

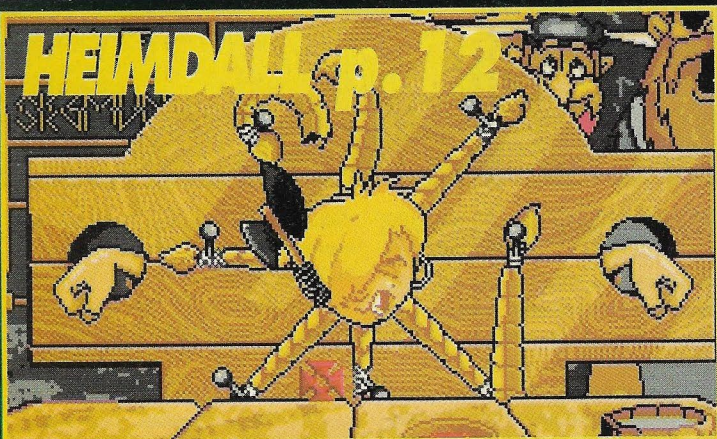
75P
Every Thursday

YOUR WEEKLY LOOK AT THE COMPUTER AND CONSOLE SCENE

GAMES-X

7th - 13th
Nov '91
Issue 29

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

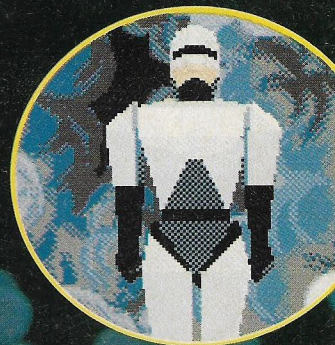


EXCLUSIVE ROBOCOP 3

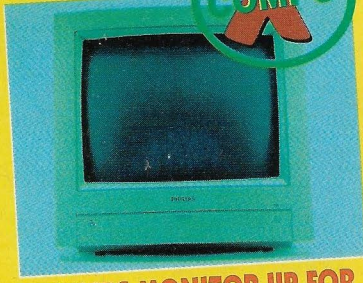
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- ★ GUARDIANS
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- ★ CHOPLIFTER II - GAME BOY
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THE ONLY PLACE FOR THE FULL WEEKLY GALLUP CHARTS



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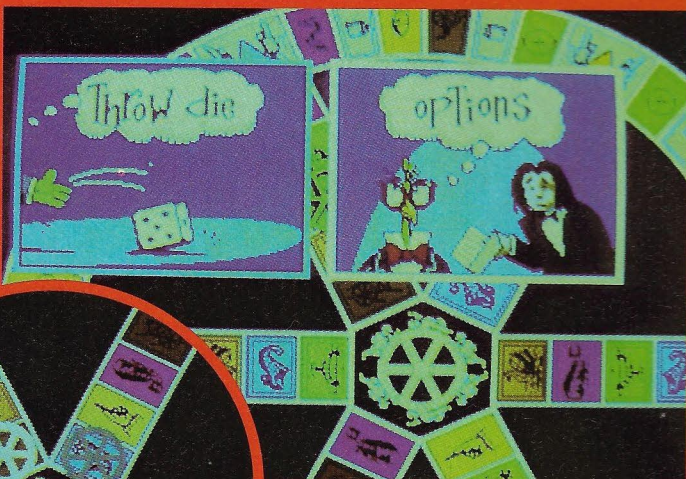


TRIVIAL IT AIN'T

The Kremlin – the one based in Surrey not Moscow – is developing *Trivial Pursuits*, widely predicted to be THE title to sell CDTV. On a recent trip to the Kremlin HQ Games-X checked out a truly spellbinding and stunning interpretation of this immensely popular yuppy, after dinner ice-breaker.

Some of the praise for the game must go to the thoroughly gifted comedian and comic scriptwriter Chris Langley, who writes for Smith and Jones and Rowan Atkinson, among many others, and now appears in Bird's Eye adverts as a butler... he should have his own show!

Langley reads out the thousands of questions for his sins, and also many more hilarious quips which'll have yuppies guffawing and snorting in embarrassment. *Trivial Pursuits* will be published by Domark on CDTV in early 1992. The price is yet to be confirmed.



FERRARI ET AL...

System 3 is hanging up its ninja masks and nunchukas for good and is looking to the racetrack for inspiration. And what better incentive than basing a game around the most exciting sports car company in the world, Ferrari?

System 3 has scored a major coup in gaining the licence for Ferrari which is to be featured in a game called *Grand Prix Challenge*.

This will be a sprite-based race game combining race aggressiveness with pit stop strategy, both of equal importance to succeed.

Grand Prix Challenge is likely to appear on NES first and is predicted to be much faster than any previous racing game released on Nintendo.

Late news is that System 3 is releasing the hot shoot'em-up *Intruder* on the Game Boy and even more hot news – the graphically splendid hack 'n' slay, *Myth*, is to be produced on Sega Mega Drive with *Last Ninja III* to follow.

DISNEY SWAP

Games-X can reveal first that the computer game division of entertainment giant Disney, is to change its UK publishers.

For some time Disney has used Entertainment International to publish its games in Britain, but it is widely known that EI has many labels to deal with and Disney demands a great deal of attention.

As a result of this Entertainment International felt that it had to consider its other obligations, not wanting the other labels to suffer.

Now Disney is to be published by French games house, **Infogrames**, which has a publishing division in

Clapham near London. The new deal was announced at the Ritz in London on the 31st October.

DO THE JITTERBUG

The ominously sounding **BUG** is a brand new joystick by **Cheetah**. Yes, another joystick to squeeze in among the menagerie on the computer store shelves.

Rather small, it is ergonomically shaped to look like a squat beetle, with two fire buttons where the eyes should be and a tiny little stick protruding from its back.

It feels solid and compact, and the stick movement is easy, yet feels secure. Being small, the stick allows for

THE GOLDEN EAGLE

The team who bought us *Tennis Cup* and *Panza Kick Boxing* is soon to release its next masterpiece. *Golden Eagle - The Return* is the follow-up to a game that first appeared on the Amstrad CPC.

The storyline sees you attempting to retrieve all the pieces of the sacred Golden Eagle statue which have been scattered throughout a starbase by Nahmur, the leader of an evil sect.

Beginning the game as a mere slave to the sect, you are released by some freedom fighters who want you to remake the Golden Eagle and change the future, thus ridding the universe of the master and his sect.

Golden Eagle - The Return features brilliant animation which is the result of an actor being photographed and digitised in a number of positions. This method gives the main sprite an eerie kind of movement that is incredibly lifelike.

Due out in December, Loricel's *Golden Eagle - The Return* will be available for ST, Amiga, PC and Amstrad CPC.





rapid movement and quick reactions.

It's a joystick made for action gaming. If you have whopping great hands, like myself [Nick], you can play the game one handed leaving the other to, erm, scratch your ears. A recommended joystick, I love it.



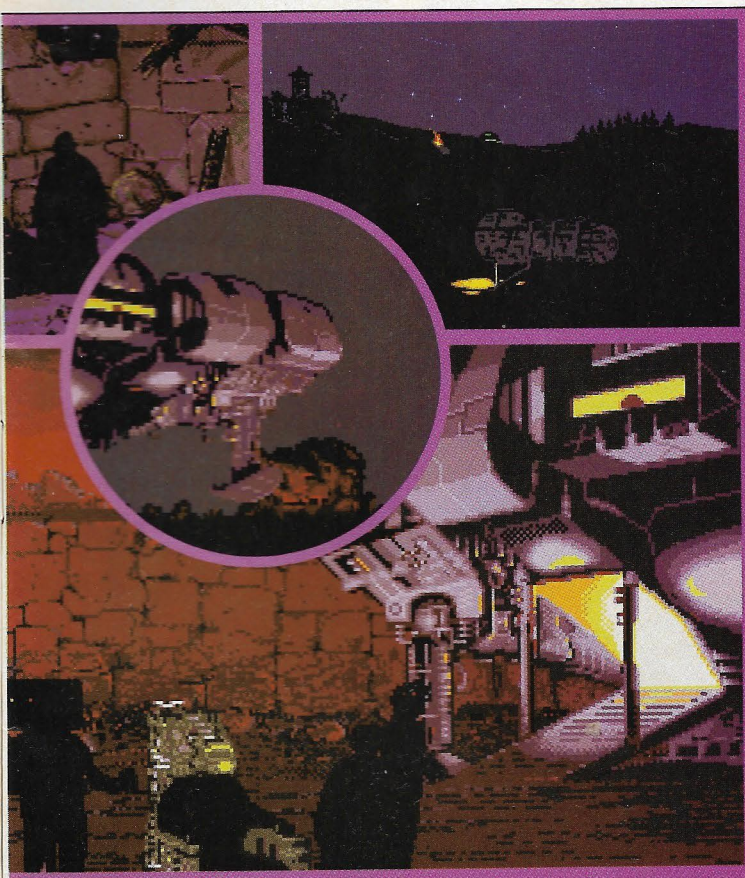
MEGA CONVERSIONS

News has come through of three big title conversions to be published by Accolade on the Sega Mega Drive.

These include **Test Drive 2 - The Duel**, a spectacular 3D vector graphical environment with lightning quick graphics, proving that sprite-based race games are a thing of the past.

Other racing action of a different kind to feature on the Mega Drive is **Super Off-Road Racer**, a frenetic rally race game.

In contrast is the highly popular street brawl simulator, **Double Dragon**, one of the most popular beat'em-ups ever released. All titles are due out around Christmas time.

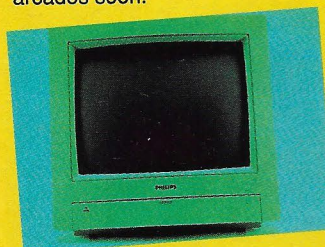


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Direct from one of the hottest arcade events of '91. Find out what machines are due to hit the arcades soon.



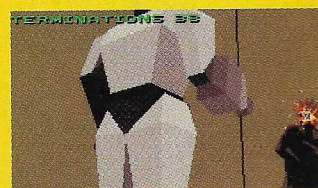
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Your chance to win a fabulous Philips monitor.

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This week the miserable ol' Doc presents his version of the NHS, the National Help Service.

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Find out about the latest extras for your Game Gear plus hints galore for the Lynx. There's also ChopLifter II on the Game Boy, Super Ghouls 'n' Ghosts on the Famicom, Solstice, Isolated Warrior and Quantum Fighter on the NES. And much, much more.

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Designed by Paragon and published by Empire comes Twilight 2000. Also two pages on Le Chuck's Revenge from Lucasfilm Games.

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Looking for computer goodies? Save money with the classifieds.

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MEGA DRIVE

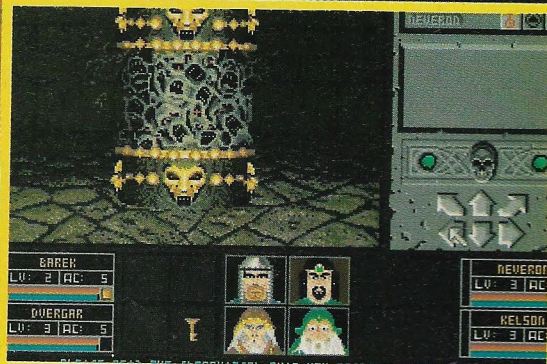
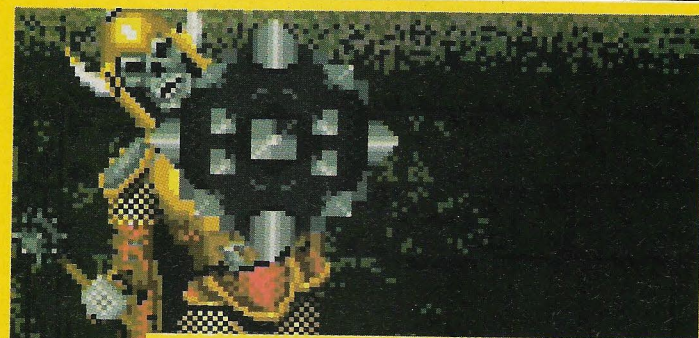
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BLACK CRYPT

Electronic Arts has joined the Dungeon-Master look-alike competition. However, unlike previous would-be contenders for the DM crown, Electronic Arts's *Black Crypt* looks like it could actually be better than the original.

Programmed by Raven Software, the game sees you guiding the obligatory four characters through dark and dangerous passageways in search of untold riches. Unfortunately, as is usual for such places, the *Black Crypt* is inhabited by all manner of strange and wonderful beasts all of whom just happen to be looking for a tasty snack.

Black Crypt is entirely mouse controlled and features a slightly different spell casting routine - instead of lining up a spell and casting it, you have to memorise it first and then use it.

In addition the game uses the Amiga half-bright mode and therefore can use up to 64 colours on screen!

Black Crypt will appear from Electronic Arts on the Amiga for £25.99 and should arrive just before Christmas.

512K SAM COUPE

1 989 saw the release of the SAM Coupé, back then it was undoubtedly the most powerful 8-bit computer available. Now, the machine has undergone another staggering transformation.

In order to bring the machine in line with the more expensive 16-bit machines the SAM now has a number of extra features. The new SAM 512 has an incredible 512K RAM; a 780K internal disk drive; 6 channel, 8 octave stereo sound; mouse and joystick ports; MIDI capabilities and both TV and monitor capabilities.

In addition to dedicated SAM games, the machine will also run most Spectrum 48K games. SAM Computer Limited stresses that it isn't the kind of company who takes your money and leaves you to fend for yourself.

Every SAM owner may call the company and ask for help with their machine. So whether you're an old Spectrum user or a newcomer to the world of computers, at £199.99 the SAM 512 is an ideal machine.



AMV COMPUTE

HMV, the UK's leading music and video retailer, entered the computer games market this week.

Joining with major software distributor, Centresoft, HMV now has computer sections in three of its stores; Oxford St London, Reading and Southend.

The stores carry a large range of ST and Amiga software with the leading PC titles. In addition they also sell a wide range of console games.

G-LOC DELAYED

Those wonderful people at US Gold have put back the release of their super-duper air-combat sim, *G-LOC*, until just after Christmas.

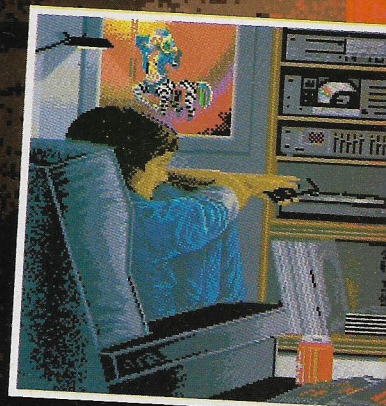
ULTIMA VI AND VII

The first Ultima games were published way back in 1980. Now, after over a decade of adventure in the kingdom of Britannia you are once again summoned to the side of Lord British. Amiga and ST owners will have the opportunity to get their mitts on *Ultima VI - The False Prophet* this month.

Having gained the status of Avatar you are summoned by Lord British to discover why a group of vicious gargoyles have begun to run amok within Britannia.

PC owners, in the meantime, are one step ahead and will soon be able to enjoy the delights of *Ultima VII - The Black Gate*. After receiving a mysterious message from a malevolent entity you set out on your mission to save Britannia.

The game now features a full-screen play area to explore. Players will have to gain knowledge, fight monsters and finally discover the secret of the Black Gate from which pestilence and death are oozing. *Ultima VII - The Black Gate* will appear from Mindscape soon after Christmas on the PC.



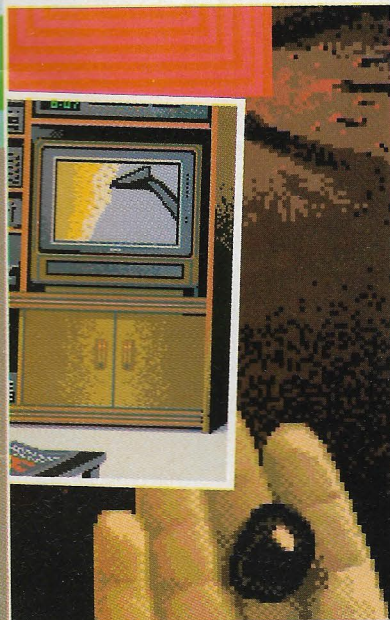


Apparently they are putting the finishing touches to the game and are aiming it as a big new year release. So start saving your pennies now because G-LOC's going to be a cracker!

ACTION SIXTEEN



Digital Integration's Action Sixteen range is to get a sister label. **Action Sixteen Premier** will feature games costing £9.99. The titles featured on the new label will be outstanding games starting off with arcade-flight sim, **ATF II** and UBI Soft's medieval strategy-adventure, **Iron Lord**.

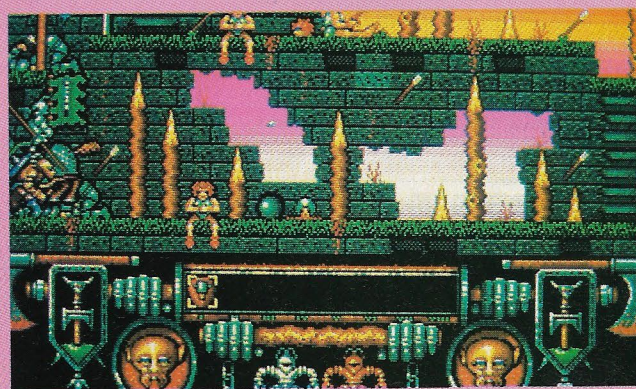
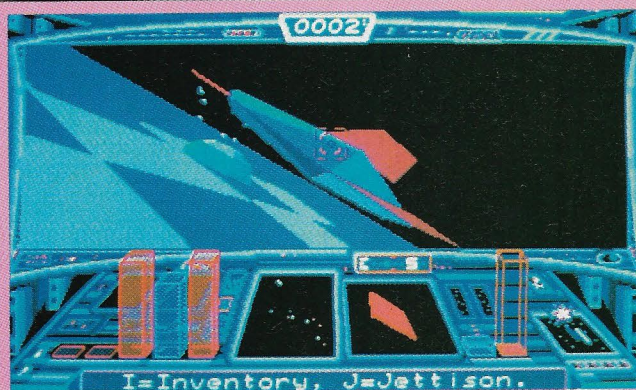


MIRROR IMAGE

Mirrorsoft's budget label, **Mirror Image**, is fast earning itself a good reputation for value for money and great variety. This prolific label is about to release the Peter Turcan battlescape **Austerlitz**, available on the Amiga, ST and PC at £9.99.

The popular brain aching RPG **Bloodywch** which is to be released on ST and Amiga alone is also £9.99. Latest news on the Mirror Image scene is that **Starglider 2**, the Jez San future flight simulation originally released on the Rainbird label is to be released in early '92 on ST and Amiga for the same price.

Finally, ex-publisher Hewson's graphic and action-packed platform game **Onslaught** is also to feature on the budget label. Available on the ST, Amiga and PC in November.



SHOW DIARY NOVEMBER

10th November

● All Formats Fair
National Motorcycle Museum,
Birmingham. Junction 6 off the M42,
opposite the NEC. Tel: 0225 868100.
Admission £4.00 from 10am - 4pm.

14th-17th November

● World of Commodore
Earl's Court 2, London.
Tel: 051 356 5085.
Admission £6 adults, £4 under 14s
(£4.95, £2.95 in advance). Open 9am
- 5.30pm Fri/Sat. 9am - 4pm Sun.

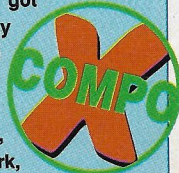
TICKET GIVEAWAY

Computer Shopper Show

If you're in the mood for a bargain get down to the Computer Shopper Show run by Blemheim PEL, which will be held at the Wembley Conference Centre 5th to 8th December. Admission is £6 for adults and £4 for those under 16.

As well as all the latest computer and console hardware, software and peripherals, there will be a special visitor to the show - Monsieur Mangetout. He's the man famous for eating strange items such as bicycles, a shopping trolley, TVs and other such appetising goodies.

Games-X has got tickets to give away to the first 50 people writing in to **Games-X**, Europa House, Adlington Park,



ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Action Fighter	US Gold	C64 cass	£3.99	8/11/91
		C64 disk	£7.99	8/11/91
Action Pack	DI	Amiga, ST	£26.99	11/11/91
Advanced D&D	US Gold	Amiga, ST	£30.99	7/11/91
Barbarian 2	Psygnosis	Amiga, ST	£25.99	11/11/91
Bloodywch/Austerlitz compilation	MirrorImage	Amiga, ST	£25.99	11/11/91
Dorado	Sega	Master System	£27.99	5/11/91
Factory Panic	Sega	Master System	£24.99	5/11/91
Fantasy World Dizzy	Codemasters	Amiga, ST	£7.99	8/11/91
Final Blow	Storm	Amiga, ST	£25.99	5/11/91
Fort Apache	Impressions	Amiga, ST	£29.99	8/11/91
Infestation	Psygnosis	Amiga, ST	£7.99	8/11/91
		PC	£9.99	8/11/91
Lotus 2	Gremlin	ST	£29.99	14/11/91
Lynx	Sega	Master System	£29.99	8/11/91
Magic Garden	Electronic Zoo	Amiga	£25.99	4/11/91
Martian Memorandum	US Gold	PC	£40.99	5/11/91
Multimix 4	KIXX	Amiga, ST	£7.99	11/11/91
		C64, Speccy	£4.99	11/11/91
Never Mind	Psygnosis	Amiga, ST	£7.99	11/11/91
Nitro	Psygnosis	Amiga, ST	£7.99	11/11/91
Outrun	Sega	Master System	£24.99	7/11/91
Orbitus	Psygnosis	Amiga	£25.99	11/11/91
		PC	£35.99	11/11/91
Quest For Glory	Sierra	Amiga, ST	£30.99	15/11/91
Race Driving	Domark	Amiga, ST	£25.99	11/11/91
Robin Hood	US Gold	ST	£25.99	11/11/91
Robocod	Millenium	Amiga, ST	£25.99	14/11/91
Sonic the Hedgehog	Sega	Master System	£29.99	8/11/91
Spike 2	Sierra	PC	£30.99	4/11/91
Spirit of Excaliber	Virgin	ST	£29.99	12/11/91
Sport Winter Challenge	Accolade	PC	£34.9	10/11/91
Spot	Virgin	PC	£19.99	5/11/91
Superplex	DI	Amiga	£25.99	5/11/91
Super Sega Vol 1	US Gold	Master System	£24.99	8/11/91
Traders	Linel	Amiga	£29.99	11/11/91
		PC	£29.99	11/11/91
Woody Pop	Sega	Master System	£24.99	8/11/91

SOFTWARE CITY

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ATARI ST/AMIGA SELLERS

16-BIT COMPILATIONS

ST	AM	ST	AM
3-D CONSTRUCTION KIT	27.99	34.99	
3-D POOL	9.99	9.99	
A.P.B.	7.99	7.99	
A.T.F.2	17.50	N/A	
ADVANCED DESTROYER SIM	17.50	17.50	
ADVANCED FRUIT MACHINE	6.99	6.99	
ALIEN BREED	NEW	N/A	17.50
ALTERED BEAST	7.99	7.99	
AMNIO	NEW	N/A	17.50
ARMALYTE	17.50	17.50	
AUSTERLITZ	NEW PRICE	9.99	9.99
BACKGAMMON	17.50	17.50	
BATMAN THE MOVIE	7.99	7.99	
BATTLE CHESS	17.50	17.50	
BATTLE CHESS 2	N/A	17.50	
BATTLE OF BRITAIN (THEIR FINEST HOUR)	21.50	21.50	
BATTLE OF BRITAIN MISSION DISK	10.99	10.99	
BEACH BUSTERS	NEW	17.50	17.50
BEACH VOLLEY	7.99	7.99	
BLOOD MONEY	7.99	7.99	
BLOODWYCH	NEW PRICE	9.99	9.99
BREACH 2 ENHANCED	21.50	21.50	
BUBBLE BOBBLE	7.99	7.99	
BUDOKAN	N/A	9.99	
BURGER MAN	7.99	7.99	
CABAL	7.99	7.99	
CALIFORNIA GAMES	7.99	7.99	
CAPTIVE	17.50	17.50	
CARRIER COMMAND	9.99	9.99	
CENTREFOLD SQUARES	9.99	9.99	
CHALLENGE GOLF 3-D	17.50	17.50	
CHESS CHAMPION 2175	21.50	21.50	
CHUCK ROCK	17.50	17.50	
CHUCKIE EGG 1 OR 2	9.99	9.99	
CLOUD KINGDOMS	7.99	7.99	
COHORT FIGHTING FOR ROME	21.50	21.50	
COLOSSUS CHESS 10	9.99	9.99	
CONFLICT EUROPE	9.99	9.99	
CONQUEROR	7.99	7.99	
CONTINENTAL CIRCUS	7.99	7.99	
CORPORATION + MISSION DISK	17.50	17.50	
CRICKET (1 MEG ONLY)	N/A	21.50	
CRICKET CAPTAIN	17.50	17.50	
CRUISE FOR A CORPSE	N/A	21.50	
CYBERBALL	7.99	7.99	
DAILY DOUBLE HORSE RACING	9.99	9.99	
DALEY THOMPSONS OLYMPIC CHALLENGE	7.99	7.99	
DEFENDER OF THE CROWN	9.99	9.99	
DEGAS ELITE	17.50	N/A	
DELUXE PAINT	41.99	N/A	
DELUXE PAINT 4	N/A	55.99	
DELUXE SCRABBLE	13.99	13.99	
DELUXE STRIP POKER	9.99	9.99	
DISNEY ANIMATION STUDIO	N/A	69.99	
DRAGON NINJA	7.99	7.99	
E-MOTION	SPECIAL OFFER	N/A	
ELF	17.50	17.50	
ELITE	17.50	17.50	
EMLYN HUGHES INT SOCCER	17.50	17.50	
EUROPEAN SUPER LEAGUE	17.50	17.50	
EXILE	NEW	17.50	17.50
EYE OF THE BEHOLDER	N/A	21.50	
F15 STRIKE EAGLE 2	24.99	24.99	
F16 COMBAT PILOT	17.50	17.50	
F19 STEALTH	21.50	21.50	
F29 RETALIATOR	17.50	17.50	
FACE OFF (ICE HOCKEY MANAGEMENT)	17.50	17.50	
FANTASY WORLD DIZZY	6.99	6.99	
FAST FOOD	6.99	6.99	
FINAL FIGHT	17.50	17.50	
FINAL WHISTLE	8.99	8.99	
FLIGHT OF THE INTRUDER	24.99	24.99	
FLIMBO'S QUEST	SPECIAL OFFER	6.99	N/A
FLOOD	9.99	9.99	
FOOTBALL DIR. 2 (1MB NEW VERS)	17.50	17.50	
FOOTBALLER OF THE YEAR 2	7.99	7.99	
FORT APACHE	NEW	21.50	21.50
FRUIT MACHINE	6.99	6.99	
FUN SCHOOL 3 (US)	17.50	17.50	
FUN SCHOOL 3 5-7 YEARS	17.50	17.50	
FUN SCHOOL 3 7+	17.50	17.50	
FUN SCHOOL 4 (US)	NEW	N/A	17.50
FUN SCHOOL 4 (5-7 YEARS)	NEW	N/A	17.50
FUN SCHOOL 4 (7-9 YEARS)	NEW	N/A	17.50
FUTURE BASKETBALLS	SPECIAL OFFER	N/A	
GAMES SUMMER EDITION	7.99	7.99	
GAUNTLET 2	7.99	7.99	
GEISHA	17.50	17.50	
GHOSTBUSTERS 2	NEW PRICE	7.99	7.99
GODS	17.50	17.50	
GOLDEN AXE	17.50	17.50	
HEAD NOVA	17.50	17.50	
HEAD OVER HEELS	NEW	7.99	7.99
HERO QUEST	17.50	17.50	
HERO QUEST DATA DISK	10.99	10.99	
HUNTER	21.50	21.50	
IMMORTAL	SPECIAL OFFER	9.99	9.99
IMPOSSAMOLE	7.99	7.99	
INDIANA JONES LAST CRUSADE	NEW PRICE	7.99	7.99
INT. CHAMP. ATHLETICS	17.50	17.50	
JACK WICKLAUS UNLIMITED COURSES (1 MEG)	N/A	21.50	
JET	SPECIAL OFFER	N/A	17.50
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KICK OFF 2 (1 MEG)	7.99	17.50	
KICK OFF 2 THE FINAL WHISTLE	8.99	8.99	
KICK OFF 2 RETURN TO EUROPE	NEW	N/A	7.99
KICK OFF 2 WINNING TACTICS ADD ON	7.99	7.99	
KID GLOVES	N/A	27.99	
KINGS QUEST 5	NEW	N/A	17.50
KLAX	NEW PRICE	7.99	7.99
LAST BATTLE	NEW	N/A	17.50
LAST NINJA 3	NEW	N/A	17.50
LEATHER GODDESSES OF PHOBOS	9.99	9.99	
LEMMINGS	17.50	17.50	
LICENCE TO KILL	7.99	7.99	
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LITTLE PUFF	6.99	6.99	
LOGICAL	13.99	13.99	
LOMBARD RAC RALLY	7.99	7.99	
LORD OF THE RINGS	NEW	N/A	17.50
LORDS OF CHAOS	17.50	17.50	
LOTUS ESPRIT TURBO CHALLENGE	17.50	17.50	
LOTUS TURBO CHALLENGE 2	NEW	N/A	17.50
M1 TANK PLATOON	21.50	21.50	
MAGIC POCKETS	NEW	17.50	17.50
MAN. UNT.	13.99	17.50	
MAN. UNT. EUROPE	17.50	17.50	
MEGA LO MANIA	NEW	17.50	21.50
MEGA TRAVELLER 1	21.50	21.50	
MENACE	7.99	7.99	
MIDWINTER 2	24.99	24.99	
MIG 29 SUPER FULCRUM	N/A	27.99	
MOONWALKER	7.99	7.99	
MULTI PLAYER SOCCER MANAGER	17.50	17.50	
NAPOLION 1	NEW	21.50	21.50
NEBULUS 2	NEW	N/A	17.50
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Zap, Zap, Zap, Kaboom! You've been playing Alien Scum On The Edge Of The Vortex for nearly an hour and you're only 500 points off your all-time high score. With an extra life in hand you look a dead cert to save the universe from the mutant invaders.

Suddenly the screen changes to the everyday humdrum life that is Ramsay Street! "Okay dear, that's enough of that. I'm going to watch Neighbours, you run upstairs and do your homework."

It's little comfort in knowing that you would have blown the alien hordes to kingdom come. If only you could do the same to the seven headed gorgon that is your mother.

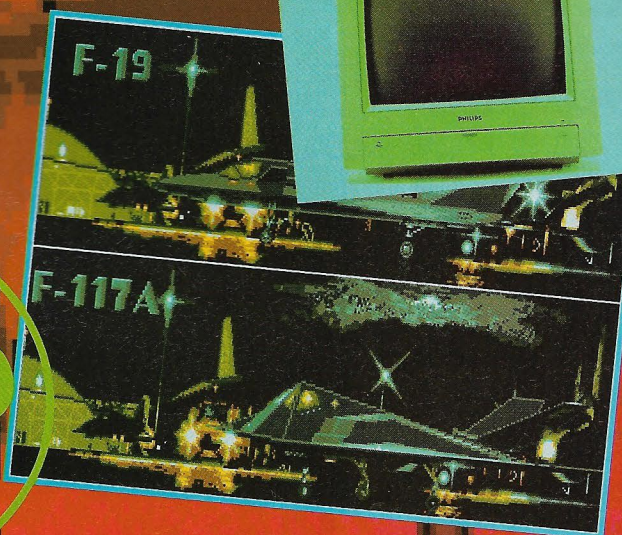
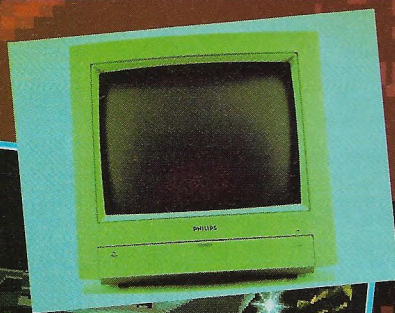
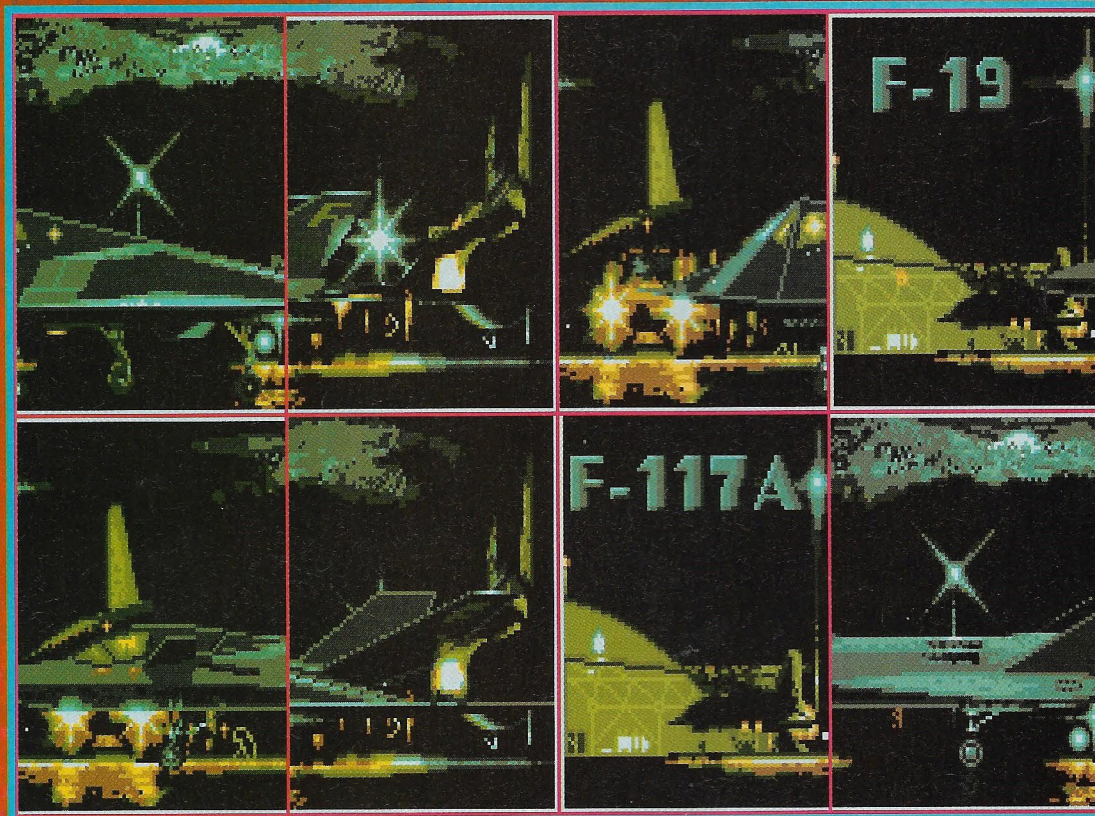
It's the same old story all over the country, but now you have the chance to change all that! How do you fancy winning your very own colour monitor?

Yep, this baby works with almost any machine - ST, Amiga, Spectrum, C64, Mega Drive, Master System, Nintendo Entertainment System and quite a few others!

CUT OUT THE BITS

Thanks to Philips we've got one of these gorgeous beasts to give away. What's more, if you own an Amiga or ST you'll also get a free copy of Microprose's F-19 Stealth Fighter!

So what do you have to do to win? Simple, just put together this jigsaw. Photocopy this page and cut out the six jigsaw pieces. Send in the completed picture together with your name and address to: Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. Don't forget, entries must arrive by 28th November 1991.



RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.

I WANT A MONITOR FOR MY BEDROOM

Name.....

Address.....

.....

.....

Post Code

Machine type.....

I also own a

COMPO

GALLUP CHARTS

It's hot, it's happening... it's the weekly all formats chart from Gallup, exclusive to *Games-X*.

1	▲	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
2	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
3	▲	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
4	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
5	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
6	★	ALIEN BREED House: TEAM 17 Team: ANDREAS TADIC
7	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
8	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
9	▲	HEROQUEST House: GREMLIN Team: 221B
10	▼	UTOPIA House: GREMLIN Team: GRAHEME ING
11	▼	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
12	★	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
13	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
14	▼	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
15	★	OUTRUN EUROPA House: US GOLD Team: PROBE
16	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
17	▼	FOOTBALL DIRECTOR 2 House: D&H GAMES Team: IN HOUSE
18	★	KICK OFF 2 House: ANCO Team: DINO DINI
19	★	TURBOCHARGE House: SYSTEM 3 Team: CHRIS BUTLER
20	★	THE IMMORTAL House: ELECTRONIC ARTS Team: IN HOUSE

1	▲	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
2	▼	TURRICAN House: KIXX Team: FACTOR 5
3	▼	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
4	◆	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
5	▲	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
6	▼	POWER DRIFT House: HIT SQUAD Team: ZZKI
7	★	FIRST DIVISION MANAGER House: CODEMASTERS Team: IN HOUSE
8	★	HEROES OF THE LANCE House: KIXX Team: SSI
9	▼	TURBO OUTFRAN House: KIXX Team: ICE SOFTWARE
10	★	BATMAN THE MOVIE House: HIT SQUAD Team: OCEAN

1	▲	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
2	★	ALIEN BREED House: TEAM 17 Team: ANDREAS TADIC
3	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
4	▲	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
5	▲	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
6	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
7	★	OUTRUN EUROPA House: US GOLD Team: PROBE
8	▼	UTOPIA House: GREMLIN Team: GRAEME ING
9	▼	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
10	◆	CRUISE FOR A CORPSE House: US GOLD Team: DELPHINE

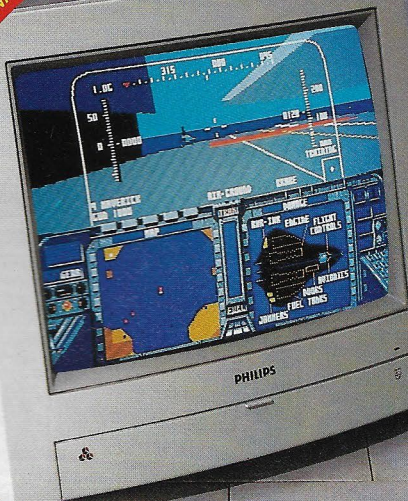
1	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
2	▲	UTOPIA House: GREMLIN Team: GRAEME ING
3	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
4	★	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
5	▼	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
6	▲	RAILROAD TYCOON House: MICROPROSE Team: MPS LABS
7	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
8	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
9	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
10	★	THE IMMORTAL House: ELECTRONIC ARTS Team: IN HOUSE

1	★	COLLOSSUS CHESS X House: CDS Team: IN HOUSE
2	★	TERMINATOR 2 House: OCEAN Team: DEMENTIA
3	▲	WING COMMANDER 2 House: MINDSCAPE Team: ORIGIN
4	▼	GUNSHIP 2000 House: MICROPROSE Team: MPS LABS
5	★	JETFIGHTER 2 House: US GOLD Team: BOB DINNEMAN
6	▼	DAILY DOUBLE House: CDS Team: IN HOUSE
7	★	FUN SCHOOL 3 (UNDER 5) House: EUROPRESS SOFTWARE Team: IN HOUSE
8	★	EYE OF THE BEHOLDER House: US GOLD Team: SSI
9	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
10	★	RAILROAD TYCOON House: MICROPROSE Team: MPS LABS

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

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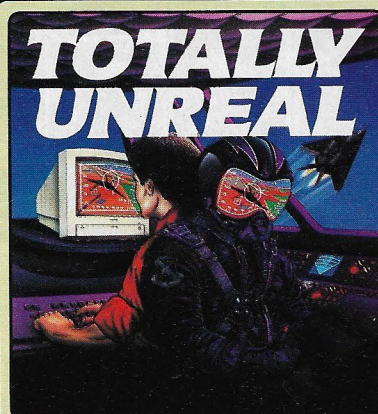
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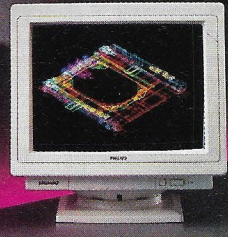
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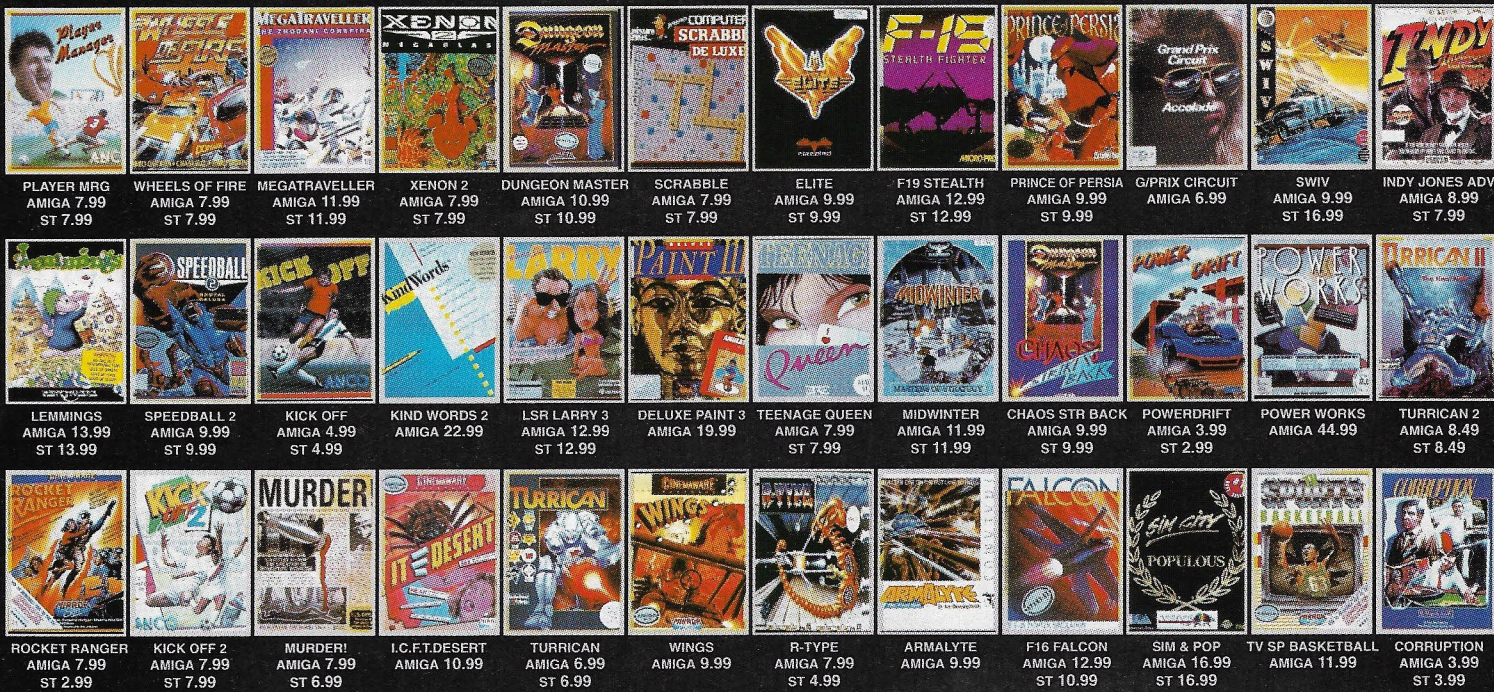
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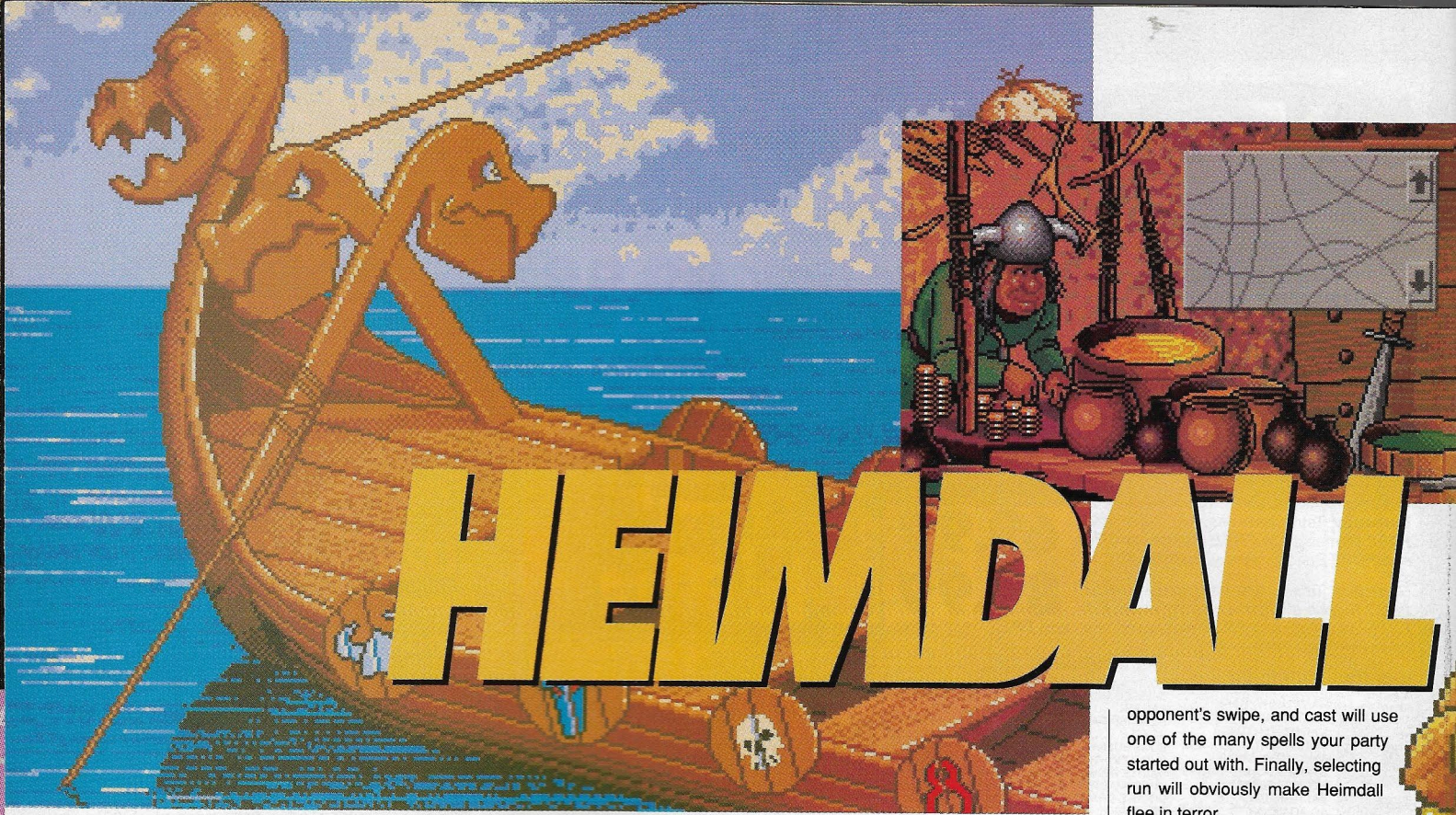
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Very different from its flight sim Thunderhawk, Core Design's Heimdall is a graphic adventure positively filled with action, not to mention ale and roast boar!

According to Norse legend there was a great battle between the Gods and the evil Loki. During this battle, the battle of Ragnarok, Loki stole three mystical weapons from the Gods.

Without these they would be unable to resist the surge of evil. However, ancient laws meant that the Gods would lose their divinity if they retrieved the lost weapons themselves, so the Vikings were needed. Guess which particular Viking they had in mind...?

You are Heimdall, Viking lord and the server of the Gods. As a young child you must build up your physical skills and abilities to make the older Heimdall more proficient in his quest. This

requires you to compete in three tests: axe throwing, catching the loose pig and finally fighting on the long boats.

The axe throwing helps to improve weapon prowess and accuracy, the pig chasing increases speed and agility and finally the longboat brawl will enhance balance. The tests also help to improve strength and other physical attributes.

DIVINE MISSION

Having trained Heimdall in the art of combat, you will eventually reach the age where the enormous task of locating the three precious weapons will have to be undertaken. There are loads of islands to be explored with useful items found on each.

Having selected the first area to search, the game changes to a 3D isometric view with control over Heimdall's view coming through the joystick. Movement is done by nudging the stick, and other actions are triggered when you walk near any objects.

Approaching a non-player character usually starts a fight, but you have the option to run if you want. When you walk up to an object of interest, such as a chest, a menu will appear asking whether you want to examine it further.

Choose to fight and the action will change to first-person perspective. The creature you're fighting, usually a man or if you're unlucky a troll or similar monster, will appear in the top-left of the screen. Your fighting options are located at the bottom – you have the option to attack, defend, run or cast a spell.

First select the weapon you wish to use then click on the attack icon. Timing is vital as the enemies block your slashes unless they themselves are using their sword. Choosing defend will, if you time the swing correctly, block the

opponent's swipe, and cast will use one of the many spells your party started out with. Finally, selecting run will obviously make Heimdall flee in terror.

Most of Heimdall is concerned with solving a series of puzzles scattered throughout the game, but combat is also a major part in the gameplay. Each room presents a new challenge to Heimdall.

WATCH YOUR STEP!

Pits and traps will undoubtedly block the way, and can only be passed by pressing a series of pressure pads or using one of the scrolls to nullify traps.

Heimdall's quest will take you across 10 islands of varying difficulty, but each area is linked with the next.

This is because an item from one location is often used on a totally separate island which means that Heimdall will have to trek back and forth to solve each isle.

You have a party of six Vikings at your disposal, although you can only use three at a time. If you loose any of these during combat you must return to your longboat and recruit the extra characters. Kill off the remaining Vikings and your quest will end – horribly!



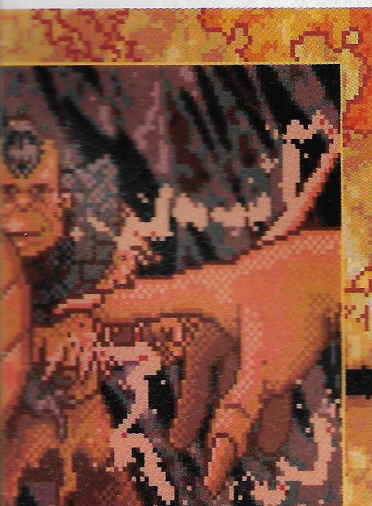
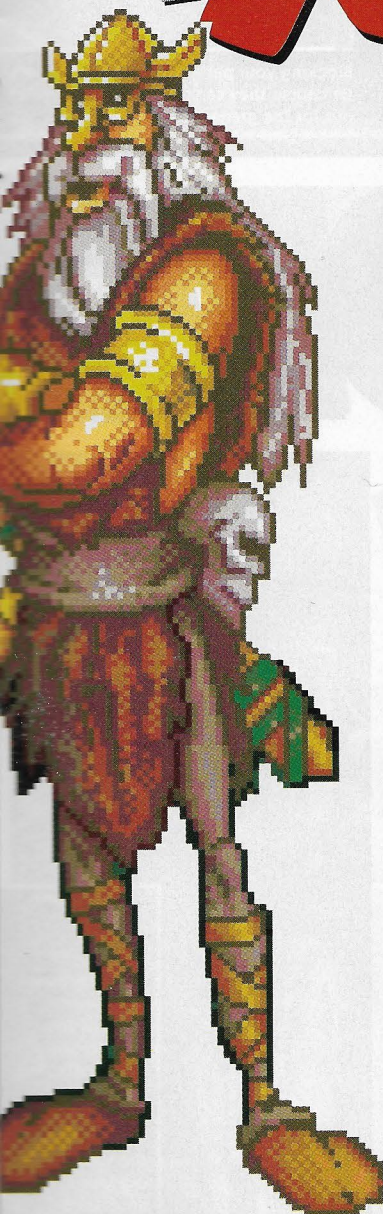
Heimdall is a huge game and the task will take you across many areas of the world. The dungeons are particularly nasty, but then again the pleasant surroundings of the village hide great danger

The combat sequence is stunning. The view switches to first-person perspective and the monster will start hacking away at you. To stay alive you must either return by slashing with your weapon or use a spell to deal a fiery death

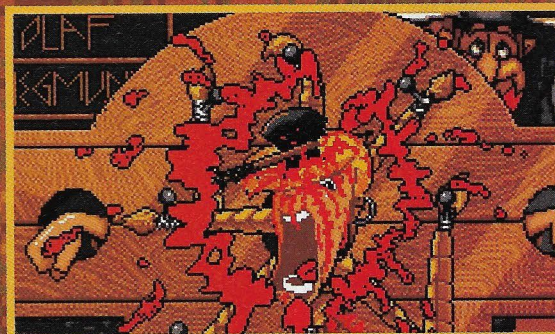
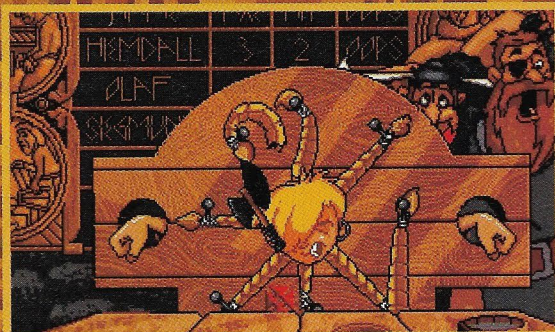


Some of the islands are blessed with shops which give Heimdall the opportunity to purchase new weapons or energy top-ups in the shape of food and drink

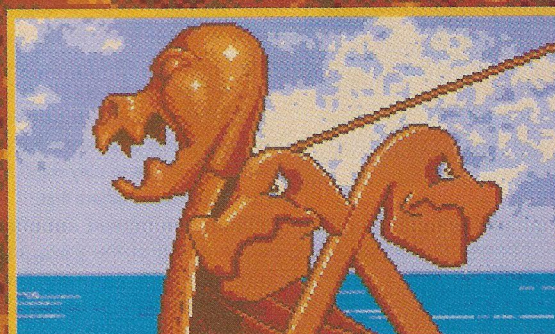
RATED
GAME OF THE WEEK



THE THREE TESTS



Heimdall must undertake three tests to determine his speed, agility and other physical attributes. The first is axe throwing which, depending on how accurate you are, will result in all eight pieces of hair slashed or a bloody mess on the tavern floor. Just remember, don't drink too many beers first!



Next is the longboat brawl where you must battle against a fellow Viking in order to push him off the edge and into the water



Lastly, the pig chase. This takes place in this muddy yard and helps increase speed and agility but only if you can catch the little squealer first!

FACT FILE

Software house: Core Design
Development team: 8th Day
Programming: J O'Connell & J Keveney



Heimdall is an awesome game, due mainly to the stunning graphics and the exceptional sound. The first thing that strikes you is the presentation, which is no less than first class.

Every little detail in terms of graphics has been catered for, with the highlight being the animation which, put simply, is outstanding.

The Heimdall sprite, like the others, is tremendously slick and is well defined and colourful, and more impressive still are the combat animations. The monsters swing their swords in amazing cartoon style, and the training sequences like the axe throwing are a treat for the eye.

However, Heimdall isn't just a graphics exercise, and includes in-depth gameplay along with a lot of taxing puzzles that must be solved.

These arcade sequences make the game far more enjoyable and are a challenge in themselves, but much more is to come as the 10 islands, which need to be thoroughly explored, will take many an hour to complete.

With such a vast area to explore some may think that the game may become repetitive or monotonous.

Not so, as the constant appearance of new and exciting creatures will keep you returning to see what tough adversaries you must face and what challenges lie ahead.

All in all, Heimdall is a game that offers a long term challenge which is never dull or boring - add to this the brilliant graphics and sound and you have one of the best Amiga arcade adventure games to appear this year.

£25.99 OUT DECEMBER



The ST will be very close to the Amiga version in that the graphics are virtually identical. However, the sound is obviously not as clear although the playability still remains.

PRICE TBA OUT DECEMBER



Once again, the same on all counts. The game should be available for use with the VGA board and compatible with most sound cards.

PRICE TBA OUT DECEMBER

X-RATING: XXXXX

Gameplay: 16/20

Lastability: 17/20

Presentation: 18/20

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...

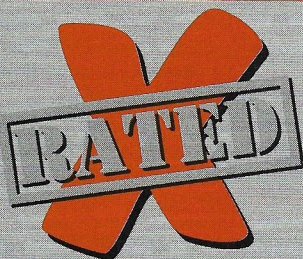
X-RATING: XXXX

The higher the rating the better the game

PAM, in a desperate attempt to be different, deployed a superb demonstration of how to disobey the laws of physics. Proving that she is in fact a being from another world she proceeded to perform a handstand on the ceiling

From the look on 'big unc' INMAN's face you can obviously tell the poor chap is in complete and total agony. This is due mainly to the fact that he has no sense of balance whatsoever and can't stand on his head. Useless or what, eh?

SCOOP Clarkson loves to indulge in his favourite pastime of eating during the office hours. In fact he does this so much that pretty soon he'll need his own personal dustbin to throw all those empty wrappers into when he's finished



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

PC
IBM PC

Out in October £25.99

Which formats are available, followed by a comparative evaluation, the price and the release date.

EFFICIENCY 87%
TERMINATIONS 65

Lewis, your partner, has been taken hostage by some terrorists and in true RoboCop fashion you leg it down the alley-ways to her rescue

RATED
GAME OF THE WEEK

EFFICIENCY 77%
TERMINATIONS 1

Blocking your path are many armed thugs. Of course they can't match you but watch out for the grenades they throw

Ocean has produced the conversions of the first two RoboCop films pretty unsuccessfully. The original was so naff I completed it on my first go!

Now the third and final game in the trilogy is upon us. Thankfully it is vastly different from the others.

Programmed by Digital Image Design, the team behind F29 Retaliator and the forthcoming Epic, it uses vector graphics to represent all the gameplay with realistic film-style pictures between the levels.

THINK IT OVER, CREEP

Available on the three disks are two versions of the game; the movie adventure and the arcade scenario. The movie follows the plot of the film to the smallest detail but fails to run in any particular order. The action depends entirely on what decisions you make at various points.



Otomo is the new OCP design sent out to destroy RoboCop and the rebels. Here the game changes into a beat'em-up although you can use your gun at various points

Throughout the movie there are many arcade style sections, comprising of a driving game, first person perspective shoot'em-ups, and a few beat'em-up sections too.

All are viewed through the eyes of RoboCop, although you can select a whole host of exterior views as is the case with most vector graphic games.

The driving sections see you tearing along the roads of old Detroit, looking for vans and cars driven by the type of nasties you'd expect to find in a RoboCop scenario.

On finding the said villains Robo must attempt to ram them off the road. If the vehicle is a van he must watch out because the back doors may fly open to reveal a barrage of bullets.

ROBO

On the shoot'em-up sections you must walk around various complexes of corridors and alley-ways while shooting terrorists and protecting civilians and hostages. These are controlled via the mouse with the familiar Robo sighting used for the targeting.

The beat'em-up section has you fighting against the newest OCP design, a ninja RoboCop, programmed to destroy you. As well as punch power you also have your gun ready at hand but it can only be used when the enemy has his weapon out.

EXCESS BAGGAGE

Finally there is a section like a fast action flight simulator. This is where Robo straps a rocket pack to his back and takes to the air, destroying helicopters, tanks, planes and our old friend ED-209.

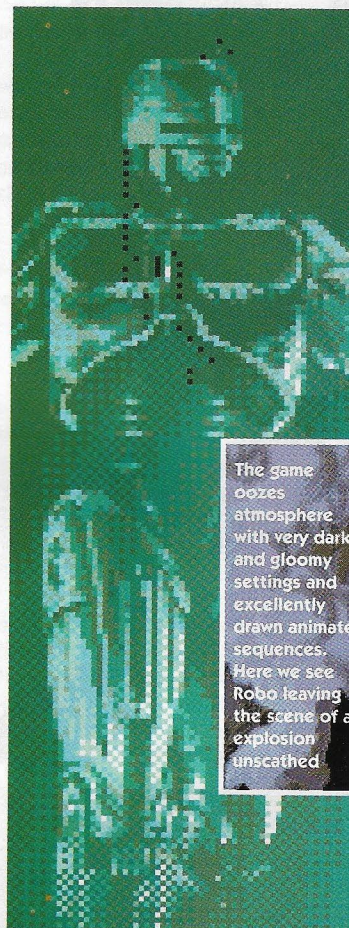
Basically, the arcade game involves the same bunch of sections but you can choose which one to play without having to complete all the others first.

Each new mission, not available in the movie part of the game, sees you carrying out heroic police assignments.

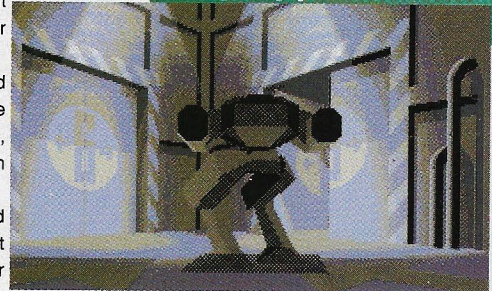
Between all the levels are a number of animated sequences with text explaining what is currently going on in the film. Casey Wong, the ever present newscaster, makes his reappearance for the last time, smiling as he calmly reads out all the news about Detroit becoming a major war zone.

The driving and beat'em-up sections are controlled with the joystick, and all the other bits with the mouse.

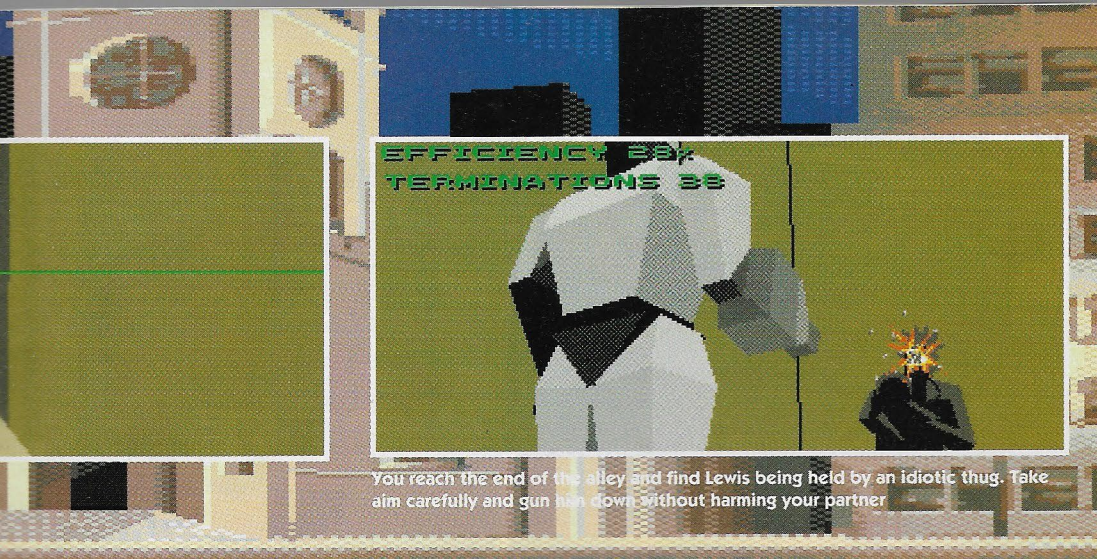
The film is scheduled for release next Easter but the game will appear before then, thus allowing you to get in on the plot before going to see it in the cinema.



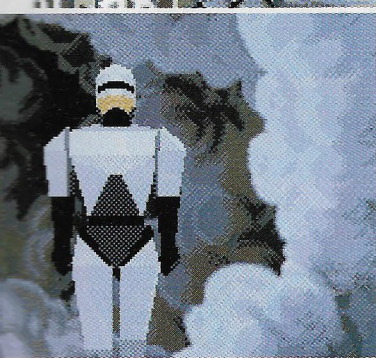
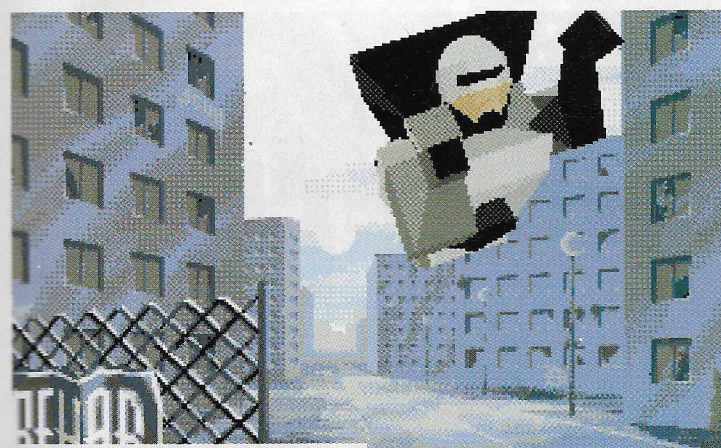
The game oozes atmosphere with very dark and gloomy settings and excellently drawn animated sequences. Here we see Robo leaving the scene of an explosion unscathed



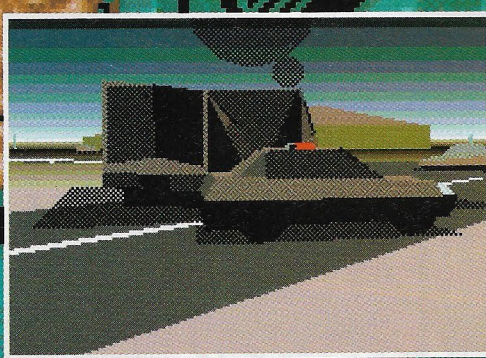
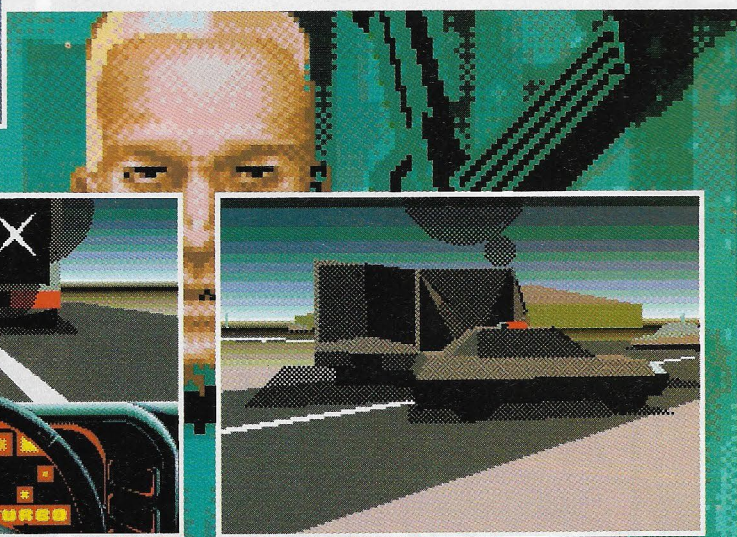
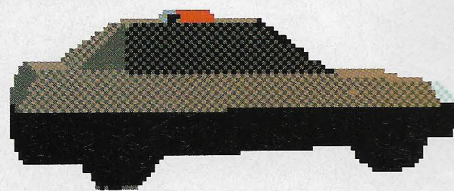
Our old friend, ED 209, the psycho robot, has returned for the third and final time. Still no match though...



COP 3



(Above) Strapping a rocket pack to his back Robo takes to the skies to put a stop to the Rehabs. Armed with so much hi-tech weaponry it's amazing that he still flies!



The driving sections see you trying desperately to capture either a high-speed sports car or van which contains some important villains. It is crucial to overcome them in order to succeed in your mission



Once a family man and dedicated Detroit policeman, Alex Murphy is now RoboCop and the hero of the town. Having defeated the evil Dick Jones and OCP's nasty creation RoboCop 2, a new challenge confronts him and he must now go and destroy OCP itself...

FACT FILE

Software House: Ocean
Development Team: Digital Image Design
Programmers: David Ian Dixon, Phil Allsopp
Graphic Artists: Shaun & Paul Hollywood, Russell Payne



Using the words 'good' and 'Ocean' in the same sentence is a very rare occurrence at the moment, but RoboCop 3 succeeds admirably in linking the two together.

The vectors are super slick and smooth, all animations are topnotch, giving us some of the best vectors around, and in between the various levels the screens are superbly drawn.

Soundwise, a very atmospheric tune appears every now and again. On some of the levels machine-gun fire and explosions are the only noises. The driving section has the usual engine reverberations but they do tend to grate after a while.

All the levels are immensely playable after getting used to the mouse controls on the corridor stages. The difficulty of each stage has been set at quite a high level so even the most hardened gamers will have their work cut out.

Perhaps the down point would be that people waiting for the film's release may already have completed the game, however difficult it may be.

This is definitely one of the best film licences ever and is a game that all RoboCop fans and shoot'em-up fans should have in their collection.

£25.99 OUT DECEMBER

The Atari version will move smoother and faster than the Amiga, but only just. Gameplay will be identical and therefore everything that applies to the Amiga will do so here. The sound will of course be of a slightly lower quality.

This isn't your average film conversion and therefore fans of such titles will flip over the high quality of the package.

£25.99 OUT DECEMBER

The PC version is quite a way behind the others and is due for release at the same time as the movie. The presentation will be slightly better than the ST and Amiga versions while the game will play in an identical way.



PRICE TBA OUT MID '92

X-RATING: XXXXX

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

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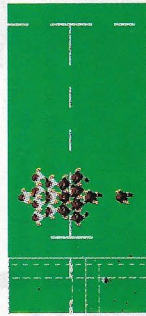
RUGBY THE WORLD CUP

For weeks Feargus has been mysteriously disappearing for a few hours and returning without an excuse. He's been down the pub watching the World Cup on the TV! Now he doesn't have to because Domark brings us the official game of the tournament...



Rugby is the game of men, real men (no offence). None of these brown bread eating pansies on that there pitch. Fungus is an avid fan and player of this noble sport and has recently acquired a very pleasant injury to the knee (snigger). We all hope it gets better soon. Send your cards to the usual address...

The rules of Rugby, put simply, involve scoring as many points against the opposing team as possible while trying to stop them from scoring against you. The ball is shaped roughly like



The scrum takes you back to the old days of Daley Thompson's Decathlon. Wagging the joystick more vigorously will make your team push even harder against the hard nosed opposition

an egg and is carried under the arm by a member of your team. To pass the ball you must throw it backwards to the player of your choice. Should it travel forwards it is

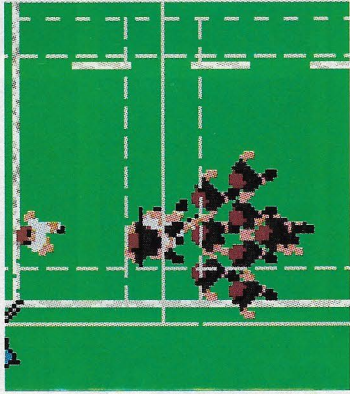
The ball flies through the air. Which team will get it first?

The scanner shows you where everything is on the pitch. The two teams' players will show up in their respective colours

The scores are shown at the bottom. The two teams are neck and neck after only three seconds!

Time is of the essence and you have the option to play for as long as you want right up to the full 80 minutes

The dreaded All Blacks are a very tough bunch of opponents. Trying to beat them in the scrum alone is hard work



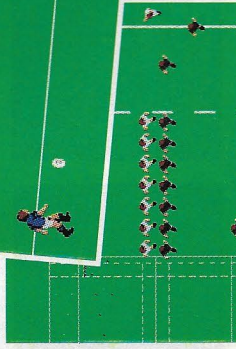
A stray New Zealander is cut down just before reaching the corner flag. The rest of the team comes running, ready to beat me in the scrum. Ah well, that's life...

a foul, unless it happened to touch your foot first.

If the player receiving the ball fails to catch it, play can continue unless it moves forwards out of his hands. This is called a 'knock-on'.

LOOSE BALLS

Anyway, back to the game. Domark has made this very similar to Kick Off in terms of graphics and speed. This means that gameplay is the



When the ball goes into touch a line-out occurs. Here the two teams line up ready to catch the ball as it is throw down between them, a fight is surely inevitable

main priority with everything else bringing up the rear, thus allowing the game to move at a high speed.

You have the option to take part in either a single game or the fully blown tournament. With both you can select which team you want to be.

On the single game you can also select your opponents, ranging from the extremely easy Japan to the mighty New Zealand All Blacks.

Running around the pitch is very

After scoring a brilliant try I now get the chance to attempt a conversion. This is done by pressing fire when the high-speed arrow stops between the posts. Not easy, believe me

easy to get to grips with. To pass the ball you push the joystick to the side and tap the fire button, whereas kicking is done by pressing fire as you run in the direction in which you want to kick the ball.

The tournament models itself on the World Cup with four groups. The winners of each go through to the quarter finals where the knockout bit begins. Win and you're through with a chance of ultimate glory...



Australia scores a try very close to the posts and therefore is in with a good chance of scoring the conversion. The players run back to give the kicker sufficient space to concentrate

You can choose to play any of the 16 competing teams. For one challenge I recommend Japan!

Oh wow, what a brilliant tackle. I just stopped a player from getting through to an almost certain chance of scoring a much needed try

FACT FILE

**Software House: Domark
Development Team: Walking Circles**



Kick Off was one of the all time greatest sports games. It comes as no surprise to find someone attempting to copy the style for another sport. Rugby The World Cup is a very good attempt at bringing the sport to your Amiga.

Graphically the game is fairly good, with small, competently animated team members running around the pitch. I can't help thinking however that the front end and out of game screens could have been done a bit better and also the scrum could have been animated.

Soundwise I was impressed by the constant background sample of a cheering crowd and the roars that come from when a point is scored.

Despite the fact that I can't stand Rugby, I found myself enjoying this game. As a two-player challenge it can't be faulted and the teams' difficulty levels are just right. A well recommended purchase.

£25.99 OUT NOW



This will be identical in every way to the Amiga counterpart and therefore just as good. So read the Amiga comment to find out what it is like.

£25.99 OUT NOW



The C64 version is equally as fun to play as the 16-bit versions and is just as fast and furious. Graphically the game is great and everyone should enjoy it.

£10.99 OUT NOW

X-RATING: XXXX

**Gameplay: 16/20
Lastability: 15/20
Presentation: 12/20**

FACT FILE

Software House: Sales Curve
Development Team: Storm
Programmers: Kevin McIntosh, Shaun McLure
Graphic Artist: Steve Hooper

You can't beat a good beat'em-up, and when the best of joystick wrenching action is backed up by graphics like these, it's got to be a winner.

The graphics are astounding, dominated by the massive fighters who flinch, duck, dive and punch their way to either victory or a mouthful of canvas.

The artificial intelligence is sharp enough to keep you on your toes and the variety of fighters with their individual idiosyncrasies saves the fights from drifting into a brain numbing slugging match.

Sonically, *Final Blow* is outstanding, with exact samples from the coin-op. Reaction time from joystick to fighter is remarkably swift especially when you consider the size of the graphics.

£25.99 OUT NOW

Currently nearing its close of production the graphics are identical to the Amiga but the scroll hasn't got the advantage of a blitter. Sonically the ST version will have mainly chip run sound FX.

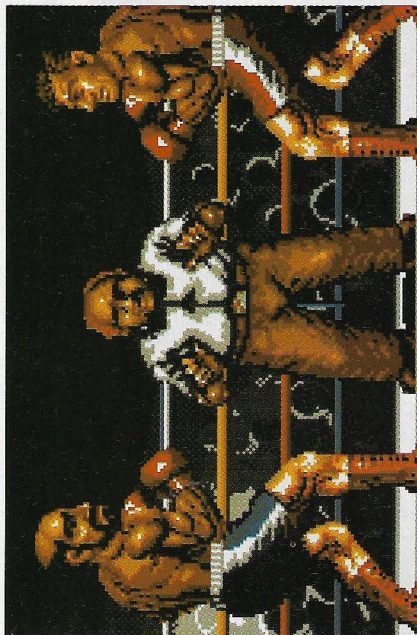
£25.99 OUT NOW

The C64 version is almost as dynamic as the other 16-bit versions which is an amazing accomplishment. As much care has been taken over the fluidity of animation. This stands testament that the C64 is still a remarkable machine.

£6.10.99 OUT NOW

X-RATING: XXXXX

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



The two muscle-bound fighters snarl and growl in front of the referee before pummeling each other into the ground with a flurry of fists

Material arts has been one of the most popular genres of game for years but boxing games have never translated well to the little screen... that is until now!

Months of painstaking analysis and experimentation went into *Final Blow*, recreating the power, speed and excitement of the awesome arcade version, blow by blow.

There are two types of competition: Knockout and League. The first thing that hits you, so to speak, is the league table portraying each of the 10 bruisers you'll have to compete against on your way to the coveted gold belt.

BLOW BY BLOW

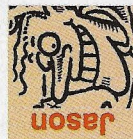
Each opponent is progressively stronger, fitter and faster and each has his own idiosyncrasies, techniques and trade marks.

For example, Krusha Kev, named after the game's programmer Kevin Macintosh, has a hammer-like left hook that can knock you clean off your feet.

Some opponents are strong and sturdy yet lack speed, others are smaller and swifter and can jab with lightning speed but lack the strength to muster up a KO blow.

Once in the ring the crowd roars, the referee calls the two fighters and the sonics are non-stop throughout.

FINAL BLOW



Past attempts at recreating the speed and power of boxing has resulted in some pretty miserable games. But coin-op specialist, Storm, is about to set the record straight with all the conviction of a Tyson left hook in *Final Blow*!



Movements are achieved without the fire button pressed, while pressing it takes the guard down and aggressive, offensive movements take over.

From Dynamite Joe, a weak contender to Demon Dave, a lean mean fighting machine, you must learn your opponents' weaknesses and strengths.

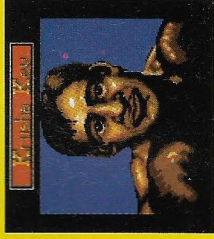
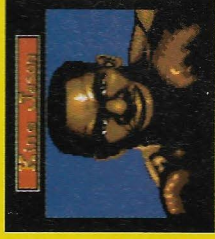
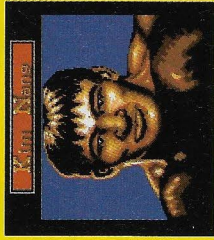
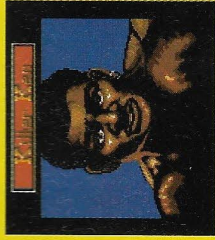
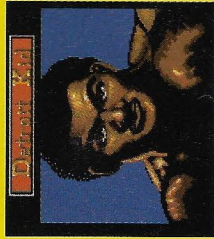
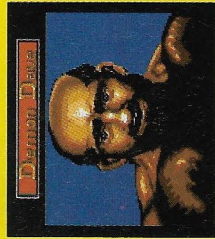
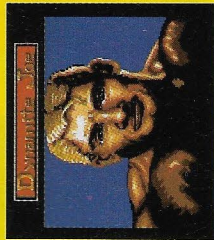
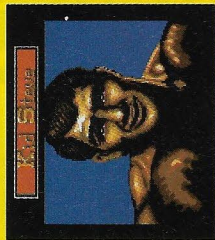
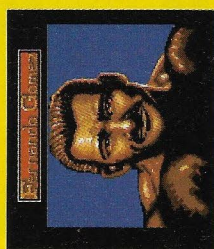
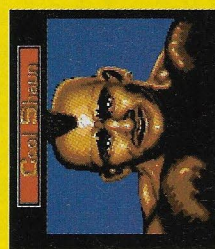
Although there is a two-player option in *Final Blow*, bouts may also be fought against computer controlled opponents.

achieved thanks to Blitter technology in the Amiga.

As for joystick control, the layout of fighting and movement controls are easy to get to grips with. Generally, defensive, retreating

which moves back and forth as the fighters battle across the canvas.

The fighters' arms and legs are masked over the torso to enhance the appearance of realism while the animation from the coin-op was



FACT FILE

Software House: Domark
Development Team: The Kremlin



For a change, if you buy the game, you know immediately what to expect – a revamped space invaders. So you know you're in for quite a session of blast'em-up fun.

Graphically, it isn't too spectacular. The introduction is splendid, but in the game too many on-screen invaders does slow the proceedings down somewhat.

The levels where the backdrop scrolls away are particularly disappointing. This scrolling is staggered, and the gameplay slows down, not to a sluggish degree, but enough to be disappointed.

Sonically, the game recreates the original blips and beeps, together with some nice sampled sounds. The music score originally merges between these sounds and is rather foot tapping.

£24.99 OUT NOW



The ST version should appeal to all shoot'em-up freaks. It probably isn't as smooth as you expect, and it still lacks slightly in most departments.

£24.99 OUT NOW

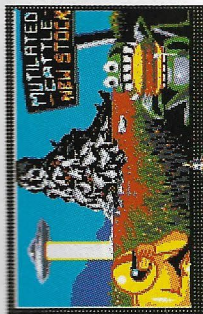


The PC version is the dark sheep. Not for the game quality, which is as good if not better than you can expect on PC, but for the price. I feel it is a tad on the high side, but the game and its sonics, scrolling and colours is as good as the Amiga version.

£29.99 OUT NOW

X-RATING: XXXX

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



Failure in the Bonus stage leads to a cow mountain for MacDonalds

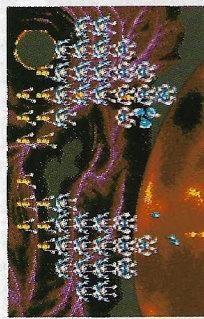
through everything rainbow laser and a wall of fire to the spectacular spinning fireballs.

These are only available for a limited time span, so when you get them you really have to make full use of them.

AMONG THE STARS

The invaders themselves are a darn sight more tricky than the originals. They can take more damage, they can grow with each hit, swelling to almost three times the size of the original, or they can do a little shuffle.

Some spin around in formation and others attack in parties, like in



Fighting a 'Galaxians' style formation. These are tough to fight on your toes.

There is also a nice bonus stage incorporated into the game. This humorous section can earn valuable points and will turn a few heads when it is played.

You have to stop the alien invaders stealing cattle and mutating them. This is quite funny, especially when you see the progress of genetic science to the point where cattle thank you or scream 'ouch'!

Despite the nice touches, it is still an old-fashioned Space Invaders game at heart.

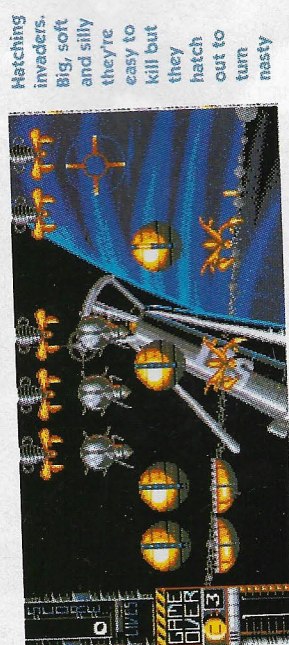


Fighting one of the tough end-of-level guardians, you have to collect fireball spray weapons

kaput. Additional extras such as special weapons have to be earned. Shooting the crossing spaceship releases a power pod, like in Arkanoid, which for a limited time either improves your ship's shield, produces block shields, or offers a splendid range of weapons.

Weapons vary from a cut

In 1979, something occurred which can only be described as a phenomenon. Space Invaders was launched, and became a massive success. 13 years later, they're back.



Hatching invaders. Big, soft and silly they're easy to kill but they hatch out to turn nasty



All that high technology and you still have to drag out your cannon by hand

with no fancy add-ons in the form of thrusts and controlled shields. This is raw control; if you're hit, you only have yourself to blame.

Actually, the ship is shielded, and you can take a certain number of hits before you lose a life.

This is a nice bonus compared to the original, where one hit meant

SUPER SPACE INVADERS



across your television. This, as the title suggests is 'Super Space Invaders'.

Therefore you can expect full colour, splendid sonics, and a quite a variety on the original classical games.

There can't be many people reading this who have not seen, heard of or played space invaders. Even if you haven't, you must have seen one of its hybrids such as Gorf, Phoenix or Galaxians. Super Space Invaders takes the best from these classics, and bases them on the original invader's layout.

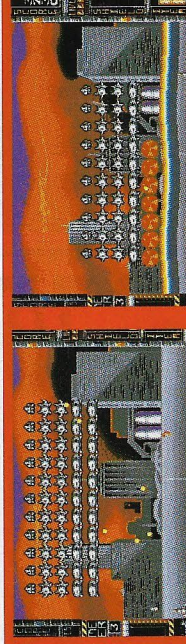
You can only move on the horizontal plane, like in the original,

Wow! I mean, the last thing you expect in the age of smooth multi-level smooth parallax scrolling and high powered computer processors is a Space Invaders clone.

Thankfully, you won't be spending your cash on a series of basic green characters shimmying



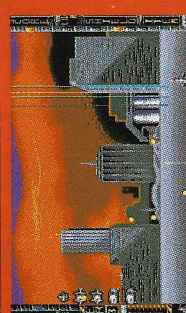
On the bonus level, saving that well-known protected species – the talking cow



With the mother ship flying over, shoot it to get some special goodies



A pretty butterfly could fly up, freezing all the invaders in awestruck glory



Or a destroy everything, cut-through mega laser

FACT FILE

Software Houses: Loricels

Programmers: Y Bourdic, YOMeris, Big Sur
Graphic Artists: A Lambin, Captain Bo
Music: M Winogradoff



Graphically this is very crisp and colourful and the animation is of splendid quality. On top of this there is some very good sampled music and sound which proves that the French still have the edge in the ST sound department.

Despite the good presentation I can't help feeling that this is just a wee bit boring. I'm normally a fan of puzzle games but I can safely say that this doesn't appeal as much as, say, Builderland (also from Loricels).

£25.99 OUT NOW



The graphics and sound are almost identical to the ST version and the gameplay is exactly the same.

£25.99 OUT NOW



As you would expect, the definition of the graphics is a wee bit blocky when compared to the ST and Amiga. However it is colourful and eye-catching. The sound is reasonable and is as good as you'll get on the Amstrad.

£10.99 £15.99 OUT NOW

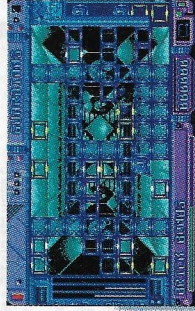


Guardians is compatible with most add-on boards and this means that the quality of presentation varies from downright awful to very impressive! The usual situation! If you've got VGA it'll look great.

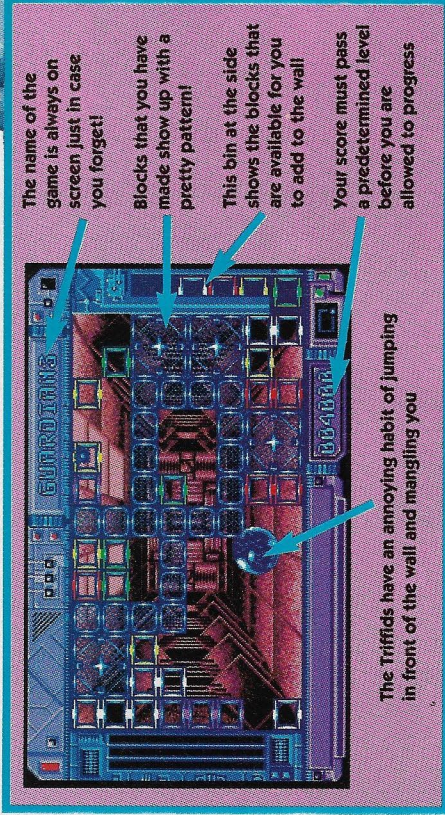
£25.99 OUT NOW

X-RATING: XXX

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



Fill up the spaces using your blocks wisely and economically. You've only got limited time so you'll have to be quick!



The name of the game is always on screen just in case you forget!

Blocks that you have made show up with a pretty pattern!

This bin at the side shows the blocks that are available for you to add to the wall

Your score must pass a predetermined level before you are allowed to progress

The Triffids have an annoying habit of jumping in front of the wall and mangling you

The weird and wonderful technique developed by the five groups involves the creation of magnetic lightning from the positive energy derived from the spheres. This energy is focused into blocks which are then used to contain the Triffids behind a segmented barrier.

Your job in this latest release from the French company Loricels is to challenge the five great families at their own game.

Battle your way through over 80 different halls as you attempt to contain the deadly Triffids behind the lightning wall.

As exciting and challenging as all this may sound, this is basically one of your average fast paced puzzle games.

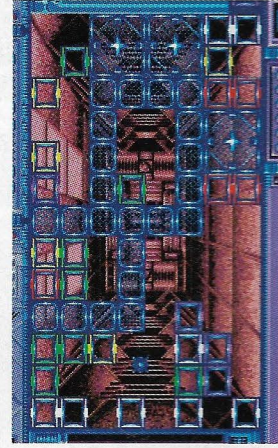
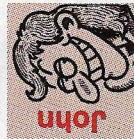
FREAKY BLOCKS

The French, bless their little cotton socks, are renowned for their extreme weirdness when it comes to computer games. Guardians is no exception to this rule.

Using the mouse your job is to shuffle around different coloured squares within the lightning wall so that groups of same coloured blocks are grouped together.

GUARDIANS

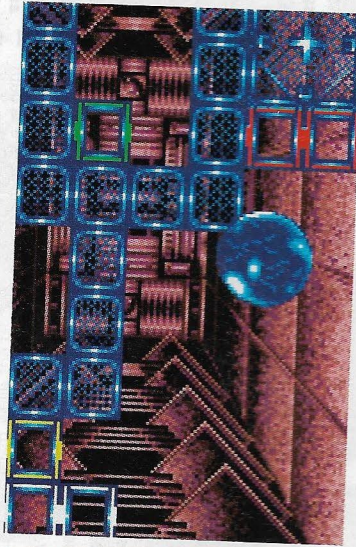
A scientific experiment goes horribly wrong and produces uncontrollable spheres of pure energy known as Triffids.
After decades of merciless fighting against these technological terrors five groups of specialists have succeeded in isolating them. The dynasty of the Guardians has begun...



Arrgh! A different coloured background! Yes indeed, the backgrounds do actually vary when you go through the different levels

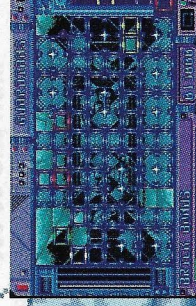
Once in groups of four, six or nine they will then fuse themselves into the wall, thus making a permanent barrier between you and the meanies.

While you are doing this the



Triffids will be happily bouncing around behind the wall and trying to break through, ready to mangle you

Looks really different to the other screens doesn't it? Well, well, well! It is a different level - I promise!



Fill up as much of the wall as possible until there are no possible areas of fusion left

at any available opportunity. Also at varying intervals a bonus Triffid will appear which must be collected.

Fail to do so and the mouse controls will be conveniently reversed for a brief period, making your life very difficult indeed!

Depending upon which family of specialists you happen to be challenging you have varying numbers of different colours to muck about with.

When challenging the least intelligent (and exceedingly ugly looking) family you have three different colours to juggle as well as 'joker' pieces which will fit in with any group of a single colour.

The most challenging level sees you trying to handle five different colours of blocks with no joker pieces to help you out.

To make things really hard you have a time limit with which to fuse as many areas of the wall as possible, and you also have to gain a predetermined number of points before you are allowed to progress onto further levels.



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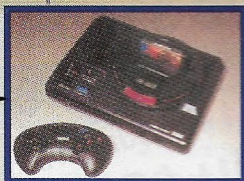
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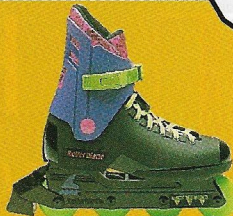


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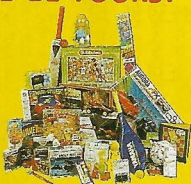
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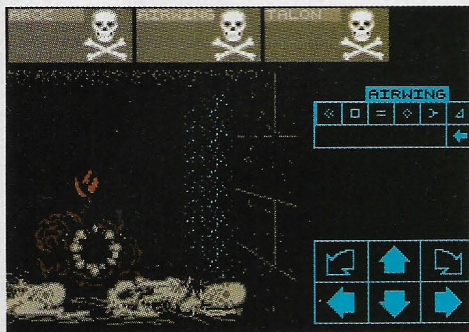
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A GCSE IN DUNGEONEERING

Please help me. I am totally stuck on Dungeon Master. I have all the weapons, including the Firestaff and the Power Gem, but I can't find the Armour of Darc and The Helm of Lyfe.

I have killed the Dragon but how can I kill the Chaos Knights? These knights always sort me out. What weapon or spell should I use against them?

Ashley Martin, London



Another good tip for Dungeon Master is to cast a light spell at regular intervals while trying not to get killed. Just use the light spell, **FUL**, because torches are in short supply on the later levels

Dr X: Well, I've had to deal with a dragon all my adult life (watch it, schnugglylumps! – Auntie) so the Deth Knights shouldn't cause any problems.

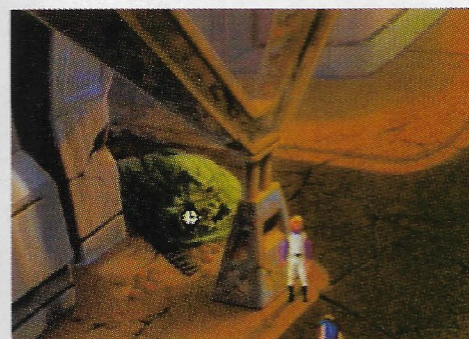
The best way to deal with the menace is to use a diamond blade to inflict extra damage as well as using that time honoured Dungeon Master tradition of closing the doors on their heads. A freeze box and persistence should see them tooting off.

The armour and the helm are found on the level of the rats and the knights. I shouldn't really be telling you all this because it's pretty obvious that you're bone idle and haven't used your eyes properly. Why don't you look for secret rooms and passages? You never know, you may come up trumps.

IN SPACE, NO ONE CAN HEAR YOU...

You must be getting fed up by now of all the questions asked on the same games week in week out, but please help me as I'm stuck on Space Quest III. I am at the door with the face scanner, I have got the card and I've got the photocopy of the picture, but I can't seem to be able to open the door.

Chris Fletcher, Stockport



Roger Wilco is the space janitor with the most, but he does need a disguise in order to penetrate Scumsoft. Use the photocopy and hold it up against the scanner

Dr X: You certainly do have a problem with your vocabulary. Instead of holding the picture to the scanner, try holding the photocopy to it and then inserting the card. Everything should then run hunky-dory and you should get past with no worries whatsoever.



DrX

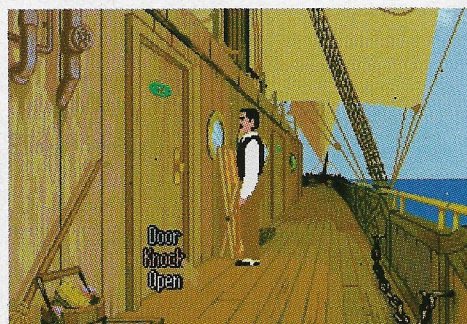
Here I am, sat at my surgery, despite being very poorly with chickenpox. I'm looking through a great heap of mail and I've noticed some from you snivelling little lot asking, nay, demanding games and equipment. Hop it! I'm not a charity. I'm in the NHS, the National Help Service. I'll help the needy. So, send in your queries and not your grovelling to: Doctor X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

CRUISING FOR A CORPSE

I have recently bought Delphine's new smash hit of a computer game, Cruise for a Corpse. I love adventure games but I would hate to think that I have wasted £27.99 so could you please help me with Cruise? I have been in Father Fabiani's room, been through his stuff and I have the hymn book. I have found nothing except the teddy bear and Tom and Suzanne.

- 1: How do I get into other peoples' cabins?
- 2: What do you do in your own cabin?
- 3: How do you get into the kitchen?
- 4: How do you get into the boarded up room?
- 5: WHERE IS EVERYONE?

James Goldsworthy, Peterlee



Try walking around the ship and being polite to people before breaking down their cabin doors. If this fails, be on your best behaviour and attempt to do a bit of 'knock, knock, knock on wood'

Dr X: You seem to be in a right pickle, obviously something to do with your personal habits. If you had some manners you'd know to knock on peoples' doors. How would you like some nosey Frenchman barging in?

That covers most questions. As for the rest, well, you'll have to see when you start asking questions because you can't get into the kitchen and the boarded up room at your stage of the game.

MONKEYING AROUND THE ISLAND

I have a little problem on Monkey Island. I can get the treasure, defeat the sword master, and I bet you think I cannot get the Idol of Many Hands. Well I can. (Smarty Pants! – Doc)

What I want to know is how do you get

the boat? Can you get a job? And how can I get the prisoner out? Can you help?

Nick Hamble, Morpeth



When dealing with the ship seller don't let him persuade you into taking anything extra. Stan is a pushy guy, but don't buy the useless gimmicks, such as the boat stereo or the porthole demister

Dr X: Of course I can help. I didn't take the hypocritical oath for nothing you know. Firstly, you don't need a job – they're hard enough to come by anyway. However, you do need the boat.

Get the letter of credit from the store master by tricking him into seeing the sword master. Watch him open the safe, remember the combination, and open it later. Buy the cheapest boat and don't be fobbed off into accepting ANY cheap gimmicks.

To release the prisoner, visit the pub. Take lots of tankards and fill one with grog. The grog works like an acid so you'll need to transfer it to the other pots. Eventually, at the gaol, you can dissolve the lock and release the somewhat ungrateful prisoner.

CLASSICAL CARTOONS

I'm stuck on the cartoon classics version of the Simpsons. I have mastered level one and two, but I am stuck on level three. I cannot get past the Big Wheel section. Please, please, please can you help me?

Daniel Ryan, Frimley

Dr X: I've never understood the popularity of that little yellow blockhead myself. Famous Five, that's what you need, with plenty of violence and a dog to kick. Anyway, to get past the Big Wheel you need quite a bit of skill. The trick lies in jumping on one of the seats, then leaping into the clown's mouth. Then you can eat your shorts, or whatever you like to do with yourself.

Arcade Ext

This week we bring you news from one of the hot events in the arcade year, the Associated Leisure Preview, where companies show off their new machines. Here are some new releases for you to look out for...

STARBLADE

All set to whack you straight between the eyes is an amazing new Star Wars type space combat/simulation game from Namco. Utilizing some of the most incredible graphics you will ever see it's one of the first major arcade units to utilize a new 3D method of projection known as 3-DCG.

This fantastic effect gives a true impression of depth

TERMINATOR 2

Supplier: MIDWAY Price: 50p a go

It's the one you've all been waiting for! The real biggie that will doubtless take all the arcades by storm! You've seen the film, read the book, played the pinball machine, seen the computer game, and worn the T-shirt... Now's your chance to oogle at the arcade unit.

The first thing that really hits you is the quality of the graphics and sound. They really are quite astounding! Apparently the game was developed in tandem with the film and, because of this, Midway has been allowed to use actual film footage as well as digitized speech from Big Arn himself.

As you can see from the screen shots, the views of the Endo skeleton, Mr Arnold Schwarzenegger and the appropriate HK's and other bits of futuristic hardware have all been digitized, so what you end up with is a VERY impressive looking game.

But how does it play? Well, like Rail Chase reviewed elsewhere, this is basically a sort of two-player Operation Wolf, Space Gun type thing where you use a large gun to blow away just about anything that moves.

Your gun gives you both missiles and bullets to shoot and, as is the trend at the moment, it pleasantly vibrates whenever you pull the trigger!

There are loads of missions to complete, from blowing up the Skynet complex to bashing your way through the Cyberdyne building accompanied by the likes of Sarah and John Connor. It's all fast paced, action-packed stuff which should keep the very best of all you action freaks out there well and truly occupied for quite a time to come!

X-RATING: XXXX



Travaganza

and will doubtless be one of THE hits of the year. Look out for a review in the coming weeks.

DRAGON'S LAIR II

Picking up where Dragon's Lair left off, this sequel has been in the making for some considerable time. All the fantastic cartoon-style effects of the original are present, but this time we're promised something new. Gameplay!

Yes, this time the thing is actually going to be playable, and a lot more player interaction will ensure that this will keep you occupied for a much longer time!

LASER GHOST

Another Opo Wolf style fantasy blast'em-up in the guise of a sort of Ghostbusters-type scenario. Play one of three different characters as you attempt to blast your way through wave after wave of weird and wonderful paranormal characters. Yet another for those of you who like to hang on to really big vibrating weapons.

SPIDERMAN

Yet another Sega system 32 unit is about to hit the streets. After a brief trial period at the Troc in London this looks set to hit the rest of the country very soon. Play the part of one of four cartoon characters as you battle it out in this scrolling Final Fight-style romp through the streets of New York.

Defeat the minions of Dr Doom and destroy his tyrannical reign over the city once and for all. You can take on the role of any one of three different characters.

Including here is the veritable web slinger himself as you punch, jump, run and clobber your way through wave after wave of comic book bad guys.

All in all the unit looks set to be yet another Sega classic, mainly because of its infinite playability and crisp defined graphics.

RAD RALLY

Supplier: SEGA

Price: 50p a go

Pretty much all of you must have either seen, played, or heard of Rad Mobile. C'mon! You must've done! It's got to be just about the most popular racing game since Out Run.

Well, to make things even better, Sega, in its infinite wisdom, has decided to enhance the game considerably and add a multi-player cabinet link-up option.

The new unit allows you to race against another human opponent in varying weather conditions and in many different types of terrain, from narrow winding mountain roads to the sun-drenched highways of the west coast.

Gameplay is as blindingly fast as ever, with the weaving wobbly roads winding through some quite breathtaking scenery. The added dimension of having another human opponent makes a considerable difference and really brings out the competitive spirit in you.

Graphically the game is up there with the best of 'em. The roads are filled with cars, and not only do you have to contend with other drivers going the same way as you, but you have oncoming traffic to deal with as well!

As you would expect, there's all the appropriate road side dangly bits and buildings and there's plenty of things to crash into if you spin out of control!

So, is this the definitive race game? Well, it's certainly up there with the best of 'em and you'd be hard pressed to find something better at the moment. I'm sure it's here to stay for some considerable time.

X-RATING: XXXXX



RAIL CHASE

Supplier: SEGA Price: £1 a go

Deep in the Andes, the vicious and vindictive Hearn syndicate is controlling the inhabitants as if they were slaves. Your job as a truly heroic hunky and wonderful guy is to plunge yourself deep into battle and complete a number of set tasks.

Firstly, you're going to have to recapture the 'Image of the Ankh', a secret Inca treasure, from the Hearn stronghold. You've then got to toddle off and rescue a bunch of hostages before crashing your way out of the hide-out. To top it off, all this must be done while sitting in a natty little railcar.

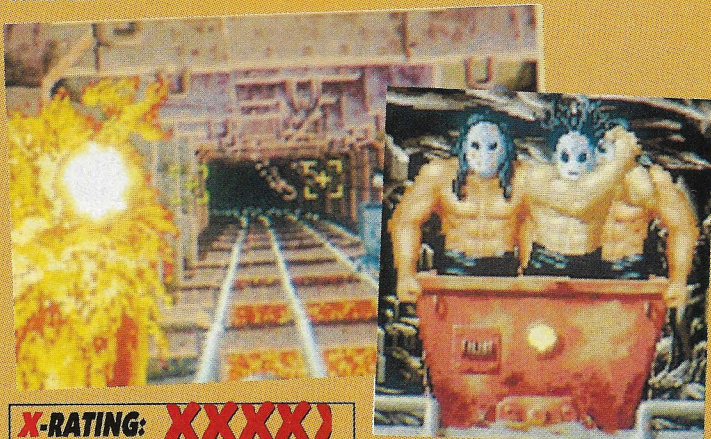
Targeted mainly at couples along with groups, Rail Chase is a large unit which incorporates a vibrating bench seat which allows two people to play at the same time.

The whole scenario of the game is set from the player's eye view as you zoom along the rail, blasting at the enemy soldiers, planes and mechanical monstrocities with your high-powered gun.

Fans of games such as Operation Wolf, Line of Fire and other first person blast'em-ups will instantly feel at home. With the added excitement of the moving seat you're in for a thrilling ride. Throughout the game you have the option to choose your route across the world of the Hearn syndicate by

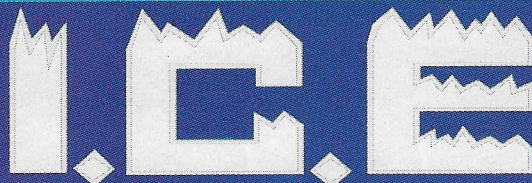
bashing your way through blockades and junctions. At the same time the never ending onslaught of enemy nutters continue to jump out of the trees.

Graphically the game is one of the best you're likely to see in your local arcade. Using Sega's latest 32-bit technology you are presented with a startling, undulating 3D view of the outside world which will really blow your socks off!



X-RATING: XXXXX

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**Hello! Lots more
cheats this week!
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know all the level codes
for Ninja III did you? Well,
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anything for you! Send
any of your tips to Tip-X,
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MANCHESTER UNITED EUROPE

— KRISALIS

Did you know that if you hold down Control and Escape at the same time your opponent will win 5 - 0? A bit stupid that really isn't it? Why would you want to cheat to lose?

LAST NINJA III

— SYSTEM 3

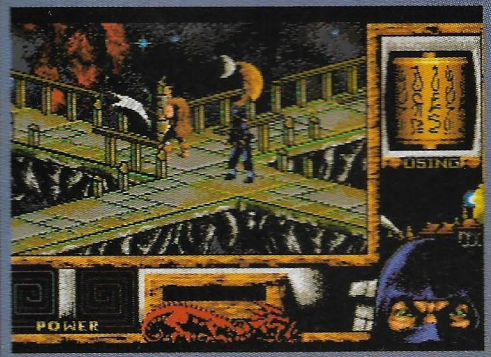
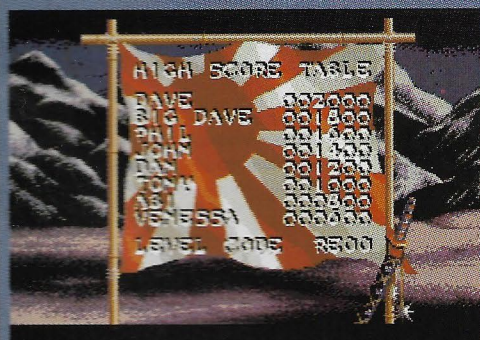
We very rarely get a high-score table cheat but here we have one for this recent release from System 3. An easy way to remember this is to write it down. OK then 'ere we go:

OOER SOUNDS A BIT RUDE MISSUS

Now think of it backwards and split it up into groups of four letters. This then leaves us with the following codes for the levels...

- Level 1: SUSS
- Level 2: IMED
- Level 3: URTI
- Level 4: BASD
- Level 5: NOUS
- Level 6: REOO

Just put these codes in on the high score table and you'll be well sorted!



TEENAGE MUTANT HERO TURTLES

— IMAGEWORKS

Not often we get cheats for PC action games so here's one for the positively awful Teenage Mutant Pizza Reptiles from a French person living somewhere in France. To become invincible all you have to do is to hold down all the middle keys on your keyboard at the same time (whatever that means, these French you know there's no telling what they're on about!)

Then a little on/off message will appear on screen. Click on, and the cheat will activate! Try it and see, I haven't got a clue if it works or not.

SPELLCASTER

— SEGA

Spellcaster (embarrassed silence as no one in the office has ever heard of it!) is apparently a jolly good game on the baby Sega and apparently if you put the following code in you'll be whipped along to the very last level of the game.

MQ411VKEOJB8N. Does this work? I haven't got a clue!

CASTELVANIA II

— NINTENDO

This natty little game is filled to overflowing with different passwords and codes and such like.

For those of you wishing to bounce around in Dracula's castle here are the code words:
HEART CRYSTAL BALL CANDLE

BACK TO THE FUTURE II

— IMAGEWORKS

A pleasant little Amstrad cheat which some of you probably know already! Type in HEADBUTT on the title screen and then you can press escape to skip through the different levels. A bit useful that 'innit?

RAILROAD TYCOON

— MICROPROSE

Now then, all you budding Railroad bossy types people can earn a huge wedge of extra moolah by holding down shift and the number key 4 to produce a dollar sign.

This will then give you a chuffin' great 500,000 extra bucks.

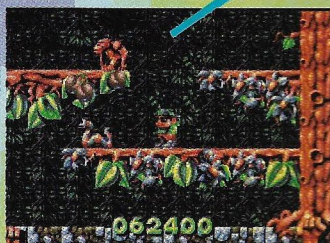
For those of you who've battled their way through the first world of the Bitmap's Magic Pockets, we can now bring you the second part in our enormously long series of player's guides. Enter the mysterious jungle and do battle with homicidal monkeys as they try and run off with your boxing glove...!



WORLD ONE



The exit for this first level is up at the top right-hand side



The first level of this second world is really dead simple. You start over on the left-hand side and must progress towards the right-hand side

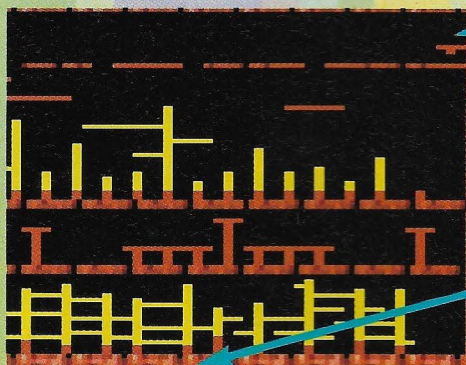


The Bitmap shades will destroy every meany on the screen, however, this is a trap! Don't jump up to get them as they lie in a room which cannot be left once entered

Throughout this world, the toy you require is a boxing glove. This is situated far over on the right near to the exit



WORLD TWO



The exit for this level is way up over here in the top right-hand side, while the glove you seek is in the top right corner

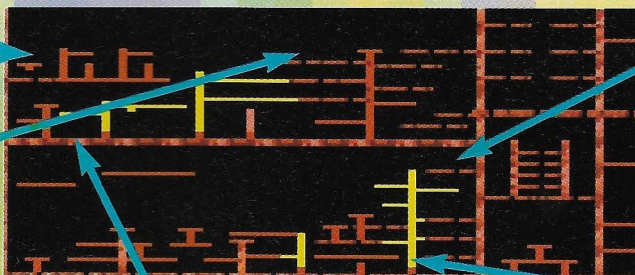


This level is the first to present you with the beanstalk problem. Many of the platforms are inaccessible unless you make the beanstalks grow. To do this, chuck a big cloud over it and wait till it turns into rain drops

WORLD THREE

The exit for this level is all the way over here

The toy can be located around the top centre



Although it may seem impossible to move up to the platform above, it can be done! Push the joystick up while releasing a giant cloud and you can quickly jump on it in order to reach your goal

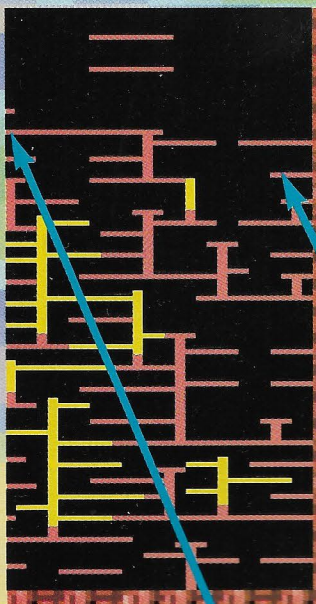


The horrible plants can cause a few problems!

As in the previous level the beanstalks are of paramount importance. Study the map and see the way the yellow stalks are formed, then try to be in a position where you will not be trapped when they grow



WORLD FOUR

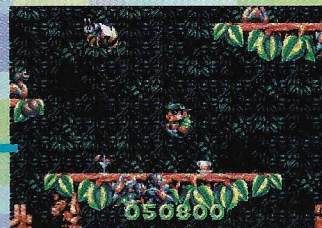
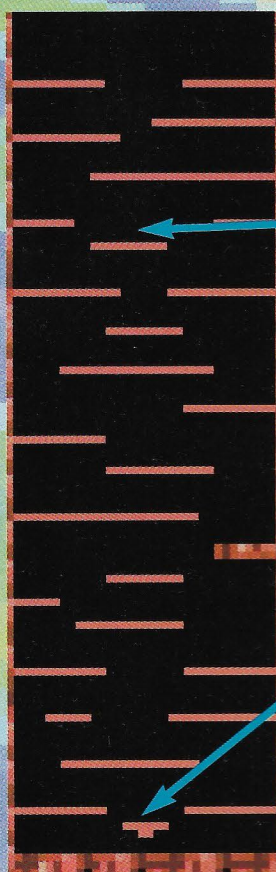


The toy is way over on the right so you're going to pop over here first and beat up the ape who's gone and pinched it!



Keep jumping up the left-hand side of the level and you will find the exit. Dead simple! All you have to do is avoid the psychopathic monkeys

WORLD FIVE



The way to get through this level is to initiate controlled falls pretty much all the way down to the bottom. If the Kid is spinning he'll kill anything he lands on



You will find the glove on the right-hand side towards the bottom, and the exit can be located right in the centre at the very lowest level

WORLD SIX



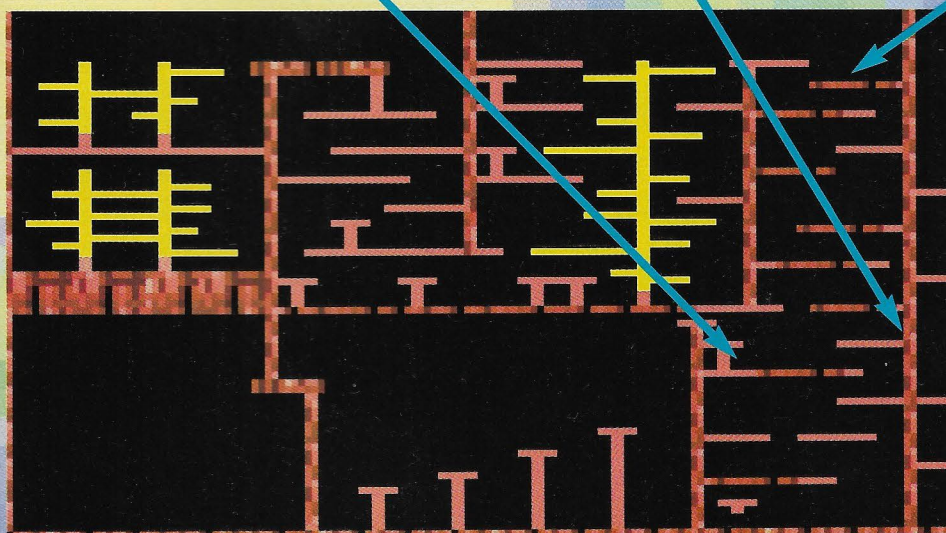
The exit is all the way down here at the bottom, at the end of this little passageway



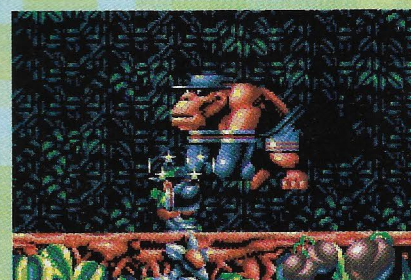
The monkey with the glove is situated about halfway down this section. He'll put up a fight so keep jumping and shooting. He'll more than likely have a few pals with him as well!



First, you should make your way over to the top right-hand side and then start manoeuvring down through the platforms



KILL THE GORILLA



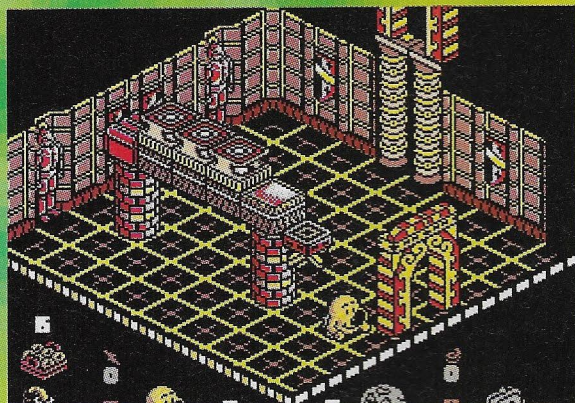
Once you've left the sixth world you'll have to do battle with the gorilla. Don your biffing tool and give the cretin a good whacking. Keep moving and aim for his stomach

There's nothing like a great game to keep you occupied on a wet Sunday afternoon. Head Over Heels fits the bill nicely, taking four hours to complete just one game! Newcomers may get stuck quite early on, so here's a map with the harder screens solved for you...

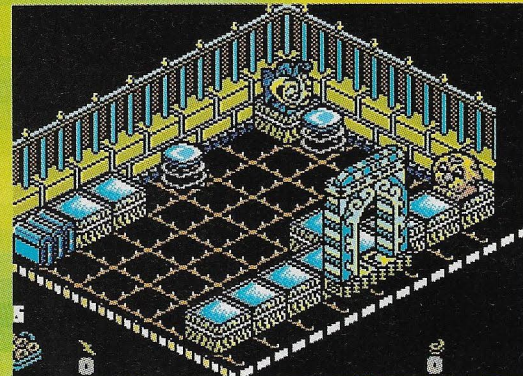


ESCAPING THE BLACKTOOTH DUNGEON

7 Shoot the nastie with your gun to freeze him to the spot, then push the pile of boxes to the centre of the two stacks. Collect both the bunny, for speed, and the doughnuts before leaving. The enemy won't come back to life unless you re-enter the room

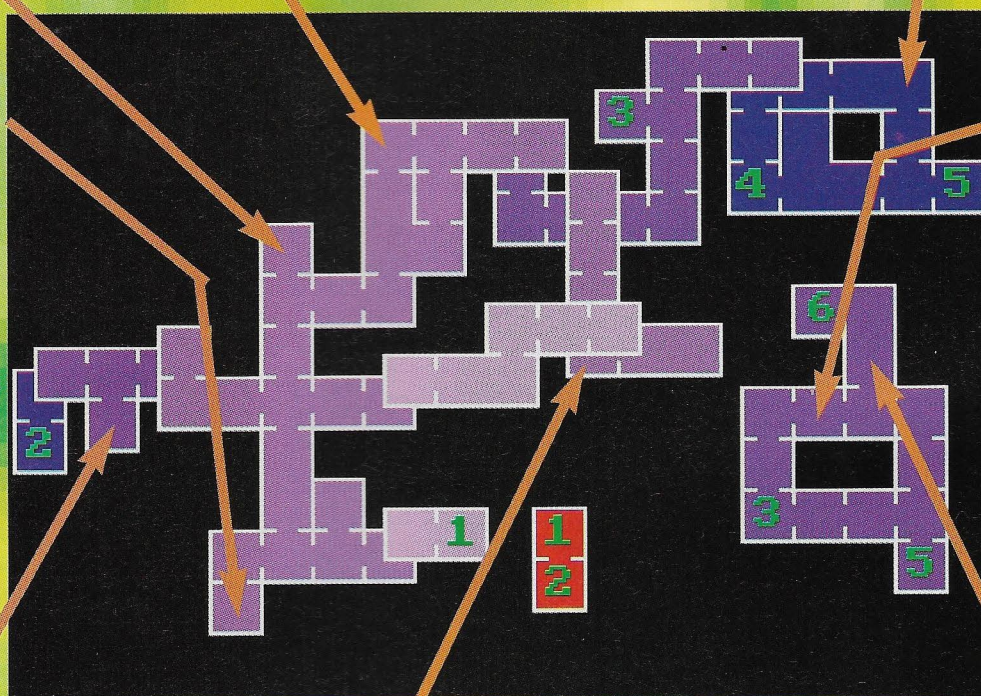


1 This is the easiest route to use. Simply jump up on the lift and push the three platforms onto the conveyor belt, pausing while each falls. Then push the stack over to the doorway and jump up and out, simple

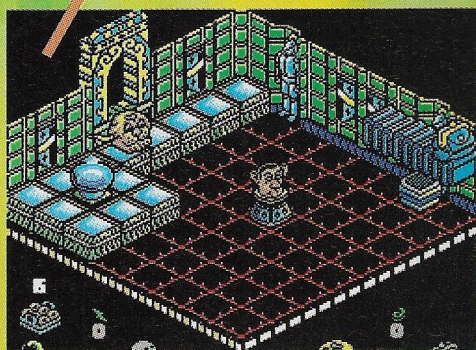


4 To collect the fish, cross this double room along the east wall where the conveyor is. Remember that there is a disappearing block right at the end which you'll have to jump across. Then simply use the two springs to collect the fish and cross safely onto dry land

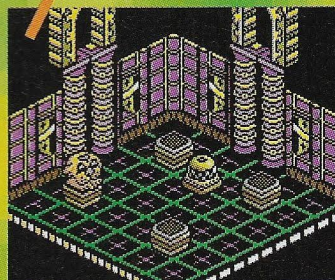
6 Although obtaining the honk gun looks simple, things are never what they seem to be. Each of the two stacks in the centre consists of three disappearing blocks, so quick movements are required. Don't waste time when exiting, simply jump across towards the door



8 You don't need to cross this room, it is therefore better to avoid it. If you do want to go this way then use the moving platform, but remember that when stationary it will change the direction you are facing. Jump onto the platform overhead as you cross to avoid being pushed off your mode of transport



2 Here is where Heels gets the bag. Control the Charles character using the joystick found near the door. Push the block out from under the bag and position Charlie so that you can reach the conveyor at the top. Go along and collect the bag before exiting



3 There are two exits from this room and the correct one to take is to the east. Pile up the four boxes, being careful not to let the nastie touch you or the boxes. Then jump out. There is some booty to collect to the north but only experienced players are advised to go for it



5 To get across the deadly squares pile the two drums, one on top of the other, and jump off the top one as close to the edge as possible. If you succeed, run up to the north wall before exiting and collect the bunny which will give you invulnerability



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CONSOLE CONNEXIONS

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

GAME: QUANTUM FIGHTER
MACHINE: NES
PRICE: £29.99
SUPPLIER: BANDAI UK

The Earth is not a pleasant place to be in the future. The planet, protected by the defense computer, is under extreme danger because the central processor of the machine has been infected with an evolving virus which is rapidly eating away at the memory banks.

One man has volunteered for the job of ridding the computer of this infection, and yep, you're the hero. You must face the virus on its own ground, and that means entering the circuits.

You are transferred into the computer and turned into the Quantum Fighter, and you only have a few hours to clean the chips from damage.

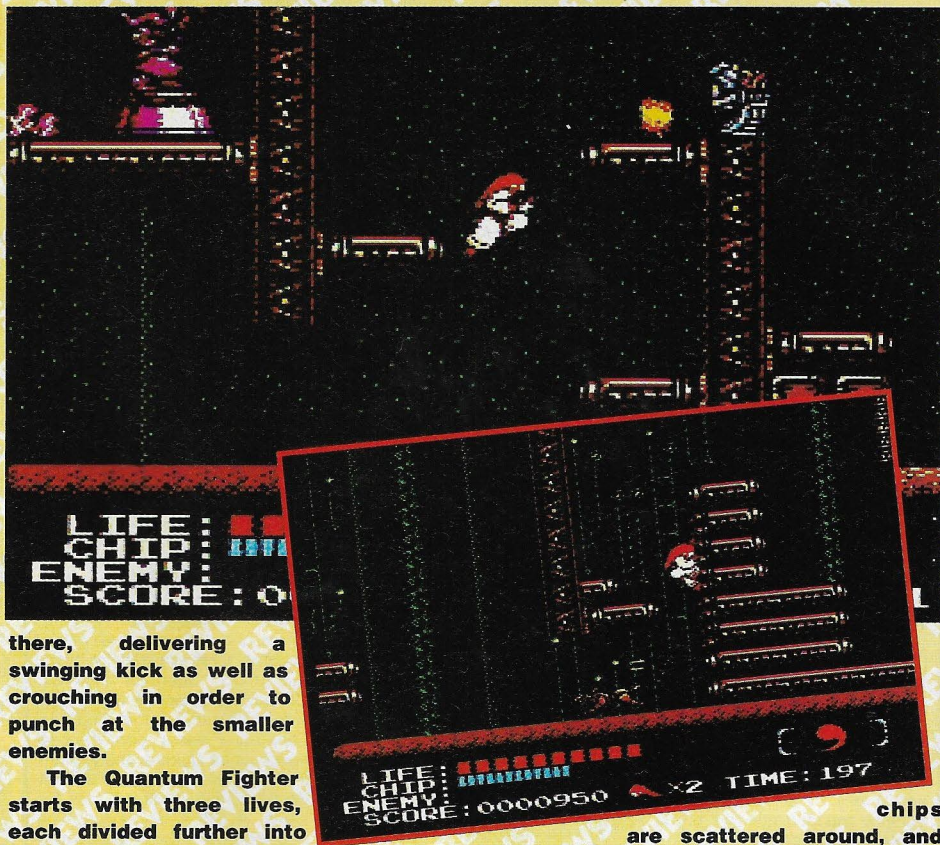
Set over six levels, Quantum Fighter is a scrolling platform romp where your task is to attack the computer enemies with,

at first, your hair (!?!), but soon you'll have the option to progress to more powerful weaponry, such as the throwing chips, fusion gun and also the

quantum bombs.

Tapping button A on the pad will make the Quantum Fighter jump, with B operating the weaponry and throwing punches. Furthermore, pressing Select will enable you to flick through the weaponry you're carrying.

Additional moves include leaping and hanging from platforms, and while you're



there, delivering a swinging kick as well as crouching in order to punch at the smaller enemies.

The Quantum Fighter starts with three lives, each divided further into an energy bar. Hearts can be collected to top up energy, and additional 1-ups can be found. Memory

chips are scattered around, and can be fired at close range to destroy the enemy.

Quantum Fighter is a tough game which is set over six big levels. The game is graphically good for the NES, and the sound is of equal quality. Add to this superb gameplay and you have one of the better NES games of late.

X-RATING: XXXX

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

At last, it's arrived. Arthur the Knight is back in his greatest adventure ever, so Famicom owners feast your eyes on the review. For sadists, check out Kabuki Fighter.

GAME GEAR EXTRAS

Sega has just released two gadgets for use with its portable Game Gear. The first is a gear-to-gear cable, which is basically a link lead similar to the one used on the Game Boy.

It is 1.5m in length and therefore allows two players to sit at a comfortable distance from each other. It should be available now from most good computer stores for £4.99.

The next accessory for the Gear allows you to use the hand held in the car without using vast quantities of batteries in the process – all this for just £17.99.

The car adaptor plugs into the Game Gear power jack, the other end slotting into any car cigarette lighter. The power pack should also be available soon and, like the cable, have a gander around your local store for one.

SUPER NES COMPATIBLE CARTS

Progames, the specialist in console supplies, has announced that it has a convertor which allows you to play Japanese or American carts on either the Super NES or the Super Famicom.

With some excellent new cartridges being released in the States, this convertor will be warmly

received to allow Famicom owners over here to have a taste of the action.

The convertor will have a gold plated pin that ensures long life, while at the same time cleaning the cartridge port each time it is inserted into the machine.

If you would like more information on the convertor, contact Progames at 10 Mitcham Lane, Streatham, London SW16 6NN, or phone them on 081 769 9937.

MORE SONIC

Sonic the Hedgehog must now be the most popular game on the Mega Drive, and Sega now intends to convert the speedy character onto both the Master System and the Game Gear.

At the moment Sega is concentrating on the

GAME: CHOPLIFTER II
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: CONSOLE CONCEPTS

ChopLifter II is the Game Boy version of the ageing classic which appeared years ago on the VIC 20 plus the majority of other popular home computers. As a helicopter pilot you must rescue the hostages on the ground. Easy? No.

Great skill is required to manoeuvre the chopper around the buildings and landscape, then finally to take her down



to land on the ground. Gun turrets fire at your fragile craft and tanks patrol the floor, sapping up the fleeing hostages.

The helicopter is equipped with two weapons: the cannon and bombs. The gun is bolted onto your helicopter and fires in the direction you're facing, whereas the bombs must first be collected and free fall to finally explode on their target.

ChopLifter II is a playable shoot'em-up with graphics which are average taking the Game Boy's capabilities into account. There are quite a few levels which provide enough variation to present a challenge that won't easily be completed. On the whole this is a fairly dated game that is still holding up well.

X-RATING: XXX)

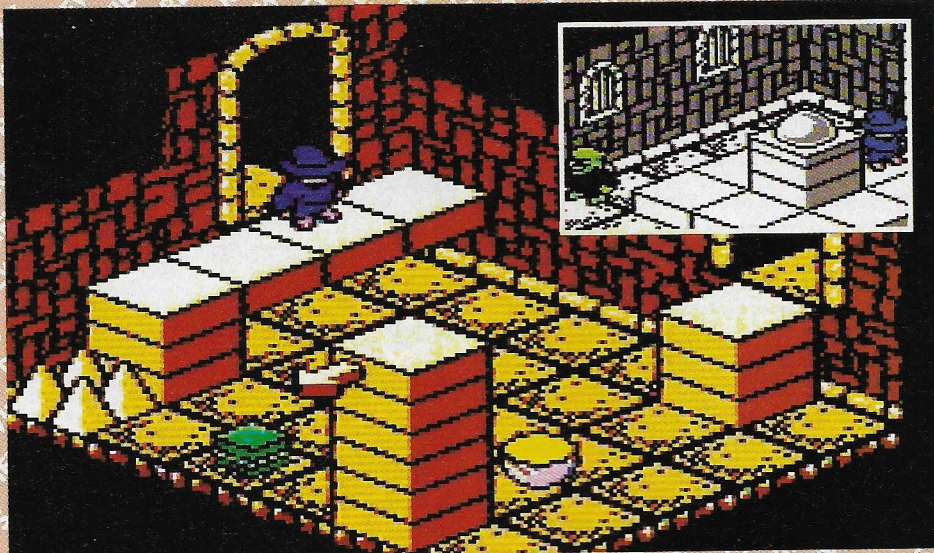
Gameplay: 11/20
Lastability: 14/20
Presentation: 13/20

Master System version, but due to the similarities of the two the Game Gear version will shortly follow. Mind you, it is possible to play the System cartridge on the Gear if you own a convertor.

The game obviously won't be as complex in design as the original 16-bit version, but it will still include intense action with you, as Sonic, battling against the evil Robotnik.

It will still have six levels, divided into three, but there are one or two changes. The 8-bit game will feature a bridge zone, a jungle zone and a sky base zone in place of three of the Mega Drive levels.

Unfortunately it doesn't look as though the Master System version will feature the revolving bonus maze but then again, you'll be getting Sonic the Hedgehog so what more could you possibly want?



GAME: SOLSTICE
MACHINE: NES
PRICE: £29.99
SUPPLIER: BANDAI UK

Solstice is an arcade adventure set in a mystical realm where you, playing the role of the brave Shadax, must explore the darkest corners of the fortress Kastlerock.

Kastlerock is constructed of over 250 rooms which challenge you to solve various complex puzzles. It's imperative that you avoid certain death, appearing in the form of the castle guards.

Your quest is simple. Inside the castle are six pieces of a magic staff, and the only way to save Princess Eleanor from the evil magician Morbius is to recover the staff and use its powers against the necromancer.

The game uses a 3D isometric view and the Joypad controls are as follows. The D-pad controls movement, button A makes you jump and B picks up items. Tapping Select brings up the menu which allows you to select one of the potions you are carrying.

These potions have different properties depending on their colour. The blue vial is a shield of life, purple brings destruction, yellow freezes time, and finally, clicking on the green potion which makes invisible objects appear.

Shadax is equipped with a map

which constantly updates when he explores a new area. Other objects to be collected include extra lives, magic boots that allow higher jumps, portals for transportation and keys which open hidden or locked doorways. Each spinning coin collected awards Shadax with a continue credit.

Solstice is quite a large game and offers many hours of challenging gameplay. Control over Shadax is simple with easy-to-use movement and item selection screens.

The game isn't that graphically impressive due to poor colour use but the sound is good. Overall, Solstice is a competent arcade adventure that doesn't break any new barriers.



X-RATING: XXX)

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

Just before your bike falls over the huge drop, do a loop. If performed correctly, the bike will land on the front tyre twice, then land on the second hill. Hey presto, loadsa points!

ZARLOR MERCENARY - LYNX

On the character selection screen, hold OPTION 1, then press UP, DOWN, LEFT, RIGHT and UP. The screen will change to show a life program which simulates a bacteria colony!?! Useful, eh?

Thanks to:

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

HINTS & TIPS

CHIP'S CHALLENGE - LYNX

Did you know there is a secret mandlebrot program on the Lynx version of Chip's Challenge? Simply enter the code, MAND, and you'll enter the program.

Cypher, the special level, is actually made up from letters which are in fact level codes. If you look closely you can get codes from levels 82, 137 and 146.

CALIFORNIA GAMES - LYNX

To get loads of points on the BMX stage, perform a loop right from the start and hop to the first hill. Stop, then land on the little ramp below, thus giving you a boost of speed.

**GAME: ISOLATED
WARRIOR
MACHINE: NES
PRICE: £29.99
SUPPLIER: BANDAI UK**

Nope, the Earth isn't under attack from a bunch of vicious alien scumbags, but a nearby planet is, and yup, you've got to save the world and destroy the entire attacking force.

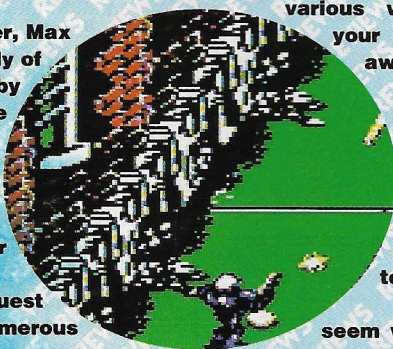
You are the captain of the army, Max Maverick, and you will face the alien horde single-handed. The game is an isometric shoot'em-up in similar vein to Zaxxon with most of the action taking place on the city streets.

Max begins the game armed with a laser which is fired by tapping button B, with A making him leap or if held down, he'll somersault.

Apart from his laser, Max carries a limited supply of bombs, activated by tapping button B while in mid-air.

In addition to trekking around on foot Max can also climb on his bike or steer the hovercraft.

Throughout his quest Max can collect numerous



objects which restore health or boost his speed. A shield is also available to make him invulnerable from attack, and various weapon extensions make your firepower even more awesome.

Once having fought your way through the numerous waves of mutated scum you will then have to face the monstrous guardians protecting the way through to the next stage.

All the other creatures seem weak and incredibly feeble

in comparison to these gargantuans, so watch your step!

Isolated Warrior is a tough game, but addictive all the same. The graphics are colourful but are glitched in some places, and the sound is fairly dull.

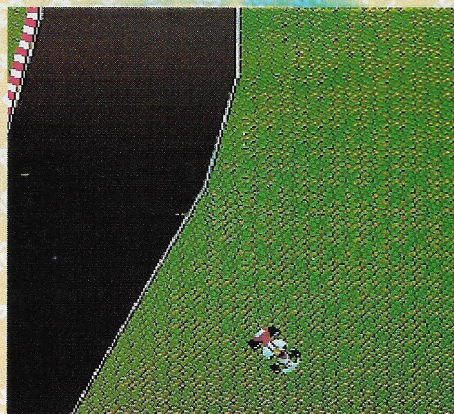
Don't get me wrong, Isolated Warrior isn't a dire piece of software, it just isn't anything to get excited about.

X-RATING: XXX

Gameplay: 12/20

Lastability: 10/20

Presentation: 13/20



**GAME: WORLD CIRCUIT
MACHINE: PC ENGINE
PRICE: £35.00
SUPPLIER: CONSOLE
CONCEPTS**

After Mansell's bitter disappointment in losing to the Brazilian, Senna, all we need now is an F-1 racing game. Mind you, World Circuit is an excellent overhead Formula 1 cart and hopefully you won't manage to lose your wheel when leaving the pits.

World Circuit is a simulation that is based more around circuit action rather than realism. The car you're driving has only a brake and accelerator, with automatic transmission.

Button 1 controls the latter, and

button 2 applies the brake. Each race is set over a number of laps, which are determined before the race.

To be successful you must finish in the top three. Once you have started the race, you cannot be helped in any way by other people unless you're in the pits.

This means that if you ram the scenery you can't be pushed backwards so you can continue the race. The pit lane is situated by the start line and is entered by simply driving into it. You can then change tyres or replace broken body panels.

Apart from entering the tournament you can practise each course. This is really helpful because the majority of the circuits are tough, comprising of hairpin bends and chicanes.

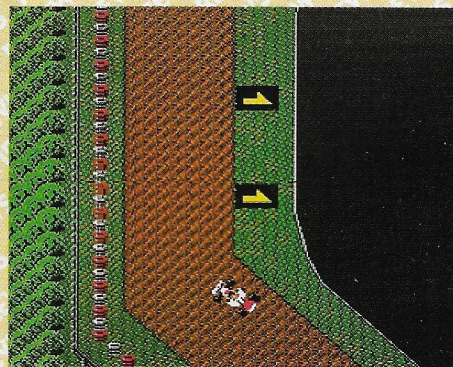
World Circuit is a playable racing



game which has one major fault - all the instructions, both in the manual and on-screen, are in Japanese so you must either be able to read the lingo in all its gobbledygook glory or, if not, be lucky to participate in the game to the full.

Taking that into account, it is still easy to race as long as you don't object to a small amount of trial and error.

The graphics are slick and move fast, but the sound comes across as being fairly dull with just the hum of the engine. In conclusion, a great game if you can read Japanese.



X-RATING: XXXX

Gameplay: 15/20

Lastability: 13/20

Presentation: 14/20

GAME: SUPER GHOULS 'N' GHOSTS

MACHINE: SUPER FAMICOM

PRICE: £50.00

SUPPLIER: CONSOLE CONNEXIONS

Arthur the Knight has returned, ready to cleave goblins, skewer skeletons and rescue fair princesses. Arthur made his first appearance many moons ago now on the C64 in the classic game, Ghosts 'n' Goblins.

His quest was to rescue the beautiful maiden from the clutches of the evil lord. Successful he was, but then another princess was snatched and Arthur had to embark on his second adventure, Ghoul's 'n' Ghosts. Now, an experienced and wise knight, Arthur returns once more to rescue young girls everywhere.

Super Ghoul's 'n' Ghosts is much bigger and better than its predecessors, with maiming monsters aplenty and an action-packed quest.

Arthur starts his adventure in an eerie forest and before long the ground splits open. From the depths zombies crawl, arms outstretched. Tapping button Y will send a lance in the direction you're facing and will quickly disperse with the undead creature.

Furthermore, the B key will make Arthur jump, a further tap in succession serves to send him even higher.

Each level, of which there are eight, is divided into two parts. The beginning of each section acts as a marker for when you continue a game after having lost a life.



Every stage uses a different setting from the last, and Arthur's journey will take him through haunted dungeons, ice caverns and even across a sinking shipwreck before he is able to find the beloved princess.

Although Arthur only starts with a lance, he can soon upgrade by opening the chests throughout each level.

The lance is quite powerful but is slow to use.

The dagger, on the other hand, is quite the opposite. The scythe is slow but effective, the axe arcing off in a circle. The bow is useful for firing up, and the flame bombs prove to be great for destroying creatures which stumble along the ground.

On top of this, Arthur can collect the runic armour which increases the power of the weapon even more. The dagger changes into speeding darts and the lances are transformed into missiles!

The monsters that Arthur will have to face are both tough and cunning, and a great deal of skill is required to defeat each and every one of them.

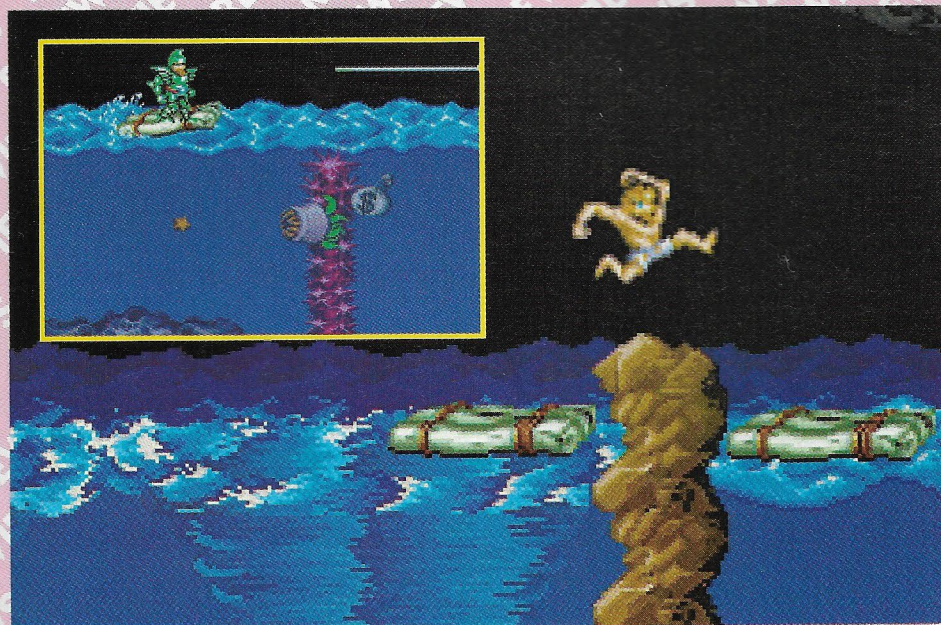
The easiest creatures, the zombies and hellhounds, need only to be blasted a couple of times before they die. The fire-spitting skulls on the other hand have to be shot in the head before they erupt in a ball of flame.

Mind you, these minions are nothing compared to gigantic adversaries found at the end of each level. The first is a great swooping eagle which claws at your armour and lays eggs from which eaglets burst out to peck away at your lives. Other bosses include a swirling whirlwind, a vast deadly snake and of course, the winged demon which stole the princess.

After all the hype surrounding the release of Super Ghoul's 'n' Ghosts I was glad to see that the game is all it was cracked up to be. The game is visually perfect, every little detail catered for.

The backdrops are sensational, the sprites are animated superbly and the effects, such as lightning and tidal waves, add to the eerie atmosphere.

The sound is of equal quality, the various tunes plus the sampled effect create a surprisingly spooky setting. Add to this the tremendous playability and you have a near perfect platform romp.



X-RATING: XXXXX

Gameplay: 17/20

Lastability: 17/20

Presentation: 18/20

GAME: KABUKI FIGHTER
MACHINE: MEGA DRIVE
PRICE: £34.00
SUPPLIER: KC'S
COMPUTERS

Kabuki Fighter is an oriental beat'em-up where you can forget about peace and unity - only the highest body count adds up in this game.

Playing the role of Kabuki Fighter, you must fight your way through five levels of stunning graphics, filled to the brim with vicious samurai warriors.

As with the majority of other beat'em-ups available, Kabuki Fighter has a plentiful supply of moves that will please the average sadist, the most common of which is the punch.

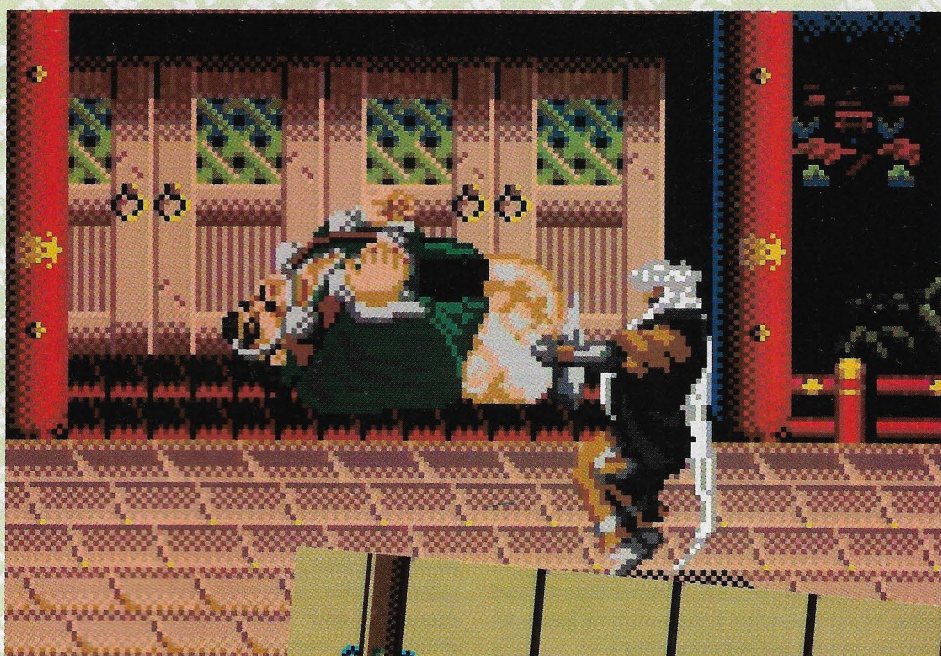
Performed by tapping button A, the punch is a low-powered form of attack. Next is the flying kick which is done by pressing both the D-pad and button A and B at the same time.

Other moves include pile-driving an opponent, swinging them around, and then throwing them along with the extremely effective skidding low kick.



B is used to make the Kabuki Fighter jump and finally C activates the smart bombs, of which you have three to begin with, but more can be collected later in the game. The bomb will knock away at the energy of any on-screen enemy.

When defeated, some of the enemies drop a bonus which appears in the form of a small box. Kicking a box will open it and you will then receive one of four power-ups. The most common is a plate



of food, useful to restore energy.

The scrolls equip you with an extra smart bomb, while the other two, namely the fan and the sai, are deadly weapons which can be used to overcome the samurai.

As well as each level being packed with skilled enemy warriors, you will also have to face their leaders at the end of the stage.

Unlike their minions, these hulking thugs are armed to the teeth with throwing stars and other samurai weaponry, and they're not afraid to use them. They equal you on strength and energy, so the fight can only be won by superior skill.

Beat the first four stages and you will have to attack the evil Kabuki at the end of the fifth sector. Forget fist fighting, this brute attacks you with fireballs and black magic.

Kabuki Fighter is a game for either



one or two players working as a team. As they say, two fighters are better than one but make sure you don't throw a stray punch as your battle buddy can be injured by your attacks.

Kabuki Fighter is one of the better beat'em-ups on the Mega Drive, and features big, chunky graphics, thundering sound and lots of action-packed mayhem.

This is a great addictive beat'em-up, but is sadly let down by the challenge presented by the game - it is far too easy and possible to complete it within a matter of hours.



X-RATING: XXX

Gameplay: 14/20
Lastability: 8/20
Presentation: 17/20

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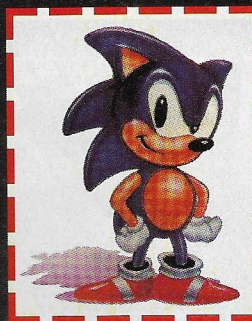
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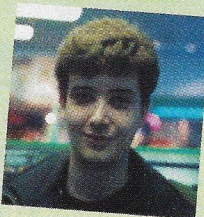
STREET TALK

PACMANIA CHALLENGE

Ryan Dyson (18)

I've got an ST and my brother has a Mega Drive. I haven't got that much for my ST, but Roadrash is great on the Mega Drive. At the moment I'm looking for Devil Crash, a pinball game on the Mega Drive.

I do like sport and music. I can't think of any sports, but I'm into groups like Nirvana and bands like that.



Paul Burgess (24)

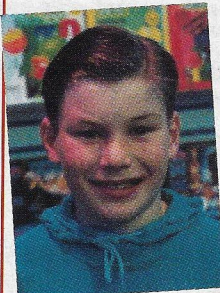
My old man's got a PC. He's only just bought it and we haven't got many games on it. That's why we're here. There aren't that many games shops in Grimsby, so we've come over here to look for some better games. We've got a good Golf game, but that's about it really.



Tony Turner (11)

As well as playing computer games I like playing sports. I've got an Amstrad CPC 464 and a Game Boy, and I'm hoping to get a Mega Drive for Christmas. Super Mario Land on the Game Boy is a good laugh, and F-16 Combat Pilot on the Amstrad.

I play for a Sunday league team, Crosspool. My dad's assistant manager, and a Wednesday player. As well as playing computer games I like playing sports.



Daniel Parker (14)

Super Mario Brothers is my number one, it's really good. My games system is a Nintendo. When I'm not playing this, I like to play a bit of Rugby sometimes, and I play football.

I'm a Wednesdayite, they're the best.



Simon Davidson (12)

Final fight on my 64 is my favourite. I've also got a Game Boy, and I love playing Super Mario Land. I'd love a Famicom, but the games are too expensive really.

I like karate, swimming, basketball and volleyball. I support not only the LA Lakers but the Minnesota Vikings as well - although they're American, they're good.



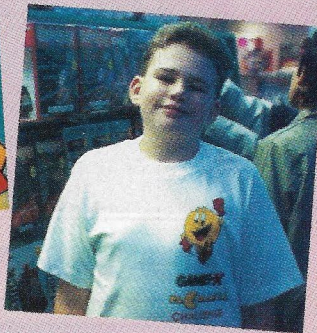
THIS WEEK'S WINNER AT MICROBYTE IN SHEFFIELD



Matthew Wilson (11)

1st - Now you've told me that I've got today's top score, I think the challenge is brill.

I've got a Nintendo NES and I like playing Super Mario brother games and games like them. What I want though is a Sega Mega Drive, and hopefully I might have won it. Apart from that I like football, especially Sheffield Wednesday, they're brill.



PACMANIA HALL OF FAME

1. David Cooks20,400
2. Neil Foster.....18,700
3. Jonathon Cook.....18,540
4. Matthew Wilson.....17,820
5. Jonathon Wills.....16,620
6. James Hartley16,120

Next week we're at the Sega Shop in Ewell, and after that we're going down to Game at The Pavilions Shopping Centre in Birmingham.

So why don't you get your clogs on and hop down to take on the Pacmania challenge, you could be a winner. Can you do better and win that elusive Sega Mega Drive?

Mark Sudbury (13)

Role-playing games are great and I also like to play squash. I've come from Doncaster to have a look around. I've got a Sega Master System, and Sonic the Hedgehog is brilliant. I would like a Sega Mega Drive, but I'll have to wait and see.



SHOP TALK

Dean Howells - Shop Manager (25)

This store's been going for just about a year. We're doing very well and things are picking up. The kids are off this week, and it's coming up to Christmas, so it's busier than normal.

The Mega Drive is our best selling machine at the moment with the Amiga going well and the Lynx is also picking up. The ST is dying off a bit now, and the Amstrad and the Spectrum are so-so. However, the 64 is still going quite strong.



On the software side, it's a similar story. Mainly Amiga and the Mega Drive, although it's usually budget titles on the 8-bit computers. I think the Pacmania challenge went quite well, it's a good idea.



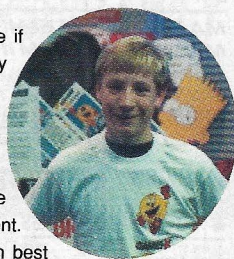
The ones that sold the most

- 1.....Alien Breed
- 2.....Lotus Challenge II
- 3.....Mega lo Mania
- 4.....Final Fight
- 5.....Movie Premiere
- 6.....Rugby World Cup
- 7.....EA Hockey
- 8.....Man Utd Europe
- 9..World Class Leaderboard
- 10.....F-16 Combat Pilot

Jonathon Wills (14)

2nd - I'm just waiting to see if I'm still second. I nearly won, but I just want to get my T-shirt now.

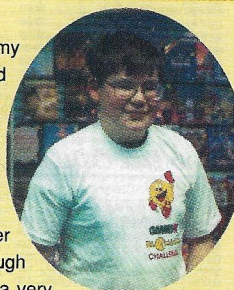
I'm getting a Mega Drive for Christmas, the games are dead good on it. I've got a Game Boy and an Amiga at the moment. I like Wonderboy, no, Megaman best on the Game Boy and Apprentice on the Amiga. I'm not that bothered about anything else.



James Hartley (14)

3rd - I'm quite pleased with my score. I've not played Pacmania before, but the T-shirt is good although too small.

Chequered Flag on the Lynx is a great game. My favourite on the Amiga is Kings Quest V because I prefer adventure games the best, although I like some fast games. I'm not a very sporty person, I guess you can tell that, but I do like to do a spot of modelling.



TOP 10 PRIZES!

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 Number 1 on our chart is this wonderous TV from those nice people at Philips! It's quite remarkable as you will see if you're our lucky winner!
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2 WIN THIS FEET TREAT!
 We've got a shoe at number 2, a pair of Nike Air 180's to be exact, but that's not all folks...oh no! There's a pair of rollerblades and a pair of rollerskates too!
CALL 0898 101 952



3 WIN A MOUNTAIN BIKE!
 Number 3 and climbing is this triff Trek bike!
 So if pedal pushing is up your mountain this is just for you!
CALL 0898 101 953



4 WIN A SUZUKI QUAD!
 4 wheels at number 4! It's a Quad! This chunky chappie is for off road riding, and with an 80cc engine it's a dream for anyone over 12! And it could be zooming its way to you!
CALL 0898 101 954



5 WIN AN AMIGA SYSTEM!
 What has 5 letters and is at number 5 in our chart? The AMIGA! Plus a monitor, printer, joystick and loads of games...it's WILD!
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 It's in the mix at number 6! A splendid piece of hifi equipment! Turntable, twin tape deck, tuner, CD player and speakers!
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 You'll be in 7th heaven if you win this CDmachine!
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8 WIN A SEGA GAME GEAR!
 A little mate at number 8! The Sega Game Gear!
 This is one of those things that makes you go ooh! Get in Gear!
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9 WIN £250 OF CLOTHES!
 What's at number 9? The chance to spend £250 at your fave shop that's what! So get yourself a mod bod with this cuddly comp!!
CALL 0898 101 959



10 WIN A 140CC GOKART!
 Driving in at number 10 it's a Zip Challenger GoKart! With a 140cc petrol engine at the back you just put your foot down and GO!
CALL 0898 101 960



WINNER!
 Abigail Singer from East Sussex is rather pleased with herself as she won our EVERYTHING comp! Watch this space for winners!



Calls cost 36p (cheap rate) and 48p (at all other times) per minute incl VAT. For a winners list send a SAE to: Populuxe, PO Box 2065, London, W12 9JH. Maximum call length is approximately 5 minutes. Competitions involve a series of questions and a tiebreaker, the best answer to the tiebreaker winning.

One of the imminent releases is the follow-up to this summer's smash hit, *The Secret of Monkey Island*. The game will be available on the PC, Amiga and also the ST and features you as the grog guzzling Guybrush Threepwood, scourge of the seven seas!

The Secret of Monkey Island saw you start out as a nobody. However, as the plot unfolded you mastered the art of swordsmanship, thievery and treasure hunting.

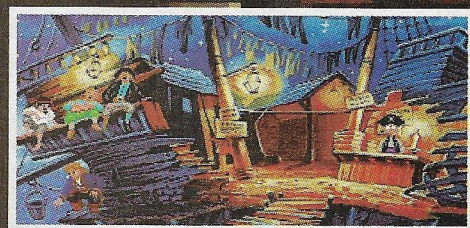
The game culminated with you putting the ghost pirate Le Chuck's reign of terror to an end. Everyone lived happily ever after, or so they thought!

The good people of Melée Island could have withstood Threepwood's constant bragging for a few days, even a couple of weeks. However, the big shot eventually became something of a bore and before he knew it even his best friends would cross the street rather than talk to him.

Leaving Melée Island our hero decided to head to Scabb Island where he hoped to regain his friends' respect. Unfortunately it seemed that Guybrush's fame preceded him and one particularly undesirable character going by the name of Largo LaGrande had his sights set firmly on Mr Threepwood and his fortune.

WHAT A CHAMP!

Well, you know how things are, one thing led to another and, with the help of the island's resident voodoo priestess, our old friend Threepwood managed to rid the island of its resident bully.



While disposing of Largo LaGrande, Threepwood discovered that the lovely Eileen Marley had taken up residence as the island's new governor and for some reason was claiming that it was she, and not the brave Guybrush, who disposed of the despicable Le Chuck.

Naturally, Threepwood wanted to discover why governor Marley was telling pork pies and he hatched a plan to meet her at a fancy dress party. You'll have to find out what happened there for yourself.

During his travels Guybrush bumped into several old friends including Stan, the old second-hand ship salesman. Having given up the used boat business Stan was looking for another lucrative sideline to get into.



Here we witness Guybrush Threepwood's first encounter with the rogue, Largo LaGrande. On this instance our hero has come off rather poorly and Largo warns him never to cross his path again

Sneak LE CHUCK - THE SECRET OF

The name Lucasfilm Games is synonymous with excellence. Just take a look at the back catalogue, it's crammed full of winners. This trend looks set to continue as our American cousins prepare to unleash their next batch of crackers.

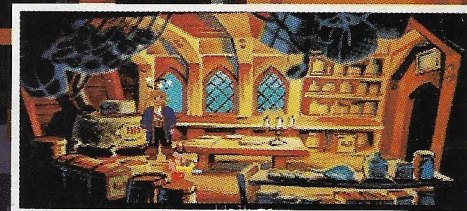
Trying his hands at various occupations, he eventually settled on being a used coffin merchant. Quite what role he takes on in the game will become apparent as you play.

SPOOKY BUSINESS

Having rid the island of Largo LaGrande, Guybrush is once again regarded as something of a hero. However, the hornet's nest of trouble he stirs up is more than he'd bargained for.

Root beer is certainly thicker than water and our main man soon discovers that in getting rid of LaGrande he has reincarnated the old enemy, Le Chuck.

The spooky spectre is once more at large, scaring all and sundry stupid. Taking his life into his own hands



it is Guybrush Threepwood who sets out to yet again rid the land of the vile apparition.

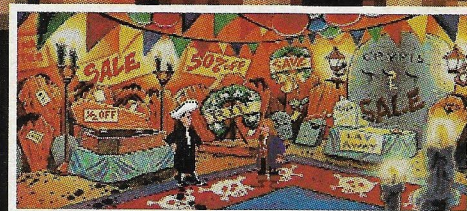
Le Chuck's Revenge - The Secret of Monkey Island 2 has been written by Lucasfilm Game's very own Ron Gilbert who had this to say about the project:

"We just couldn't fit all the jokes into *The Secret of Monkey Island* so we had to create a sequel. *Le Chuck's Revenge* is designed to be a challenge to all players, regardless of their gaming experience.

"Players can select a skill level at the beginning of the game. Each level features different puzzles and not just the same problem made harder or easier. Puzzles also vary from game to game, adding to replayability".

Le Chuck's Revenge will be jam-packed with even more side-splitting humour. The first version, the PC one, will arrive at around the beginning of November.

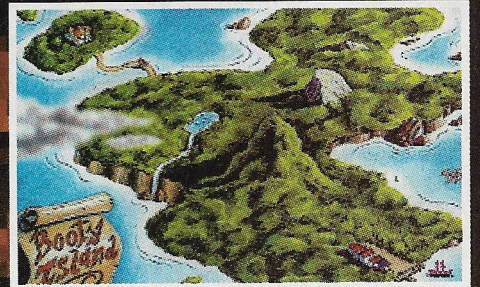
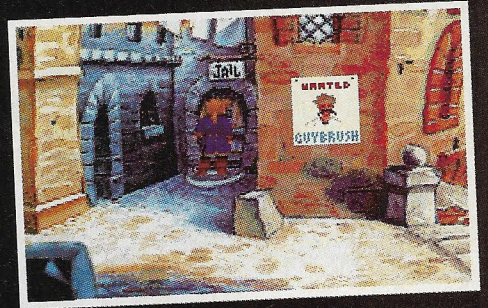
ST and Amiga owners will have to wait a little longer, probably until January. Whatever format you own, make sure you don't miss it!



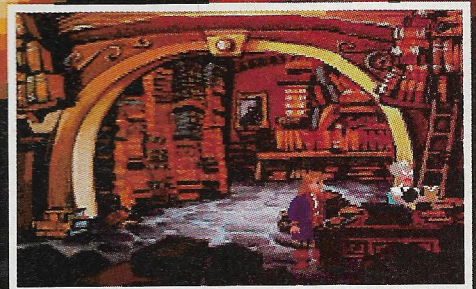
ky Peek

S REVENGE

MONKEY ISLAND 2



Boots Island is just one of the locations Guybrush has to search. Only when he's found all the parts to his treasure map can Threepwood discover untold riches and the instructions for killing Le Chuck



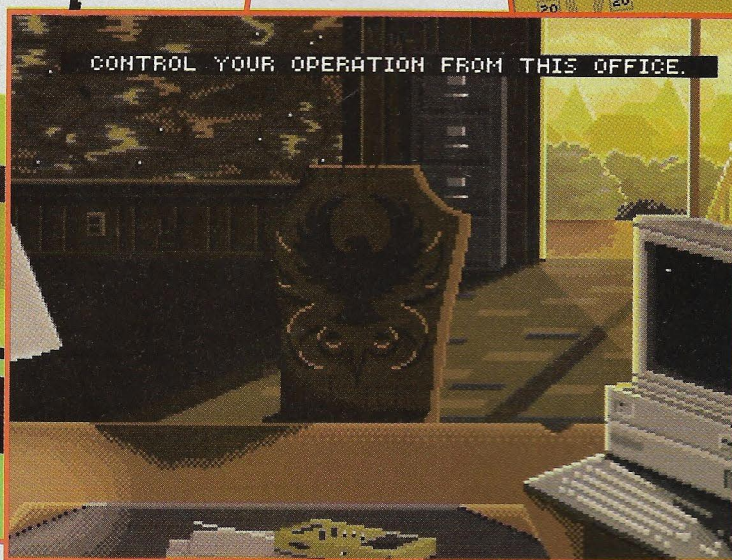
Ville de la Boots has a myriad of shops and stores. One such location is the town's library, it's here that our hero may search the card index for books that might help him



There are a wide range of activities taking place in the town. Here we see the young Threepwood taking part in the annual spitting contest. Unfortunately, he's not too hot at the event and disgraces himself by merely dribbling down his chin



(Above) Cumbersome tanks may not be as dangerous as you originally thought
(Below) Strategic thinking is needed now



while commanding a battalion of 20. Each has his own motivations, abilities and failings, according to a list of values and a moral code.

Each character acts independently, thus leaving you free to plan and give orders. Those you command change and react differently in relation to their status and experiences.

THE FEAST OF VULTURES

Speaking of character intelligence, Twilight 2000 is exceptional, with more than 50 attributes and skills as well as the ability to talk fluently in numerous languages.

The ultimate objective is to restore order by means of force and then maintain peace with heavy hand tactics. However, during the horror there are many battles to fight and tricky situations to overcome.

The battle takes on many forms. While your squad is on foot, picking its way through the rubble and hiding from enemy artillery, the action is viewed from above with all graphics scaled to size.

There is a large selection of weaponry at your disposal to combat against the enemy's heavy artillery.

Once you've commandeered artillery, such as tanks and

Lulled into a false sense of security by Glasnost, the thaw of the cold war and the crumbling walls of Communism marked what most thought was a turning point for East-West relations.

But suddenly a lightning coup of staunch Communist dictators ousted the open and democratic leadership and once again the sinister shroud of global conflict loomed - a chillingly realistic reflection of recent events!

A terrible nuclear holocaust swept like a mighty wave across the continent, leaving nothing but death, destruction and the collapse of civilization in its wake.

In reality, Poland is the predicted 'Waterloo' in a post-holocaust Europe, with the survivors fighting over territory in heavy armoured battle.

In Twilight 2000, Warsaw is trapped in the mighty fist of a merciless madman, Baron Czarny, whose Black Army trundles through the city streets crushing everything in its path.

Radiation, starvation and disease are just facts of every day survival in the ruins of war-weary Poland. Twilight 2000 is a realistic vision of the aftermath of World War III in middle Europe, three years after the holocaust which turned a continent into a carnal house.

Warsaw has been a battlefield for heavy artillery for three years. Due to the thick forest in the surrounding area, the battles have been contained within urban environments with obvious cost to buildings and survivors.

It is a fact that NATO experts look at the Black Forest as the

most important natural defence against advancing artillery from the East. But once in a city, battalions of Tiger tanks would rule with an iron hand.

We join this hell on Earth after years of frantic retreats, brutal charges and merciless tactics of both Warsaw Pact and NATO forces. This is no strategic battlefield; the war will not end until one side surrenders or until there is nothing left to destroy.

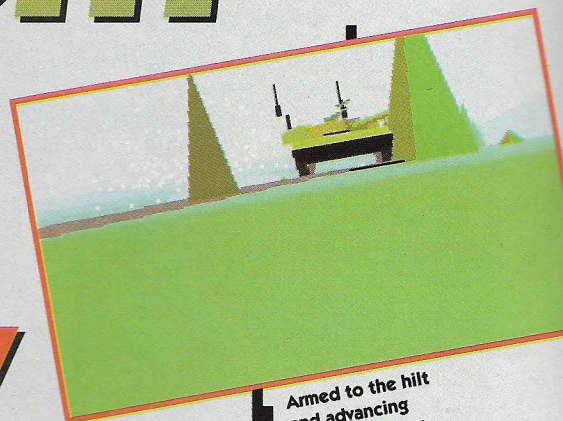
As commander of a group of men and artillery, your task is to try and tackle the battle strategically, identify objectives and, in doing so, establish allies, gain territories and eliminate those who wish to rebel.

Twilight is an intelligent and informed game which combines elements of battle strategy while coping with the rigours of leadership in this terrible place. Here you control one character

The three minute warning blasted across the airwaves and bombs rained down. Sitting alone in the rubble do you wish you'd dug that shelter, kissed your loved ones goodbye, or strangled Jeremy Beadle for thinking that George Bush was Game for a Laugh? Jason Spiller wanders through the destruction at Twilight.

Designed by Paragon Software
Published by Empire

TWILIGHT 2000 Sneaky Peek



Armed to the hilt and advancing towards the war ravaged city to get a piece of the action



armoured personnel carriers, the action is portrayed in full 3D on street level.

Strangely enough it is here, with the elements of stealth and surprise, that you have the advantage because the tanks are large, noisy and clumsy.

There is a stockpile of weaponry to discover, including grenades, armour piercing shells

and sub-machine guns. Twilight is not all battle though.

There are elements of infiltration and espionage and, of course, the welfare of your men is fundamental to the success of your mission.

In combat, the program runs as a fast moving, ever changing combat system, with the squad fighting independently with

whatever weaponry they have. As the war commences, you will see simulated round by round battles and experience interactive battle control in actual combat situations.

Twilight 2000 quietly boasts some outstanding features, in particular the ability to fight a war both on foot and in armoured vehicles.

The 3D is very realistic and the presentation is first class, featuring a stunning intro sequence which describes the chain of events which led to the current situation.

The variety of interaction makes this a game of discovery and change. It will be published by Empire and released in early '92.

CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more.

We do not accept adverts for software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

• Atari Lynx User - the dedicated Lynx fanzine. Comp's, reviews etc. Send 50p plus large SAE or just 80p for latest copy to: Lynx User, 11 Montgomery Dr, Spencers Wood, Reading. RG7 1BQ.

• Amstrad Computer CPC 6128 for sale. Monitor, keyboard, tape deck etc. built-in disk drive, and takes disk and tape games. 60+ games. Sell for £300. Phone London 882-7309, ask for Bulent.

• Nintendo games console + Turtles, Tetris, Skate or Die, Super Off-road. Boxed as new. Worth £160, sell for £85. Tel: Mark (0325) 300521 between 4pm and 10pm.

• Sega Game Gear with six games, including Golden Axe, Shinobi, Mickey Mouse, £180. Also Amiga and ST games and disk drives for either machine. Prices phone (081) 641-2729.

• Remote Control Car, Schumacher Pro/Cat 1/10th scale 4-wheel drive. Includes Acoms controller, 3 batteries, 1 mains charger. Worth £500, sell for £150. Call Graham after 4:30pm on (0322) 66094.

• Mega Drive games for sale. Ghouls'n'Ghosts £15, Hard Drivin' £12, Last Battle £11. Wanted - Spectrum 48k/128k with cassette etc. £25. (081) 691-7456 after 6pm. Ask for Kimwen.

• Amiga 500, one Megabyte, second drive, Epsom LQ400 printer worth £200, £900 worth of original games, 78 Public Domain disks, 24 mag coverdisks. Total worth £1700, sell for £580. Tel: (0243) 536669.

• Amstrad 6128, colour monitor DMP2160 printer, OCP Art Studio, mouse, joystick, cassette, over 200 games, disks and tapes. Worth £1100, will accept £600 ono. Tel: (0474) 359465.

• For Sale: Nintendo Game Boy with 4 games: Tetris, Super Mario, Robocop and Final Fantasy Legend. Plus carry case, headphones and 2-player link. All boxed, 2 months old. £130. Phone: (0236) 760433.

• Sega Game Gear, box with manuals, with 5 carts, Master System convertor and 3 Master System carts. Valued over £280, yours for £175. Tel: Chris (061) 338-2508.

• Spectrum 128k +2, lightgun, 2 joysticks, 77 games inc. Robocop, Batman etc, etc !! Worth over £500, sell for only £120. Phone Toby on (0326) 316492, evenings.

The pressing issues of the day are always at the forefront of our minds out here in t'country so how about letting us know - with piccies - what fave games your pets enjoy playing? We're not as daft as we look! Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

X-IT

ORDER IT

The sun was shining, the birds were singing and I was going to get my favourite games mag before Unc X managed to interrupt. Disaster! The best mag in the universe had sold out cos our newsagent only stocks one copy!

Anyway my sister has fallen madly in love with Fungus and would like to give him a great big snog.

PS Why don't you include budget games for every console and format?

Anthony Loneragan, Preston, Lancs.

Look, to solve the first problem, why don't you order GX every week from your newsie using the coupon from the bottom of this page. Simple, eh?

As for the budget reviews, we try to include a wide range of formats, it just depends on what software is released.

I've got a cure for your sister's dilemma, she can come to sit opposite Fung for a few hours. The experience is guaranteed to cure her!

EXTRA, EXTRA

It's my birthday soon and I was thinking of getting a Sega Game Gear and I want

to ask you a few questions about it.

1. What is a Master Gear Converter?
2. How much does it cost?

Stephen Barclay, Hamilton, Scotland.

1. The Power Base Converter enables Master System games to be played on a Game Gear.

2. A mere £29.99.

MINDLESS QUESTIONING

First of all I demand to know what happened to the C64 and Speccy pages. Not that I'm really bothered, just making a bit of friendly conversation, even though I own a C64 and never read the page. I just read the mag cos it's great and a good laugh.

1. Have you ever reviewed Wrestle War on the Mega Drive?
2. If so, what did it get on the X-rated system?
3. And please could you convince my mum that this mag is a good buy cos she

thinks it is a waste of money.

PS Please print this letter otherwise I'll stop buying the mag (maybe).

PPS I don't buy it anyway, my mum does.

PPPS I'm so good looking I wouldn't want to embarrass you by sending a photo in.

PPPPS I'm very modest.

Toby Andrews, Horsham, W Sussex.

That's not my idea of friendly conversation! We dropped the 8-bit pages because they didn't appear to be very popular. All the new Speccy and C64 releases will appear in the main news and review sections.

1. No.
2. It would only have received an X-rating of two.
3. How could anyone think anything but good things about GX?

SHRINKY DINK

Hi it's me again, Loon of the Week from Issue 25. You said that I would be too small to wear the Games-X T-shirt. However, after reading your comment I used some bizarre liquid and grew to a size extra large.

Sadly the train ended up as a pile of matches (I have enclosed a few).

PS My name is not A Non, but A Dixon.

A Dixon, Alsager, Stoke-on-Trent.

I think your name should be A Loon!

BRAIN ACHE

Knowing that you have a wonderfully big intellectual brain, I know you won't mind me asking a few questions.

- How do you choose the game of the week if several games are X-rated?
- In issue 20's Tip-X, is the Golden Axe cheat for the Amiga?
- How about doing a guide for Rick

SHAGGY DOG STORY



At the moment I have got an Atari STFM and have well over 80 games for my computer. I will soon have a Sega Game Gear and I have two questions for you...

Where can I get a TV tuner for the Game Gear and how much will it cost? I'm not going to suck up to you and ask for a T-shirt but my dog wouldn't mind one for her bedding. By the way her chest size is a 38.

PS I think you should put a few more coverdisks on your mag.

PPS Please print this letter because I live in a very small village with only 3,000 people and everyone would give me credit if this letter was printed.

D Ulux, East Lothian.

The TV tuner will be on sale during the second week of November for £74.99, from a wide variety of shops.



Name

Address

Post code

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

FREE!

SPACE MUTANTS™ ARE INVADING SPRINGFIELD!

That's right man!
A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

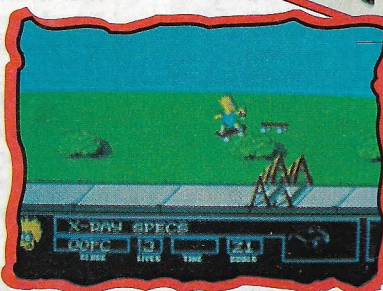
PRETTY COOL HUH?

Anyway, yours truly is the only one who can see 'em!
I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

BUY THIS GAME!
Thanks man.



MATT
GROENING



IBM PC
AMIGA
ATARI ST
SPECTRUM
COMMODORE
AMSTRAD



Acclaim®
entertainment, inc.

ocean®

Dangerous II?

I have every *Games-X* since Issue 6 – plus Issue 2.

Graham Lally, Kingston Upon Thames, Surrey.

● Ha, ha at last my true potential has been realised! The Game of the Week accolade is given to the game which is outstanding. The X-rating is given to games which are very good, but just fail to be game of the week for some reason, eg they weren't exclusive to GX.

● Yep, the cheat was for the Amiga version.

● Well if there is enough demand for a guide Bri will produce one for you.

DOC ON THE SPOT

I have had my Lynx for a year now and so I have been searching for a mag which has Lynx reviews in it. Then I saw your brilliant mag on the shelf in the local newsagent. I have been reading it for three months now and it is brilliant.

I want you to get Dr X to answer these questions to see if his IQ is really that low!

1. Has the Lynx 2 got better graphics than the Lynx 1?
2. How high is the IQ of Dr X?
3. In the opinion of a normal human, what is the best game on the Lynx?

Robert Campbell, London.

1. No.
2. 294 (humbug! – Unc).
3. Warbirds.

MISINFORMATION?

Now the first thing I am going to get on at you about is a topic in Issue 25 about which machine is the best. Is it a misprint or did the Mega Drive actually get one point more than the Amiga? It's a scandal!

Obviously, anyone who has played both machines will agree that the mega Amiga is best. As for the Master System getting more points than the NES, ahem!

I also don't agree with letting everyone drool over those T-shirts without letting anyone get one, then selling them off so that everyone buys them. More coverdiscs for the Amiga.

PS Your mag is well excellent.

PPS Scotland is brilliant.

Stewart Ross, Nairn, Scotland.

Hmm, you sound like an agreeable chap! Our reviewers looked at each machine in terms of graphics, sound, software and value. It was a close battle between the Amiga and the Mega Drive but the latter just managed to come top.

There are lots of GX readers roaming throughout the country wearing fab GX T-shirts. Needless to say, you won't be one of them.

THERE'S STILL CHANCE FOR YOU TO BE A TV FOOTIE STAR! THE COMPO FROM ISSUE 28 DOESN'T CLOSE UNTIL 11TH NOVEMBER.

TEAM TALK

The tension is high and the adrenalin is really pumping at the moment. We have declared war on our sister mags and are off to shoot them in the woods this Saturday.

Yes, it's Paintball time again. Alex seems to get another piece of equipment every time we go, thankfully he's on our side. Scoop is taking every precaution possible and is even considering wearing body armour, the wimp!

On a lighter note, Pam's old skip surprisingly has passed its MOT first time. She insists that she never expressed any doubts over its condition at any time. No Pam, of course you didn't!

WE'RE SORRY

We would like to apologise to Matthew Kidd for a comment made in issue 28 of *Games-X*. In the Super Mario Challenge feature it was meant to say that Matthew **SHOULD** have won the Challenge because he's mastered the game over the last year. Sorry Matthew and good luck!

Dear Mr or Mrs Newsie,
Please would you reserve/deliver a copy of Games-X every week for:

Name

Address

Post Code

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

NEXT WEEK

out Thursday 14th November

★ **Double Dragon III and Indy 4 are up for Sneaky Peeking**

★ **Oodles of reviews including: Ork, Under Pressure,**

The Games Winter Challenge and Strike Fleet

★ **Five pages jam-packed with console news. Your chance to see Sonic the Hedgehog on the Master System**

★ **The Pacmania Challenge part three, at The Sega Shop in Ewell**

Contents are subject to change

WHO DUNNIT?

EDITORIAL

Editor: Hugh Gollner
Deputy Editor: Pam Norman
News Editor (North): Nick Clarkson
News Editor (South): Jason Spiller
Production Editor: Feargus Carroll
Production Asst: Sharon Greaves
Consoles Editor: Alex Simmons
Staff Writers: John Davison, Brian Sharp, Nick Walkland

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Circulation Manager: David Wren
Production Manager: Carolyn Wood
Ad Consultant: Rita Keane
Mkting Consultant: Michael Meakin

Publisher: Hugh Gollner
Managing Director: David Hirst
Chairman: Derek Meakin

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