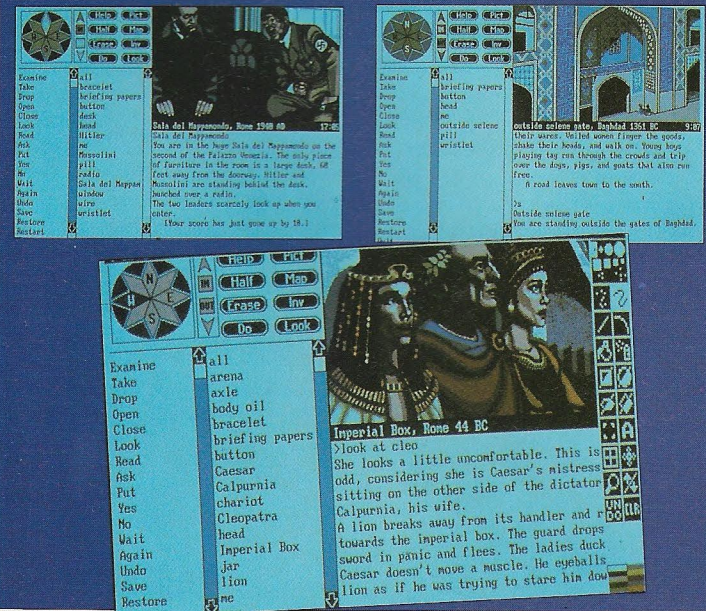


TIMEQUEST

Timequest, a time travel action adventure, is epic in scope, spanning three thousand years – from Stonehenge to Hitler.

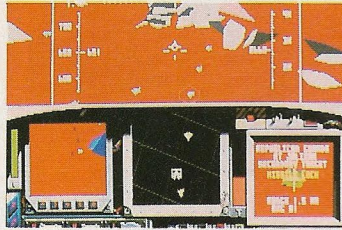
Criss-crossing time and space, the player will travel to England, Rome, Peking, Cairo, Babylon, Bahgdad and Mexico in nine different time periods to repair the course of history, which has been cleverly altered by the evil traitor, **Zeke S Vettenmyer**. Over the course of the game the player will match wits with Julius Caesar, Hitler, Napoleon, Ghengis Khan, Atilla the Hun, Cleopatra, Michaelangelo and many more.

Time Quest is due for imminent release in the United States and should appear here around September. At present the game is only available for the PC, but we'll keep you covered.



even behave like the real thing with players being able to pull full rolls and loops.

The game will feature two levels of play – training levels and real missions in which players will be awarded medals for successfully completing a mission. Already available in the States, the NES version of F-15 will be available here very soon.



PAPERBOY II

As the original Paperboy is about to make it's long-awaited debut on the Mega Drive, with Electronic Art's promise of it being 'the closest conversion to the arcade original', Game Boy fans can look out for the game in the shops this month, courtesy of Mindscape. Not only that, there's news of **Paperboy II** in development on 16 and 8-bit machines, due for release in November.

Although the process of delivering newspapers is hardly open to great interpretation and change, Mindscape are promising a real surprise for PB fans.

SEGA POWER

US Gold has earned the right to publish software on both the Mega Drive and the Game Gear.

The first products for the Sega hand held will be **World Class Leaderboard** in August, followed by **Indiana Jones and the Last Crusade** and **Super Kick Off** expected to arrive early next year.

All the Mega Drive titles will be arriving in 1992 – **Leaderboard** and **Indiana Jones** in the first quarter, and **The Godfather** later in the year.

A fourth game in the Indiana Jones

LYNX GAME BONANZA

Owners of Atari's natty little hand held can look forward to a cascade of releases over the next year, including many old favourites as well as loads, which are bang up-to-date with console and 16-bit development.

Atari is quashing its reputation for not supporting machines with software with more than 30 odd titles to look forward to. The games are as diverse as **World Class Soccer**, due for release in August and **Hard Drivin'** pitched for September.

You can also expect the latest, high-profile licences to be Lynxed, including **Bill and Ted's Excellent Adventure** in early '92.

Check out future **Games-X** issues for news and further details.



series – **Fate of Atlantis** – has also been pencilled in for 1992.

Three more titles are expected to arrive for the Master System later in the year – **Leaderboard**, **Heroes of the Lance** and **Outrun Europa**, along with Anco's popular **Kick Off** title. Can't wait to see that one!

WHAT'S OUT AND WHEN

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

Product	House	Team	Format	Price	Date
Waterloo	Mirrorsoft	Peter Turcan	Amiga, ST PC	£9.99	17/6/91
Flight of the Intruder	Spectrum Holobyte	Rowan Software	Amiga, ST	£25.99	19/6/91
Passing Shot	Mirrorsoft	Teque	Amiga, ST	£9.99	17/6/91
Hardball	Accolade	Ballistic	Mega Drive	£39.99	19/6/91
Star Control	Accolade	Ballistic	Mega Drive	£39.99	19/6/91
Transylvania	Code Masters	In-house	Spectrum C64	£2.99	18/6/91
			Amiga, ST	£7.99	18/6/91
Heart of China	Sierra	Dynamix	PC-EGA	£40.85	17/6/91
Darkman	Ocean	In-house	Amiga, ST	£24.99	18/6/91
Darkman	Ocean	Twilight	C64 cass	£10.99	18/6/91
			C64 disk	£15.99	18/6/91
			Spectrum cass	£10.99	18/6/91
			Amstraddisk	£15.99	18/6/91
RBI Baseball	Domark	The Kremlin	Amiga, ST PC	£29.99	19/6/91
				£29.99	19/6/91

GAMES CHARTS

1	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▲	VIZ House: VIRGIN Team: PROBE
3	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
4	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
5	▲	GODS House: RENEGADE Team: BITMAP BROTHERS
6	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
7	▼	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
8	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
9	★	KICK OFF 2 House: ANCO Team: STEVE SCREECH
10	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
11	▲	GOLDEN AXE House: VIRGIN Team: PROBE
12	▲	HEROQUEST House: GREMLIN Team: 221B
13	▼	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
14	▲	MICKEY MOUSE House: SEGA Team: SEGA ENTERPRISES JAPAN
15	★	PREDATOR 2 House: IMAGEWORKS Team: ARC
16	▼	POWER UP House: OCEAN Team: VARIOUS
17	▼	TRACK AND FIELD 2 House: NINTENDO Team: NINTENDO JAPAN
18	★	HOLLYWOOD COLLECTION House: OCEAN Team: VARIOUS
19	★	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
20	★	SUPER MONACO GP House: US GOLD Team: ZZKJ

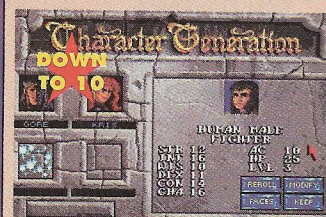


CHART FAX

The Dizzy games are dominating the charts across the various formats and have even managed to snap up the number one slot in the top 20 All Formats.

Having stayed there for two weeks *Eye of the Beholder* is starting to drop down the Chart, making way for *Viz* to make another reappearance in the top three, along with the immensely popular *Turtles*, which has stayed in for 28 weeks.

Final Whistle may have left the Chart, but *Kick Off 2* is in there for its 47 week, and proves that it's not graphics which make a game, but playability.

The compilations are starting to creep into the Chart, and it's hardly



surprising when you can get four or so great games for the price of one.

Ocean is bound to be disappointed with the sales of *Toki*, as its playable platform romp sailed into the Charts last week and has promptly dropped out this week.

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

Turn to page 32 for our specially compiled machine specific charts

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GAMEBOY GAMES

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THE GAMES-X BUDGET BONANZA

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The 7th of May heralded a breakthrough in the world of computer gaming. Prism Leisure released its range of true pocket-money priced software.

Instead of the usual £14.99 or £9.99 prices, Prism has decided to offer 16-bit computer owners real value for money in the shape of its £6.99 Pocket Power software range.

The range includes 13 titles on the ST and 16 on the

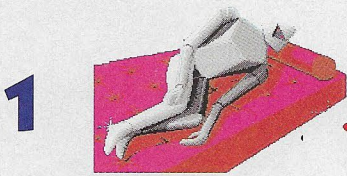
Amiga with exciting titles such as: Seconds Out, Football Manager, Thai Boxing, Hotshots, Super Grand Prix Karting and Artificial Dreams.

We at Games-X have ten full Pocket Power sets to give away – that's over £600 worth of goodies! All you have to do is study the screen shots and decide which characters go with which games.

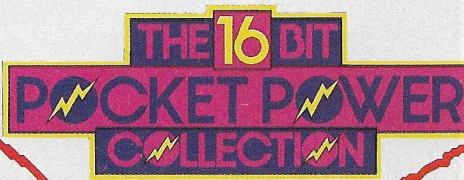
If you're not too sure we've included one of those

frustrating wiggly-line puzzles – just follow the line to discover the correct matches.

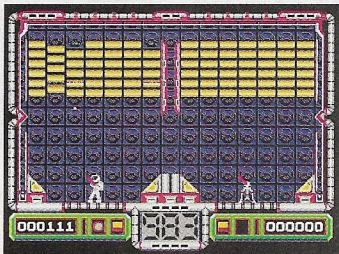
Once you've come up with the answers simply fill in the form and pop it in the post to: Pocket Power, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. All entries should arrive no later than the 28th June 1991 and don't forget to tell us whether you own an ST or an Amiga!



1



3



A



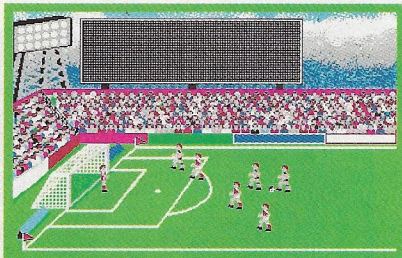
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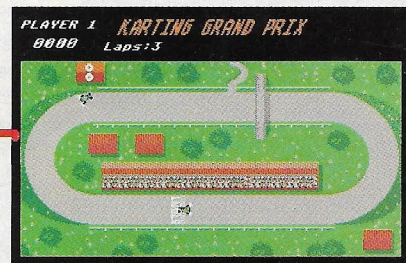
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4



B



D



THE PRIZES

THE GAMES-X BUDGET BONANZA ENTRY FORM

Cut-out 1 goes with picture

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Cut-out 2 goes with picture

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Cut-out 3 goes with picture

.....

Cut-out 4 goes with picture

.....

Rules and regulations

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

Post Code

Machine Type

My first impression of Chicago was courtesy of a lunatic cab driver at two o'clock in the morning. He spent 30 minutes weaving through heavy traffic at high speed, ran red lights and actually hit a car causing minor cuts and abrasions – to the other car you understand!

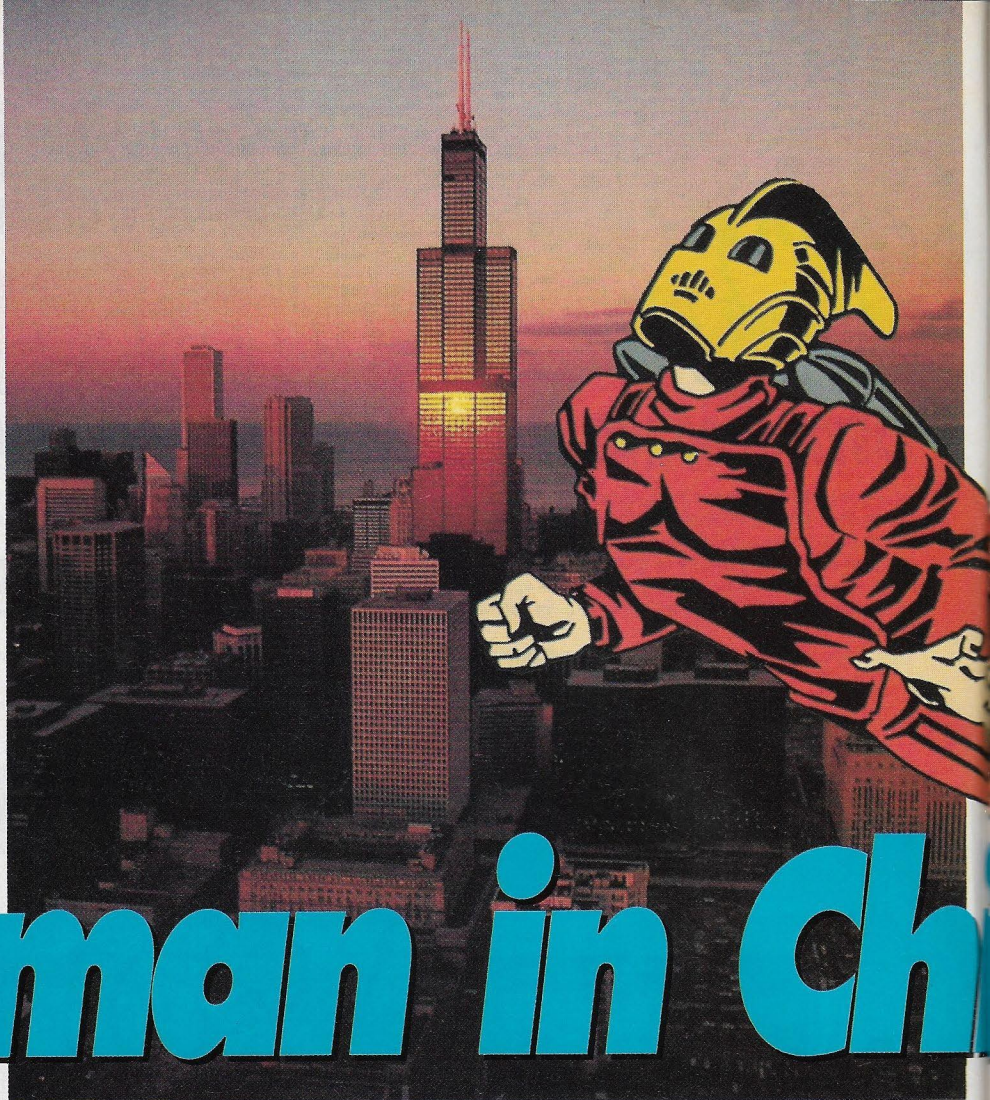
When the cool light of day eventually dawned there was the Windy City in all its glitzy enormity. Elegant skyscrapers – apparently the first, third and fifth tallest towers in the world – massive structures of marble and granite glistening in the hot sun.

An American I spent some time with told me that Chicago was the only place he'd ever visited where the wind kicked you in the teeth on all four sides of a city block – hence the Windy City!

PURE AMERICAN STYLE

The Consumer Electronics Show (CES) is a twice yearly gathering of the electronics world in the States, an event that wouldn't be complete without the fun and drive of the computer and video gaming industry.

I wasn't quite prepared for scale of the CES until I ventured, gob agog through the various halls. Everything imaginable was there – from telephones and televisions to electronic teddies playing rock music and giant sound systems mounted on trucks. There was even a device to warn a driver of police radar traps.



Our man in Ch

Finding the gaming section was easy – you just followed your ears. Amongst the relative quiet of the rest of the exhibition thundered the music, noise and excitement of a thousand games. At the end of the North Hall sat a gamer's paradise the size of four football pitches.

The activity in this part of the exhibition was furious. Mingling with the frantic gamers were such cartoon and software heroes as Fred Flintstone, Sonic the Hedgehog, Barbie (of doll fame – she was gorgeous) and a character called Bonk.

I mustn't forget to mention the scantily clad young lovely bedecked with fluorescent logos – despite the fact that she

was adorning a software stand, I never did quite figure out what she had to do with games!

Comodore, meanwhile, had employed the services of the 'World's Fastest Talker' on their stand to proclaim the wonders of CDTV – interesting, eh?

THE GLITZ!...

The activity on the Sega, NEC, and Nintendo stands was frenetic. Every square inch was crammed with a computer or console of some kind, each with a different game begging to be played – I'm afraid I couldn't resist!

The Nintendo pavilion was an enormous two storey arena enclosing barrages of Game Boys and NESs. On one entire side of this were 10 seats each with a Super NES mounted in the back, and each facing a huge screen on which to play a game – Super Mario World never looked so good.

The Sega stand was just as big and just as much fun. Most of it was occupied by bank upon bank of Mega Drives all playing different games, some of them still in development. In one section mounted on perspex columns were a couple of dozen Game Gears. The only one I managed to get my mitts on was duff – played to death!

NEC, although not strong in the States. While their arena too had countless machines for those dedicated game freaks, one of the more popular attributes was the multi-bank TV array. Why? A game called basketball was the reason – apparently a Chicago team called the Bulls were playing the Los Angeles Lakers in the national playoff finals.

Most of the noise came from the Neo Geo stand. This phenomenal machine really captivated me. The sound, the graphics, the gameplay, I was in raptures. But the price of this wonder machine is the real killer – in

the States they go for around \$450 with the cartridges coming in at \$250!

Scattered around these majors were numerous software houses, licensees and peripheral manufacturers most with some really wow stuff on show. Just keep a keen eye on the the news and console pages for details.

...AND THE GAMES, AND THE GEAR!

All the Game Boy products were being exhibited on large monitors, something I thought made them more

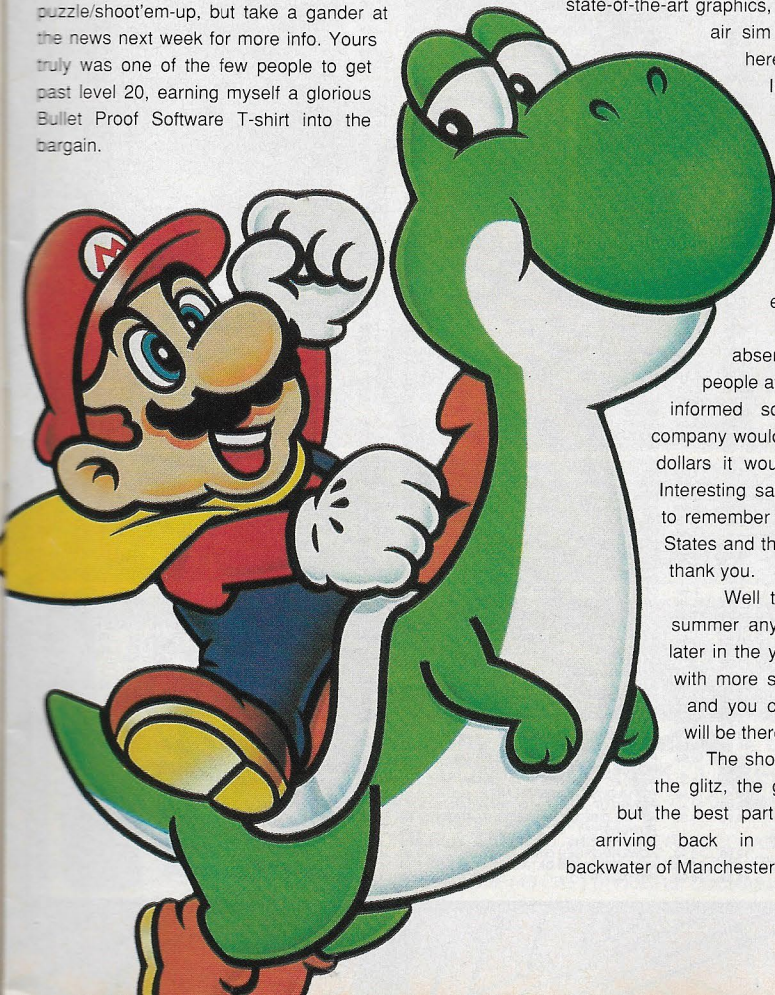


On a miserably murky last day of May, Chris Stevens hopped on a jumbo jet to cross the pond. The reason? A visit the Consumer Electronics Show in sunny downtown Chicago to bring back what's new in the world of games.

Chicago

appealing than their own small screen. One game however, really did get me going. Called Faceball 2000, it was described as virtual reality on the Game Boy.

This is essentially a ground level maze puzzle/shoot'em-up, but take a gander at the news next week for more info. Yours truly was one of the few people to get past level 20, earning myself a glorious Bullet Proof Software T-shirt into the bargain.



The 16-bit version of the PC Engine was prominent on the NEC stand. The Americans box their Engines differently and call it the TurboGrafx. It's an impressive piece of kit with a rapidly expanding array of carts.

Numbered among those on display were Silent Debuggers Talespin, Panza Kickboxing and Impossamole - watch out especially for Bonk's Revenge, outrageous!

The US price for this machine has just been reduced to \$99.99 and now a CD ROM add-on has been made available for a mere \$299.99.

Sherlock Holmes, Consulting Detective is billed as the first CD game to make the player feel as though they are participating in a real movie. All the characters are actually digitised actors and the speech, real voices. I saw the game being played and was really impressed.

Game value seems to be the sales ploy for justifying the high cartridge prices these days. With Mega Drive carts costing up to £50, developers like Electronic Arts seemed to have moved away from the shooty/bash'em genre. Following this trend EA is producing games with a longer-lasting appeal, mixing arcade and adventure to create a wider customer base.

The Mega Drive's Sonic the Hedgehog was being run alongside Super Mario World in a typical show of Sega bravado. If you thought Mario was good, just wait till you get your grubbies on Sonic - it is brilliant!

THERE'S MORE

On the lowly 8-bit NES there were literally hundreds of games on show to cope with the Americans, huge appetite for software. One of the quaintest of these was Capcom's Little Mermaid, a delightful cutesey designed specifically for younger girls. The Game Gear also seems to have really taken off with promises of something like 50 games by the end of the year.

On the computer side, the US is heavily into PCs. As you would expect, most of the new stuff from there will be available first on the PC and a month or so later on the Amiga and the ST.

What promises to be one of the most stunning games to hit the UK will be Strike Commander. With state-of-the-art graphics, this game is a fast moving air sim - none of your polygons here! Monkey Island 2 and Indy 4 also looked pretty damn special.

Although not in the video gaming section of the CES, Commodore's CDTV was highly prominent. You can play games on it, but don't expect too much.

The one noticeable absentee was Atari. It had people at the show but no stand. An informed source told me that the company would rather use the half million dollars it would have cost it for R&D. Interesting sales concept, but you have to remember that the ST is dead in the States and the Lynx is doing very nicely thank you.

Well that was the CES, for the summer anyway. It all happens again later in the year at Las Vegas, the city with more slot machines than people, and you can bet your life Games-X will be there.

The show was fun while it lasted - the glitz, the glamour and the games - but the best part of the whole thing was arriving back in Macclesfield, that quiet backwater of Manchester. "Have a nice day now!"

LAUNCH OF THE SHOW

The Super NES, just a bit different to the machine we know as the Famicom is Nintendo's answer to the TurboGrafx-16 and the Mega Drive. This 16-bit wonder console was officially launched at the CES - price, a mere \$199.99.



Nintendo's licensees definitely seem to be doing the biz for the Super NES with loads of titles due for its official on sale date in September. Final Fight, Super R-Type, Super Ghouls and Ghosts, Super Adventure Island, and wait for it, Radical Psycho Machine Racing were but a handful of titles being exhibited at the show.

One slight concern was being expressed about the quality of the software in production. In the rush to meet deadlines it seems that developers are being pushed very hard to deliver the goods, and it may just be that the end result will not be as good as it could have been. Games-X will be reserving judgement on this one!

Nintendo are pinning a lot of hopes on the Super NES with expected sales in the USA of two million machines and six million pieces of software by Christmas.

CHRIS' RAVES OF THE SHOW

This is a list of my personal favourites at the CES, and I stress, personal!

- Computers - Strike Commander
- Famicom - Super R-Type
- NES - The Little Mermaid
- Game Boy - Faceball 2000
- Game Gear - Flicky
- Mega Drive - Sonic the Hedgehog
- Turbografx-16 - Bonk's Revenge
- Neo Geo - everything!





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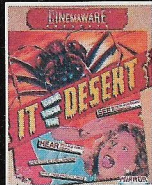
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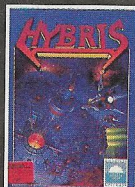
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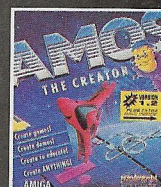
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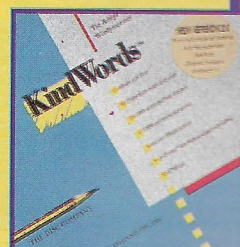
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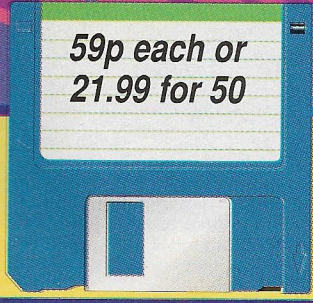
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GAMES-X SCORING SYSTEM EXPLAINED!

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

X-RATING: XXXXX

The higher the rating the better the game

ALEX's desk is typical of someone with his peculiar taste in music. As you can see from this incredibly large photo Alex prefers to listen to CDs. Tapes are obviously left for us mere mortals.



BRIAN's little secret is finally revealed! Yes, he does write using a Spectrum! Yes, he does read Jackie and, yes he does play with Transformer toys in his spare time. We are trying to drag him through adolescence, but it's tough.



JOHN, the Games-X moshier tries very hard to keep his desk tidy but life can be very hard these days. As you can see he is forced to listen to Extreme on a mere Walkman whilst Alex enjoys the luxury of CDs!



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

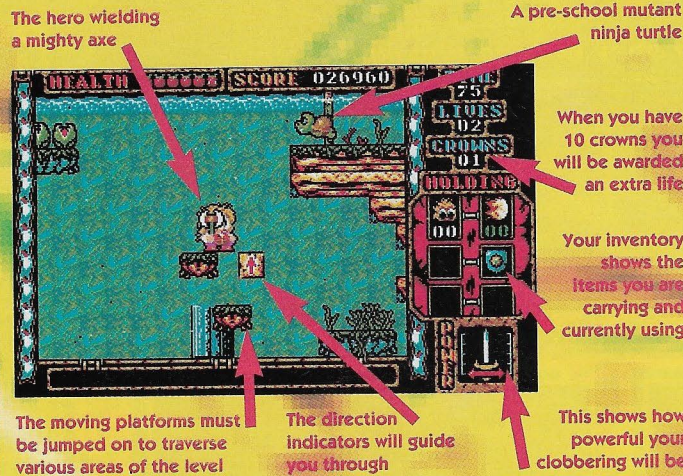
Gameplay
How the game actually plays

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

Presentation
Just how good the sound and graphics really are

RELEASE INFO
C64 c£11.99 Now
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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



There's always a way of crossing a big chasm. If you knock out a snake on this level you'll get a big red balloon!

This sweet fairy tale was shattered when Beau, and the beautiful princess – whose chops very rarely wobbled – had only been going out together for a few short hours.

They were walking their pet dragon, Sparky in the park at the time, when a really nasty evil wizard appeared out of nowhere and whisked away the beautiful young maiden.

Now, as you can imagine, young Beau was a trifle miffed at this! However, after tea and hours of

research he managed to trace the evil wizard through the local Poll Tax Office – which was very helpful.

Armed with the knowledge of the tyrant's whereabouts and his little dagger, our hero then set out upon his quest to find his sweetheart.

The quest would take him across the sea to a dark and horrific land inhabited by mysterious and hostile mutant creatures...

WONDERBEAU

The first impression gained from Little Beau is that it is remarkably similar to the now classic platform game, Wonderboy.

Looking at the screenshots the graphics bear more than a striking resemblance, and the gameplay itself is unnervingly similar to the old favourite.

As you can probably guess, you play the part of young Beau as he embarks upon his noble quest. You must guide the titchy little chap through

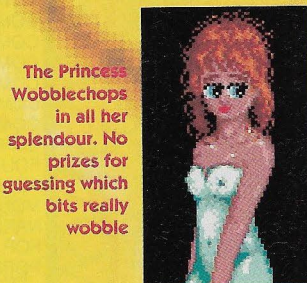


Once upon a time, quite a while ago, just north of Watford there was a little island about the size of a grain of sugar. An inhabitant of this tiny place was a chap called Beau who was in love with Princess Wobblechops...

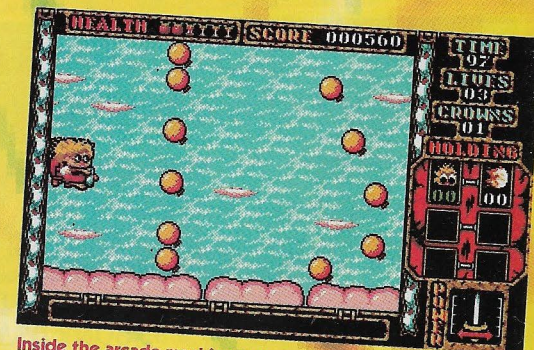
a series of levels which are located on the small islands. Your ultimate destination is the spooky castle where the evil wizard is keeping your loved one captive.

Each of the levels leading up to this point take on the form of a scrolling platform type scenario where all of the platforms are inhabited by numerous little bug-eyed beasts.

These nasty little creatures guard over various useful bits of equipment which you will undoubtedly need at some point. To get hold of these items you must simply clobber the creatures with your weapon and catch whatever they were holding. Easy huh?



If you win on the one-armed bandit machine you will receive one of the bonuses off the reel



Inside the arcade machine you can have a go with a blasting shoot'em-up where you can get bonus points and extra weapons to make your life easier



Many of the obstacles come in the form of natural landforms as well as the hostile baddies

LITTLE BEAU



FACT FILE

Software House: Digital Magic
Programmer: Dave Semmens
Graphic Artist: Doug Townsley
Music: TSC

I've always been a big fan of this type of game. There's a lot of variety and there are loads of little puzzles for you to solve as you move your way through the different levels.

The easiest way to describe the presentation of Little Beau is to say that it is quite overwhelmingly cute. All of the graphics are bold and colourful and there are numerous sweet little creatures who will attempt to hinder your path through the ever changing scenario.

To play this is quite a challenge without being excessively hard. The difficulty seems to have been set at just the right level for all types of games player from the useless novice to the big-headed expert. Joystick control is very responsive and greatly enhances the gameplay.

It is this, coupled with the numerous little amusing sections which make it a joy to play and an addictive, harmless little romp through a fantasy world.

Not only is this a highly playable game but it also incorporates a number of nifty little features which are quite original.

A special mention must go to the inclusion of the arcade machine and the one-armed bandit for getting hold of bonus items. It's certainly something unique and will probably be copied by numerous other people in future releases!

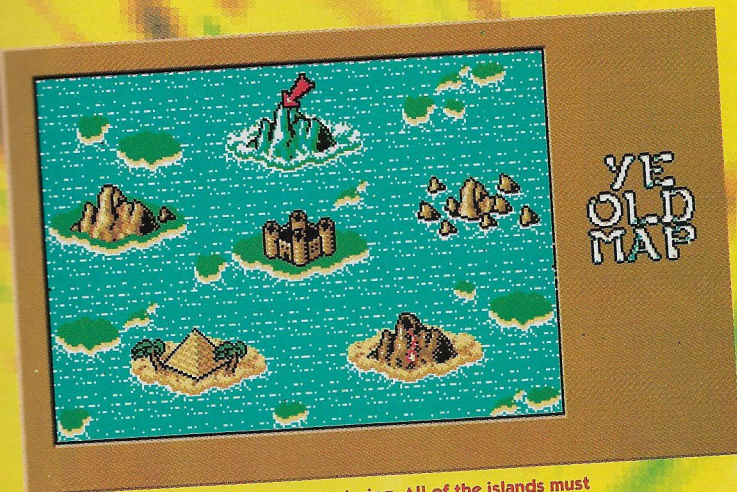
Overall, I really liked this. It looks good, sounds great and plays exceedingly well, it's definitely worth checking out when it is released in a few weeks time. Any fans of the Mario/Wonderboy style will love it!

X-RATING: XXXX

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

RELEASE INFO

Amiga	£24.95	June
Atari ST	£24.95	June
C64	TBA	Sept
Spectrum	TBA	Sept



This is a map of the world you are exploring. All of the islands must be visited before you can take on the evil wizard in his castle lair



The valiant hero of our story, complete with long blond hair and little dagger



The arcade machine lets you have a bit of harmless fun trying to get extra bonuses



When our cute hero craves for a bit of gambling he can use the one-armed bandit to try and get bonus lives or energy

The items vary from those which can be used as weapons, such as fireballs and little creatures known as critters, to tokens and pieces of treasure which can help both your energy situation and your own personal wealth.

Each of the levels, or islands are divided into four separate sections. The first three of these involve standard platform exploration whilst the fourth pits you against the guardian of that particular island.

For example, the end of the first

island sees you battling against one of the evil wizards genetic experiments; the Greater Fanged Yeti. This huge slobbering green troglodyte bounces about the screen being generally very unfriendly and hostile, while you try and knock him out with your pathetic little dagger.

These end-of-level sections are typical of most releases these days. You take on the big meanie and beat him up causing him to leave behind a bunch of useful bits and bobs. It's not altogether that original, but it gives each

of the levels a little more of an objective.

A TRIP TO THE ARCADE

At intervals throughout the game you will come across either a one-armed bandit machine, or an arcade unit. If you have collected a few tokens it is possible to access these machines and try your hand at getting some bonus items.

The controls for these sections are very easy to use and they make a pleasant break from the action of the main game.

Platform games certainly seem to be making a come back at the moment. With Mario becoming more and more popular the cutesy game seems to be definitely 'in vogue' at the moment. Little Beau is both amusing and sweet and should appeal to a wide audience.

It is not so cute as to discourage the butch, 'lemme at 'em' games player, but it is sufficiently twee to appeal to young players and those who shy away from violent games.

Both your dumpy little blond haired chappie and the hostile mutant greebos are all tremendously sweet, and it's difficult to believe that some of the characters could have any hostile intentions at all!



This big green giant is the Greater Fanged Yeti, a fearsome genetic mutation created by the evil wizard's twisted mind



FACT FILE

Software House: Ocean

Development Team: Nirvano Systems

Programmer: Damien Sle

Graphics: Paul Ogolesby

Music: Matthew Cannon

Elf is a cute platform romp that breaks no new ground in originality, but the addictive gameplay and initiative behind the game make it a strong product. The graphics are typical Ocean - cute being the best way to describe them.

The animation of the sprites is first class, and although the game flip-screen scrolls, this doesn't really hinder the action.

The sound is also good, with either sound effects or a tune accompanying the game during play.

Elf is an excellent platform game, which offers loads of shoot'em-up action as well as the odd puzzle to tease your mind.

Okay, the idea behind this game is ancient, but surely a game that offers addictive gameplay and sports crisp graphics and slick presentation is worth at least a quick glance. All in all a great game worth checking out.

X-RATING: XXXXX

Gameplay: 18/20

Lastability: 15/20

Presentation: 17/20

RELEASE INFO

Amiga £24.99 July

Atari ST £24.99 July

Originality is not one of Ocean's strong points, but one thing's for sure - it's had years of experience at producing platform games. Now everything has slotted into place to make Elf an excellent game.

The storyline is as old as our assistant editor (and that's old - Ed). The character you control is a young Elf named Cornelius.

All would be well in Cornelius' peaceful land but a mad scientist is wreaking havoc at his castle far from the elves' village.

The Dark Lord, as he's known to his friends, is using the unwary creatures of this mystical place for cruel experiments.

Cornelius is the typical rank outsider in these games, and stands knee-high to a grasshopper.

Fortunately he has a way of fighting back by using the ring passed down through generations of elves.

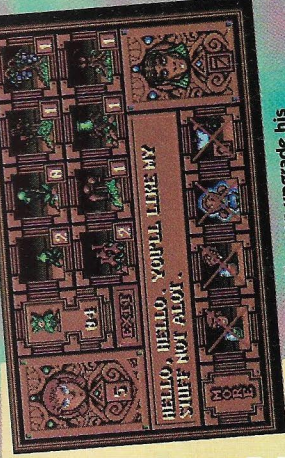
CIRCLE OF POWER

When used, the ring launches a small ball of fire at the enemy. However, this rather puny weapon can be upgraded when you visit the shop later in the game.

The reason Cornelius is



Ocean is renowned for coin-op licences, but its latest product, and possibly one of its best, is now ready for release. Elf is here and is ready to blow the cute-o-meter off the scale!



Cornelius can upgrade his weapon by entering the shop. Providing he's carrying the pets, numerous weapons can be bought along with extra lives and two metamorphosis potions

embarking on this mission is not to save the small animals from death, but to rescue his girlfriend, Elisa, from the clutches of the evil lord.

You control your elf using the joystick, nudging it to control movement and tapping the button to fire your ring. Whenever Cornelius is confronted by a friendly non-player character, he can interact with it.

This involves asking questions - which are fairly restricted due to parser limitations, bribing the character, giving away an object, or attacking. Alternatively you can use one item you're carrying, or activate a mechanism.

As mentioned before you can enter the shops that are scattered

around the land. Once inside you can purchase any object using animals as currency - providing you can afford it.

POWER SURGE

Many things can be purchased including power-ups, extra lives and also spells that 'alter' our hero. For instance, he can turn himself into a muscle-bound hulk.

The elf's job is basically to collect items to please the NPCs, so that in turn they'll give him items for use later in the game.

An example of this is on the first level. You must give the bird seed to a parrot and in return you can pick up one of his feathers.

Give the feather to the indian chief and you'll get a newspaper. The man in the WC needs the paper, and he'll reward you with matches if you give it to him.

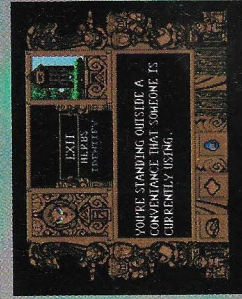
Finally, collect the chicken, light the fire with the matches and cook the chicken, before bribing the end-of-level guardian to let you through.

ELF

SERIOUSLY BAD FOR YOUR 'ELF!



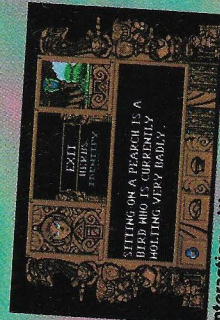
Thankfully you managed to get a box of matches from the inconvenienced fellow and thus you are able to light the fire. On this, cook the chicken and bribe the oriental chappie in order to get onto the next stage



The feather is useful, as once it's given to the indian in the wigwam a used newspaper will be yours. Now it so happens that the man in the WC is out of bog roll...



Your first objective is to collect the bird seed. Once you have the corn you can approach the parrot in order to get the feather



Interaction with the non-player characters is done by entering short, simple words to get your message across. Alternatively you can bribe them and let your objects do the talking

ENGLAND CHAMPIONSHIP SPECIAL

Grandslam is continuing its self-proclaimed rebuilding process with the apparent 'official game endorsed exclusively by the England team and manager'. Is it something special or just another footie sim that's the same as all the rest? Well read on and find out...



After the success of the incredibly popular Kick Off series from Anco, a tidal wave of football sims has flooded the computer games market.

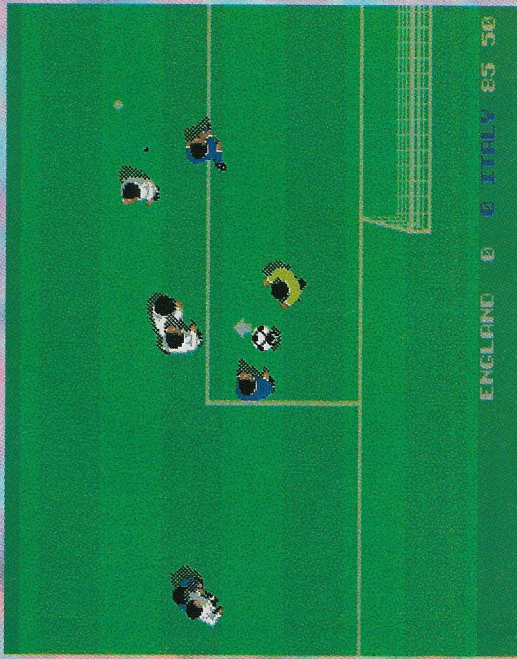
Unfortunately, as yet nothing has matched the incredible playability of the superb Kick Off 2 and all releases of this type are going to find themselves being compared to this classic.

KICK OFF COCK UP

England Championship Special gives you the opportunity to take your team through the European Nations' Cup, battling against the best of all the other countries' football players.

You must play in three group matches and if you are successful you will qualify for the semi-finals. Success here will give you the chance to go for the prestigious title of Champions of Europe. Cool!

The main game screens are reminiscent of pretty much every



Out on the field your opponent comes screaming up the wing and scores the living daylight out of your goalkeeper

other football game available at the moment. All the action is viewed from above as you move your small players around the large scrolling pitch.

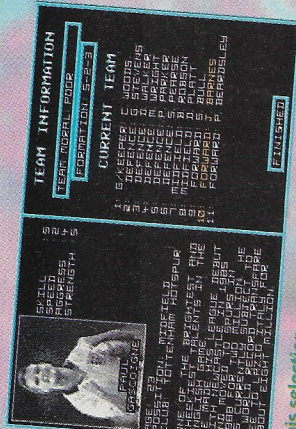
You control the player closest to the ball and you have the option to either pass or shoot regardless of where you are. Fair enough, it's nothing outstandingly original, so it



The charismatic commentator displays the current league table for the European Championships



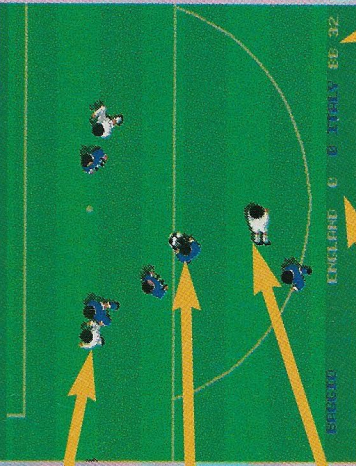
The referee bears a striking resemblance to England's very own Bryan Robson!



This selection screen allows you to pick your team so that you have the strongest possible line-up

THE BIG MATCH ACTION

The English and Italian players hold hands while running the ball together



The very clever and talented Italian, Mr Baggio, is on the ball

Dearest Garza has a little lie down before getting up to cry at the opposition

The truly spectacular score in true World Cup fashion - nil, nil

The time remaining ticks down at an accelerated rate

FACT FILE

Software Houses: Grandslam Video

Development Team: Tiertex

Programmers: Tiertex

Graphic Artists: Tiertex

Music: Tiertex

As a two player game this is boring and dull, and as a single player game it varies from impossible to being so easy it's hardly feasible.

The graphics are rough and the scrolling is a spectacular example of how bad you can make an Amiga look.

The sound effects don't escape the rough treatment either. The samples of the crowd cheering are scratchy and of poor quality. When there's a tackle it sounds more like a machine-gun.

As you can tell, it's not exactly the best game I've ever seen. Quite why the England team officially endorsed this I really don't know.

X-RATING: X

Gameplay: 5/20

Lastability: 4/20

Presentation: 6/20

RELEASE INFO

Amiga £25.99 Now

Atari ST £25.99 Now

IBM PC £25.99 Now

Amstrad CPC £10.99 Now

C64 £10.99 Now

d6 £15.99 Now

Spectrum £10.99 Now

Secondly, the graphics are absolutely and undeniably atrocious. The sprites are very badly animated and glitch far too often for comfort. The scrolling is also diabolical. This is an Amiga for heaven's sake, it's supposed to have hardware scrolling!

STRATEGY - AHEM!

It appears that Grandslam would have you believe that each player's personal attributes are absolutely vital to the game.

The fact that you may be useless with a joystick is seemingly not as important as Paul Gascoigne having an aggression level of four out of five. I'm afraid to say that if you lack the skill to play the game properly none of this will make any difference.

Prior to each game you have the option to alter your team's lineup, so you can have all your favourite players thrashed by either the incredibly talented computer team, or by another human opponent - it's up to you.

won't win any awards. Despite the similarities between this and certain other games on the market it does suffer in a number of different areas.

Firstly, it's an absolute pig to play. Control of the players is decidedly dodgy and you will more often than not find it nigh on impossible to control the goalie.

On a number of occasions, by the time the ridiculously slow control system had acknowledged that the goalkeeper was actually needed, the opposing team had scored!



Set in a
mystical
Eastern

location Nobunaga's
Ambition is a strategy
game based on the
bloody wars between
the Oriental clans.

NOBUNAGA'S AMBITION

Most of the games which appear on the Game Boy are either platform romps or the ever-popular shoot-'em-up, and you'll always find a plentiful supply of puzzle games to sink your teeth into.

Strategy games are however, poorly catered for on the hand held consoles, so Nobunaga's Ambition is a welcomed change and also provides a rest for the aching trigger finger.

You play the role of one of the great Emperors of the Middle East, and when you begin the first thing to do is choose which Daimyo you want to start in.

DECISIONS, DECISIONS

There are 16 to choose from, and it is obviously best to choose the area with the greatest tactical advantage.

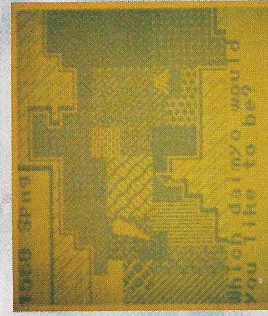
From the options screen you can choose how many players you want to compete, with a two player



When you enter combat you can choose to either manually operate your forces, or hand command over to the computer

Once the game has started, you must command your army. The option to view the territory details the surrounding areas.

The Trade option allows bargaining with any merchants who are nearby and Diplomacy will form



The land in which this desperate battle takes place is set over 16 Daimyos. The basic idea is to use cunning tactics and brute force to take over the enemy encampments and claim the country as your own

feature if you link two 'boys' together. Furthermore the cartridge has a one meg save facility backed up by battery, therefore allowing you to save up to three games.



FACT FILE

Software House: Nintendo
Development team: Koei

Nobunaga's Ambition is a very specialised strategy game, and it is for this reason that its appeal will be restricted to fans of the genre.

As a war game Nobunaga is reasonably good, especially for the Game Boy. The game is easy to play, and should offer hours of taxing gameplay.

The saves option is unique, and is a definite must for this type of game. Although the game doesn't boast detailed graphics or rip-roaring sound, the presentation is easily adequate, as you can distinguish the different Emperors and their Daimyos and that's what counts.

If you're a fan of war games, you'll enjoy playing Nobunaga's Ambition as it is perhaps the best strategy game available for the Game Boy.

Thanks to Console Concepts.
Contact them on: 0782 712759

X-RATING: XXX

Gameplay: 10/20
Lastability: 15/20
Presentation: 13/20

RELEASE INFO
Game Boy £24.00 Now

an alliance or marry you into a family of your choice to further improve your chances of winning.

Taking care of the combat side of things is the Military option. This lets you recruit, send a band of ninjas out to attack, train your hordes or start a war against another Daimyo.

NOBUNAGA DUDE!

Selecting Develop helps to improve your land, the towns and castles, while Personnel is the feature which hires or dismisses samurai.

Finally, Rest will end your go and the action is handed over to the other players.

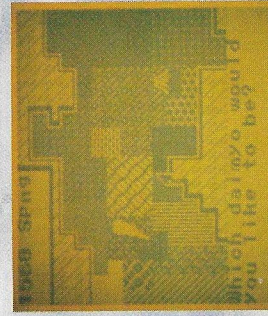
You begin the war with limited supplies, and soon you'll realise just how precious your funds are



When you enter combat you can choose to either manually operate your forces, or hand command over to the computer

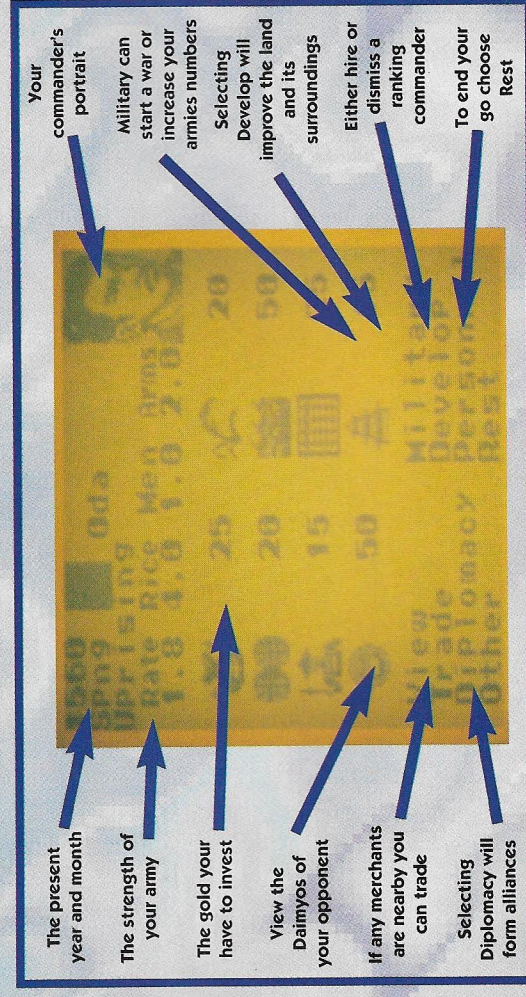
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The Trade option allows bargaining with any merchants who are nearby and Diplomacy will form



The land in which this desperate battle takes place is set over 16 Daimyos. The basic idea is to use cunning tactics and brute force to take over the enemy encampments and claim the country as your own

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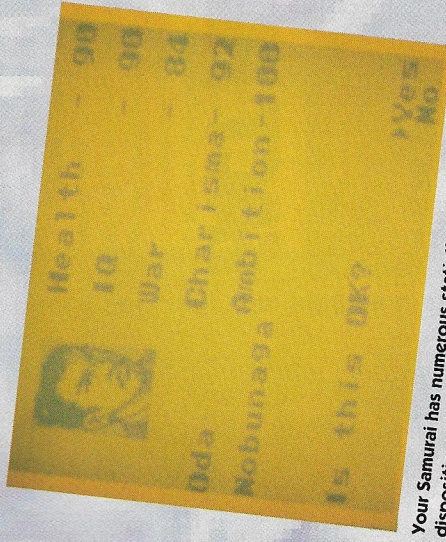


because gold is used for just about everything you do. As a result any alliance you form or war you start must have large sums of money for financial back up.

When you do enter battle you can choose to control the army yourself, or hand this honour over to the computer which, if you've had little experience, will probably do a better job than you will be able to accomplish.

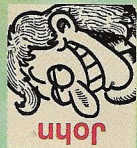
Manual control is simple. The unit you have control over will flash, and movement is easy by just using the cursor.

Depending on the type of battalion, they can move at different rates. This speed is generally one square at a time for foot soldiers and two for those on mounts.

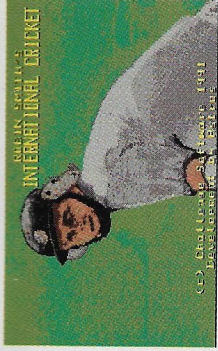


Your Samurai has numerous statistics which describe his disposition. Obviously they determine the outcome of battles, so the higher their level the better

ROBIN SMITH'S INTERNATIONAL CRICKET



Cricket Simulations have never been particularly successful on any computer format. With its latest release, Challenge Software is hoping to appeal to both cricket fanatics and strategy fans alike...



FACT FILE

Software House: Challenge Software
Development Team: Astros Productions

It's quite a shame that this doesn't really work all that well. Challenge Software is trying to push this onto fans of the strategy genre of computer games. Unfortunately, most strategists will soon tire of the tedious and repetitive gameplay.

Die hard fans of the game of cricket will no doubt find some degree of enjoyment from this, but I can imagine that the younger fan will soon become bored with the lack of options available.

The presentation doesn't really make up for the lack of gameplay either. There is no sound whatsoever, and the graphics are drawn very simply and look quite primitive in appearance.

The animation is of an inferior quality and there are some serious continuity errors in the games.

Overall, I wasn't terribly impressed. I was expecting something along the lines of Football Manager, but it seems that this method of play just doesn't work with cricket.

X-RATING: XX

Gameplay: 8/20

Lastability: 8/20

Presentation: 10/20

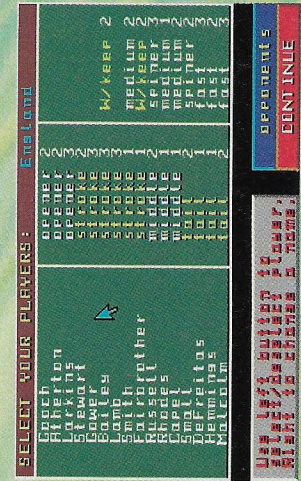
RELEASE INFO

Atari ST £25.99 July

Amiga £25.99 July



As well as the standard layouts for your fielders you can also place them where you think they are needed



The player selection screen allows you to create a custom-built team

ENG	OP	TYPE	RUN	BOWL	4S	6S
MORFITT	RUSSELL	OP	16	1	0	0
JONES	RHODES	OP	0	0	0	0
KING	CAPPEL	OP	0	0	0	0
HEALEY	SMALL	OP	0	0	0	0
MOORE	DEBELL	OP	0	0	0	0
HUGHES	HOLLOWAY	OP	0	0	0	0
LAWSON		OP	0	0	0	0
LABURN		OP	0	0	0	0
MATHEWS		OP	0	0	0	0
		TYPE	OV	MAID	RUN	WK
		SP	20	0	0	0
		ME	10	0	0	0
		SP	10	0	0	0
		SP	0	0	0	0

Most of the game is manipulated using a series of menus and tables of names. Here we have the selection screen where you can choose who will go in next to bowl

very often you seem to be taking pot luck as opposed to carefully thought out decisions.

The so-called action sequences are viewed from well above. Unfortunately after the third or fourth over these scenes become tedious and boring, and there doesn't appear to be any option available to turn the damn thing off!

With a cricket simulator as the options provided here just don't cover enough scope.

Challenge Software seems to be desperately trying to push this as a strategy game. However, once you've mastered the initial controls the strategy seems to disappear. The options which you have to control your team are limited and

batting orders. This is all done by means of a series of easy to use icons and menus using the mouse for control.

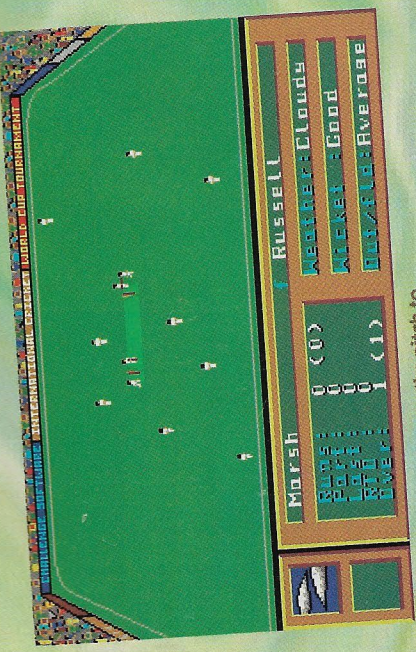
All of the most famous cricket players of the moment are present and each appears to have the correct playing attributes. Any knowledge you have of these players should come in fairly useful!

When all of your decisions have been made you will be able to watch each over with the hope that you have selected the correct strategy to beat the opposing team.

PRE-MATCH PREP**

With the old football manager games, this concept of predetermined strategy worked exceptionally well and for this reason the games sold very well.

Unfortunately this idea does not appear to really work that well



The players move out onto the pitch to enact their game of beach-ball cricket

In the past few years there have been a number of failed attempts at making a reasonably action-packed cricket simulator. Unfortunately none of them have really worked, so it would appear that a new direction is being taken.

This new release from Challenge Software is more akin to the likes of Football Manager than to the more arcade style titles.

You play the part of team captain as you try to guide your team to victory in the competitive sport of one day international cricket.

You must make all of the vital

decisions which will guide your team towards victory. Decide who will play in what position and which bowlers will bowl against which opposing batsmen, as you play through a set number of overs of your choosing.

As in real cricket, every match is different and you will have to try and get the best performance out of your team in each situation.

CRICKET MANAGER?

You will not have any direct control over the players when they are performing on the pitch. Your control is strictly behind the scenes concerning player positioning and



The basic icons for play control cover pretty much everything you'll need

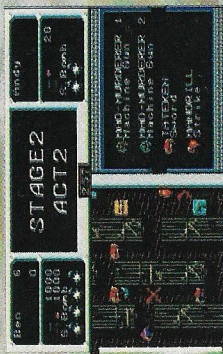
GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

Crack Down Sega Mega Drive

Software House: Sega
Development Team: Sega Enterprises (Japan)

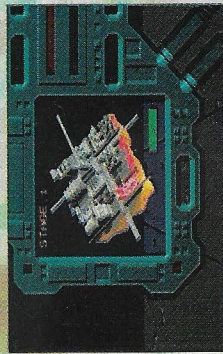
The ancient classic now makes its way to the Sega Mega Drive. You control either Ben or Andy as you roam around the underground complexes of the evil tyrant Mr. K.

Despite the fact that all the characters have utterly ridiculous names, it's not a bad game really. The



graphics have been enhanced a bit for the Mega Drive and the sound too has been given an extra bit of oomph.

Where this game really excels is as a two player game. The simultaneous action is great fun and you and a friend



can work as a team roaming through the numerous passages knocking off the bad guys while trying to detonate the bombs.

X-RATING: XXX

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

Discovery Amiga

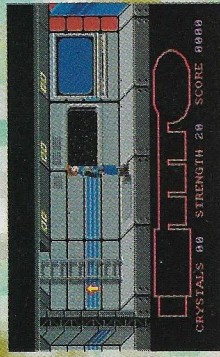
Software Houses: Micro Illusions
Development Team: Sylvan Technical Arts
Programmer: Joe Pearce
Graphic Artist: Tolin
Music: Matt Nathan

As a top employee of the Discovery Company, your job is to fix broken starships in the vastness of space. You



must explore the huge space hulks and answer numerous questions.

When this educational game was released a couple of years ago it was greeted with a great amount of praise. It uses bold colourful graphics and



joystick action to hold the kiddies' attention whilst drawing from a vast library of questions to stretch the mind.

This new version includes some snazzed up graphics as well as some fairly reasonable synthesized speech.

X-RATING: XXXX

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

Z-OUT Atari ST

Software House: Rainbow Arts
Development Team: Advantec

The Amiga version of this first class shoot'em-up is a classic game, but sadly the ST incarnation fails to hit the mark. The game is unfortunately let



down by the ST's capabilities, as the graphics aren't quite as crisp as the originals, and obviously the sound in comparison to the Amiga's excellent sonics is nowhere near as good.

The game seems to play as well, but when the game begins to scroll, the



screen becomes very jerky and at times unbearable.

With products like Xenon 2 around on compilation and budget, I fail to see how a game like this will succeed, and I only half-heartedly recommend this shoot'em-up to real fans on the genre.

X-RATING: XX

Gameplay: 14/20
Lastability: 10/20
Presentation: 12/20

Lemmings IBM PC

Software House: Psygnosis
Development Team: DMA Design

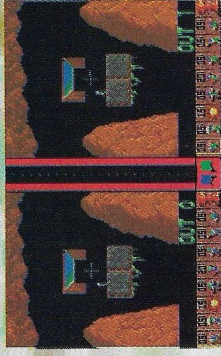
Those manic rodents have finally made it over to the PC and they are storming across all 120 landscapes with one thing in mind - jumping off a huge cliff.

Controlled by mouse or keyboard the PC incarnation of this puzzle game classic is as good as any, and with the



Adlib sound card and VGA graphics the game is excellent. Sadly only Adlib and Soundblaster cards can be used.

The game can run on the less powerful PCs, but for a high quality



game you're best off running Lemmings on a 386 machine or better.

Once again Psygnosis has come up with a first class game - miss it at your peril!

X-RATING: XXXXXX

Gameplay: 17/20
Lastability: 18/20
Presentation: 15/20

Wonderland Amiga

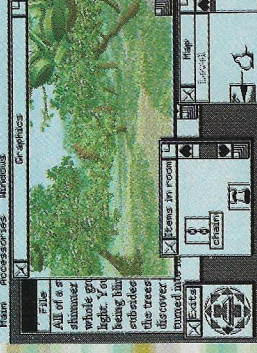
Software House: Virgin
Development Team: Magnetic Scrolls

Wonderland is the mystical tale of Alice in Wonderland originally released on the PC, it's now available on the ST and the Amiga.

Magnetic Scrolls has released some excellent text adventures, and



Wonderland is perhaps its best ever. Featuring excellent graphics for every location, the game includes the new Magnetic windows system which allows



you to control the game by mouse as well.

The parser is superb and makes Wonderland an excellent game.

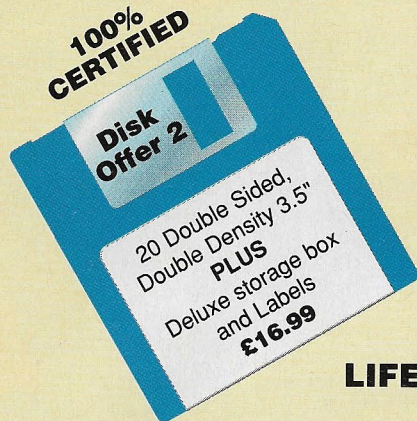
X-RATING: XXXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 13/20

PUBLIC APOLOGY

M. D. Office Supplies would like to apologise to all its competitors in this magazine. As ever we shall be offering Diskettes, Storage Boxes, etc at prices which are simply INCREDIBLE

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GAMES-X

POSTER

**STRIKE II
JASON 'SPOCK' WILSON
AND BRIAN POLLOCK**





ST ACTION

THE WORLD'S MOST DEDICATED ST GAMES MAGAZINE



Reviewed:

Wonderland, Logical, Pro Tennis Tour 2, Midwinter II, Gods plus demos of three great new releases

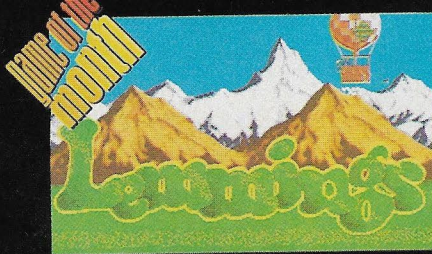
Wonderful Wizardry

Magic and Mystery in the world of Hero Quest

PLAYABLE DEMO DISK 20

ST ACTION
HERO QUEST
LORDS OF CHAOS
WARZONE

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Grab yourself a piece of the Action

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

Colourful and informative reviews of all the latest software releases

Invaluable hints and tips for those games causing you grief

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

Regular competitions sponsored by many of the major software houses

Features on all that's happening in the world of computers

Hero Quest, Lords of Chaos and Warzone demos this month

ST Action on sale from Thursday 13th June

GTGA...

Welcome to yet another amazing ST Action GTGA. This month's literary extravaganza comes in the shape of the first part of a two-part playlet on the legendary Secret of Monkey Island. Follow the sound advice of Jason Captain Hook Dutton as he unravels the mystery embedded deep in the sea and sand that surround Monkey Island. Part two will follow next month.

THE BUREAU FILES

1. The first clue is in the... (text continues)
2. The second clue is in the... (text continues)
3. The third clue is in the... (text continues)
4. The fourth clue is in the... (text continues)
5. The fifth clue is in the... (text continues)
6. The sixth clue is in the... (text continues)
7. The seventh clue is in the... (text continues)
8. The eighth clue is in the... (text continues)
9. The ninth clue is in the... (text continues)
10. The tenth clue is in the... (text continues)

THE SECRET TIPS: UNCOVERING THE SECRETS

1. The first tip is to... (text continues)
2. The second tip is to... (text continues)
3. The third tip is to... (text continues)
4. The fourth tip is to... (text continues)
5. The fifth tip is to... (text continues)
6. The sixth tip is to... (text continues)
7. The seventh tip is to... (text continues)
8. The eighth tip is to... (text continues)
9. The ninth tip is to... (text continues)
10. The tenth tip is to... (text continues)

Hero Quest

GREMLIN

QUEST KEY

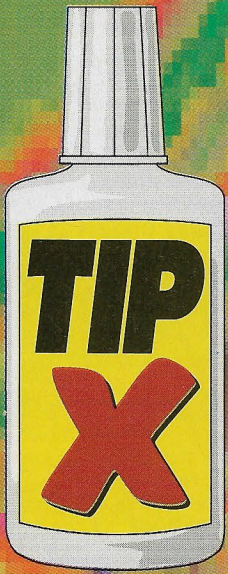
Your skills are: 11
 Memorisation 12
 Typing 13
 Logical 14
 Exam 15
 Strategy 16
 The Wizard 17
 The Wizard 18
 The Wizard 19

PORTER-POWER™

GAME RATING

RATING: 90%

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



Well you're all getting very excited about sending in tips aren't you? I'm receiving loads and loads! The only trouble is that they're all for the same games...

From now on, anyone caught even thinking about the cheats for Chase HQ or Batman will be strung up and then set upon by our ravenously hungry man-eating production editor.

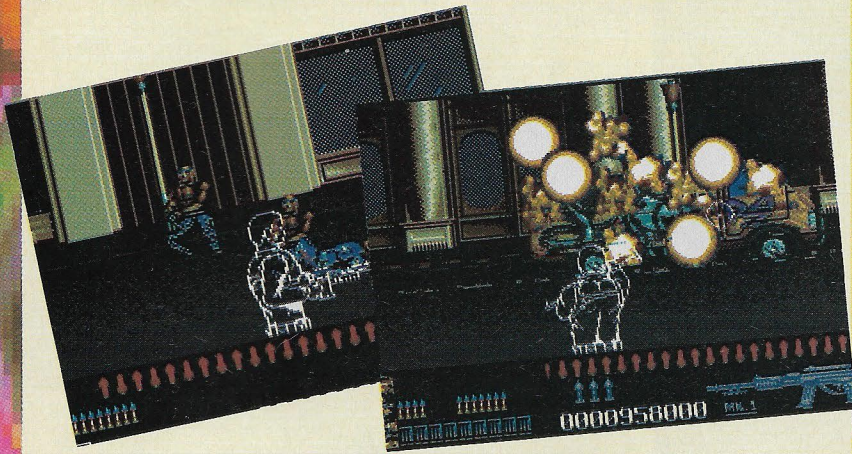
Also, could you please mark on your letters what the cheat actually does, many letters just say what to do but not the result! Please tell us as we need to know!

PREDATOR 2

- IMAGEWORKS

This useful little tip comes from Brian Wilson from Newcastle. you will receive infinite lives, bullets and energy.

If you pause the game and then type in YOU'RE ONE UGLY MOTHER Watch out though, our version crashed after a few minutes!



DROP SHIP

- 4TH DIMENSION

Here's something we don't see very often! A bunch of level codes for an Archimedes game! These came to us from Philip Partridge from Tipton in the West Midlands.

Here are the codes...
DAHLIA GAGGLE
KAUNDA ABACUS
NAUTCH

TOTAL RECALL

- OCEAN

We've had a few phone calls asking about this one after last week's Speccy cheat. I forgot that we originally included this in a preview issue which wasn't publicly available. Sorry to all those people who frantically searched through previous issues!

On the loading screen, where Arnie's ugly mug appears, type in LISTEN TO THE WHALES. The picture will then flip upside down. This will give you infinite energy. When you get to the Johnny Cab section type in JIMMY HENDRIX for infinite energy

GRADIUS III

- NINTENDO 

This is what I like to see, a Famicom cheat! This one's for that awesome blast'em game Gradius III. It comes from Michael Gutteridge from South Shields in Tyne and Wear.

On the title screen, hold the left button on the edge of the controller and then press A three times. This will give you a total of 29 lives for each credit!!

SHADOW DANCER

- SEGA 

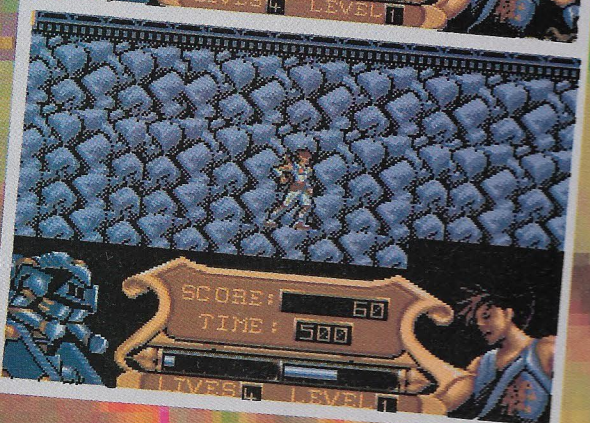
Pressing down buttons A, B, C and Start will present you with an extra choice on the option screen. Now, you will be able to practise any stage within the game, apart from the end of level guardians.

STRIDER 2

- US GOLD

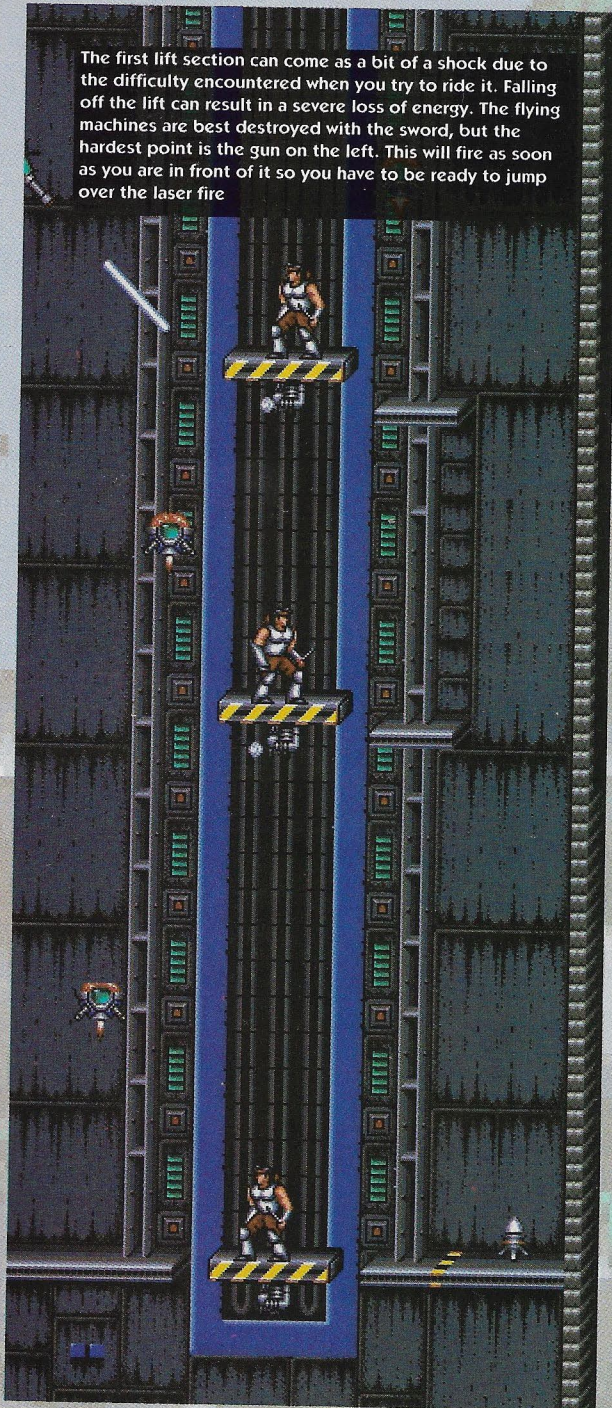
Gordon Hutton from Hamilton in Lanarkshire tells us that typing in SWIFT while playing the game will provide you with infinite lives.

You will know whether or not the cheat has been activated if the word CHEAT flashes in the top left hand corner of the screen. If you press the arrow keys you will be able to move anywhere in the game.

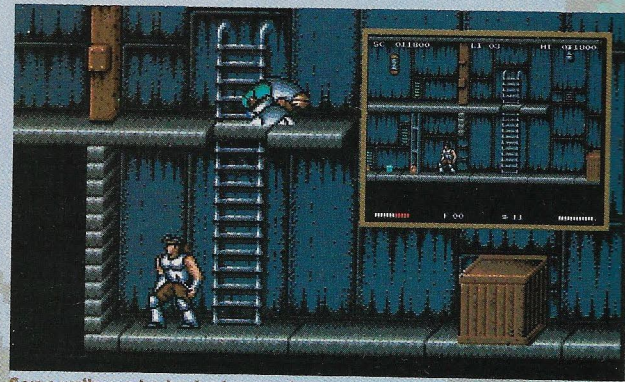


SWITCHBLADE II PLAYER'S GUIDE

This game is really what Midnight Resistance should have been. Fast, addictive, arcade quality action. So now you lucky people here's a guide to the harder points of the game.



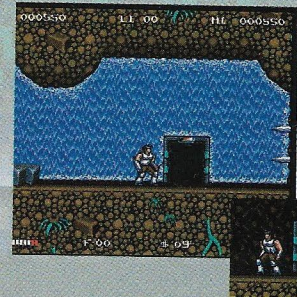
The first lift section can come as a bit of a shock due to the difficulty encountered when you try to ride it. Falling off the lift can result in a severe loss of energy. The flying machines are best destroyed with the sword, but the hardest point is the gun on the left. This will fire as soon as you are in front of it so you have to be ready to jump over the laser fire



Some walls can be hacked away with your trusty broadsword. These can normally be seen to be weaker than the rest as they have cracks in them. Others which can be attacked cannot be identified as easily. This information is vital if you are to complete the level as the route to the exit is blocked by one of these vulnerable walls. Others contain bountiful goodies for you to collect



This rather large, mean looking thing is actually quite easy to kill. As you approach get into the path of one of the side shots and perform a large jump when it fires. Repeat this until it explodes. Luvly!



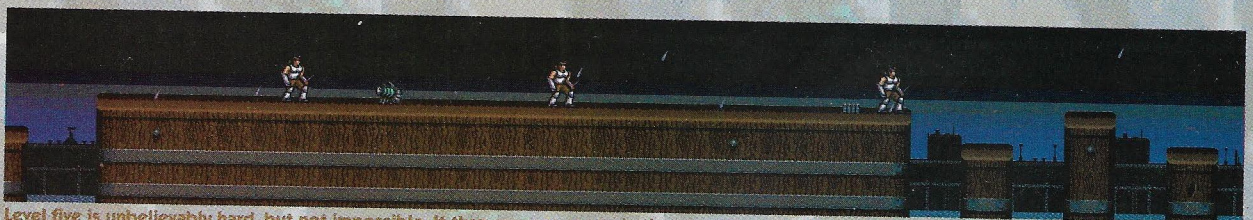
Doors can be found on levels two and four. These can be entered to find bonus items, money, energy or even a shop. No enemies are in the tunnels so you can proceed without caution



The gun emplacements on level four are embedded in the side of the waterfall. The way to rid yourself of this trouble maker is to jump up next to it and chop it with your sword. This is very hard and some energy will be lost



Cries of "help!" could well be heard as a player discovers this for the first time. But this mechanical menace doesn't do anything. To destroy it you must continually shoot while avoiding the guided missiles it fires. Nay hassle!

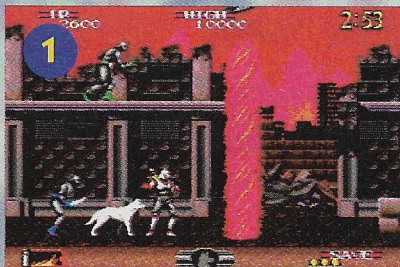


Level five is unbelievably hard, but not impossible. It throws every enemy in the game at you and introduces some new ones. Always do high jumps across gaps as you might jump over a danger you haven't seen before - like the meteors. Be alert when leaping over gaps as a rocket may appear below and kill you. Oh, dear!

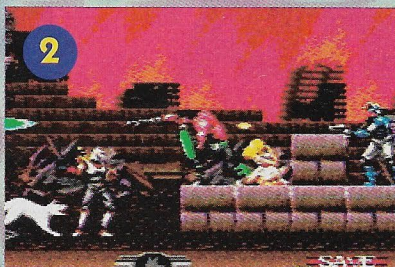
SHADOW DANCER PLAYER'S GUIDE

The year is 1997 and the Shadow Dancer's services are required once more. You must make your way through the streets of New York accompanied by your faithful hound, Kato and defeat the evil hordes of the Lizard Lord.

SEGA
MEGA DRIVE



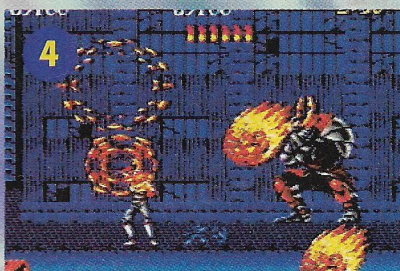
The biggest problem you will encounter in the first stage will be the fire which erupts from beneath the manhole covers. Good timing is the only answer but you shouldn't experience too much of a problem



While the other chaps on this level are an absolute doddle to get rid of, this meaty young fellow will require a bit of skill to remove. You will meet him on numerous occasions, but he's only vulnerable when he is throwing those green things. You can mangle him with your sword or set the dog on him whenever he throws one of his shields



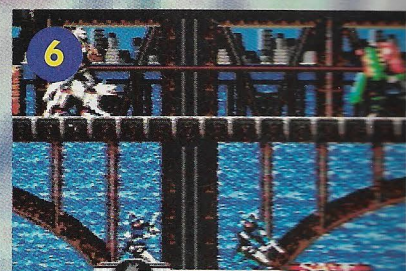
The earthquake zone has you jumping from level to level rescuing the hostages, while rocks fall from the sky, the earth opens up beneath you and numerous ninjas jump out from behind windows. As before, the guy with the big green shield is a real pain, as are the armed guards. Use Kato if you have too many problems



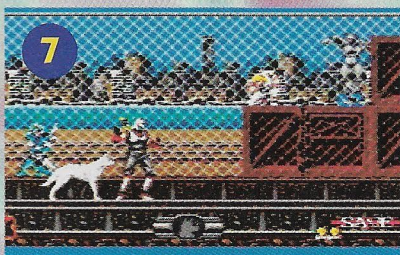
Every third level you come across an end-of-level meanie. They're all big, mean ugly muthas who only respond to brutal treatment. Your best bet is to use your magic on them and then put the boot in their vulnerable spot. More often than not you're going to have to hit them in the face. They will throw all manner of things at you so don't stop moving



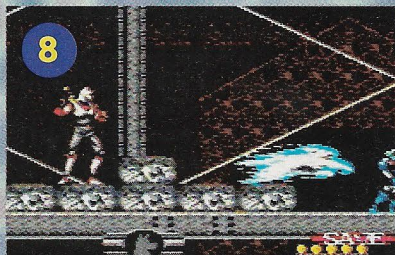
The scrolling shooty bit. This bonus stage provides you with loads of extra points but, if you want to get a sneaky extra life, don't kill any of the ninjas as you fall



On the huge railway bridge you will attract the attention of lots of guards. This is the first stage that the ninjas start making real pains of themselves, and there are even more brutes with shields. The ninjas are easier to kill with your sword than with the shurikens so you're going to have to get in close



When you reach this stage you're going to have to start being fairly crafty. Use the fence! If you get into trouble on one side of it, jump over to catch your breath. There will be loads of ninjas here - DO NOT let them jump over your head as they will hit you with their swords



In the warehouse you are going to have to use Kato more than ever. Hide behind the piles of boxes, set your faithful pal on the nasty chaps and then pump them full of shurikens when they're busy. Easy eh? From here on, just work your way up through the levels of the building



When you reach the Statue of Liberty you will have a lot of things to keep you occupied. The ninjas are more vicious than ever, and you have to avoid the gunfire from a huge helicopter! Jump over the bullets and concentrate on thwacking the guys in the funny pyjamas with your sword



This level is an absolute pain. The shadows can work to both your advantage and your disadvantage. Try to shoot into the black areas before you actually walk into them as more often than not there is something lurking within. Tread carefully and use Kato and you should be okay

GENERAL TIPS

- 1 Try and get in close - your sword is a very effective weapon
- 2 Don't be afraid to use magic. It's an easy way to get out of any trouble
- 3 Don't forget about Kato! He's a very useful friend when you're in trouble
- 4 Jumping up and down between levels very quickly is good for avoiding gunfire
- 5 Enemies will die more quickly when you have more power-ups at your disposal



The final level is divided up into various rooms which each contain a different type of bad guy. For example one of the rooms contains only ninjas and another those revolting green things. Each room is fairly small, but if you get into trouble don't be afraid to use magic. You get a new spell in every room

THE MAKING OF UTOPIA

THE STORY

CONTINUES

Graeme Ing carries on his journey through the creation process of the futuristic sim, *Utopia*

D • E • C • E • M • B • E • R

At the beginning of the month, I started on the sprite engine. First I considered all the things sprites had to do.

To start with, they had to move around the map in any of eight directions. To save memory I would have only three views of each sprite, and use mirroring to obtain the other views. Since there were many types of sprites each would need its own movement rules and tactics.

Some sprites, such as the dinosaur creature and the enemy stomper, would need to be animated as well, to give the effect of them walking.

Information I needed to hold about each sprite included: its position, its direction of travel, where it was heading - for example a missile homing in on an



The animation featured in *Utopia* really adds to the excitement of the game.



As you can see from these sprite sheets the game contains many varied buildings for you to control.

enemy, its life points, weaponry, current orders/tactics and so on.

As you can see, an awful lot of work goes into getting those tanks and missiles moving around the screen! It's all time intensive stuff, and I hadn't even considered combat yet. Every second or two, each sprite must hunt for enemies within range of its weapons and fire upon them! We'll come to that code in a later issue!

Before I could build in all that sophistication, I first needed to write the code to actually draw or render a sprite on the screen, and know when not to - when the display is showing another part of the map. Remember the map is many times the area of the screen!

It took a whole day because I wanted the code to be as efficient as possible! A fiftieth of a second by the time a hundred sprites had been moved. Believe me, this DOES make a difference to game speed!

ARGHH, WATCH OUT!

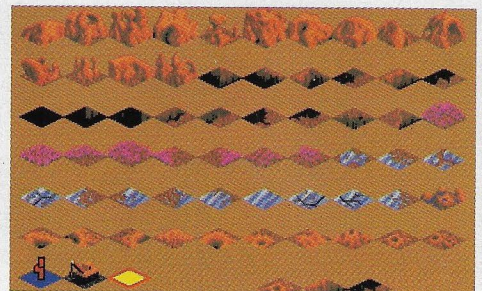
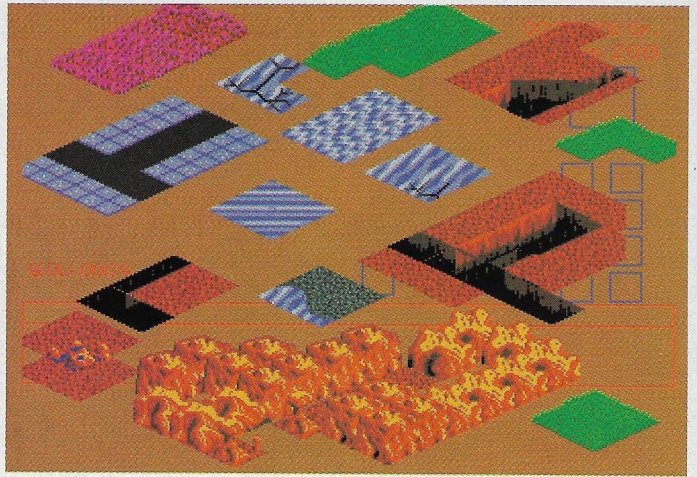
Now I had cute little sprites and spaceships moving around and I could make them home-in on any square on the map.

I spent a couple of days coding a comprehensive terrain avoidance routine, so that ground sprites would move around impassable terrain and then continue on to their destination.

The first time I ran the game, the tank ploughed through two mountains and a gigantic boulder before declaring itself stuck, and abandoning its move! Erm... try again. After a few further failed attempts I got the routine working.

Next problem: How to stop sprites driving into, or through, one another. Solution: Every sprite checks the square it is about to move into, to see if it is occupied. I did this by flagging every map square with a special code saying what type of sprite occupied it.

These codes are updated as the sprites move. The clever bit is that I

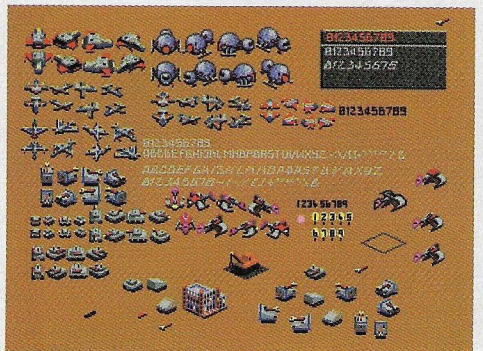


Nearly everything displayed is made up of graphic blocks making items easy to manipulate.

can use these codes later in the combat routines, allowing sprites to find neighbouring enemies quickly.

Before going any further with sprites, I wrote code for the tank and ship workshops. They take in metal, power and technicians, and spit out a tank or ship at regular intervals. Now I had several sprites available so I added code to enable the player to send multiple sprites around the map.

I spent a happy hour sending 50 tanks to one square, then moving them all across the map to another. It was quite amusing watching them avoid terrain and all the other tanks, as they jockeyed for position!



Hundreds of sprites have been designed in order to create a living planet



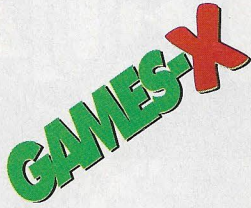
The sprites are drawn using DPaint and then ported into the code

Games Reviewers Wanted

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

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

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



The Europress Group publishes nine magazines including: *ST Action*, *Amiga Action*, *Games-X*, *Atari ST User*, *Amiga Computing*, *Let's Compute*, *PC Today*, *Micro User*, *ST World*.

GAMES-X

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CLASSIFIED ADVERTS

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

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

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

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

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

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

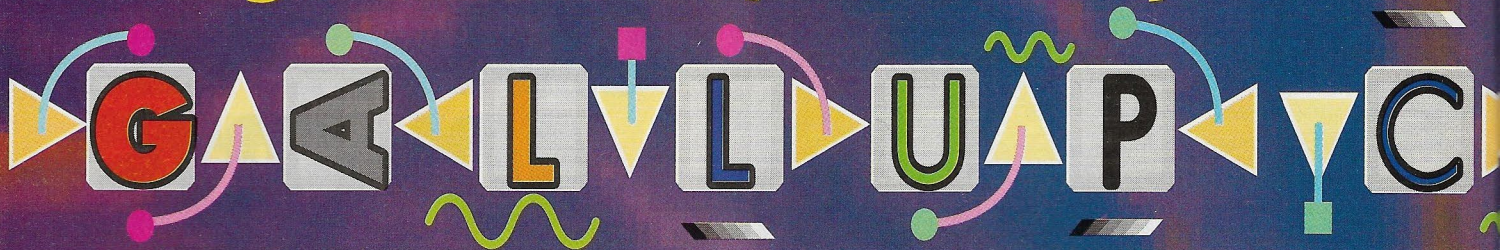
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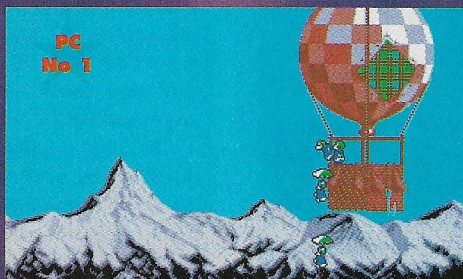
Once again exclusively from Gallup for Gamers



The top two positions on the Amiga Chart remain the same this week, with **Eye of the Beholder** still clinging to the number one position. Only one new entry this week though, and that's Soundware International's **Cricket Simulator** which positively storms in at number seven. Will it stay long though?

Gods looks set to never move from the top of the ST Chart, this ever-popular platform romp shows off what the ST is really capable of.

Also in the ST Chart this week it's nice to see that you're all beginning to appreciate some of the finer games. Since the budget release of **Carrier Command** it has continued to rise up the ST Chart.



All you PC owners are really into **Lemmings** aren't you? No sooner has it been released than you're all dashing out and buying it! No doubt it'll be

well and truly ensconced at the top for many weeks.

Other new entries for the trusty PC include the excellent (and previously X rated game) **Jetfighter II** and the 3D challenge of **Gauntlet III**.

Now for the 8-bit stuff. Now, are you 'orrible lot ever going to give up on this **Turtle** fixation eh? The game's been out for yonks and the new film's due soon. Surely you should be looking towards something a bit different just for once eh?

Top of the Amstrad Chart has changed very little with the ever present **Dizzy Collection** still sitting there like a large animal with an even larger bottom. Will anything ever force this from the top? The release of **Switchblade II** on the 16-bit machines also seems

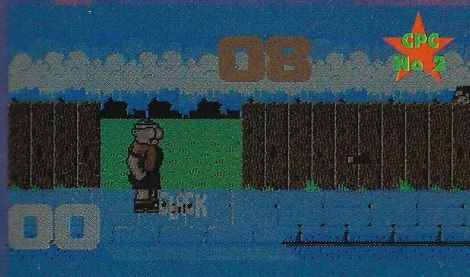
1	◆	EYE OF THE BEHOLDER House: US GOLD Team: SSI
2	◆	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
3	★	RAILROAD TYCOON House: MICROPROSE Team: SID MEIER
4	★	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
5	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
6	▼	HEROQUEST House: GREMLIN Team: 221B
7	★	CRICKET SIMULATOR House: SOUNDWARE INT. Team: IN HOUSE
8	★	GODS House: RENEGADE Team: BITMAP BROTHERS
9	▼	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
10	★	KICK OFF 2 House: ANCO Team: STEVE SCREECH

1	◆	GODS House: RENEGADE Team: BITMAP BROTHERS
2	▲	HEROQUEST House: GREMLIN Team: 221B
3	▲	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
4	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
5	▼	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
6	▲	CARRIER COMMAND House: MIRROR IMAGE Team: RAINBIRD
7	★	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
8	★	KICK OFF 2 House: ANCO Team: STEVE SCREECH
9	★	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
10	★	CHUCK ROCK House: CORE DESIGN Team: IN HOUSE

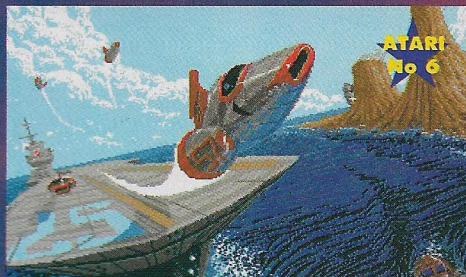
1	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	◆	SUPREMACY House: VIRGIN Team: PROBE
3	★	BIG BOX House: BEAU JOLLY Team: VARIOUS
4	◆	VIZ House: VIRGIN Team: PROBE
5	★	GOLDEN AXE House: VIRGIN Team: PROBE
6	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
7	▼	CREATURES House: THALAMUS Team: APEX BOTHERS
8	★	HOLLYWOOD COLLECTION House: OCEAN Team: VARIOUS
9	★	SUPER MONACO GP House: US GOLD Team: ZZKJ
10	▼	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE

1	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▲	VIZ House: VIRGIN Team: PROBE
3	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
4	★	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
5	★	F16 COMBAT PILOT House: DIGITAL INTERGRATION Team: DI
6	★	GOLDEN AXE House: VIRGIN Team: PROBE
7	★	PREDATOR 2 House: IMAGEWORKS Team: ARC
8	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
9	▼	SWITCHBLADE House: GREMLIN Team: CORE
10	★	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE

es-X come the software charts



to have rekindled a bit of enthusiasm for the original game. This now ageing classic crawls its way up to number four.



The C64 chart this week is quite overwhelmingly boring. No new entries whatsoever, and a whole bunch of re-entries. Exciting stuff eh?

TEAM TALK

With the advent of the new sound card in the PC a lot of our old favourites have been dragged out of the closet. Alex has gone through King's Quest V and done a player's guide on it just so he can hear all of the sound effects in it!



After seeing her ducks in last week's issue, Fiona would now like you all to see that she has a nice peahen. So here you are, Fiona's peahen - fair enough, a bit weird, but so what?

Seeing as everyone else has been in this ridiculous column it's about time that young Jonathan Ross was brought to the fore. Our top dog art editor and ex-punk rocker spends his spare time listening to reggae.



1	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	★	VIZ House: VIRGIN Team: PROBE
3	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
4	▲	SWITCHBLADE House: GREMLIN Team: CORE
5	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
6	▼	POWER UP House: OCEAN Team: VARIOUS
7	★	NARC House: OCEAN Team: GREG MICHAEL AND STEVE SHARK
8	★	NORTH AND SOUTH House: INFOGRAMS Team: IN HOUSE
9	▼	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
10	★	FISTS OF FURY 2 House: VIRGIN Team: VARIOUS

1	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▲	COLOSSUS CHESS X House: CDS Team: IN HOUSE
3	▼	SIM EARTH House: OCEAN Team: MAXIS
4	★	GAUNTLET 3 House: US GOLD Team: SOFTWARE CREATIONS
5	★	F29 RETALIATOR House: OCEAN Team: IN HOUSE
6	★	JETFIGHTER 2 House: US GOLD Team: BOB DINNARMAN
7	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
8	▼	KICK OFF 2 House: ANCO Team: STEVE SCREECH
9	▼	ELECTROCOP House: US GOLD Team: GREG OMI
10	★	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE

1	▲	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
2	▼	DIZZY PANIC House: CODEMASTERS Team: OLIVER TWINS
3	◆	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
4	◆	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
5	▲	PAPERBOY House: ENCORE Team: NEIL BATE
6	▲	KWIK SNAX House: CODEMASTERS Team: OLIVER TWINS
7	★	QUATTRO CARTOON House: CODEMASTERS Team: VARIOUS
8	▲	OPERATION WOLF House: HIT SQUAD Team: OCEAN FRANCE
9	★	QUATTRO ADVENTURE House: CODEMASTERS Team: VARIOUS
10	▼	CJ'S ELEPHANT ANTICS House: CODEMASTERS Team: GENESIS
11	★	SPITTING IMAGE House: HIT SQUAD Team: VECTORDEAN
12	★	CAVEMANIA House: ATLANTIS Team: SHAW BROTHERS
13	▼	MULTIMIXX 1 GOLF House: KIXX Team: IN HOUSE
14	▼	EURO BOSS House: E&J Team: IN HOUSE
15	▼	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS

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

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Weekly chart not available so here's the monthly one instead!

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2. MICKY MOUSE
3. KAGEKI
4. VERTYK
5. BONANZA BROS
6. MAGICAL HAT
7. AERO BLASTER
8. MIDNIGHT RESISTANCE
9. ESWAT
10. JOHN MADDEN FOOTBALL

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GIT YER GEAR OOT!

Please can you tell me when the amazing Game Gear will be coming out and do you think it will be as popular as the Game Boy? If so, how many games will be released for it? Thanks for your help.
J Ginley, Bradford.

Dr X: The Game Gear is already available in this country, and the Sega console is said to be retailing at a mere £99! Now if this info is correct, the Game Gear, taking into account the superb colour graphics and



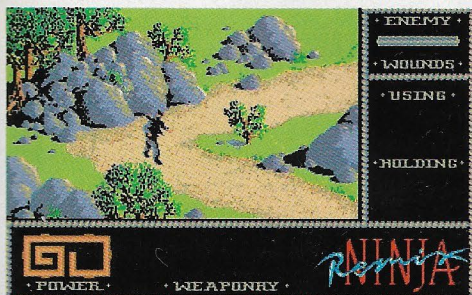
The Sega Game Gear – coming soon to a store near you, priced £99

sound, should easily give the Game Boy a run for its money, and once the software base increases it may even become even more popular. At the moment the titles available are very few and far between, although many more releases can be purchased through import from the likes of PC Engine Supplies.

NINJA REHASH

Could you please tell me how to get through Level Three (the sewers) on Ninja Remix, C64GS cartridge system. The manual tells you that you need 'lotsa bottle', but this makes no sense. If you don't hurry with the reply I think I'll lose my bottle.
Paul Thompson, Merseyside.

Dr X: It sounds like you've already lost it, you impatient little piece of turf. The sewers in Ninja Remix are simply a maze. Now all it takes is a little perseverance in order to find the correct door that lets you escape. Now seeing

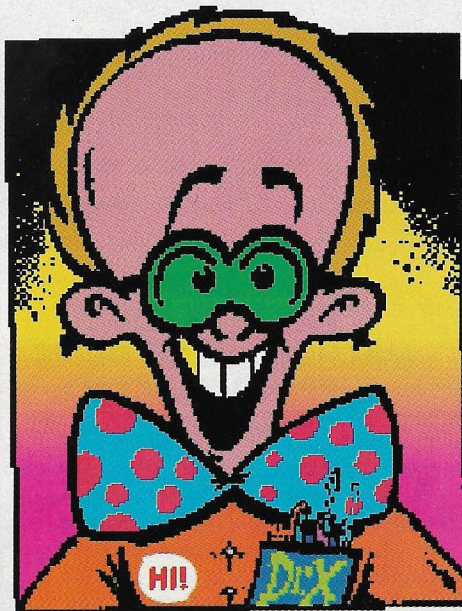


Having problems getting through the sewer? Search for the exit and make sure you don't tread in anything floating on the surface

as you've got the patience of a constipated rhinoceros who has just eaten a whole box of All Bran, you may find this is a little difficult.

THE X TOP TEN

Due to the number of great games which have come out recently I don't know which products to buy next for my Amiga 500. I have picked out 10 games which caught my eye and would like you to place them in your order of preference. The games are: Speedball 2, Lemmings, Toki, Gods, Pro Tennis Tour 2, Duck Tales, Brat,



Dr X

The entries for the little compo I ran in issue four have been flooding in, some good and some inevitably bad, but most of them are cheeky! Remember, any entries I think are particularly outstanding will win the artist a copy of Gremlin's 5-X rated HeroQuest – what more could such mere mortals as yourselves want? Send the letter and entries to: **The All-Powerful Super Being, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

Powermonger, Wonderland and Chuck Rock. Thanks.
Gavin Miller, Lincolnshire.

Dr X: First of all Duck Tales is not yet available on the Amiga, but it's soon to be released. Watch the pages of GX for a review/update. Coming top of the rest of the games is Lemmings, with Powermonger close behind. Gods is next, followed by Speedball 2 and Chuck Rock. With Toki sixth and Pro Tennis Tour 2 next, Brat and Wonderland finish off the list. The games are totally



Soaring through the Gallup Charts as well as Dr X's personal chart is Gods. You too, can become a God just like the writer of this column

different from each other, and the list is only personal preference. It all depends on what type of game you prefer.

MICHAEL MASSACRE

I have just got Moonwalker and I can get onto the second level but no further. The fat twins always corner me and as a result Michael ends up crushed! I'm getting a bit sick of this, because I have nearly completed it. Please help me to get on to level three. By the way, I have an Amiga.
Nicholas Kelly, Cumbria.

Dr X: Oh, I see, boasting that you have an Amiga, eh? Well that's nothing. I've got an ST, an Amiga, a Super Famicom, an NES, Mega Drive, Master System, Game Gear, Lynx... (and the list goes on – Ed). Anyway, I take it you're playing the fairly poor US Gold incarnation of Wacko Jacko's naff film. The key to the game is keep



If you're unfortunate enough to play Wacko Jacko's game I think you're better off writing to the NHS, not me

moving and using your scanner. The second level is basically the same as the first, and as long as you react quickly you should complete the level – trust me, I'm a doctor.

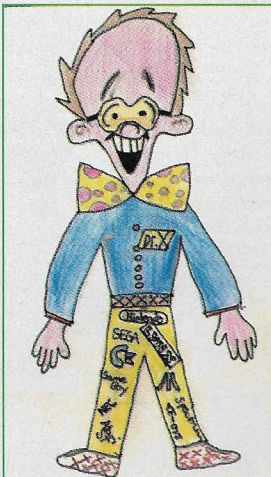
CAUSING RESISTANCE

I've got a C64 and a game on it called Midnight Resistance. It's good but there's a bit where I get stuck. It's on level three when you are in a lift and the robots shoot at you. If you know anything about the game, please tell me.

Patrick Hogan, Hounslow.

Dr X: I have in fact completed this game, and the only tip I have for you is this. First off, make sure you have autofire on your joystick, as this is handy no matter what game you're playing. Secondly, if you can, try and play the game with two players, because two big weaps are better than one!

DR X REVEALED



Here we have a picture of Doctor X, this time drawn by 13-year-old Gareth Viggers. I think you may have overdone the trousers, but I do like the slippers! I now know what to ask for this Christmas.

So this is what one reader thinks I look like. Do the rest of you out there have any ideas? If so send them in, oh and you will be kind. Won't you?

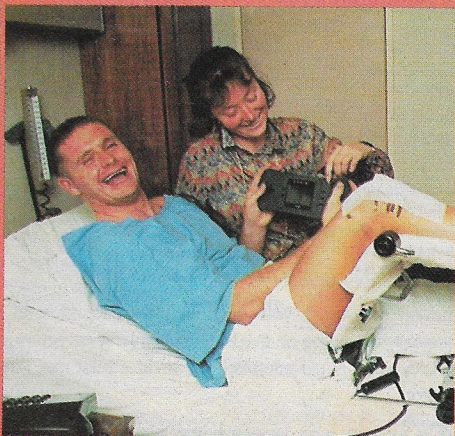
CONSOLE CONNEXIONS

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

A big hello from me, Paul Rigby, to all of my loyal console critters. Have I got news for you! Hit it.

GAZZA AND POWELL CONSOLE ROMP SHOCKER

Atari's Louise Powell managed to land quite a scoop recently by appearing on the front page of that highly intellectual rag - The Sun. Poor Gazza, flat on his back with his knee hanging off after a nasty tackle taken during the recent FA Cup final, was cheered up no end by chirpy Louise who arrived at Gazza's deathbed bearing a pressie - an Atari Lynx.



COCK-UP CORNER

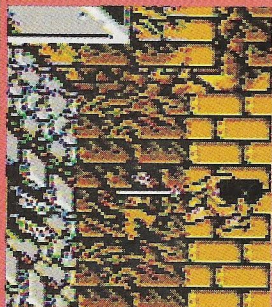
In issue six the Mega Drive game, Ka Ge Ki, was given a quite splendid rating of 82%, with a God-awful review to accompany it! Anyone who thought this may be slightly out of order was quite correct. A cock-up of quite ginormous proportions meant that the real rating was, erm, lost. Ka Ge Ki should have received a mere 51%. Mucho apologies all 'round.

FORTHCOMING ON THE MD

Next week, watch out for the long awaited reviews for two games on the Mega Drive: Zero Wing and Fire Mustang - care of Electro Games - exclusively from Games-X!

ROBIN THE HOOD

Follow the exploits of Robin Hood in Arcadia's new action/quest game for the NES. Robin Hood is based on the movie starring Kevin Costner which should be released this summer.



Most of the action is set in an overhead perspective although there are side-view close-ups of some of the more significant battles.

By speaking with certain characters, clues are revealed as to where you must travel next.

Helpful items such as arrows and food can be

GAME: BATMAN
PRICE: £33.00
MACHINE: MEGA DRIVE
SUPPLIER: ELECTRO GAMES

The legendary Batman is now available from Sunsoft for the Mega Drive.

Play the part of the Caped Crusader as you pursue The Joker and his henchmen through the streets, sewers and buildings of Gotham City.

Hop in the Batmobile or Batwing as you chase after the enemy in order to save the kidnapped Vicki. Watch the animated cinema intermissions between levels as you close in on The Joker.

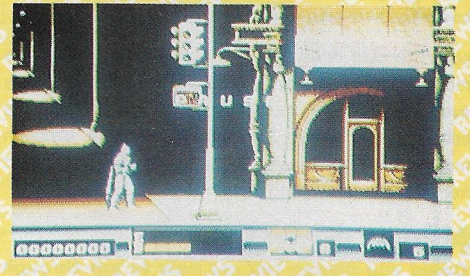
The man in black can move in a variety of different ways plus he can throw those batstar thingies - you know, those ninja star type objects - and use the ol' bat rope to scale different obstacles.

Levels are titled: Gotham City Street, Axis Chemical Factory, Flugelheim

Museum, in the sky over Gotham City and Gotham Cathedral. Batman will have to dodge a wide variety of baddies toting guns and other weapons.

This is easily one of the best playing titles ever made for this machine. Good solid gameplay backed by excellent sound effects and moody graphics.

True to the movie plot but it could have been a bit longer. This is the main reason why it just fails to punch its way through the 90 barrier. Despite the lengthy wait for this conversion Batman is certainly worth splashing out for.



CONSOLE CONNEXIONS
88%
RATED

found lying on the ground and these can be picked up for future use. A review will follow the release.

GAME BOY ACTION

Fortified Zone is a war/action game for the Game Boy. You are a commando taking on the enemy with the help of your best friend. Find power-ups underneath

bunkers and fight huge end-of-level guardians which engulf the screen.

On later levels, power up your guns even further to handle the large influx of enemy soldiers. Can you cope with the immense mazes and catacombs? How about the jungle or enemy concentration camps?

If not, when your character passes on, your friend

GAME: G-LOC
PRICE: £25.00
MACHINE: GAME GEAR
SUPPLIER: WHIZZ-KID GAMES

G-LOC, Sega's sequel to its Afterburner arcade series, has been brought to the Game Gear. If you're a fan of the high-speed rock and rolling of the Afterburner planes, G-LOC pulls off this dizzying sensation one step better.

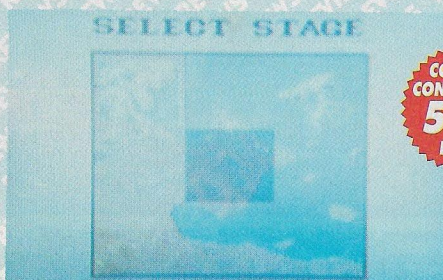
You pick a mission from the initial map screen. This map is broken into nine areas, each with its own special perils. A description of your objective is listed at the bottom of the screen as you cycle

through the mission areas.

Missions include shooting up 10 warships, 10 enemy fighters, etc. Weapons include a cannon and air-to-air and air-to-ground missiles. Your aircraft can manoeuvre in the sky. A loop for example, is used to move away from aircraft threatening you from the rear. Between missions you can resupply and make modifications in the supply hanger.

Unfortunately, G-LOC just doesn't stand up to other hand held airplane shooters. To be fair, the game offers quite a few different types of enemies and enough challenge in avoiding oncoming missiles.

The graphics are nothing special even though there are some interesting tweaks, in all there's an overall lack of innovation.



CONSOLE CONNEXIONS
58%
RATED



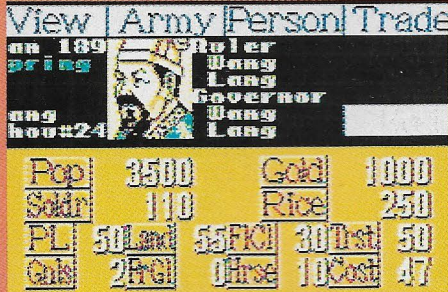
can take his place, fighting in his name, for justice and revenge! Watch out for a review.

ROMANCING THE KINGDOM

Time to go back to the time of brutal wars in Koei's console conversion of the successful 16-bit computer game, Romance of the Three Kingdoms.

In this game, you can play against the computer or up to 12 friends. This menu driven game, makes the play very easy for beginners, yet it's challenging enough for any gamer. There are six different chapters to choose from.

As ruler of a fief, you decide whether to plant crops, how many armies to deploy and where to attack



in order to take over other kingdoms, on your way to uniting third century China.

Start the game by choosing which of the available rulers you want to be. Talk to your advisers and find out valuable information. Your main adviser will always tell you if you are making a good move or not.

Next, have your people plant crops and maintain flood control. In order to find out information, send out ninja spies to infiltrate enemy territory and bring back any information they can.

Eventually, you will be powerful enough to attack other kingdoms and, hopefully take them over. The first to consolidate power of the whole country wins the game. A review will follow soon.

BASEBALL BOUNCER

Tengen's hard-hitting baseball series is now rounded off by a graphically intensive baseball simulation for the Genesis. Run through player statistics. Plan your team roster. Choose your season, and more! Select from a variety of pitchers and pitches. Send in designated hitters. Do it all because that's what the RBI series is all about!

Now, instead of cutesy cartoonish characters, you can play with more realistic baseball players. Many additional touches have been added to increase the

GAME: HELLFIRE
PRICE: £30.00
MACHINE: MEGA DRIVE
SUPPLIER: ELECTRO GAMES

CONSOLE
 CONNEXIONS
86%
 RATED

Adapted from a little seen Toaplan arcade blaster, Hellfire introduces you to a galaxy filled with a laser-spitting opponents bent on destruction.

Hellfire provides plenty of targets, both standard and end-of-level guardians, for your Hellfire gunship and its myriad of weapon systems. There's power-ups to improve weapon effectiveness.

Your ship has a large amount of standard type fire. You can cycle through four different modes: forward, backwards, simultaneously up and down and also in four diagonal corners.

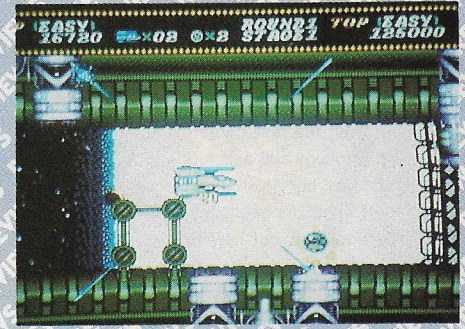
There are six stages in all with end-of-

level nasties to test you, increasing in their complexity until you will eventually face some weird space battle stations.

In many respects Hellfire is as good as Gaiars but this piece of software is harder in many places. Great scrolling, great graphics, plenty of action and good audio.

Basically, the idea is to keep your weapons at full power. So lose your power and you might as well restart the game.

The only criticisms are the lack of variety and the cycling to choose a direction mode to fire in can often result in death. On the whole however, Hellfire is highly recommended.



illusion of being in the ballpark. RBI 3 should be ready for a July release, pumping four megs of power. Play alone or with a friend. Stick close to *Games-X* for more information.

ONE MAN'S MEET...

Get ready for the '92 Olympics! With Track Meet from Interplay, you can compete in seven different track and field events. Run the 100 metre dash, leap over hurdles, throw the discus or the javelin, lift weights, go for distance in the long jump and reach for the sky in the pole vault.



You can play head to head against a friend or play one of the game's strange opponents such as Ricky the Barbarian.

With every win, you'll see your trophy room fill up. Track Meet also lets you quit and continue a meet at a later time. See if Track Meet can go for gold by reading the forthcoming review.

Thanks to:

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

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

Console Concepts, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.

GAME: SHINOBI
PRICE: £24.00
MACHINE: GAME GEAR
SUPPLIER: CONSOLE CONCEPTS

CONSOLE
 CONNEXIONS
78%
 RATED

You've seen him on the Sega Master System. He returned to face the awesome challenges which awaited him on the Sega Mega Drive. Now the famous ninja returns once again to make his debut on the Sega Game Gear.

Shinobi hits, jumps, kicks and throws his way through countless levels of baddies in the premiere martial arts beat'em-up on the Game Gear. Graphics and sound are well catered for in this shrunken version of the great Ninja Warrior.

You will encounter levels where you must jump on and over cars and trucks on a

high-speed highway, a subterranean level, a docklands level, up on a Chinese pagoda and so on. There are plenty of nasty guardians to make life tough, too.

In terms of an overall combination of gameplay, graphics and sound Shinobi on the Game Gear is probably the best title that has yet appeared on the system.

Taken individually, graphics are standard Game Gear, with no real wow 'em visuals, and the sound is equally adequate. The gameplay is strong however, with plenty of challenges presenting themselves throughout the course of play.



As I walked across the concourse at Newcastle train station, two figures stepped out of the shadows beneath the massive Victorian archway. One, Brian Pollock, raised his hand in recognition. The other, known as Spock, extended a hand of greeting, and instantly my first and rather obvious question was answered – Jason Wilson bares an uncanny resemblance to his Vulcan namesake.

But there is another reason why Spock stands out from the crowd. This tall, self-confessed 'goth's' hair reaches his backside and, beneath a large brimmed hat, he is always dressed in black with cowboy boots and a large piece of camouflage webbing around his waist.

An even more strange addition to the Spock look happens when he goes to a concert or one of his favourite cult movies... he wears a gas mask. In comparison, game designer Brian Pollock looks decidedly normal... don't we all?

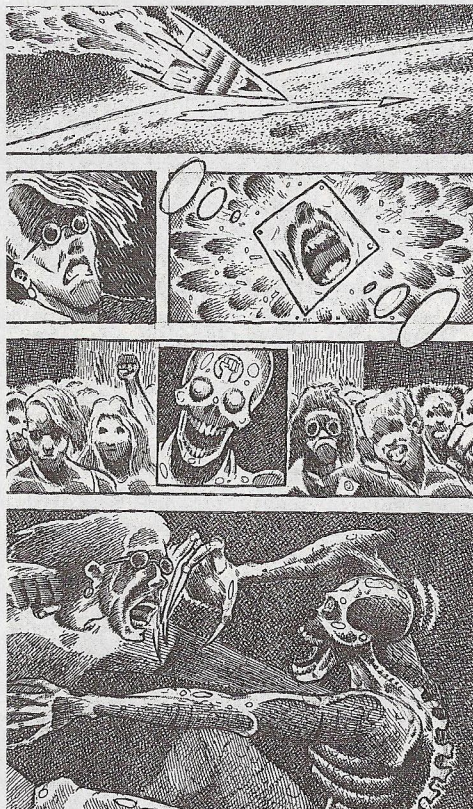
IT ALL BEGAN...

A year ago Thunderstrike emerged as the fastest moving game of its kind. Now, this amazing engine is running a game with more explosive action and more barbarism than ever before.

As we walked through Newcastle's city centre, I asked Brian what he hoped to achieve in Strike II? "Everything that Thunderstrike wasn't! I'm answering any criticism from the first game by introducing more depth, variety, strategy and action.

The strategy comes in the management of the Strike competitors. In the original, the competitions were automatically arranged, but now you have total control over your destiny!

Momentarily, we lost sight of Spock. Instinctively, Brian headed for a dark,

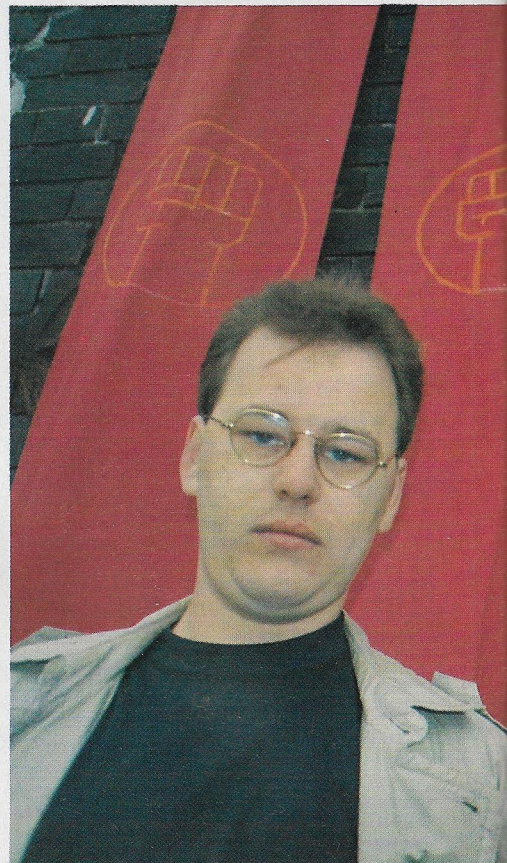


Spock's black humour and fascination with a desolate world so vividly described in a comic which is to accompany Strike II

narrow alley with outside iron stairways and seedy doorways – Spock was measuring the place up for a scene in his next movie.

Spock has gained a reputation for his distinctive style of graphics. He has consciously avoided the more commercial, metallic graphics generated by the Bitmap Brothers, among others.

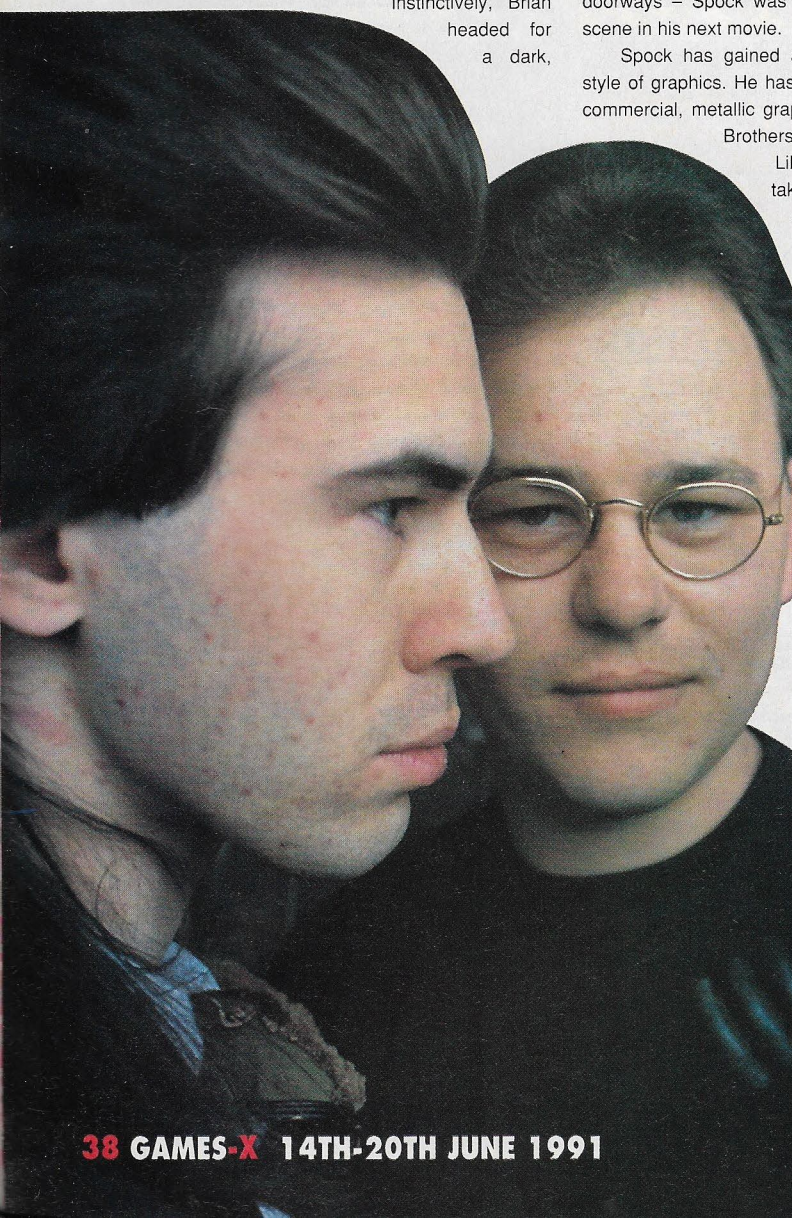
Like all original artists, it has taken a long time for him to find and develop his style and be accepted. Now he has gained respect for his originality: "I appreciate what the Bitmaps has achieved artistically. But it's pointless everyone doing the same stuff.



My approach is to use different palettes and experiment with characterizations, rather than pinching ideas from 2000 AD.

As a conventional artist, it has taken some time for me to get used to computer art and be comfortable with it. But after intense experimentation, I have arrived at the look and feel I'm happy with."

Spock is designing a comic to accompany Strike II. He explains the scenario: "The arena of this futuristic sport has expanded to three galaxies. This universal popularity of the sport has arisen from the alliance of three races: humanoid, reptilian and insectoid, who have formed an alliance so that there is no war. But these are warmongering nations and so the Strike arena, which is the only



Turn On, Burn Out



sequence, which begins with the tail of a heroic Strike warrior, Bill Peak, in the centre of the foyer to the arena. The tail fin is an epitaph with names of the greatest Strike heroes.

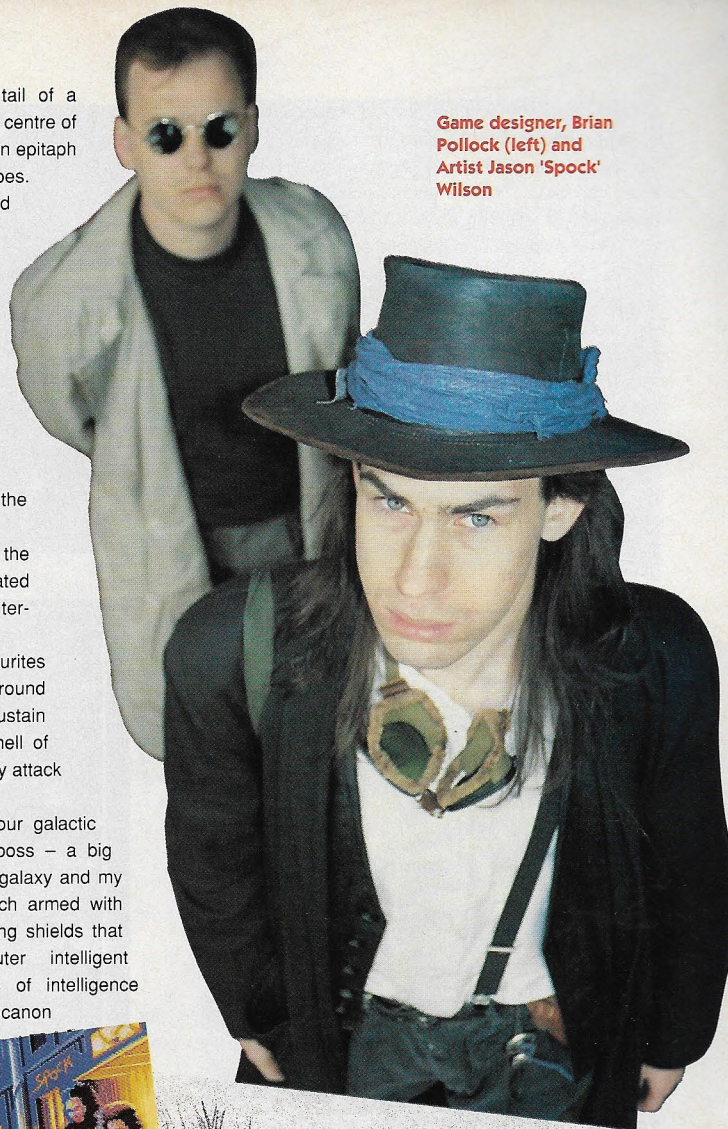
Spock continues: "I was inspired by the dark and cold imagery in Ridley Scott created for Blade Runner. I combined these with my own military images and views of urban decay."

Brian described the scene for this sequel: "Biomechs which were originally designed as slaves and then given their freedom and rights have entered the Strike arena and have become the most competitive race."

With this greater competition, the arena organizers have created aggressive and single-minded computer-controlled adversaries."

What can we expect? "My favourites are the sharks which glide silently around the arenas waiting for you to sustain damage and flounder. Then the smell of the fuel leaking attracts them and they attack you in a blind frenzy."

Spock continued: "There are four galactic central points where you meet a boss – a big meanie. One boss represents each galaxy and my favourite is this all-powerful bio-mech armed with massive rotating canons and spinning shields that deflect your fire. The Computer intelligent adversaries have varying degrees of intelligence some of the fighters are canon



Game designer, Brian Pollock (left) and Artist Jason 'Spock' Wilson

aggressive competition, is a bloody battlefield."

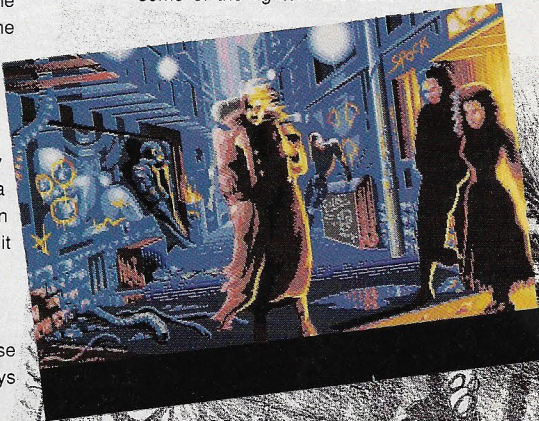
Spock's real dream is to make movies. His home movies are renowned by many game designers in the Midlands, many of them have even starred in them. The films are very black and desolate, there's a lot of vomiting and, not surprisingly, many people wear gas masks.

I asked Spock where he got this strange imagery from? "I used to live in Scunthorpe, and when I was a kid, the steel works blew up taking some of the town with it. Miraculously, there were few casualties, but it was total desolation."

TO ALL WHO WENT BEFORE

When we came back to our street, there were all these people wandering aimlessly in the rubble. That'll always stay with me."

In Strike II Spock has designed a striking intro



Tune In, Thunderstrike II

The barbaric future world of Thunder Strike enters a new era of action and violence in a thrilling sequel, Strike II. Jason Spiller meets the game's designer Brian Pollock, and the truly strange 'goth' graphic artist, Jason 'Spock' Wilson.

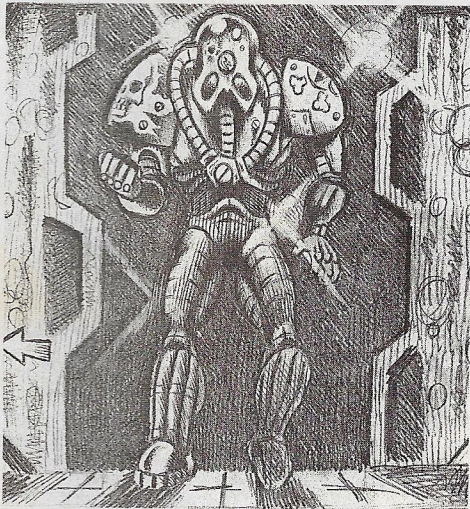
fodder, others are neutral drone dummies which you must protect, although they can turn rogue."

What new gameplay elements can we expect? Brian continues: "You've got a choice of a fast and quick zap. Or you can enter a full competition where you must employ more stealth and cunning."

Will you be able to buy better weaponry and equipment? Spook answered: "I've designed this weaponry section which feature these outrageous missiles which you can hitch on to your Strike craft."

Technically, Thunder Strike was very advanced. But Brian has further enhanced the engine which made this the fastest game of its kind. He explains: "I devised this fractal engine to develop the maps."

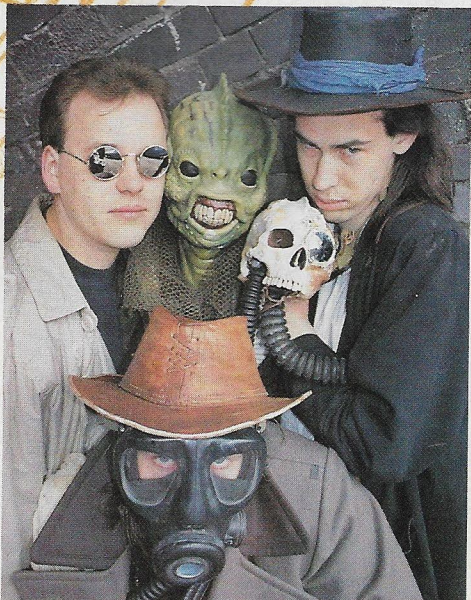
There are some 60 different fractal-generated shapes which can create the map and my engine can work out the heights and contours. The mapper actually goes through using these contours to work out where



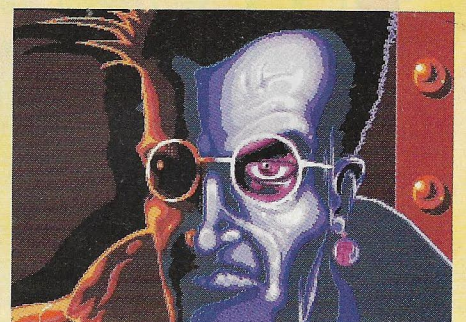
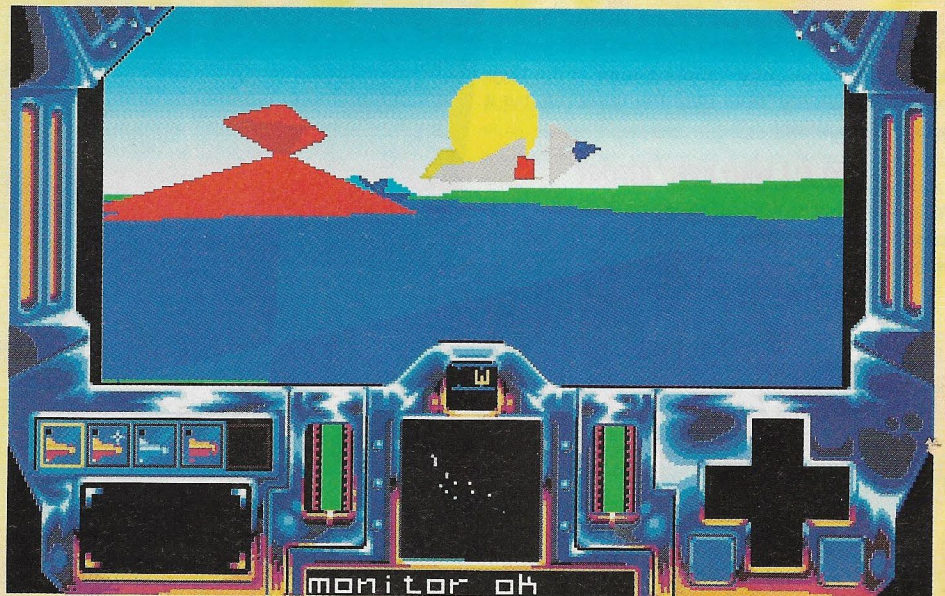
"You look wonderful lovey! It's a full house darling, now go out there and break a leg." Some comforting words from your agent.

there would be water and mountains and based on the sea level, makes the land rugged or flat. There's the potential for 65,000 different maps, each with 100,000 different features."

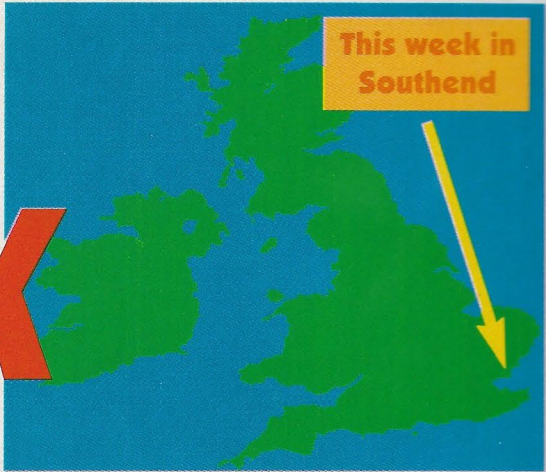
There is a noticeable improvement in the definition and shape of the enemy craft. Brian concluded: "I've created a top secret shape generator - I'm not saying anymore than that!" Strike II will feature a two player link-up and the PC version will support the main sound cards. Strike II is set to combine leading edge technique with heart-stopping action - look out for it in August.



STRIKE2 CRAFT SELECTIONS



This week we're off to somewhere hot and exotic! Well, Southend-On-Sea. We popped along to Estuary Computers and chatted to an array of joystick wigglers. Next time it could be your local shop we'll drop in on...



This week in Southend

STREET TALK

Stuart Jacobs (16)

I work full time for Estuary Computers. I've been here for six months now, and it's a great place to work in.

I own an Amiga, but, I really want to upgrade to the CDTV, it's really cool. My favourite game has to be Music Maker for the CDTV.

I think that this machine will eventually take off in a big way.

If it doesn't the CD-ROM drive for the Amiga will.

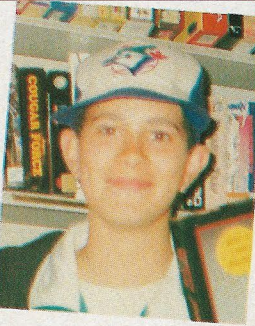


Philip Thompson (14)

The games I play on my one meg upgraded Amiga are mostly D&D or Dungeon Master adventures. I love adventures, they're far better than shoot'em-ups, and they're a lot more challenging to play.

I usually buy budget games, my best one has to be Fantasy World Dizzy as I like solving the puzzles.

I make my own horror videos with friends. I've made two now, and they've turned out OK. I like doing the special effects and make-up for them. I read a lot of horror magazines.



Paul Gascoigne (alias Jonny Daniels -12)

The Game Boy is my fave. I've also got a Sega Master System, but I play the Game Boy more. Sometimes I buy a couple of games a month, but it all depends on what's available. I watch a lot of television, as we've got a satellite dish. The programmes I watch mostly are comedies, Full House is the best.



James Hathaway (13)

Before I do this will I get a free game? (Cheeky or what? - Ed.) OK I'll do it for fame. But please no autographs.

I've got an Amiga 500. My fave game is Lemmings, and it's my latest. Games are very overpriced at the moment. Budget games are getting better as well.

I listen to Caesar the Boogie-Man on Essex (96.3 FM) radio a lot.

I spend a lot of money on software, and sometimes it reaches up to £50, but I wouldn't spend more than that.

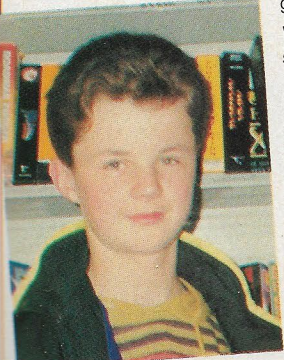
Daniel O' Dwyer (14)

I've come down from Chelmsford today with my friend. We're going back home soon. I've got an Atari ST. I really like it, I've thought of getting an Amiga but I've got so many games for the ST.

The Sega Game Gear looks really good. If I was going to buy a hand held, which I might be doing soon, it would be that one.

My favourite games are Speedball 2, Lemmings and New Zealand Story for the ST.

I also enjoy fantasy role playing games. I role-play quite a lot, especially when I'm bored.



Stuart Fenegan (14)

The Amiga is my favourite system. I've had one for ages now. I've also got an Atari Lynx, and I really want more games for it.

My favourite game on the Amiga is Blood Money, and my favourite on the Lynx is Chip's Challenge - which I've nearly completed.

My other interest is archery. I've got all my own stuff, and I've even won a bronze medal.



SHOP TALK

Keith (Manager)

Estuary Computers has been open for nine years now, and I've been working here for about two of them. It's really friendly and we have a lot of fun in the shop.

We have just got hold of the CDTV. It is a really powerful piece of equipment, the games are great and so professional.

The best game for the CDTV I've seen is Psycho Killer. One of the guys here has got really far in it.

Amigas are still selling great. We usually sell about 12 a week. Amiga software is going fast as well.

My future tip for the top would have to be PCs, they're definitely going to take off in a big way.



Top 10 best sellers

- 1 ...Eye of the Beholder
- 2Centurion
- 3.Treasure Island Dizzy
- 4.....Ninja Rabbits
- 5.....Railroad Tycoon
- 6.....Speedball 2
- 7.....WWF Superstars
- 8Nemesis
- 9.....Mickey Mouse
- 10.....Supremacy

Brian Garvan (13)

Right now I own an (whisper) Amstrad 6128, but I am upgrading very soon to either an Amiga or ST.

The graphics are far better on the 16-bit machines than the Amstrad. The games on the Amstrad are getting really bad.

I buy a lot of budget games as I only get £2 a week pocket money, but I'm trying to get a job. I read Games-X a lot, and I've got nearly every issue.

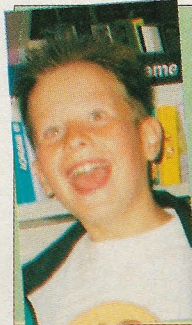


David Prior (11)

At the moment I own a Nintendo Entertainment system. The games on it are great. I've just bought Salamander Life Force, cos I fancied it.

The games I play most are the Super Mario Brothers series, they're really fun and addictive to play.

The mags I read include Games-X (No, we didn't brain wash him! - Ed), C&VG, Mean Machines and Raze.

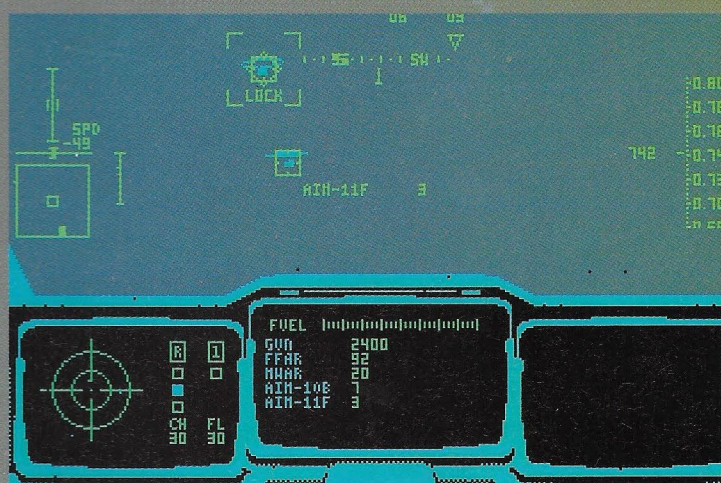


Sneak

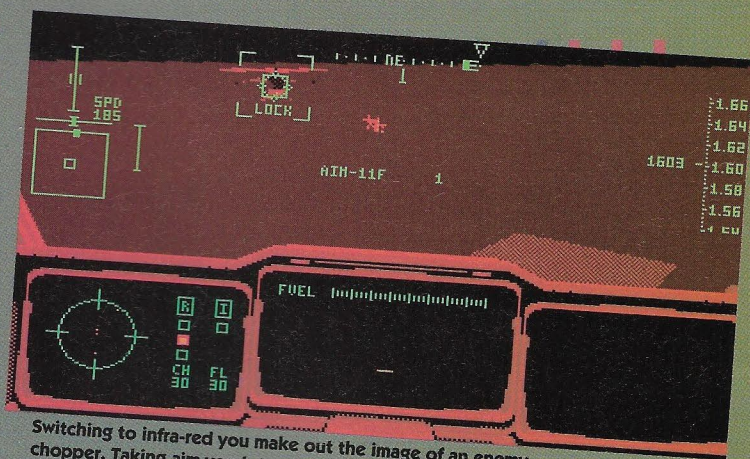
THUNDER



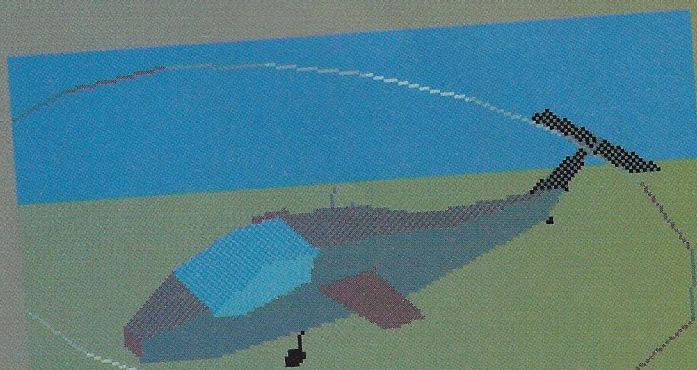
Using your air-to-ground missiles prepare to take out an enemy weapons installation. Keep an eye out for SAM sites



The Thunderhawk is equipped with enhanced night-sight vision. Using the new technology you take aim at an enemy gunship



Switching to infra-red you make out the image of an enemy chopper. Taking aim you let a sidewinder missile fly



Core Design was originally formed as a development team, producing games for major software publishers. However, after a sting of successful titles, Core decided to go it alone.

Since that bold move it has had a string of hits including; Corporation, Car-Vup, Chuck Rock and recent game of the week, War Zone. Now it plans to rule the skies with its state-of-the-art air combat simulator, AH-73M Thunderhawk.

With the increasing uncertainty over world peace the United Nations has decided to commission an elite team of pilots to head a new crack assault team to be known as Merlin.

Merlin will be used specifically to defuse crisis situations around the world without provoking a full scale war. The very latest technology and expertise has been put at Merlin's disposal.

This includes a newly commissioned, multi-role helicopter gunship, employing state-of-the-art technology and firepower. This formidable weapon was known as the AH-73M - the Thunderhawk.

The game begins with the Presidential Defence Adviser landing by helicopter at the White House for an appointment with the President, who announces a 'Situation Critical' and asks if everything is ready.

The adviser proclaims Jack Marshall as the head tactician and it is with him that your role in the game commences.

After logging-on as a pilot with Merlin, Jack Marshall takes you into the briefing room.

It's here that you'll choose which of the six situations you wish to attempt. Once one has

been selected black and white satellite footage is shown in order to help guide you through the terrain.

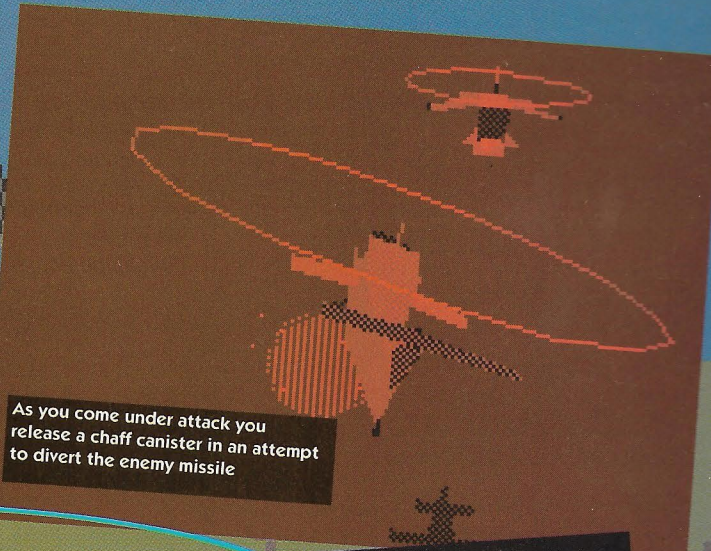
MULTIPLE MISSIONS

The six campaigns are: Eastern Europe, Alaska, the Middle East, Latin America, South East Asia and Northern Europe. Each of these is split into 10 missions.

Once your campaign begins, the overall achievement of it is determined by how well you do. Therefore, if you

Preview

THUNDERHAWK

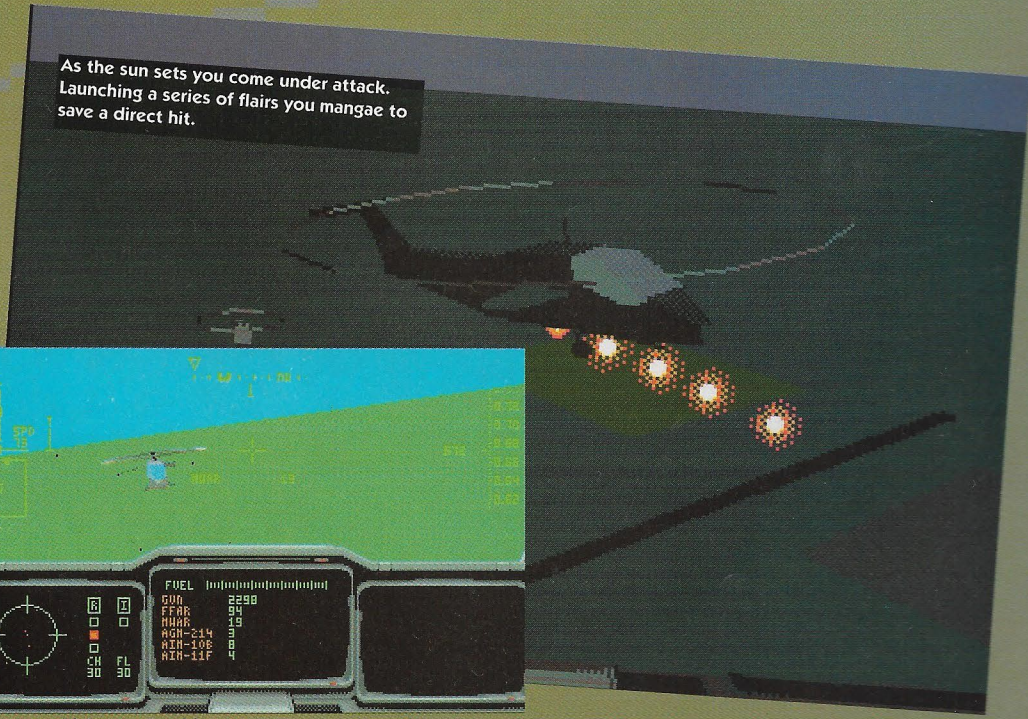


As you come under attack you release a chaff canister in an attempt to divert the enemy missile



Here's Vladimir Arastov, a Soviet nuclear physicist who's been on Washington's most wanted list for fifteen years.

One of the Thunderhawk missions sees the Merlin team attempting to help a Soviet scientist defect



As the sun sets you come under attack. Launching a series of flairs you mangae to save a direct hit.



All enemy vehicles are trouble, especially airborne gunships

take out a mission objective but miss some key targets while flying that mission then you will affect how well the Merlin team does as a whole.

So it's essential for you, as a team member, to perform to your highest ability to enable all 10 missions to be completed. If you fail, Merlin will take you off the mission and send you back to West Point for further training.

FLYING THE THUNDERHAWK

A considerable length of time has been taken during the development of Thunderhawk to ensure that the feel of the game is correct.

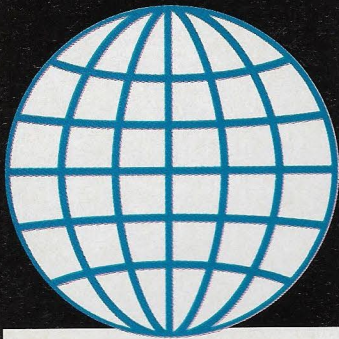
With this in mind, a minimum of keyboard functions are needed to fly the Thunderhawk, thus enabling the player to concentrate solely on the mission.

Movement of the mouse simulates the movement of the helicopter's cyclic joystick. Moving the joystick forward pitches the helicopter's nose downwards, gaining forward speed.

Moving it backwards pitches the nose upwards, gaining reverse speed. Moving in either the left or right directions rolls the Thunderhawk accordingly.

Weapons selection, and targeting is all controlled via the mouse buttons. The game even simulates views from the missile and even the target itself.

Thunderhawk is being programmed by Mac Avery and will be available for the Atari ST, Commodore Amiga and PC compatibles in the autumn.



GO-GLOBAL

Go-Global edited by Leslie 'let's make it exciting' Bunder

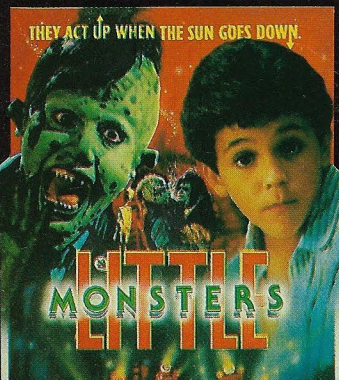
MUSIC... The Mario Bros rap saga goes on. According to sources over in the States, a **Mario Bros** dance tune is in the process of being recorded with a release later this year...

Watch out for Euro eccentrics **Kraftwerk** coming to all main UK cities in July. Currently rushing up the charts from Kraftwerk is a re-release of the classic **Robots** track. If you want to see the group which has influenced the dance explosion of the last decade, then make sure you get a ticket before all the gigs sell out.

MOVIES... Latest news emerging out of the **Batman 2** set is that Jack Nicholson will not be appearing as the Joker, in fact Jack will not be making an appearance at all. Still, with **Danny Devito** turning up as The Penguin, the movie should still be a corker.

VIDEO... Watch out for **Fred Savage** star of Channel 4's **The Wonder years** in **Little Monsters** (PG). Nine-year-old Eric swears there is a monster under his bed and big bro Brian goes to find out exactly what is going on.

Enter the little monster Maurice who introduces Brian to the world of adventure



underneath his beds. Much fun and plenty of high adventure make **Little Monsters** a great film!

Watch out for **Paramedics** (15). What **Police Academy** did for law enforcement, **Paramedics** will do for medicine. If you are looking for crazy, high jinxed action, then check it out.

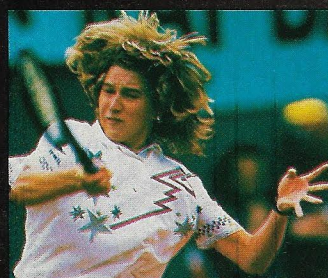
TV... One of the best TV programmes in the morning is the **Dennis The Menace and Gnasher Show** over on The Children's Channel. It's on Monday to Friday from 7.15am-8.45am.

MTV will be screening a special **Madonna** weekend from Saturday 15th - Sunday 16th June. If you are a **Madonna** fan there will be plenty of **Madonna** music and vids to excite you non-stop.



A fave movie of mine from 1989, **The Dream Team** gets its Movie Channel premiere on Sunday 16 June at 10.15pm. It's a comedy about four crazy guys who are let loose on New York City by mistake.

InDEED!

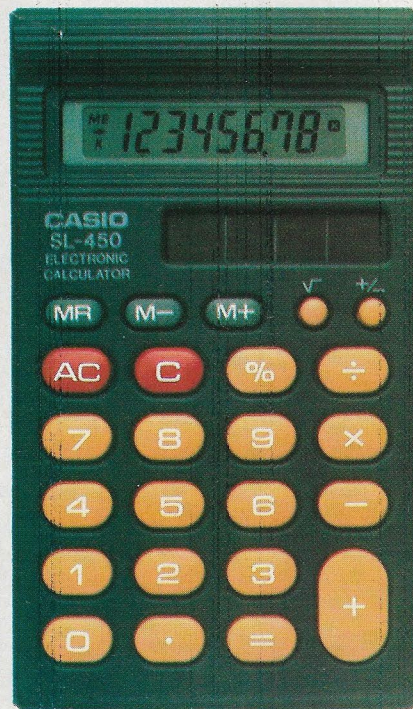


Ace tennis player **Steffi Graf** is being approached by a number of software houses.

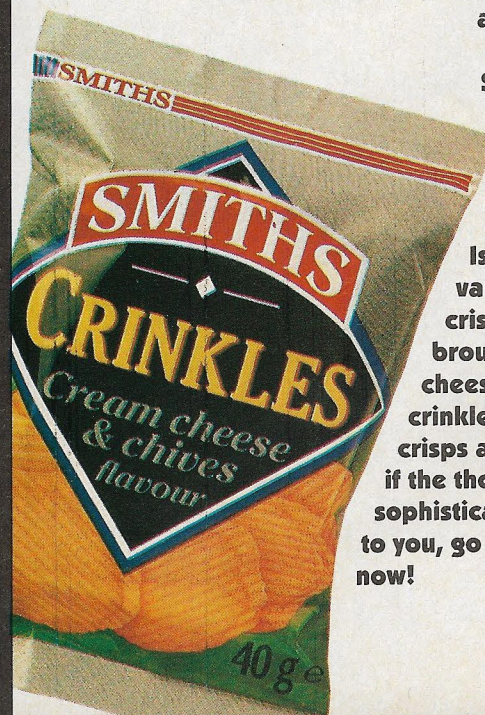
Seems the plan of action is to have a **Steffi Graf** World Championship Tennis game. No doubt, **Steffi** will be chuffed as she has been spotted playing the odd game of **Tetris** in her spare time.



Wow, check this out, bubble gum flavoured soft drinks! **Captain Bobby** from Carters is causing a real stir at the mo with its pink and blue soft drinks. Out now at all good sweet shops.



Looking for a cool solar powered low cost calculator? Then the **SL-450** from **Casio** will be the answer to your prayers. The keys are made from hard plastic so that it can take heavy keying in and the **SL-450** comes with a case to keep the calculator safe from everyday knocks and bumps. Priced around £6, the **SL-450** is out now.



Is there no end to variety of flavours of crisps? Now **Smiths** has brought out cream cheese and chive flavour crinkles. Apparently these crisps are more refined, so if the thought of eating sophisticated crisps appeals to you, go out and get a pack now!

Go-Global has discovered that TDK is really going out of its way to clean up the audio market. With its various cleaning products, there's no excuse now to have dirty audio tapes, video tapes and CDs. Without regular cleaning both your hardware and software will suffer in quality and eventually you could end up with a complete mess!

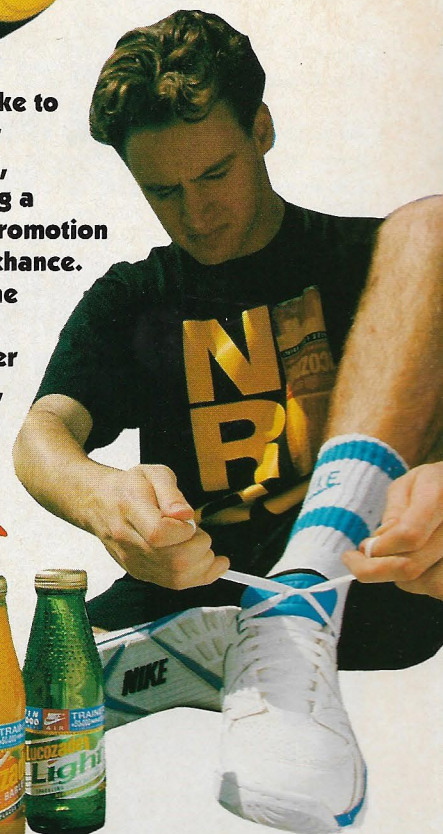
So get out there and start cleaning up your act! (Groan - Ed.)



How would you like to win a pair of Nike Air Cross Trainers? Well, Lucozade is running a special summer promotion to give you that chance. On the back of the Lucozade 250ml


bottle labels is a letter either E, N, E, R, G or Y, collect all labels and you've won a pair of trainers. The

promotion will be running through the whole of the summer, so go out and get drinking Lucozade!



Sanyo has brought out a new personal stereo for those fitness freaks out there. The SPT 1000 features all the normal modes of function from a personal stereo, plus a stop watch, pace meter, clock timer, bassxpander and AM/FM radio. If you want music to keep fit to, then the SPT 1000 is the essential item to go with your trainers.



 **Watcher creeps. What a lot of crawlers write to me – "I love GX, it's great, fab, brill..." I think everyone knows that already, being nice to your dear old Unc doesn't guarantee you'll get in the mag. Keep scribbling, and let's have some legible handwriting please. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

X-IT

WRINKLY WRITES

I am probably one of the more senior readers as I buy the mag for my two horrors (that's your excuse! – Unc). We have a Lynx, PC and a NES (don't you just hate these wealthy kit owners – Unc) which most of our money has gone on – we have over 30 games for the system.

The Lynx is fairly new and, therefore, we only have two (only two, he says, what a creep! – Unc) and approx five games. I am a little concerned that there are few reviews on the Lynx and not that many on the NES.

My suggestion to you is if you would let us know which of the Atari games are being converted, we could at least read reviews on the ideas of the games.

Guy Churchyard, Halifax.

We've got a right one here, folks! What's wrong with getting an ST, Amiga and C64 as well, Guy – you seem to have a bit of a gap on that side of your ownership. Don't have a Famicom or

Mega Drive either, what a let down!

The reason for the lack of Lynx reviews is a shortage in newly released games at present, something Atari are only just beginning to redress. There's not much point reading reviews on similarly titled games on the likes of the ST, because in most cases the Lynx games are somewhat different, and anyway we like to be precise at Games-X, don't we!

Oh, and when are you going to get a Neo Geo and a Jaguar, Guy?

HEAVY HINTING

Help please! My boyfriend won't let me wear rubbish clothes and believes in wearing names. The problem is that I've no money to buy a well known, super cool T-shirt to go out on Saturday nights.

Please help me, I don't want him to finish with me.

Lisa Campbell, Goole.

I think that reading between the lines you

RIPPING YARN



I ripped this page out of my science folder (watch it I'll tell your science teacher – Unc), so be thankful you're getting anything at all. I think your mag is great, I discovered it by nicking it off my younger brother, Tom (it's great being a big brother, isn't it? – Unc).

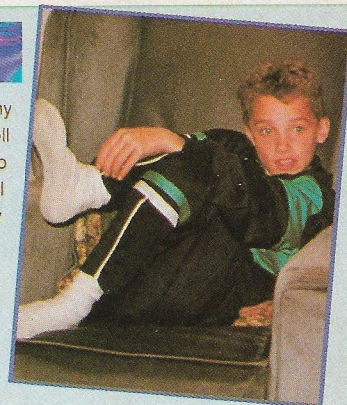
Waffle, waffle, waffle about some game that Games-X's own live donkey, Dr X, might be interested in.

My brother and I are saving up for Game Boys, do you think you could send us some leaflets about this machine. How do you tell a grey import from a UK version of the Game Boy?

Dunk & Tom, Cirencester.

Just because you mutilated your science folder and swiped Games-X off poor Tom, I'm printing his piccy instead – he's better looking than you anyway, Dunk (what kind of name is that?).

A local dealer will be able to supply you with leaflets on the Game Boy. Grey imports – take a look at the guarantee, it should have an English address. Other than that ask the dealer whether or not it's an official import, but don't worry too much a reputable importer will usually replace the kit if it's duff.



want me to send you a Games-X T-shirt so that you can flaunt yourself at the local disco at our expense – intuitive, eh?

If you had sent me a photo of yourself I might just have given your request some thought. However, I can offer you a few ideas to help solve your dilemma:

- Get the boyfriend to buy your clothes.
- Go topless (Don't listen – Dr X).
- Dump the geek.

Personally, I'd go for the last one, hope it all works out Lisa.

AMIGA ADD-ONS

I've had a Spectrum for about five years (you put up with it that long? – Dr X), and I've made up my mind that I want to go up market by buying an Amiga.

I've been looking around for one and the prices vary from £240 – £360. This means that I have enough money for one, but I was wondering, is there a lot of additional extras I have to consider?

By the way I like the ideas of having famous people's views in the mag, and I'd love a T-shirt.

Richard Mason, Dronfield Woodhouse. (Where?!)

I'm sure you would like a T-shirt, you and another million like you!

The Amiga's a fine machine and much the same as with other kit you can buy a lot of add-ons. Let's take it from the basic machine.

If you can't afford a monitor to start with, you are going to need a modulator to enable you to use a TV, however this may be included in the pack purchased. A second disk drive is always a good idea once you get established to speed things up a trifle – helps put an end to

the disk swapping blues.

Fairly soon I expect that you'll want to upgrade your 512K to a meg as this will allow you to play the more complex games. Other stuff like sound modules, hard disks and various emulators are obviously all available, but you will have to be a bit of a keen to get into that lot.

For now a modulator and possibly a second drive should do you well enough.

DEMAND GAMES-X!

I go into town to buy Games-X every Saturday, but it's not always there. Is it because not many newsagents sell it or is it because the mag is so brill that it sells out quickly? I hate missing the magazine, it's wicked!

Liam Chatterton, Bedale.

I've had quite a few letters like this over the past couple of weeks and I would hope that the newsagent's sold out if Games-X is not on the shelf.

To get round this why not do what Peter Yeo of Bristol did, place a regular order for Games-X with your newsagent. It's easy and you can even have it delivered to your door if you talk sweetly to him. Remember though, if your parents pay the bill ask them first!

INTERNATIONAL

My name is Erez and I am currently a Zzap reader (not for much longer I hope – Unc). Since that mag has failed to satisfy my need for Amiga info I am now interested in subscribing to Games-X (that's my boy! – Unc).

GX is not imported to Israel as far as I know. Although I may be able to find it in Tel Aviv, I only get there two or three times a year and since the mag is weekly, that really is not a lot of help.

So can I subscribe? It would be

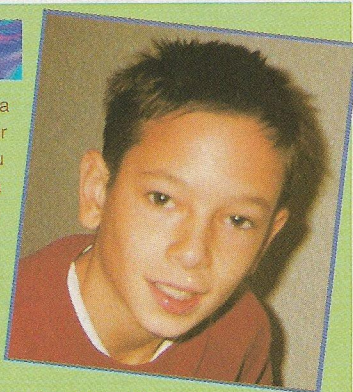
GET OUTTA HERE



I have a Famicom, a Mega Drive, and a Neo Geo with four games. Please could you review Neo Geo games because there is a shortage of information for this machine in Games-X.

PS I'm also getting a PC Engine GT soon.

James 'the great fat fibber' O'Connell, NFA.



What machine do you really own James, a Casio calculator?

Neo Geo reviews? Get serious, how many people do you think actually own one of these machines – certainly not enough to warrant us dumping other formats to include it.

A friend in the States said he didn't rate the games on the Geo anyway. Apparently, they look and sound really great, but they are far too easy to finish and don't warrant the \$250 price tag!

See the NFA after your address – it means 'no fixed abode'. Like you didn't include your address, easel geheren (that's German, look it up!). Want a T-shirt, then write to me again!

great to get my dose of wit and humour on a regular basis.

Erez Yariv, Haifa, Israel.

This is just one of several international requests for subscriptions that I've had this week. The good news is that Games-X will soon be available through the post, so don't fret, I'll hang on to all those letters I've had and pass them on to the powers that be at the right time.

CONSOLE CAPERS

Are you going to review Super Famicom and Mega Drive games in mags to come?

After reading the preview issue and numbers two and three, I reckon Games-X is one of the best mags to hit the streets. Will you be selling second hand computers and games, so that I can get them cheaper?

Damien Baglee, Nowhere in particular.

If you have bought our last few issues you will have seen an increase in our Mega Drive review content. The Famicom games are starting to come into the country now, but not in any great numbers so reviews are only going to appear now and then. However, when the Super NES (Famicom) hits the streets in the States in September we should see a lot more games coming through.

On the second hand issue, take a gander at page 32 in our last issue – private kit and cartridge sales at a price you can afford. No disk software items for sale I'm afraid it's far too open to abuse.

MORE NINTENDO

I have recently become the proud owner of a Nintendo (Game Boy, NES, Famicom? – Uncle X), and this is the first mag I have tried – my brother who has an Amiga recommended it to me (I hope you're buying one each – Dr X).

I think it is a great magazine, but most of the reviews you do on games are only available for the 16-bit computers, which is great for my brother, but not so handy for me. So please could you find some time to do a few for the Nintendo?

Lucy Broomfield, South Norwood.

Great to see that we appeal to the lassies as well. I'll have a word in our resident Wood Gnome's shell-like and see if he can get some new Nintendo games in – just for you, no one else you understand!

MCKIE THE MAD

I couldn't afford to buy a Game Boy and I wanted to run an art package. Then I found the solution – I bought an Etch-A-Sketch. It's cheaper, needs no batteries and has a much better display (snigger)! Why didn't you review this brilliant

machine in your round-up of hand helds?

Is it possible to run Game Boy cartridges on an Etch-A-Sketch or possibly link machines directly using a serial link thru the parallel port or something?

Don McKie (again!), Hull.

I had an intense chat with our systems manager on your suggestion and he thought it might just be possible to link the two for quite a unique Tetris head-to-head. Trouble is though the etcher would have to draw his shapes coming down and would, therefore always win – if his opponent didn't die of boredom first!

What are you on, Don, magic mushrooms or something? What kind of accents do people from Hull talk with – a cross between Yorkshire and Nottingham?

Keep them coming old son, this page wouldn't be the same without you!

DAH, DUNNO

I would like to say that this 'ere mag is, well, pretty darn good!

Dr X is brill (let's not go too overboard – Unc), but why does he change his hair colour every week? Does he use colourants or does he stay out in the sun to make his hair a lighter shade of brown?

Anyhow will you send me a T-shirt coz I'd be well grateful.

PS Why is Weston-super-mare called super when it's not really at all?

David Varley, Weston-super-mare.

On the subject of Dr X, other than being a ridiculously vain moron (now if anyone is to be called a moron... – Dr X), he does indeed spend a lot of time out of the office. However, the amount of sun we get up here in Cheshire is hardly going to bleach his mop. No, the Doc gets his colour from those luxurious weekends he spends by the sea in sunny Selsey – you know, down south.

You didn't say pretty please so you're not going to get a T-shirt!

The super in Weston comes from the Latin meaning over. Mare is the Latin word for sea, therefore, Weston is a town on and overlooking the briny, right? I can tell you're impressed with the pure depth of my knowledge!

Are you the real David Varley?

OUTER LIMITS...

Holiday season's coming, so when you're sunning your 'orrible bodies, how about thinking of poor Unc and the team slaving away over hot computers to bring you yet another cracking issue ready for your return to dear old Blighty.

Send me and the lads (whoops nearly forgot, and lassies) some wacky holiday snaps from foreign parts, or better still a postcard – nothing obscene, please!

IN NEXT WEEK'S RADICAL MAG

★ **Optimus interviewed on its soon to appear Pegasus**

★ **Multiplayer games – plugging in for better gameplay**

★ **Stacks of tips, including two pages of hints on Sierra's King's Quest V**



★ **More reviews than you can melt a pineapple mivvi on!**

★ **Console news so exciting you'll need a cold bath afterwards to calm you down!**

★ **You've asked us for super prize compos, and by jingo you're gonna get 'em!**

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WIN

GO FOR IT
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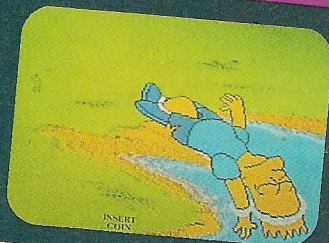
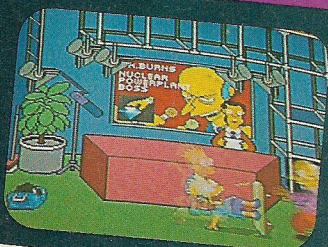
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