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THE WORLD'S ONLY WEEKLY COMPUTER AND CONSOLE GAMES MAG

GAMES-X

24th May 1991
Issue Four

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SOFT NEWS: FINAL
FIGHT, XENON 2 CDTV,
'NOSIS BARBARIAN II

REVEALED: DMA'S NEXT DESIGNS...



WRECKERS p.17



**GAMES FOR FREE?
IS IT TRUE? p.10**



FULL CONTACT p.14



**NEW! TWO PAGE
CONSOLE SLOT**

MORE PAGES OF TIPS THAN ANY OTHER GAMES MAG!



XENON 2 – CDTV

Megablast is the first of two Mirrorsoft CDTV games to appear after the Commodore launch three weeks ago. Promising several sexy aesthetic enhancements over the original, the game itself remains exactly the same, while



the sound, always one of its strong points, gets a considerable boost in the form of 12 CD-quality music tracks from the likes of Tim Simenon and Betty Boo to bop along to as you play.

The "album" of tracks includes a remix of Megablast produced specially for the game. The music uses the new Roland Sound Space (RSS) system to produce some mind-blowing special effects. Other minor improvements include an in-game instruction manual and a variety of foreign languages – including Xenite.

Xenon 2 is due for release later this month at a tentative price of £29.99.



MARBLE MADNESS

Sega Master System users are in for a blast from the past soon when Virgin brings one of the most famous coin-ops of the 80s to the 8-bit wonder. Atari's 3D extravaganza **Marble Madness** is currently being converted by Steve Lamb, who is best known for writing Melbourne House's ageing 8-bit hit Gyroscopic – which just happened to be a **Marble Madness** clone. Look out for **Marble Madness** this Autumn.

DEVIOUS DESIGNS

Shape manipulation and puzzle-solving are back in vogue – and so are silly storylines if Image Works' latest is anything to go by. In **Devious Designs**, a brilliant scientist obsessed by Picasso's cubist paintings goes insane and embarks on a crazy quest to "cubify" the world's great landmarks. As the hero of the piece JJ Maverick, your job is to put everything back as it was. Professing to be a mix of puzzle-solving and arcade action, **Devious Designs** looks



interesting to say the least. It's due for release at the end of the year for the C64, ST and Amiga.

FOOTBALL CHAMP

After one successful licencing venture with Taito in the form of Super Space Invaders 91, Domark has signed a second Taito coin-op – **Euro Football Champ**. The coin-op's been out for about a month, and the Doms hope to have their home versions out in time for the new year. Well, at least it's nice to



see that Ocean doesn't have the monopoly on Taito licences anymore.

ALIEN 3

Mirrorsoft has acquired the licence to 20th Century Fox's forthcoming sci-fi blockbuster, **Alien 3**.

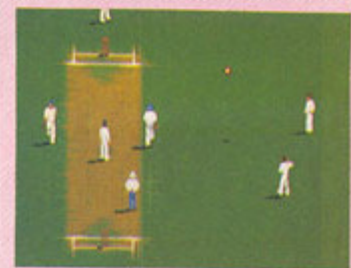
Currently shooting at Pinewood Studios, it once again features Sigourney Weaver as the Rambo-esque Ripley, this time coming up against an army of psycho-monks as well as the familiar insectoid beasties.

As for the games, well, there'll be

SCREEN SPORTS

A new label devoted entirely to sports simulations kicks off this Autumn courtesy of **Audiogenic**. The first game in the new Sports Action range will be a rugby simulation, which should appear in September to coincide with the World Cup.

Following that it's anybody's guess, although **Audiogenic** is planning to release about four or five games a year. According to



Audiogenic boss Peter Calver, the impetus for the new range comes from looking at Cinemaware's TV Sports games and deciding that **Audiogenic** could do better. Sounds like a pretty tall order.

XCLUSIVE FREE OFFER FOR GAMES-X READERS

How many of our tokens have you got so far? This is your last chance to collect a token for a free copy of **Mercenary** and the **Second City** expansion disk.

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

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

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





DUSTER

Realtime Software's long-awaited 3D extravaganza *Duster* has taken an unexpected turn in its development. Realtime has teamed up with fellow development team Rowan Software (*Flight of the Intruder*) and the two teams are now collaborating on the game. It's the first time that two "rival" teams have worked together on the same game.

Duster combines 3D action with a helping of strategy, casting you as a rogue pest eliminator who must destroy the insects that are blighting the crops on a futuristic agricultural colony. The game's already been in development for almost a year - it was being programmed in tandem with *Battle Command* - and a December release date has now been set for ST, Amiga and PC versions.

two of them - one a straight arcade game, the other an adventure-based program. Probe Software is responsible for both, and you can expect to see them on all major computer and console formats. More news when we have it.

WACKY RACES

Cartoon capers abound as the devious duo, Dick Dastardly and Mutley, appear on your computer screens. Based on the world-famous Hanna Barbera cartoon series, the game sees the underhand tricksters creating havoc on the wackiest circuit you've ever raced on.

Available on the Spectrum, Amstrad and C64 at £3.99 and the ST and Amiga at £7.99, the *Wacky Races* will be available towards the end of May.



NEO-GEO

Now I wouldn't blame you if you didn't believe this, but there are strong rumours that the Neo-Geo, the ultimate (and most expensive) console on the market, is to sprout a CD-ROM! My God, are NEC trying to finish us off, or summit?

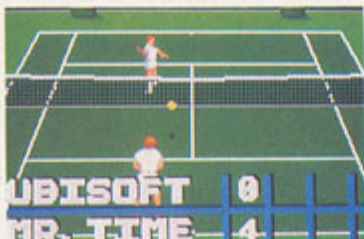
What could a Neo-Geo want with a CD-ROM?!? Such a piece of kit would surely turn the tables whereby the arcade companies would begin to work on Neo-Geo conversions!

ROBOCOP

If the new Ariston TV advert sounds a little familiar to you, it's probably because the backing track comes direct from the Game Boy version of *RoboCop*! Believe it or not, it's been confirmed that John Dunn's title-screen music was "borrowed" for the ad - with Ocean's permission.

COMPILED

UBI Soft is to release five major compilations during the summer. A representative commented, "We all know how slow summer trading can be. During this period, we want to release software that not only set a high



standard, but is also good value."

Magnum for the Amiga and ST will cost £26.99 and will include, RVF Honda, Pro Tennis Tour, Oriental Games, Satan and After the War.

The Ultimate Collection will cost £14.99 and contain *Skatewars*, *Zombi*, *Pro Tennis Tour*, *Stunt Car Racer*, *AMC* and *After the War* - available for the Amstrad, C64 and Spectrum.

Also on these formats will be *Six Appeal*. Containing *P47*, *Twin World*,

Pick'n'Pile, *Rick Dangerous*, *Puffy's Saga* and *Satan* - cost £14.99.

The Winning 5 for the ST and Amiga and will contain *Iron Lord*, *Night Hunter*, *Twin World*, *Puffy's Saga* and *Sir Fred* can be yours for £29.99.

Finally, PC owners will be able to part with £29.99 for a life in the *Fast Lane*. The compilation will contain *Vette*, *Stunt Car Racer*, *Ferrari Formula 1*, *Hard Driving* and *Highway Patrol*.

SONIC THE HEDGEHOG

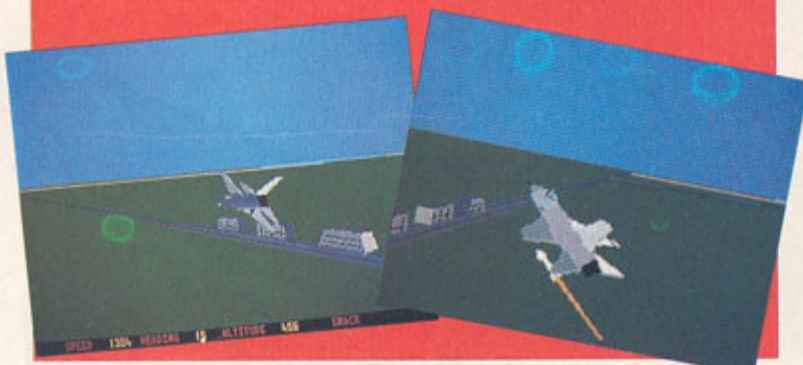


It looks likely that U.S. Gold will be converting the cute Mega Drive game, *Sonic the Hedgehog*, onto the home computer. No firm details have been set, but if the conversion does go ahead we should see the 16-bit versions appearing early in 1992.

FALCON - CDTV

The Falcon Collection is the second of the two Mirrorsoft CDTV games. It comprises the original *Falcon* along with *Mission Disks 1* and *2* - 36 different missions in all. Again the games remain effectively unchanged, but extra graphics and sound have been added. Real video footage accompanies the mission briefings while real speech is used to convey radio messages during flight.

The Falcon Collection is set to follow in June at £34.99, watch out for the reviews.



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Blast your way through hell and back to rescue a VIP from the clutches of terrorists.

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KNOKK KNOKK - IT'S DOKK

Star-studded development team **Strangeways** has added another celebrity name to its line-up. Legendary graphic artist Paul "Dokk" Docherty joins Gary Liddon (Ricochet, Loopz), Douglas Hare (IO, Exterminator) and Jason Perkins (Time Machine, Monty On The Run) in their Watford-based endeavours after a long spell at System 3. Here he provided the



pixels for games such as **Vendetta**, **Last Ninja 2** and **Myth**.

Commenting on the acquisition, **Strangeways** leading light Liddon said "We're very pleased to be working with Paul, whose graphic design and style has been admired for a long long time."

Dokk's first job will be the graphics for Jason Perkin's 16-bit project for **Mirrorsoft**, provisionally entitled **Rebel** and due out towards the end of the year. We'll be there at review time!

SARACEN PAINT

Commodore 64 owners will soon be able to become budding artists with their machines. **Saracen Paint** turns your C64 into a potent drawing machine allowing you to create all-manner of masterpieces.

The program is fully compatible with other C64 artist programs including **Koala Paint** and is completely usable with either a joystick or mouse. Idea Software's **Saracen Paint** should be available about now.



DEATH OR GLORY

76 years of air combat become instantly accessible to PC owners when they get their hands on Activision's **Death or Glory**. The game boasts impressive statistics. Apparently it's the first flight simulator that lets would-be pilots relive



the 12 greatest missions of all time, in 12 of the best-known combat planes, over six different eras.

Each plane is based on actual NASA flight data. The aircraft available to you include: the Sopwith Camel, Spitfire, MiG-15, F-4 Phantom, F16 and MiG-23. The game also lets you fly any aircraft against each other. Therefore you'll be able to test the brilliant manoeuvrability of the Sopwith Camel against the speed of the F16.

EYE OF THE STORM

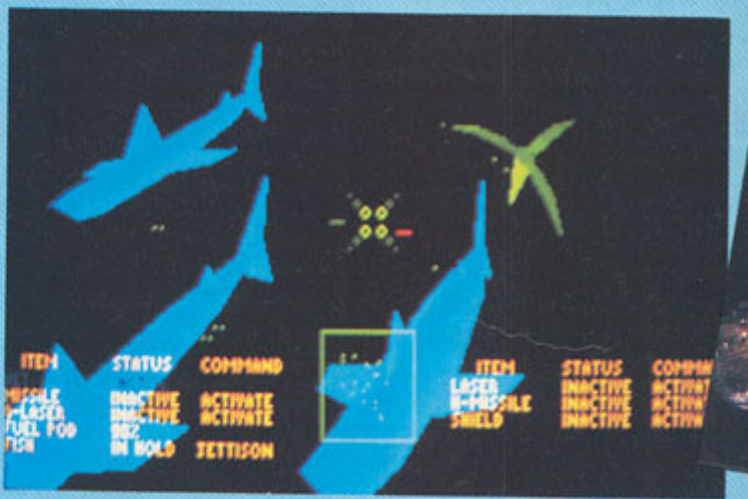
Two hundred and sixteen years into the future, mankind has at last defeated disease, poverty and hunger. In an effort to boost flagging viewing figures, the three huge holovision conglomerates have lobbied the interplanetary legislature for many months. Finally they got their way; the creation of law-free zones, where anything can happen and does.

By law, all activity in the law-free zones must be filmed for the networks and millions of slaving viewers, who can now see death and destruction as it happens for real!

The first such zone was to be Jupiter. With its hostile environment, the planet proved to be a perfect location for the acts of violence which were to beamed back from it. Within two days blood-hungry audiences were watching the planet's first assignment of hunters killing Jupiter's inhabitants.

Empire's Eye of the Storm sees you as one of the hunters. The game features adventure, strategy and action styles of gameplay. With a myriad of missions to complete you'll certainly have your work cut out trying to survive in the hostile environment of Jupiter's gaseous atmosphere.

Keep an eye out for **Eye of the Storm**, it looks like it's going to be a big hit.



Due for release in October, **Death or Glory** will be available from Activision for the price of £34.99.

SUPER FULCRUM

Domark's **MI G 29 Fulcrum** saw you in control of one of the USSR's most deadly

weapons. Now the company are to release the **Super Fulcrum**. Those with the original game will be able to buy the new one at a reduced price.

Gone are the analogue displays, to be replaced with a highly accurate video system. **Super Fulcrum** will be available from Domark around September.

DRAGON FIGHTER

In the five lands of Manhur the dragon-riding knights hold a tournament once every ten years. The winner of this contest becomes king of the five lands and reigns over this vast empire for the following decade.

As one of the Dragon-riders you must journey through a labyrinth of caverns battling against the incredible inhabitants of the underworld.

Strength and courage alone are not enough to gain the ultimate victory. You must use both tactics and timing to obtain more powerful weapons. You may even have to exchange your steed in order to win the ultimate prizes for your endeavours.

June will see the release of **Dragon Fighter** on the Amiga. With a wealth of features, the game will test even the most skilled gamesters.

Idea Software's **Dragon Fighter** will cost £24.99.



F1 GP CIRCUITS

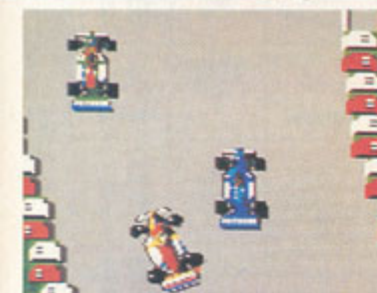
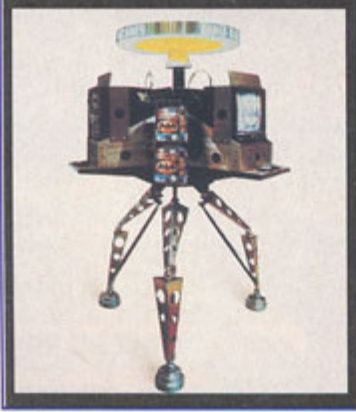
Idea Software is soon to release **F1 G.P. Circuits** for the C64, Amiga and ST. The game is an overhead race game. Featuring nine F1 circuits, the game allows you to choose your favourite driver, car and sponsor. You can even customize your car, improving the engine, power loom, tyres and



ANDROID SALES OK!

Walk into the Virgin Gamestores in either Kingston or Oxford these days and you will be greeted with a being straight out of a sci-fi extravaganza. The Android, as it's nicknamed, has crouching tripod legs, neon display and a gleaming metallic finish.

The beast is actually a hi-tech display unit that enables up to three customers to try out the latest games before buying them. To prevent potential purchasers getting a more than adequate playtest, the retailer is provided with a cut-off switch behind the counter.



brakes. Practice sessions allow you to predetermine your place on the grid. The race itself is a gruelling affair.



Taking on twenty other drivers you need all your skills to win the championship. Idea's F1 G.P. Circuits will be available towards the end of May. There is also a limited edition pin-badge in some boxes.

BOOLY

Loriciel's puzzle game range has a new member, **Booly**. Logic and quick thinking are needed to beat the 160 levels. The basic idea of the game is to get the screen full of identical objects. By clicking on a piece you'll make it turn into another item.

The game would be pretty easy if that was all there was. However, just to make things interesting, when you turn one piece, others are affected. **Booly** may sound strange but it's fiendishly addictive.

Available soon for the Amiga, Amstrad CPC and ST, **Booly** will cost £24.99.



FINAL FIGHT

When Haggar, an ex-streetfighter, became the Mayor of the city he thought he'd put his street fighting days behind him for good.

However, the abduction of his delectable daughter, Jessica, by the lawless and brutal Mad Gear Gang changed all that.

You can become Haggar, or one of his sidekicks, Cody or Guy, and head for the streets. Remember it's no picnic out there. You can't trust anyone - even the cops are bent! Use your fists, feet, knives, even Molotov cocktails to beat the Mad Gears.

All manner of henchmen are on your tail. If you survive the onslaught you may

just save the girl. Fail and certain death is the prize.

U.S. Gold is due to release *Final Fight* on the C64, Amstrad, Amiga, ST and Spectrum.

Programmed by Creative Materials, the game is due for release in about eight weeks.

Personally, I reckon it's going to be brilliant, and I should know as I've already seen it so there! Na na na-na naa! Yah boo sucks to you!



HARRIER ASSAULT

Following in the flight path of their first flight simulation, MiG-29 Fulcrum, Domark has announced that they have started work on their next airborne



game. Together with Simis, the avionic team behind MiG, Domark plan to release **Harrier Assault** towards the end of 1992.

The game is based on the VTOL aircraft used by the American Marines.

AGONY

From the team who brought you *Unreal* comes *Agony*. The storyline to this game is pretty strange but here goes. One day, Grand Master Wizard, Woysie-boysie tested his two apprentices, Leffly and Drizkol to see which one was worthy of possessing the secret of cosmic energy.

Well, to cut a long story short, Leffly was



successful and was dispatched on a quest to search the land and discover the secret. Drizkol, being a sore loser, decided to send monsters galore in order to make sure his friend fails.

Playing as Leffly, you must find and use spells in order to complete your quest and dispatch Drizkol's minions.

The game comes in the form of a parallax scrolling adventure. The action takes place over six levels and features a massive playing area and hundreds of different creatures.

Amiga owners will be able to experience *Agony* for £25.99 in the Autumn.

In addition the game will also offer both strategy and role-playing elements. As the Commander of the Rapid Response Force, you will be able to set troop objectives and also fly support on attack and reconnaissance missions.

With both your own and enemy forces showing a high degree of artificial intelligence, you'll be able to prove yourself as a pilot and on a more global scale. The game is being developed on the Amiga, ST, PC and Archimedes.

TURTLES 2

Remember Christmas 90? You couldn't walk down the street for fear of being rapped round the ankles by over zealous Turtlettes wielding plastic nunchukas. So it was inevitable that Mirrorsoft's 'tut te tum' Ninja Turtle game became the biggest selling title of all time.

But as we trendies swap our bandanas for Bart Simpson haircuts – and attitudes to match – will the Turtles still be the bee's knees this Christmas? As reported in issue one of *Games-X*, Mirrorsoft certainly think so. So what can



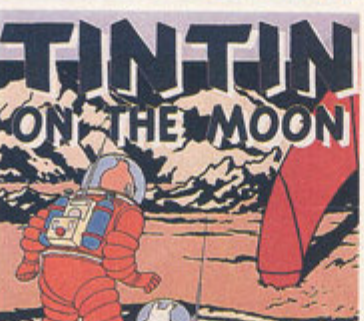
we expect? Design house Probe Software are now putting the Cowabunga into **Turtles 2**.

The coin-op version boasts some 11 levels which take you through the city streets, into the sewers (inevitably), along a freeway and towards the Technodrome factory.

Asked if the conversion will feature all eleven levels Probe boss Fergus McGovern replied "The freeway level, in which the Turtles board skateboards, might have to go because it is so graphically intensive. But we're doing our best to cover the game as completely as possible."

The exact release date is a bit foggy, but July would be a safe bet.

TIN TIN ON THE MOON



More good news for Master System-ers. *Tin Tin On The Moon* is coming to your format. Not to be confused with Infogrames' rather shoddy 16-bit game

BARBARIAN II

Psygnosis' *Barbarian* continues to keep audiences enthralled with its animated characters, atmospheric sound effects and depth of play. And even today, some four years since its initial release, it still looks good!

Now Psygnosis bring Hegor screaming into the 90s. Before the demonic dust can settle in Necron's dark and dingy dungeons, his minions chant iniquitous incantations in an effort to bring their slain leader back to life.

You, as Hegor the Barbarian, must drag yourself from your comfortable life of wine, women and more women to once again face the magical malevolence of Necron.

Beginning in the village of Thelston, you must fight your way through a barbaric land, dodging deadly traps and dealing with dastardly enemies before entering the final conflict with Necron deep in his temple sanctuary. Only when you have destroyed the Necromancer can you put a stop to the evil that is slowly corrupting the land.

Due for an autumn release, *Barbarian II* will be available for the Amiga and ST at a cost of £25.99



of the same name a year or so back, it's a multi-level platform thingummy featuring all your favourite characters, including the annoying little dog and Captain Fish, or whatever his name is.

As the name suggests the game's based around a lunar expedition so there's lots of zero-gravity japes. Keep an eye out for it at the turn of the year.

PREHISTORIC NEC

NEC plans to take CD technology into the other areas beside games. The home education market is one of these. Their new Magical Dinosaur Tour CD is

a virtual encyclopedia on the subject. With dozens of screens showing how and where they lived millions of years ago.

In addition, a CD for the PC Engine will contain 10 children's books with full voice output.



WHAT'S OUT AND WHEN

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

Product	House	Team	Format	Price	Date
Hydra	Domark	Ice Software	Spectrum disk	£17.99	22/5/91
			Spectrum cass	£17.99	22/5/91
			Amstrad disk	£17.99	22/5/91
			Amstrad cass	£10.99	22/5/91
			C64 disk	£14.99	22/5/91
Toki	Ocean	Ocean France	C64 cass	£10.99	22/5/91
			Amiga	£24.99	22/5/91
Lemmings	Psygnosis	DMA Design	ST	£24.99	22/5/91
			PC	£34.99	21/5/91

G A M E S C H A R T

1	▲	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
2	▲	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND ED SCIO
3	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
4	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
5	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
6	★	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
7	▲	MICKEY MOUSE House: SEGA Team: SEGA JAPAN
8	▲	KILLING CLOUD House: IMAGEWORKS Team: VEKTOR GRAFIX
9	▼	POWER UP House: OCEAN Team: VARIOUS
10	▼	GODS House: RENEGADE/MINDSCAPE Team: BITMAP BROTHERS
11	▼	CHUCK ROCK House: CORE DESIGN Team: L PULLEN
12	★	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
13	▼	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
14	▲	VIZ House: VIRGIN Team: PROBE
15	★	HOLLYWOOD COLLECTION House: OCEAN Team: VARIOUS
16	▼	SCI House: OCEAN Team: ICE
17	◆	SUPERCARS 2 House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
18	★	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
19	★	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZKJ
20	★	MEGATRAVELLER House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES



CHART FAX

Just when you thought that they'd gone for good those sewer dwelling Turtles have managed to crawl their way back up to the number one slot. This is the second time in the past 24 weeks! Could it be because of recent news about the second Turtles film?

Dramatic changes have taken place at the top of the chart. Surprisingly, Gods has fallen from number one all the way down to number 10!

The Sega Mega Drive is proving its popularity by means of Mickey Mouse. Pushing its way to number seven it is the only console only title in the whole top 20!

Despite the ST launch of Supercars 2, this superb racing game



from Gremlin has failed to move from the number 17 spot.

The most dramatic climber this week has to be Armour-Geddon from Psygnosis. Its rise from number 13 to number two proves its immense popularity.

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

Turn to page 32
for our specially
compiled machine
specific charts

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LPD 8	Work + Play 1 Meg
LPD 9	AMOS Assembler
LPD 10	The Word Factory
LPD 11	Go Getter 1 Meg
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GAMES

843...Metagalactic Llama's
1064.Lettrix (Great)
1020.Wet Beaver Tennis
849...The holy Grail
850...Breakout Con Kit
830...Quiz Master
670...Monopoly
595...Cave Runner
1209.Wacko in Wonderland
832...Agatron Games
1466.Return to Earth
1440...Mega Games Vol 1Disk 4
1421 Bionix II
1382.Terror Lines II (18)
071...Party Games (18)
531...Blizzard
530...PacMan
509...Paradriod
1207.Frantic Freddy
505...Drip
255...Flaschbier
856...Xenon 3 Etc
117...Moria RPG
154...Track Record 1 Meg
534...Games Disk 1
1179.Cheese Etc
1184.Mastermind etc
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UTILITIES

659...Essential Utils 1
1206.Mandlebrot Maker
1208.Database Wizard
1078.Essential Utils 2
1099.Pro Tracker 1.1
1202.RSI Demo Maker
1146.Icon Magic
1151.C-Light
1156.Driver Generator
1368.Speccy Emulator
1310.MVK 21
1469.A Bridge
1465.Slideshow maker
1445.Cloud & Fractals
1422.Demo makers
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THE AMAZING GAMES-X £20,000 SOFTWARE GIVEAWAY!!! Part 3!

THIS WEEK'S STAR PRIZE WINNING NUMBER

66645

WINS ANY TEN OF THE WEEK'S PRIZES

Ten games for your machine from this week's selection. This is a first prize worth up to £250!

Wow! It's week three of our amazing £20,000 software giveaway! The question is 'are you a winner'?

Back in issue one we gave you a card which allowed you to win any of 1,000 pieces of software which have been generously donated by the software biz. If you don't have a card then write to the address below and we'll send you one. Just look at the numbers printed on this page, check them against your personal competition card and who knows what might happen! Anyway on to this week's prizes:



Mindscape act as distributors for several software houses and so they are offering a great variety of games. Five copies of Gods, Captive, Wing Commander and Ultimate Rider.



Those generous chaps and chapesses at Mirrorsoft are offering 10 copies of the following games on Amiga, PC and ST formats: Speedball, Rocket Ranger, Defender of the Crown and Strike Force Harrier. Finally they're offering 10 copies of Back to the Future 3 on Amiga, ST, PC, Amstrad, Spectrum and C64.

PALACE

Palace's generous donation includes: 10 copies of Dragons Breath on the Atari ST. For Spectrum and C64 owners they've given 20 copies of International, while 10 Amiga owners have a sporting chance of winning this tennis sim. To round things off Palace have given 10 copies of Voodoo Nightmare on ST and 10 copies on Amiga.

143883	77633	153860	125925	104328	113326	105489
37535	99486	58452	97215	141536	19227	109092
10337	99837	112474	64321	120368	122546	120271
149588	62451	104164	46587	34005	123555	105686
97414	141534	128939	26013	109612	55532	130725
136070	14272	73474	10165	76740	81485	33529
124236	121038	115681	22598	153214	159480	127963
45984	136404	60049	56895	122382	53531	44070
24722	139928	85549	78324	110958	112472	124847
14794	92955	49609	59564	158637	18344	147210
22013	58752	30237	151191	13161	82572	16878
138102	110888	89643	113606	109917	129327	99482
141358	48037	158144	102145	62341	40909	151259
133574	107448	127437	31315	158867	24931	111408
44013	68252	21528	10494	76199	94870	12941
132500	56664	53744	45725	61257	18012	109344
57117	55631	55354	98389	128833	33283	58474
27187	35644	55482	18597	155185	100002	94802
75511	80320	135684	113513	86542	142575	64679
87256	154341	134851	30717	86273	17757	62793
139151	138233	125405	85573	64499	32803	126306
139503	128099	104049	153983	12566	132201	44850
10975	76331	40364	39780	24429	40303	145400
129275	156182	145415	142493	148593	62113	92191
30330	133877	114386	55910	137977	48364	66708
110379	156131	89392	79084	50310	137713	
13545	83719	30107	58181	86292	66874	
120527	89985	43650	95038	121219	105090	
40941	141870	68775	128487	13933	15899	

Prize
winning
numbers

Rules and regulations

If your number corresponds to one of the winning numbers printed this week (or any of the next three weeks) then put your name and address on your personal competition card, indicate somewhere on the card the type of games machine that you own and send it to:

Games-X £20,000 Software Giveaway, Europa House, Adlington Park, Macclesfield, SK10 4NP.

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

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

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

What if you don't have a card?

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

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

UP FOR GRABS NEXT WEEK: 195 GAMES FROM ACTIVE SALES INCLUDING ATOMIX AND WINGS OF DEATH

Psst, wanna know where you can get something for nothing? Well of course you do. And before you ask there are no strings attached, so read on...

Free For

Just what the esteemed editor of Games-X would have said not long ago if we humble writers even dared to breath the letters P and D isn't for your ears. But after thinking about it he realised that PD is interesting and valid.

The stuff's free and anything that's free has got to be worth trying at least once, as long as we don't go through the development story yet again. So here it is, and we won't - promise!

So what's out there? Why is it written? Is it any good and if it is, why do the authors give the stuff away? Well what's out there is a small planet's worth of games software covering every aspect of gaming from arcade to adventure, beat'em-ups to board-games, some of it colourful and exciting, some so boring it would put a house brick to sleep, but all entirely free, gratis and for nuthin' - how can you refuse?

THE PROVERBIAL GIFT-HORSE

Well, quite easily as it turns out. Most people, when offered something for nothing, look it right in the mouth. If it's free it's gotta be suspect, right?

Well, yes and no. Public domain is a great testing ground for ideas. The distribution requires no outlay on the part of the programmer, and feedback, although slow, is almost invariably honest. No one's got anything to lose by not hyping the stuff, 'cos no one's making any profit.

Some of it is absolutely terrible, but an awful lot is absolutely playable. You probably won't discover a rival



to the latest coin-op conversion, but you will find a huge amount of 'cover numbers', yesterday's software re-written to take advantage of the silicon of today, which is fun and definitely worth having

Just who are these big-hearted guys giving away their stuff for the benefit of the computer community?

Silicon strangers with no eye for profit other than that to be had from human kindness?

Well that would be nice but no one does anything other than for ulterior motives, even if those motives are providing something for nothing - there's an awful lot of kicks to be had from feeling smug about giving something free to the needy.

Which is not to say that a thousand and one PD programmers are all twisted do-gooders, just that there's usually a motive involved.

SO WHAT'S THE CATCH?

Eustace Plimsol's game gets turned down by US Gold but he's so convinced of its value, even in the face of extreme opposition, that he gives it away free, knowing that the masses will rise up and espouse his cause, shouting about how great his game is. They don't.

Mary Contrary's little electronic number detailing Hickstead hi-jinks for girly gamers flops, because liberated females don't want to be patronised with show jumping games, they want blood 'n' guts same as everyone. Does Mary resign herself to the fact that the games stinks? Not our Mary. Bung's it into the public domain where it's played by one or two females who haven't been weaned off. Bunty comic while the rest ignore it and read Viz and Games-X.

A BLAST FROM THE PAST

On the flip side, there are some very, very good renditions of previous successes. Five or six years ago, when hip kids were those who quoted big Galaxians scores, home micro versions of the arcade corks of the day simply weren't up to scratch.

Sure, there were lots of Zs making their inexorable journeys down to the screen towards cities consisting of Ms and frantically firing Ts. Occasionally, a user-defined graphic mothership would hurl itself across the top of the screen but the event was rare.

Nowadays, 16-bits of silicon equates to the best space invaders anyone's ever seen but no one actually wants the game - at least, no one who has to hand over

Llamatron

Llamatron is basically a crude implementation of the ancient arcade classic, Robotron. The major difference between this version and the original is that what we have here is a truly Minterised version.

You control a Llama (surprise, surprise) and your main aim is to give thousands of alien baddies a serious kick up the botty whilst protecting numerous fluffy animals. They, in turn for your generosity will provide you with all manner of different weapons to aid you in your quest of destruction.

It is a very playable game which, although



crude in its graphical presentation is delightful fun.

If you've got a one meg machine, the sound is something which really stands out.



All of the blasts and explosions are sampled and there are numerous sheep bleatings and other unusual noises which add to the overall manic atmosphere of the game.

It is certainly proof that the old classics are the best. If you like a good blast, and don't mind whether the graphics are a little rough you will really love this!

X-RATING: XXXX



ALL!



GOOD GUYS

Just which kind of person provides us with all that lovely... and not so lovely software, free of charge? And what are the motives behind their actions?

the dubs for a blast from yesteryear. Who wants silicon OAPs when the latest 3D hack 'n' slash extravaganzas are there for the asking? - oh, and and twenty five quid.

Quite a few people actually. Space Invaders, Kong, Galaxians, Frogger, Dig Dug - they're all great games which are super addictive, easy to play and fun.

And so, the new programmer enters the story. First time out with a funky new assembler and another blast from the past rolls off the silicon production line. It's easier to try your hand at writing a version of an existing game and that's just what happens.

Of course, no software house is actually going to accept and distribute these great renditions because they've all been done before, so they end up as PD.

No money for the programmer, but their name becomes known, they explore the possibilities of their assemblers and they go on to write tomorrow's addictions. Everyone's happy.

LET'S MAKE IT CLEAR...

You may be a little confused about all the terms which are used to describe various types of software available:

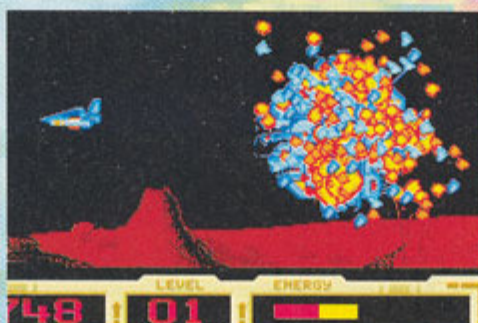
Public Domain (PD)/Freeware - Totally free software, the only cost you pay is for duplication and posting of the disks.

Shareware - You can try out the software, if you find you like it and use it regularly then all you have to do is send a nominal fee to the author.

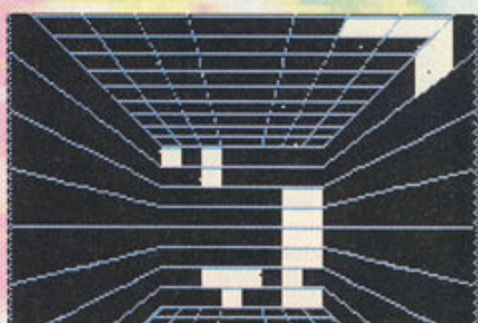
Licenceware - Very much like shareware except that the software is only available through a limited number of PD libraries.

JOYSTICKS AT THE READY

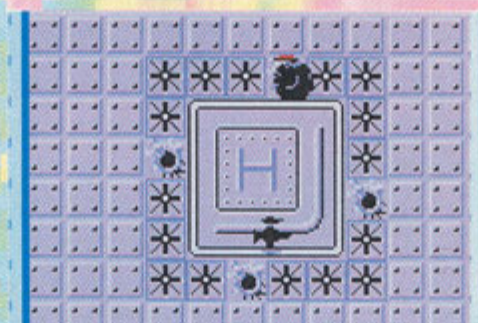
A few of the best PD games available for a machine near you...



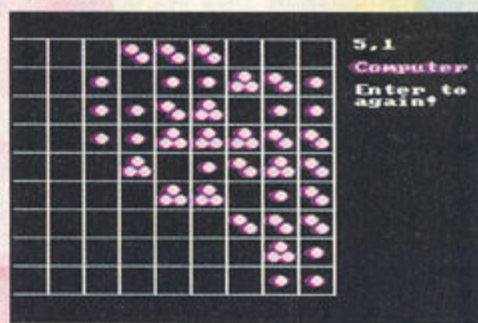
• **Invaders (Commodore Amiga).** Remember the bit in the feature where we said that 16 bits equates to the best invaders available? This is what we were talking about. Colourful, fast and fun. A blast from the past, but what the heck if you get bored after an hour or two, it's free



• **Tetris** managed to inspire a positive torrent of copies and it would now seem that the sequel, **Welltris** is causing a similar stir. Welltris is a public domain version of the classic spatial reasoning puzzle and it manages to incorporate the essential qualities of the original and capturing the compelling playability



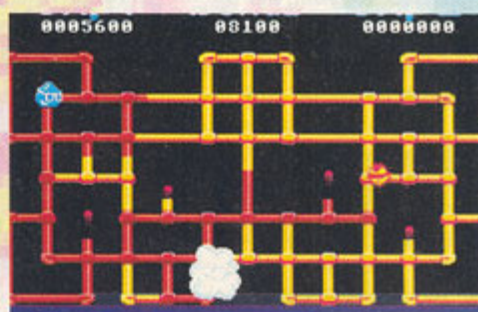
• **Exodus (Atari ST).** A corking bit of licenceware from Budgie Software. Exodus is a vertical-scroller in which you have to throw yourself against the enemy in a desperate bid to wipe out ground installations and hostile craft before running out of fuel - or lives...



• **Domination (IBM PC and compatibles).** Not exactly known as arcade lovers PCers like a good game none the less, and Domination is that game. Based on Othello, Domination is played on a board broken into squares. Players take it in turns to position a counter, and to win, must take over all the other pieces on the board. Good, clean, expansionist fun



• **Blues House** is a fairly impressive adaptation of the old style Thrust/Lunar Lander type game. You must carefully pilot your tiny wedge shaped craft through the metallic twisting underground passage of an alien planet. Your greatest enemy is not your usual bug-eyed meany, but the force of gravity which drags you down



• **Drip** is a simple and basic arcade style game which is influenced by some very early, but addictive games. Who remembers Oils Well? Or Pacman? Of course you do, well this is a very challenging copy of these old classics. It has the suitably cute presentation to make it extremely popular

WHERE TO GET IT...

- **Apple Mac:** The Macintosh User Group UK, 55 Linkside Avenue, Oxford OX2 8JE.
- **IBM PC and compatibles:** Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL.
- **Atari ST:** Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW.

- **Commodore Amiga:** George Thompson Associates, Dippen, Brodick, Arran, Scotland KA27 8RN.
- **Amstrad CPC:** Waccl UK, 9 South Close, Twickenham TW2 5JE.
- **Commodore Amiga:** Virus Free PD, 23 Eldborough Road, Moredon, Swindon, Wilts. SN2 2LS.
- **Commodore Amiga:** 17 Bit Software, PO Box 97, Wakefield WF1 1XX.

GAMES-X SCORING SYSTEM EXPLAINED!

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

X-RATING: XXXXX

The higher the rating the better the game

Alex Simmons, Mr Vanity himself is a self confessed Depeche Mode and Trevor and Simon fan. His MODEsty knows no bounds and despite his tender years he is beginning to wake up to some of the finer things in life - women?!



Brian Sharp, affectionately known as the boy with the bum-fluff, is a young and uncorrupted lad. Being 17, he can't wait to start driving a car. Soon there'll be two dipsticks in the car, eh, Brian?



John Davison is our resident heavy metal greaser. He also spends any spare time he gets designing weird and wonderful cartoons. (He gets spare time? We'll soon see to that - Ed). Don't worry John the men in the white coats are on their way!



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

Gameplay

How the game actually plays

Lastability

How long you're going to stay at your machine

Presentation

Just how good the sound and graphics really are

RELEASE INFO

C64 **c£11.99 Now**
Atari ST **£24.99 Now**

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



Level one of Mercs is pretty simple, although you may find yourself stuck on the end-of-level guardian...



Halfway through the second level you have the opportunity to clamber into a Jeep. One player takes the wheel, and the other takes hold of the guns

M



The arcade smash, **Mercs**, has finally battled its way onto the Amiga courtesy of US Gold's coin-op conversion. But did Howard and Joseph, the best two of the US' crack troops, make the trip with all of their rippling muscles intact.

As a skilled professional soldier who has been conveniently trained in anti-terrorist tactics, you have been hired by the American government to assist in a top secret operation. So secret, that it hasn't even got a name.

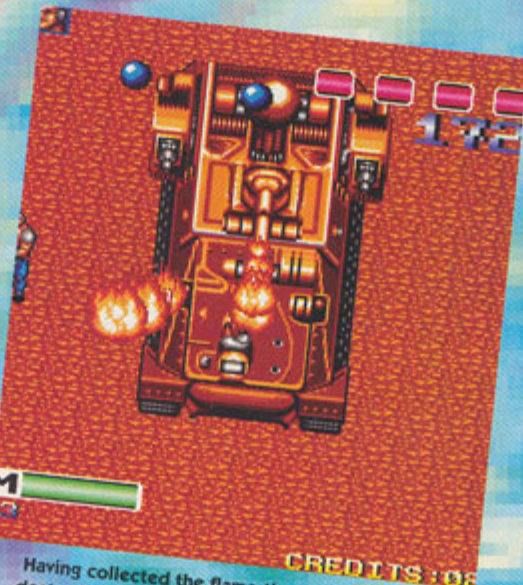
It seems that a former president of the US has been taken hostage by a group of revolutionaries while he was touring Africa in the name of world peace.

For some political reason or other, the government cannot send any

Having made it to the top of the first level, a huge Harrier jet thrusts up screen and opens fire with multiple-rocket pods. Use your smart bombs to weaken the shell before blasting it with your gun



Having collected the flame-thrower you manage to destroy the tank line before taking on the huge end-of-level guardian. Avoid the homing missiles that it launches from the rear at all costs



MERCs™



FACT FILE

House: US Gold
Programmer: Antony Ball
Development Team: Tiertex

The graphics are extremely close to the original, with the sprites being well defined, the backdrops colourful and detailed and the explosions realistic and atmospheric.

The sound is a little painful on the ears, with the theme tune being very, well... 8-bitesque. The in-game sound effects manage to rectify this to some extent, with some excellent bangs and the frighteningly true-to-life machine-gun drones.

Unfortunately the joystick autofire won't work with the game, so expect a sore trigger finger after a lengthy session of play.

The game is obviously influenced by Commando, although the 16-bit blockbuster features not only vertical scrolling but horizontal as well.

As can be expected the sprite collision is near pixel-perfect, so you won't lose a life when you shouldn't. This works both ways however, so you'll have to be accurate when targeting the enemy troops.

The end-of-level guardians move surprisingly smoothly around the screen, and although the screen often becomes very cluttered, the action doesn't noticeably slow down.

The idea of blasting through the scenery is good, and is implemented very well.

Overall, Mercs is a very polished game which, although ageing, manages to faithfully recreate the arcade original's feeling for action.

X-RATING: XXXX

Gameplay: 15/20

Lastability: 15/20

Presentation: 16/20

RELEASE INFO

Atari ST	£25.99	Jun
Amiga	£25.99	Jun
C64	d£16.99	Jun
	c£11.99	Jun
Amstrad	d£16.99	Jun
	c£11.99	Jun
Spectrum	c£11.99	Jun

MERCs

military personnel, and have opted for an elite corps of mercenaries known as the Mercs to deal with the crisis.

You, being a member of this team, have been selected to rescue the President and stop the rebels taking control of country of Zutula.

Mercs is a one or two player game. The leader and originator of the Mercs is Howard Powel, a former leader of a special terrorist task force.

The other member of the Mercs is Joseph Gibson, a former Green Beret in the 7th Airborne Division. He is skilled with most forms of weaponry, and now is a full time soldier of fortune.

THUGS GALORE

If any of you have seen the arcade version of the game, you'll know that it is a eight-way scrolling shoot'em-up which allows you and another to battle it out against a variety of thugs, tanks and other armoured vehicles.

There are eight levels in all, each with their fair share of meanies and of course the end-of-level guardians. Most of the enemies only require a single hit to be destroyed, but occasionally more effort will be needed.

Tapping the button will fire your gun, whereas holding the button down will release a smart bomb. The weapons you can collect are numerous.

You'll start off with single-barrelled gun which fires a shot each time the fire button is pressed. The flame-thrower

however, is the next weapon which can be picked up. Using this flames can be directed at any players who are in front of you. The next weapon to collect is the rocket launcher which fires large shells.

Each weapon starts off at the weakest power, but can be increased by collecting the icons with POW written on them. These have different effects on each weapon. For instance, the flame-thrower will have a greater range, but the gun's barrel will double.

During the stage you will have the chance to climb inside a vehicle and use its tough armour-plating instead of your frail skin. The second level allows you to drive a Jeep and later on it is possible to take control of a boat.

Each mode of transport has a

damage bar and every time it receives a hit one bar is knocked off. When the energy reaches zero, the car explodes leaving you to continue unaided.

At first the route ahead may not seem clear, as the path is constantly being blocked by barricades, trees and so on. Alternative routes may be found but the best solution is to blast your way through.

The terrain which is featured in Mercs varies from level to level. When the going is easy the boys have flat grass plains to run around on.

Their trip however, will take them through hostile swamps, treacherous castle settings and through the middle of enemy battle camps.

REALLY BAD INFLUENCE

Having made your way through the lengthy stages eventually you'll come up against the level guardian. These take on the form of military hardware such as assault choppers, a Harrier jump-jet and a variety of ground vehicles.

They don't have a specific weak spot, and therefore any hits will damage the meanie. However, they unleash more bullets than Arnie does in one of his films, some even throwing homing missiles at you. I don't know, what people will do for money, eh?



Powel (left) the creator of Merc and formed the unit of crack troops way back in 1985 when he broke off from a specialist terrorist task force. Gibson (right) a former Green Beret

FULL CONTACT

FACT FILE

Software House: Team 17 Software.
Programmer: Andreas Tadic, Peter Tuleby
Graphics: Rico Holmes
Sound: Allister Brimble

Full Contact is the game to take IK+ off its pedestal. The game features slick graphics, with some of the best animated sprites I've seen.

Unlike IK+, Full Contact uses scrolling backdrops, these are incredibly detailed and really provide the player with the right atmosphere. The sound is also superb, with sampled effects being the in-game SFX, and some moody oriental music setting the scene for the forthcoming battles.

The one thing which Full Contact does lack is variety, and although you have numerous baddies to fight against, some may find repeatedly kicking the earlier thugs tedious.

The moves are easy to get grips with, proving that the joystick movement has been carefully thought out. Add to this the 16 player option and you have one of the finest Amiga martial arts games around.

X-RATING: XXXX

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

RELEASE INFO
Amiga £19.95 Now

FULL CONTACT



Forget wax on, wax off, the Karate Kid doesn't know anything! Full Contact is a competition of violence, and provides stressed out people the chance to let off large volumes steam against an oriental enemy.

Full Contact is Team 17's debut game, although many of you will have seen their demos distributed by 17 Bit Software.

The game is a martial arts beat'em-up similar to the classic IK+, although Full Contact is '91 style boasting huge, smoothly animated sprites, sampled sound effects and detailed scrolling backdrops.

Before we enter the dojo, here is some background information. When you were a boy you were always amazed at the masters of the ancient arts, and it was your lifelong ambition to be one of the



Instead of the fighter attacking you, he sends his fierce dog, Thomas, in first. The only way to deal with this beastie is to kick him

talented few. You had a perfect childhood and grew up in idyllic surroundings. However, a Triad gang changed all this.

Your family and friends were brutally killed by these skilled thugs, each relative being put to the sword

while you witnessed the killings. Fleeing from the scene you sought refuge at monastery under the watchful eye of the monks.

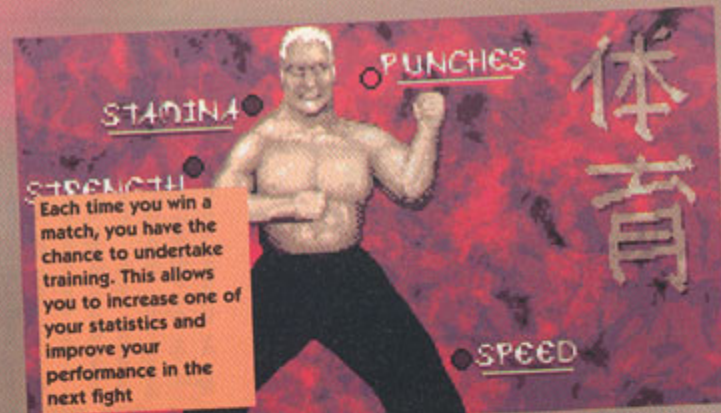
Throughout the year they taught you the martial ways and trained you until your skill was unsurpassed. You did however, swear to use your abilities only in self defence and never in aggression.

REVENGE IS SWEET

This is where the game begins. Your inner-rage has urged you to seek the slaughterers and avenge your family.

Being a one or two player game, Full contact can be played with you competing against the Triads and their side kicks, or as a tournament between you and a friend.

If you choose to compete in a



tournament, you will be given the option to enter in competition with up to 16 fighters who will be matched in a grand final.

Control over our hero is via the joystick, using a combination of movements and the fire-button to perform head kicks, punches and roundhouses plus many more.

A stamina bar at the top of the screen informs you on your current energy status, and when it reaches zero your fighter will collapse from exhaustion.

Each time you win a fight, you have the chance to train your character in order to increase your strength, speed, stamina, punches and kicks.

A bonus screen will appear, testing your skills in different departments. For instance, a lengthy bout of joystick waggling is needed to prove your stamina.



Tong Lo is the first opponent you'll have to fight against. He is a master of Karate and uses only his fists, although he is sometimes known to leap through the air in an attempt to kick you



As well as the dojo screen, there are a number of bonus screens which, depending on your performance, award you with points



The fights get progressively harder, with each opponent using new weapons and executing better moves. The scenes being roughly two screens wide, mean you can get scrolled off to the side. However, you can bet your opponent will be waiting



The initial playing screen gives you the total of 144 tiles which can be any one set from a choice of eight designs



The idea of the game is to remove all of the tiles. In order to do this first highlight one free tile...



...then highlight a matching tile which is also free. This will result in both of the playing tiles to be removed from the layout

SHANGHAI II - DRAGON'S EYE

Most game players either love or hate puzzle games, and it's becoming apparent that the genre is much more fashionable since the birth of Tetris and all its clones.

The Chinese have been making infuriatingly difficult puzzles for thousands of years, and Shanghai, an implementation of Mah Jong, is certainly one of the most popular which has been converted for the computer.

Shanghai II is basically a further development of the original game. The main differences are that the graphics have been considerably improved to take advantage of the enhanced capabilities of the latest machines.

The PC version uses the high resolution capabilities of the VGA graphics adaptor thus making the numerous tiles on screen very clear indeed.

SO HOW DO YOU PLAY?

Shanghai is a memory/strategy game for one or two players. What you have is a board containing 144 tiles which are set out in one of 13



The Japanese Hanafuda tiles are one of eight sets of intricately designed playing pieces

different layouts based on the Chinese lunar calendar.

The object of the game is to remove all of the tiles from the layout one pair at a time. The game is over when all of the possible moves have been made, the number of tiles is exhausted or the time has run out.

To remove the tiles, both halves of the pair must be free and matching. A tile is free if there is nothing sitting on top of it and it can be slid out of the layout to one side. A tile which can only go up or down is not free.

Once you have managed to clear a layout of 144 tiles you are then given the opportunity to play Dragon's Eye. Here, you pit your



There are 13 different layouts in all and each represents different phases in the Chinese lunar calendar. The one shown here is a later level...

skills against your opponent, be it the computer or a friend. One of the players must take on the role of Dragon Master, the other, Dragon Slayer.

When you start there are eight tiles placed on a board, these represent the dragon. Six of these tiles are the Dragons limbs, the remaining two, the Dragons heart.

The Dragon Master has the unenviable task of filling the spaces around the dragon to protect it, whilst the Slayer must attempt to remove tiles from the beasts vital organs. This tends to get a bit complicated and the competition between players can get fierce!

The presentation of the game is tremendously impressive. It's simple to get to grips with and there are numerous options available. For example, you are not stuck with the Mah Jong set of tiles.

To make things more familiar you can use any of eight different designs including playing card designs, building blocks, flags or, if you want something more ornate, there is a set of Japanese Hanafuda tiles!

Like a good puzzle? Yes? Then you'll be thrilled at this latest version of a 3,000 year old Chinese brain teaser. So sit down for a long time cos this one is going to keep you busy for ages.



The Dragon's Eye game can only be reached when you have beaten one of the basic levels. The dragon itself is represented on the left



FACT FILE

Software House: Activision
Programmer: Brian A Rice
Graphic Artist: Steve Snyder
Music: Russel Leiblich

Mah Jong is one of those games I have always fancied having a go at, but have never got around to because it looks so complicated. This computerised adaptation, Shanghai makes the game a bit more accessible and to make things even better it incorporates some very nice graphics.

The amount of variety is certainly a plus point, being able to select between numerous different layouts and tile types gives the game a lot of scope.

The one thing that really makes this stand out is the way it draws you in so quickly. Once you have a basic grasp of the rules it is quite simple but tremendously challenging and very addictive.

Fans of the classic Chinese game will probably find that this is not a patch on the original. As a computerised puzzle however, I found this to be one of the best I have seen in a long time. It's addictive, challenging and easy to control. A group of qualities rarely seen together these days.

X-RATING: XXXXX

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

RELEASE INFO

IBM PC £34.99 Aug
Amiga TBA Soon



FACT FILE

Software House: CDS
Team: Matrix Developments

The graphics in European Superleague certainly don't show off the ST's capabilities and the characters aren't very colourful.

Each player looks exactly the same as the rest. The sound is also very restricted.

The actual match takes far too long to get to. It took half an hour for me to reach game one! I must confess that for the first five minutes it was fun to play but this soon wore off.

If you are thinking about buying a game of this genre stick to the classics such as Player Manager or the ageing Football Manager. Both of these take a lot to be beaten and unfortunately this offering fails to manage this.

X-RATING: XX

Gameplay: 9/20
Lastability: 10/20
Presentation: 8/20

RELEASE INFO

Atari ST	£24.99	Now
IBM PC	£24.99	Now
Amiga	£24.99	Now
Amstrad CPC	c £12.99	Now
	d £14.99	Now
Spectrum	c £12.99	Now
	d £14.99	Now

After the crucial choice of which team to manage has been taken, you are placed in front of your new chairman who hands you two files.

One contains a review of the financial situation and the other gives all the squad details. After a quick look at these and a chat with the boss it's off to your office to set about making your team the best in Europe.

Your office desk is littered with useful items. Of particular importance are your diary, so you don't forget any important dates with players, coaches and so on; and a phone, used for communication between yourself and other managers. This is vital for the various transactions you have to undertake.

Each task must be performed on a specific day of the week starting with the ordering of your training schedule.

Talking to your secretary you can book a meeting with your players and decide who is to be the captain of the squad. A discussion with the coach will give you an insight into your team's overall fitness and each player's statistics.

Thursday morning will see you selecting the team which is to play in Saturday's game. While on Friday the tactics have to be

EUROPEAN SUPERLEAGUE



As you've only just joined the club you must face the evil boss. He will take a number of shots to kill... (Wrong game - Ed) Oh, here's the boss, he'll show you the files you will need to get started

chosen. Choose wisely, as the wrong decision could be the difference between victory and a really bad leathering.

Then the big day arrives, your first game as manager of United. Will you win or lose? You are shown the highlights of the match



You can check all the fixtures and important events by looking in your diary. The game against PSV Eindhoven is your first worry



The coach greets you like you've been there all your life and introduces you to the lads. He also helps you sort out the training schedule for the week

including injuries, goals, yellow and red cards and other important features.

At half time you are given the

chance to change tactics and perform any player substitutions. Then it's back to watching the rest of the match.

When the final whistle is blown the league table is shown - time to see if your hard work has been profitable. Now where did your hard work take you to?

The second week begins with a visit to the boss's office. Here you are told how the board consider your first week went.

For some reason they didn't like the amount of time you spent 'working' at home. Oh well, there's always this week to learn from your mistakes.

There is also a save game option so you can stop overnight and start again the next day.

NAME:-	BARNES
POSITION:-	FORWARD
BALLSKILL:-	95
MOBILITY:-	96
CONFIDENCE:-	95
FITNESS:-	95
TEAMWORK:-	90
MARKET VALUE:-	903,000
SALARY:-	90,500



Here are all the statistics on your star forward, Barnes. Considering the team is Liverpool he must be John



A manager's office is his kingdom! So here is your domain and it's time to start negotiating player transfers



It is time to make all of your dreams come true. Now's your chance to choose one of eight European teams to manage and take to the top. I'd suggest that you choose the best team on the planet, Manchester United.



You are one of three crew members in cryogenic suspension. As a trio you have been regarded by the company as unreliable and disposable and you're expected to take out an alien race

It finally happened. The computer has taken over from man, leaving the human race to grow idle while these metallic slaves perform their every wish. On Beacon 04523N the three droids under your command keep the beacon up and running.

However, due to the federal regulations the station needs at least three human operators in case anything goes drastically wrong.

The Beacon is a lone space station positioned at a major interstellar junction. The nanowave

transmissions from 04523N reach into deep space, guiding intergalactic travellers through the spaceways.

VALUABLE ASSET?

The reason you were assigned to this tedious task is because in the company's eyes you were the least dependable and the most disposable officers.

All three officers are held in cryogenic suspension, and will only be released in the event of a major disaster or if the beacon comes

WRECKERS



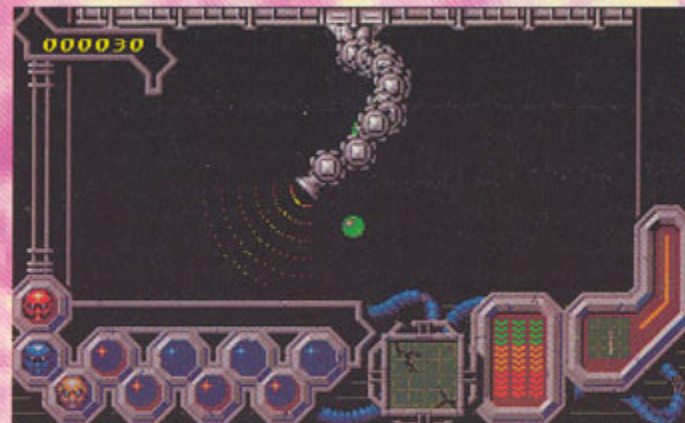
There you were, happy in cryogenic suspension, when the auto-defrost sequence began. The computer has alerted you to the presence of approaching unidentified life-forms, and has left it up to you to dispose of them.

under threat — the latter has occurred.

The Plasmodians, a race of green, slimy blobs, are hungry. It's hardly surprising they fancy a nibble after three billions years of travelling, and the only thing that resemble a meal is a large space station — the Beacon 04523N.

Having been pulled out of suspension, you take control of your character around a 3D isometric environment using the joystick to move and the button to fire your plasmicide spray gun.

Zippway shuttles and glass elevators are there to quickly transport you around the station, and spacesuits which allow you to examine the exterior of the Beacon and take the battle outside the ship. The aliens attack from specific



This battle pod is basically a hoover of gigantic proportions. Once you've clambered inside, you can start sucking away at those plasmodians

angles, the computer telling you which sector they have been spotted in. Starting off outside the beacon the aliens can be sucked in

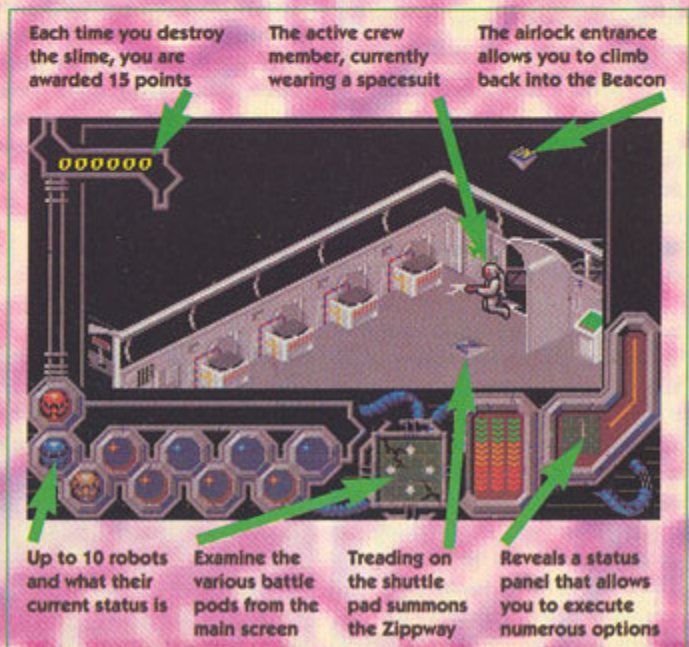
using the Space Hoover battle pod. Once on board, they move around the corridors, attacking everything.

WOBBLY WARRIOR

Each crew member has a energy limit, and when this is exhausted he will collapse, dead. The slime then takes over his body and turns him into an indestructible mutant jelly monster, which can kill on contact.

To add to the mayhem, the self-destruct sequence was initiated when the invaders were located, so you only have sixty minutes to destroy the Plasmodians and keep the beacon on line.

The task ahead is not easy, and it is more than likely that you'll die. There's a promotion however, if you succeed. So it's worth it!



Each time you destroy the slime, you are awarded 15 points

The active crew member, currently wearing a spacesuit

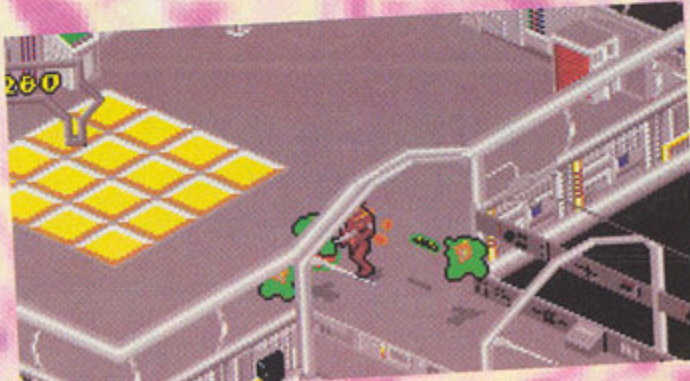
The airlock entrance allows you to climb back into the Beacon

Up to 10 robots and what their current status is

Examine the various battle pods from the main screen

Treading on the shuttle pad summons the Zippway

Reveals a status panel that allows you to execute numerous options



Letting them onto your ship is a grave mistake, as they can now attack you by lobbing slime in your direction. Lose your energy and you'll turn into a mutant jelly man



FACT FILE

Software House: Audiogenic
Development Team: Denton Design
Programmer: John Heap

Graphics: Paul Salmon, Herman Serrano
Sound: Warren Cann, Dave Whittaker

Although the idea behind Wreckers is nice, I found the control system, well... horrible. As a rule, 3D isometric games need a lot of attention to the gameplay to make them successful. Unfortunately I think this was slightly overlooked and the character is too hard to control.

Detailed graphics help to make the game slightly playable, but the lack of variety doesn't help the lasting appeal at all.

The sound is okay, and if you manage to get to grips with the joystick you may find the game fun.

With everything accounted for, Wreckers is a decidedly average game, that while not being anything out of the ordinary, will appeal to the isometric fan for a short while.

X-RATING: XX

Gameplay: 9/20
Lastability: 8/20
Presentation: 13/20

RELEASE INFO

Amiga	£24.99	Now
Atari ST	£24.99	Soon
IBM PC	TBA	Soon
Spectrum	TBA	Soon



FACT FILE

House: Game Crafters/Iliad Software
Programmers: Tom Jensen, Ron Lowe
Graphics: Richard Lowe
Sound: Jay Steineckert

I've long been a fan of this type of game and looked forward to playing this particular offering. At first the graphics seem very basic when compared to the more recent Sierra products, but if you manage to see past this you'll discover a very good game.

The puzzles are fairly logical while managing to stay pretty difficult. The sound effects serve their purpose well and add to the game's atmosphere.

The introduction sequence is a little too lengthy for my liking but it does fill you in on the entire story. The game is ideal for beginners to this genre of game but it doesn't take long before gameplay becomes harder and solving the puzzles becomes very difficult.

The large number of locations over which the action takes place give a high level of stayability.

I wouldn't hesitate to recommend this to fans of adventure games even though the graphics and gameplay are a little dated.

X-RATING: XXXX

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

RELEASE INFO

Atari ST	TBA	Now
PC	TBA	Now

Taking on the game style of classic Sierra adventure games such as the King's Quest series, this game should be very good. But is it?

The scenario tells of how the King came under the influence of an evil god and thus created a dark shadow over the land. As a result a war was fought and he was defeated leaving the people to rejoice at their newly found freedom.

However, the king failed to admit defeat and he returned to take revenge on the people who were once under his rule. Maddog Williams was selected to find and destroy him.

ONCE UPON A TIME...

Starting off in his home above the antiques store all seems normal. He gets up out of bed and collects his sword. Downstairs in the kitchen he washes himself and then makes his breakfast.

Before stepping into the shop he takes a loaf of bread just in case he feels peckish during the day. Maddog remembers he had been asked to make a beer server for his friend, Frank the bartender at the pub, and he collected this before leaving the house.

Down at Pete's Pub he gave the weird contraption to Frank and he tried it out. Unluckily for Maddog the beer jar was catapulted down the bar.

It then knocked over a customer and made two angry sailors stand and proceed to beat



Maddog is very hygienic. He washes himself before he even thinks about going out for the day

THE ADVENTURES OF MADDOG WILLIAMS



Can you defeat the King who has been taken over by an evil god? You control Michael 'Maddog' Williams in his quest to help his homeland. The task however, will not be an easy one as the way is covered with many puzzles and traps. Are you the right man for the job? Let's hope so.

up poor Maddog. Having been thrown out of the pub for fighting Maddog reassessed the day's proceedings and realized with horror that it was only 9.00 am!

You can control Maddog using either joystick or keypad while all commands must be entered from the keyboard.

Almost all the items which are

encountered throughout the huge number of levels can be interacted with or collected to be used elsewhere in the game.

Of course no true hero can complete his task without a little practice beforehand. This comes in the shape of learning swordplay skills, where you can practise many different thrusts and blocks.

When you feel you have done enough you can try your skills out on a mean looking pirate who you'll find standing nearby.

For completing the various tasks throughout the game you are awarded with a certain number of points. The bigger the task the higher the amount of points which are awarded.



When the beer server goes wrong in the bar two hefty looking meat-heads begin to beat up poor old Maddog



The little elf is sitting to the left of your house. If you give him the correct item he will offer you something to aid you in your quest



Reading the top of this door, which is found somewhere in the forest will give you a strange clue of how to open it. Only the most gifted will decipher the clue!



Our hero just manages to get out of his bed to get on with his quest. Only his sword must be taken from this screen



The puzzles are very logical in the game. To cross the quicksand you must possess an axe with which you chop down a conveniently located tree

MICKEY MOUSE II



John

The computer games market is on the verge of overkill with the number of cutesy platform games. Mario has a lot to answer for! It would appear that Mickey Mouse is becoming one of the characters to license and we're getting sequels already. Take it away there, Mickey...

So, after getting the game home, you first puzzle over why the only thing you can read on the packaging are the words Mickey Mouse.

Having totally given up on trying to make head or tail of the Japanese instruction manual, you then whap the little cartridge into the back of your Game Boy and get ready to play...

An animated sequence reveals that your beloved Minnie Mouse has been captured by a tremendously evil dude with big horns and a black cape.

So what does our hero do?

Does he call the Australian Police Rescue Team? Does he call some suitably tough street cop type person?

No, this poor defenceless little mouse decides he is going to enter a dark dingy castle on his own and kill off all the meanies.

Yes ladies and gentlemen, what we have here is a mouse who is either very brave or very stupid. This would be all well and good, but once he gets to the castle, you have to control his actions!

To get to his beloved, young Mickey has to cruise around the

numerous rooms collecting keys. Each room contains eight keys which are hidden behind closed doors. He must pick up all of them up if he is to reach the next room.

Easy enough eh? Well, it would be if you didn't have all sorts of walking mean things like ghosts and bats to deal with!

These can be a real pest but can be disposed of by dropping large lumps of metal on their heads, blowing them up with bombs or shooting them in the bottom with a crossbow.

As with every other game of this type there are all manner of

obstacles which little Mick has to traverse.

There are ladders, tightropes, steps, lumps of rock, funny tube thingies which suck you up and platforms which mysteriously disappear when you stand on them! All ingredients for your average run of the mill platform game.

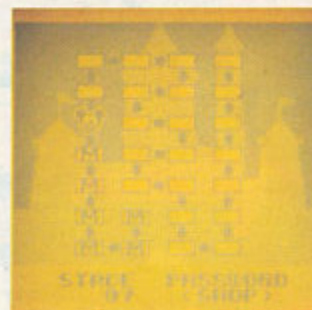
If you get killed off on some of the later levels there is a nice password system which will let you start of where you finished. So you'll find it a bit easier to reach the end of the game and rescue the lovely Min.

The Game Boy lends itself to the platforms genre of computer games. It is the perfect little box for this type of game.

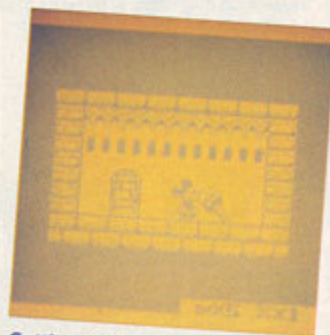
But, it would be nice to see something a little bit different. It's very nice to have another Mickey Mouse game, but surely he could be doing something a little more interesting!

The introduction sequence tells of how Minnie has been kidnapped by an evil monster who lives in a big castle. Mickey, being the heroic little thing that he is chases off to rescue her.

Little does he know of the strange and unusual perils which will greet him as he progresses further into the dingy depths



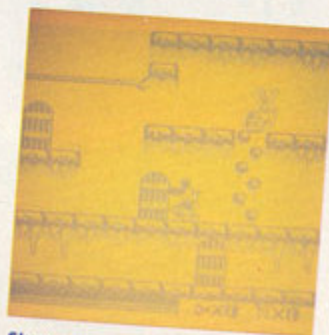
Here, Mickey's route through the haunted castle is plotted by means of a series of boxes. Each of these represents a room, and each has its own password. On future games you can skip rooms by using this password system



Getting the hammer from behind a closed door can make mangling lumps of rock really easy!



In the spooky bit of the castle you can get loads of bombs to blow up your enemies



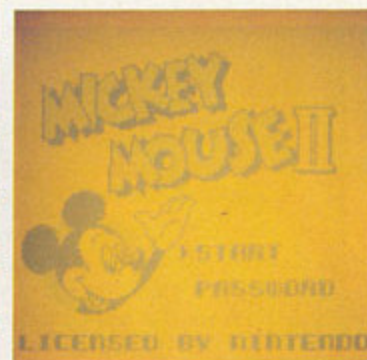
Slugs and pickaxes are all important parts of the action! The slug is yet another grumpy looking meanie who roams about aimlessly



Getting hold of this flash thingy will kill everything on the screen. Mickey with a smart bomb?!?!?



Throughout the game you will find scenes like this... loads of doors and tubes which will suck you away to other parts! The dangly bits are all vital to your gallant and noble quest



FACT FILE

Software House: Kemco
Development Team: Kotobuki System

Mickey Mouse has always been, and will always be a kiddies favourite. Now that he's finally made it to the computer game screen means that there will be streams and streams of releases cashing in on the licence. Fair enough, it will draw some of the attention away from a certain pair of Italian brothers.

As platform romps go this is not at all bad. There are loads of meanies, lots of things to pick up, and all of the rooms within the castle are very different.

Also it has a high level of playability which certainly counts in its favour. However, it's nothing original. I've seen loads of games like this before, and the fact that the main character is Mickey doesn't really make any difference. Please, let's see something new!

Thanks to PC Engine Supplies, Stoke-On-Trent. Tel: 0782 213993

X-RATING: XXX

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

RELEASE INFO
Game Boy £25.53 Now



FACT FILE

Software House: Loriciel
Programmers: Laurent Arditi
Graphics: Stéphane Ducasse
Music: Oliver Delerue

Super Skweek is actually very similar to the original with the graphics being practically identical, just the variety and intensity of the gameplay has been enhanced.

The game itself is some kind of Pacman crossed with a puzzle. Amazingly this concept works well enough to be addictive. Sound effects consist of beeps for icons being picked up and a bouncy tune plays along in the background.

The sheer number of levels will keep the most hardened players going for months. You may think that this is a game for kids, and you would be right, but it will also enthrall gamers of all ages. It's just the similarity between the two games that lowers the mark a little

X-RATING: XXX

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

RELEASE INFO

Amiga £25.99 Now
Atari ST £25.99 Now

The original Skweek involved you running around levels and colouring different blocks in your favourite pink while avoiding vast assortments of nasties. Believe it or not the sequel involves the very same thing, it's just that a number of features have been added.

First and most noticeably there is now a construction set allowing you to build your own levels and make them as easy or as difficult as you like. This is very easy to use and levels can be built in no time at all.

On the original you may have noticed the two player mode. Well this has been enhanced too, it is no longer alternate players. Two

players can now enjoy running around the screen together (aaaahh!). Player one controls Super Skweek while player two controls his friend Skrouch.

The 225 levels are spread over

three islands and each is slightly harder than the last. Covering the levels are a whole load of different tiles all of which carry out a specific task when Skweek or Skrouch run over them.

There is your standard tile which turns from grey to pink when crossed. Also there are blocks which explode, disappear, colour large areas or even mirror the colours of the level, this can either

help you or ruin your chances of completing the stage.

Upon starting the game you will be asked whether you want to play a normal or random game. A normal game has you selecting the island of your choice from the five shown, while a random game will select the island for you making the game just a little bit harder.

MEGA NASTY TIME

If you manage to complete all the levels on the island you are confronted by a huge mean bloke type thing. These take a fair amount of shots to destroy, but once zoned you can move along to one of the next two islands.

To be picked up all around every level there are many icons, which can give you different weapons. Alternatively, these can be bought in the shop as long as you have the correct amount of money. Other levels can see you rescuing cute pink female Skweeks - these can give you money or a heart bonus at the end of the stage.

SUPER SKWEEK



More than 18 months ago a funny little game by the name of Skweek was released on the US Gold label. Now Loriciel, the game's publishers release a sequel and
funnily enough it isn't called Skweek 2! There may also be a touch of de-ja-vu!



In the shop you are greeted by this nice looking character. All I can say is that I don't buy things from a geezer with stitches in his head!

Some platforms disappear so that poor old Skweek cannot go back on himself. This proves to be rather annoying



Funny old Skweek lists pink as his favourite colour (why?) and must paint everything else this lovely shade



Joining forces with the equally silly Skrouch for a two player can prove twice the fun



For a normal game you can select which island you want to go to. Beginners are recommended to try the first as it is easier



THRILL-POWER!

...not frill-power



on sale at all good newsagents and comic shops

GAIN A XESS TO ALL THE LATEST INFO ON YOUR FORMAT

BAT IBM PC

Software House: UBI Soft
Development Team: Computer's Dream
PC Conversion: Mike Brown

Become a BAT agent as you try to save the Terrapolis from the nucturabiogenic (what?) bombs which have been set by the evil scientist Vrangor and his criminal cohort Merigo.



The ultimatum they have set leaves only ten days to evacuate the planet...

The original Amiga version of this role playing secret agent game was fairly impressive in the old graphics department. However, with the



enhanced facilities of the PC VGA board the graphics of BAT have been given a new lease of life.

As with most recent PC releases this is presented in a very impressive manner and it hasn't lost any of the original's playability. Certainly worth checking out if you're into RPG's.

X-RATING: XXXX

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

Mighty Bombjack IBM PC

Software House: Elite
Development Team: In House
Programmer: Adrian Jones
Graphic Artist: Russ Philips
Beeps: Mark Cocksey

The PC continues to take over the games world as yet another conversion comes out.

The original Bombjack was a hit years ago and now the most recent



official version has been released.

As with previous releases you must move around the numerous screens defusing bombs and collecting treasure.

Unfortunately, the game style is decidedly dated. Graphically the PC



version isn't impressive, only supporting the boring old EGA format and these days people are used to the snazzy 256 colour modes provided by VGA.

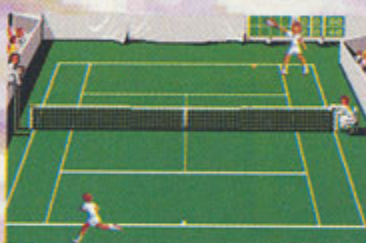
X-RATING: XXX

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

Pro Tennis Tour 2 Atari ST

Software House: UBI Soft
Development Team: Blue Byte

With Wimbledon just around the corner there couldn't be a better time to bring out a tennis simulation. When it was released a few weeks back



on the Amiga it caused many mumbings in the office because it was so good.

Thankfully the ST version has arrived and it proves to be far from disappointing.

The graphics and gameplay are



Identical to the Amiga version while the sound is of the usual lower quality. This game's in the same league as Kick Off 2.

Playing a two player match is guaranteed to start arguments and shouts of "That was never out!". This is a totally awesome game and is so realistic you can almost taste the strawberries.

X-RATING: XXXXX

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

Chuck Rock Atari ST

Software House: Core Design

Chuck's wife has been kidnapped by the evil Gary Gritter and he has to rescue her. This will take him through many zones including snow covered mountains and barren deserts.

You may be forgiven for thinking this is a standard platform game, but it isn't. You can make your own platforms by throwing rocks into handy positions allowing you to get to previously unreachable areas of the level.

The Amiga version had exceptional graphics and gameplay coupled with



hilarious sound effects. The ST version doesn't disappoint except soundwise.

The graphics are practically the same as the Amiga version despite having to lose the parallax scrolling. If



you liked the exceptional Rick Dangerous series then this is definitely the game for you.

X-RATING: XXXXX

Gameplay: 17/20
Lastability: 16/20
Presentation: 18/20

Sim City Super Famicom

Software House: Nintendo
Development Team: Maxis

The classic Sim City has finally made it onto the Super Famicom, and although it is available only through Japanese import at the moment, it is



guaranteed to be a real winner once again.

As can be expected the graphics are first class, with every detail carefully catered for. The sound is also of



excellent quality, with a subtle tune which changes to match the status of your town or city.

Being totally icon driven, the game is easy to learn, but due to the sheer number of ways to build a city it will take quite a while to master.

X-RATING: XXXXX

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



ALCANTARA





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INFOGRAMES

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GAMES-X

POSTER



Please, please start sending some decent tips in. We don't have an inexhaustible supply you know! If you have a good cheat for any recent game, you will be rewarded with a free game!

GAUNTLET

- Atari Lynx

Okey dokey, here's a cheat for you Gauntlet nutters out there. If you want to select any level from the game, all you have to do is stay really still at the very start of the game. If you now press Option 1 you can go wherever you want.

TRUXTON

- Sega

Those of you having problems with the end of level guardians should welcome this little beauty! If you press button B to let off a smart bomb, and then pause the game a little while, when you unpause, the bad guy will be well and truly dead.

DRAGON BREED

- Activision

Here's a great cheat for this cracking game from Activision. When you've managed to complete a level, hold down the left mouse button, DELETE and HELP whilst the next level is loading. When the screen flashes you know that the cheat is activated! You can now skip levels using any key on the keyboard.



POPULOUS

- Electronic Arts

A few codes for this game of world domination!
WORLD 100: CALEOLD
WORLD 200: EAOAMPET
WORLD 300: BILQAZOUT
WORLD 400: BADMEILL
WORLD 494: WEAVUSPERT

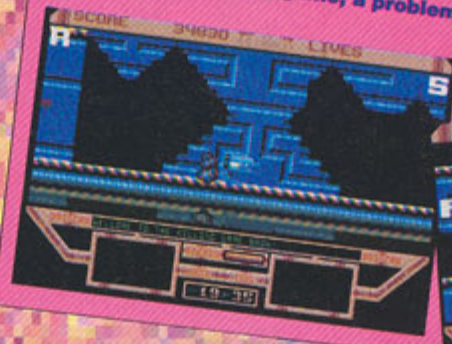


KILLING GAME SHOW

- Psygnosis

Everybody loves the Killing Game Show! I bet you didn't know there was a cheat for it though did you? It's not your typical run of the mill infinite lives cheat, but it is really useful. When you lose the game, a problem

which most of you encounter a lot, watch the action replay. When it plays to a spot that you want to start from, press the help key and you will begin at that point with five lives. Should make things a bit simpler eh?



SIM CITY

- Infogrames

This is an oldie, but I know lots of you love the game. Put caps lock on and type FUND, this will give you an extra \$10,000

VIGILANTE

- Sega

To choose your starting stage, push Up, Left and button 1 on the title screen.

LOTUS ESPRIT TURBO CHALLENGE

- Gremlin

On the Amiga, type in player one's name as FIELDS OF FIRE and player two's as IN A BIG COUNTRY. On the ST, substitute these names for ANGEL DARK and HARVEST HOME.

This will let you qualify for the next

track regardless of what position you finish in.

For something really weird use the names MONSTER and SEVENTEEN. This will take you to somewhere completely different!

GAME OPTIONS

DIFFICULTY LEVEL
EASY - 7 RACES
NUMBER OF PLAYERS
ONE
PLAYER ONE
MONSTER
MONSTER - GEORGE
MONSTER - CONTROL
PLAYER TWO
SEVENTEEN
SEVENTEEN - GEORGE
SEVENTEEN - CONTROL
SEVENTEEN - IN PORT 1



Clamber on to your fire breathing steed and prepare to do battle with the forces of evil. Stirring stuff eh?

This player's guide should give you a few tips that'll make your journey into the hostile wilderness a bit easier.

NOBBLING THE NASTY NUISANCES



One of the biggest problems for the beginner is getting past the creature situated halfway through level one. To do this you really need your old pal the Red Dragon.

First shoot out the top two fire balls,

and then move down and blast the lower two with your fire breath. Now you can get the rest with your gun. Make sure you do this first time through, because you will continue from this section with the Green Dragon if you die.

MANGLING THE MENACING MEGA MUTHA MEANIES

End of level meanies are a pain in the backside on any game. Your first encounter here will be with the huge globule at the end of level one. You're going to need your buddy the Red Dragon as you did earlier in the level.

Whatever you do, make sure you start off with a full power shot from your dragon chum's mosh. Then use your fire breath to obliterate it. If you haven't collected the Red Dragon, you're going to have to use your tail.

On level two, you can nobble the guardian with any of the dragons, cos all you have to do is poke his eyes out yeuch!

On level three, you're going to have to put up with a huge great nasty dragon and you're going to need your golden chum!



TEN TOP TIPS FOR TERMINATING THE TERRORS

- 1 The Red Dragon is the best general purpose steed
- 2 Collect power-ups for max power on your dragon
- 3 Very often you may need to land and walk along the ground. The dragon will cover your head
- 4 Use tail to kill nasties wherever it is possible
- 5 Hold down fire to use power shot wherever possible
- 6 If you've got a rapid fire joystick, use it!
- 7 The gold dragon is very useful for protection on later levels
- 8 Avoid getting hold of the blue dragon if you can help it
- 9 Remember that the only vulnerable point is your small character - the rest of the dragon is invincible
- 10 Don't panic!



In some places you may have problems getting past certain waves of enemies. In these situations you will have to get off your faithful trusty steed and go it alone - on foot. When you do this you will be protected from overhead attacks by your dragon. If you do not have the Red Dragon at the beginning of level two you will have to do this.

DEVILISHLY DEVIOUS DRAGONS

These dragons are your only friends in the underworld caverns and passages. Each of them will help you to the best of his abilities and each can be charged up through four different levels of power.



Green Dragon - this is your bog standard, dreary, boring dragon. It's got power shots, but your best bet for dealing with the nasties is to use the tail



Red Dragon - the Ferrari of dragons. A fire breathing behemoth capable of giving the bad guys a jolly good thrashing. Its fiery breath can be recharged up to a stonking great ball of heat



Blue Dragon - not the very best dragon, it has this ridiculous habit of rotating underneath you leaving you totally exposed to enemy fire. It also tends to fire downwards, which is rarely very useful



Gold Dragon - a good pal when you need to be defended. This glorious golden coloured chum will curl around you for protection, effectively creating an impenetrable barrier. It also has this terribly useful knack of firing in eight directions at once!



Grey Dragon - this menacing metallic monster spits out baby dragons, which home-in on your unsuspecting foe. It's a good friend to have when you are being attacked from many directions at once

Remember the dragon rider is the only vulnerable point
Your typical run of the mill, boring, tedious alien merely gets in the way
Some of the larger alien creatures take considerably more fire power to kill



The Red Dragon is particularly useful for knocking off the bad guys

Watch out for these small creatures, they are carrying the all important power-up icons. Shoot them once and you will be rewarded

TURRICAN II PLAYER'S GUIDE

WORLD 2

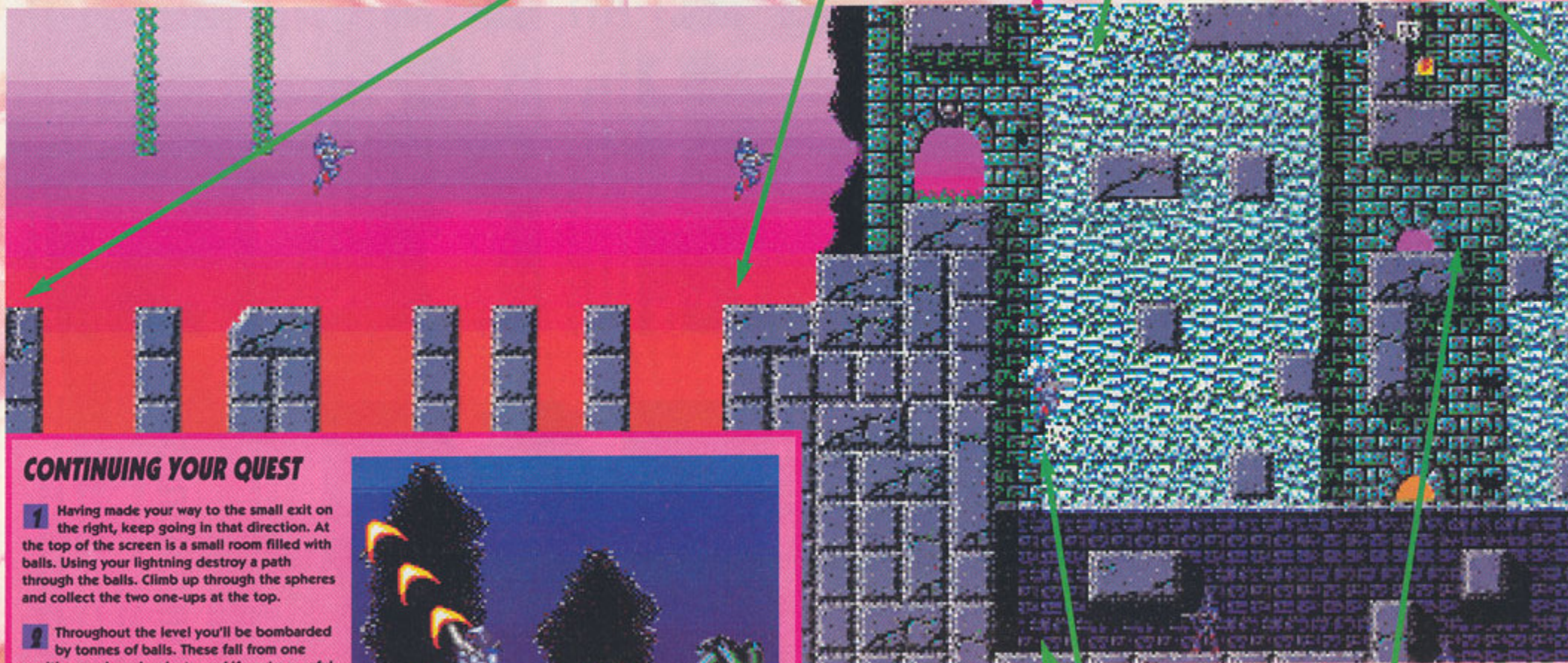
Here is the Turrican player's guide to the second world, giving useful hints and tips on how to venture through the level and defeat the end of level guardian.

First of all, jump to the right. Make sure you leap across the chasms that appear once you've moved. It is a good idea to jump, then move out a little before returning to the safe platform you were standing on. This way the blocks will fall but without you on them

Having cleared all of the pillars, continue right. You now have two options: drop down to the bottom and keep going or head for the top

If you decide to go up you will be blessed with bundles of power-up icons that fall from the ceiling. At some point you'll have to return to the bottom as it is impossible to exit at the top

Once again making your way to the top will award you with power-ups. You should now have a pretty hefty weapon, so make sure you keep your auto-fire on and don't lose it



CONTINUING YOUR QUEST

1 Having made your way to the small exit on the right, keep going in that direction. At the top of the screen is a small room filled with balls. Using your lightning destroy a path through the balls. Climb up through the spheres and collect the two one-ups at the top.

2 Throughout the level you'll be bombarded by tonnes of balls. These fall from one position, and can be destroyed if you're careful.

3 If you make it to the end of level guardian, a good strategy to take on is to turn into the gyro and lay mines while you fly past the robots head. His weak spot is the eye, so you must carefully time your shots while he eases down on laser fire. Continuous hits should easily deal with him, and remember the golden rule – always use a joystick with an auto-fire facility.



Having splashed into the pool of water at the bottom, swim right. Watch out for the fish that appear as they can damage Turrican

If you decide to jump across the centre of the screen, watch out as numerous baddies jump from platform to platform, and from a small turret bullets are unleashed in your general direction

When this came out on the ST, I played it to death and completed the game within a week. US Gold wouldn't let it lie and produced it on the Sega Master System. This version is quite a bit harder than the original, so here's a lovely map and tips on the first level.

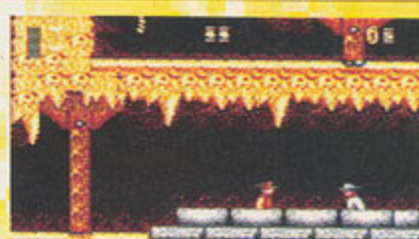
SEGA™
MASTER SYSTEM™



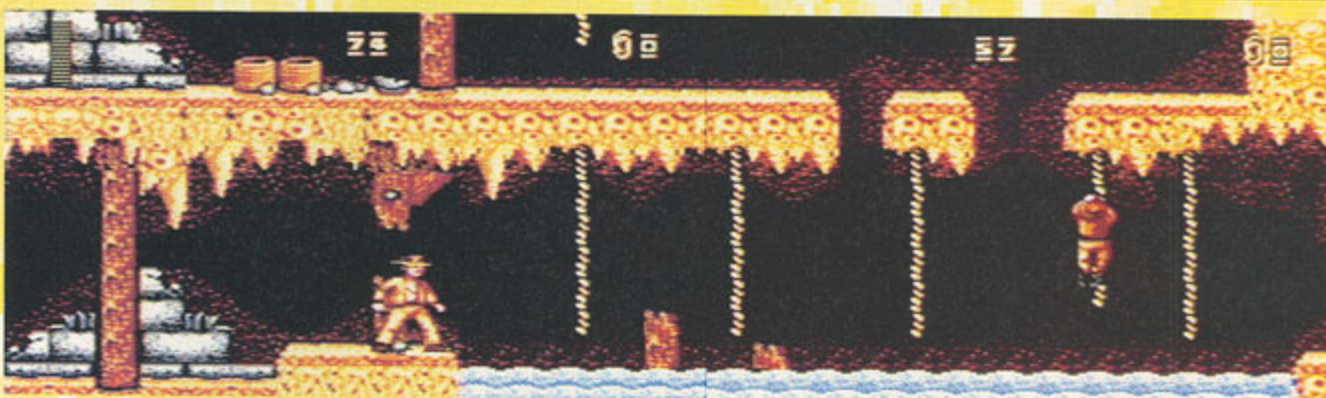
To get past the knife thrower at the bottom of the first rope, continue straight onto the second rope and move to the top. As the knife goes underneath, head downwards and the knife will pass harmlessly overhead



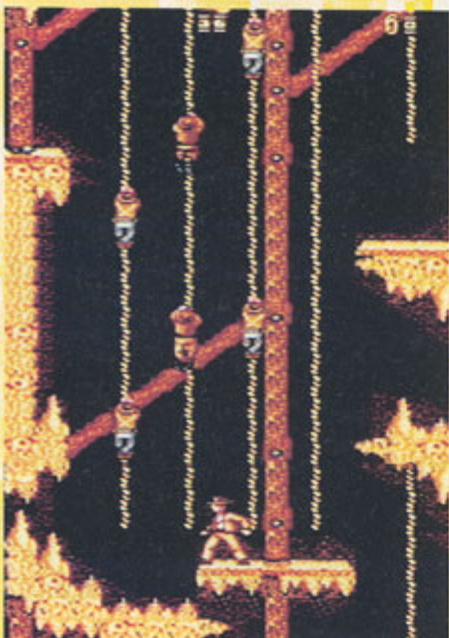
Take the top route here to avoid any confrontations with the thieves. When you get the whips at the end use them all straight away



Watch out behind here as a thief will come and try to kill you (nasty man!) – punch him and he'll drop dead on the spot



Crossing the water is a cinch. On each rope you should climb to the bottom and jump across to the right side. This shouldn't be too difficult



These four ropes can be a real pain. To get past climb the first and when the man on the second goes down jump to the left across to the third. When it's safe jump across onto the platform and you've done that bit

GENERAL TIPS

- 1 Don't use the whip, it's useless. Fist fighting is much easier to handle.
- 2 If a knife thrower is in your path keep walking towards him and punch him when you get there.
- 3 Don't hang about as the time limit doesn't allow for you to make a cup of tea and eat a chocolate digestive.



Don't even think about worrying about this knife thrower. Just continue walking and fall down onto the lower platform again. The knife will miss your head



Jump over this collapsing platform as you'll have to cross it again after collecting the cross. There is a man on the other side who is dead



Climb this rope until you see the man on it near the top. Move back down again and jump to the right. When he moves back up again follow quite close behind him and jump to the right when you can



This is your goal for the first level. If you jumped the collapsing platform before, you now have a choice of two routes back to get to the end of the level. The lower one is the easiest route



Don't cross to the other side of these barrels as it's a dead end and you cannot get back on the correct route. There is nothing down there anyway



From this rope jump to the right onto the second and right again – you have now completed the first section. Easy really, when you know how!

Sneak Preview

One of the industry's longest surviving software houses, Audiogenic has been around in one form or another for over eleven years. Company boss Peter Calver got the ball rolling in 1978 when he founded the Supersoft and created Audiogenic as a subsidiary label.

The label grew into a fully-fledged software house in 1985 and has been going strong ever since. Recently the firm has been putting it about a bit with a succession of jolly titles, including Emlyn Hughes' International Soccer, Loopz and its latest, Exile.

Now the company's taking on a sporty flavour – its Sports Action range kicks off in September with a rugby game, but to tide us over until then we've got two titles appearing this summer. Read on and discover all...



SUPER LEAGUE MANAGER

Another football manager game? Well yes, but the 'Genic boys are confident that there's enough original stuff in their effort to set it apart from the pack. For much of the game, it's pretty much the story you'd expect – buy and sell players, move up the tables, play in the tournaments... you know the sort of thing. But take a look at some of the other bits that crop up along the way.

Unlike any other game before it, Super League Manager allows you to move from club to club, and you could even end up managing the England team! Why hasn't anyone thought of that before?

Some other nice touches include remembering to water the pot plant in your office, or risk the sack for being a negligent manager, and listening to the pearls of wisdom which occasionally come your way courtesy of the tea lady.

The nicest touch of all however, has to be the innovative link-up option. The game itself has no action mode, so games take place off-screen and all you see are the results. But if you've got a copy of Emlyn Hughes' International Soccer, you can link the two programs together so that your matches are played out in full, Emlyn-style! Clever stuff eh?

According to 'Genic, Super League Manager was developed with technical help from Dave Bassett and ex-West Ham manager Lou Macari. Watch out for Super League Manager on ST and Amiga towards the end of June. Again, 8-bit owners will just have to wait their turn.



GRAHAM GOOCH'S WORLD CLASS CRICKET

This one is a bit of a throwback to the golden days of Audiogenic, as it's a loose adaptation of the company's first major game, Graham Gooch's Test Cricket, released for the C64 way back in 1985.

This new incarnation however, promises to be a considerable improvement. There's a wide range of new crickety features to look forward to in Graham Gooch's World Class Cricket.

Players can choose to play the game arcade-style, doing all the bowling, batting and fielding themselves. Alternatively, they can sit back and call

the shots in the strategy game, in which all the players behave just like their real-life counterparts.

As you can see from the ST screenshots here, the graphics promise to be one of the game's strongest aspects, with some lovely animation giving the whole thing an authentic TV feel. You'd swear you were actually there.

Audiogenic's in-house boys are currently beavering away on the project, and ST and Amiga versions should be out and about by the end of June. Eight-bit owners however, will have to wait until later in the year.



The exclusive full price games software charts comp



Psygnosis' excellent **Armour-Geddon** has finally managed to push and shove its way to the number one slot on the Amiga Chart, forcing the Bitmap's **Gods** down to number two!

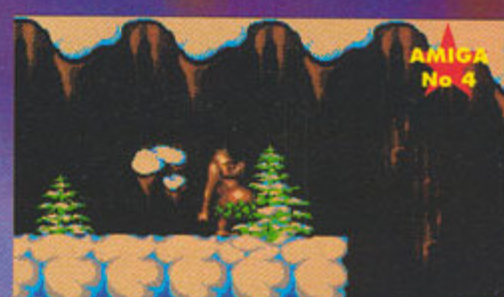
PGA Tour Golf is making a respectable showing at number three on the Amiga and the poor little **Lemmings** have been pushed all the way down to number 10.

The **Dizzy Collection** is still showing its popularity on all of the major 8-bit formats and seems to have totally monopolised the number one spot on each!

The top two places in the Atari ST Chart haven't changed at all. **Lemmings** looks like it is here to stay



for some time at number one, and the ever popular **Final Whistle** is still at number two. **Supercars 2** has shot in straight at number four being the only new



entry in the ST top ten this week. Will it be around for as long as the Amiga version?

The Budget Chart has seen a fair amount of

1	▲	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND ED SCIO
2	▼	GODS House: RENEGADE/MINDSCAPE Team: BITMAP BROTHERS
3	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
4	▼	CHUCK ROCK House: CORE DESIGN Team: L PULLEN
5	▲	KILLING CLOUD House: IMAGEWORKS Team: VEKTOR GRAFIX
6	◆	SUPERCARS 2 House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
7	★	BRAT House: MIRRORSOFT Team: FOURSFIELD
8	▲	MEGATRAVELLER House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES
9	▼	SPEEDBALL 2 House: MIRRORSOFT Team: BITMAP BROTHERS
10	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN

1	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	◆	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
3	▲	KILLING CLOUD House: IMAGEWORKS Team: VEKTOR GRAFIX
4	★	SUPERCARS 2 House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
5	▲	CHUCK ROCK House: CORE DESIGN Team: L PULLEN
6	★	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
7	▼	MEGATRAVELLER House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES
8	▼	SPEEDBALL 2 House: MIRRORSOFT Team: BITMAP BROTHERS
9	★	WORLD CHAMPIONSHIP SOCCER House: ELITE Team: IN HOUSE
10	★	WONDERLAND House: VIRGIN Team: MAGNETIC SCROLLS

1	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
3	▲	VIZ House: VIRGIN Team: PROBE
4	◆	CREATURES House: THALAMUS Team: APEX BROTHERS
5	★	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
6	★	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
7	▼	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
8	◆	LAST NINJA 3 House: SYSTEM 3 Team: IN HOUSE
9	▼	SCI House: OCEAN Team: ICE
10	◆	TURRICAN 2 House: RAINBOW ARTS Team: SCHMIDT, ESCHER AND TRENZ

1	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▲	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
3	★	SCI House: OCEAN Team: ICE
4	◆	BIG BOX House: BEAU JOLLY Team: VARIOUS
5	▲	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
6	◆	HOLLYWOOD COLLECTION House: OCEAN Team: VARIOUS
7	▼	GOLDEN AXE House: VIRGIN Team: PROBE
8	▲	POWER UP House: OCEAN Team: VARIOUS
9	★	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
10	◆	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI



shifting around this week, although the ever present **Magic Land Dizzy** hasn't shifted from the number one spot again! There's been a bunch of new entries this week with Hi Tec's revival of **Scooby Doo** being the highest entry at number four.

Mastertronic's **Slightly Magic** and Codemasters' **Euro Boss** are the other two major releases this week, so we'll have to keep an eye on them...

After 79 weeks in the Budget Chart, **Paperboy** is still hanging in at number six, with the other old timer, **Fantasy World Dizzy** one place above it at number five after 64 weeks in the chart. Will they be here indefinitely?

The **Turtles** are still prominent on all formats after



CHOOSE YOUR PLAYER

what seems to be forever. Will we ever see the demise of these little green guys? It'll probably only happen when the **Turtles 2** game comes out!

TEAM TALK

Chris has had a birthday! It's nice to see that an OAP can make himself useful in the computer game press. Who said he was past it? (I think it was you - Ed).

What with having a bank holiday this week, the games playing atmosphere has been a little relaxed. Alex has confirmed himself as a bona fide Mario junkie and breaks into a cold sweat at the mere mention of the game! It has been noticed that he is even humming the tune around the office!

John's going through a puzzle game phase at the moment whilst Captain Bum-Fluff has been seen trying his hardest to get to grips with the trials and traumas of **Monkey Island**.



1	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▲	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
3	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
4	▲	NARC House: OCEAN Team: GREG MICHAEL AND STEVE SHARK
5	▼	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
6	▲	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
7	★	GAZZA 2 House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES
8	▲	POWER UP House: OCEAN Team: VARIOUS
9	★	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZIX
10	★	FISTS OF FURY 2 House: VIRGIN Team: VARIOUS

1	◆	MICKEY MOUSE House: SEGA Team: SEGA ENTERPRISES
2	◆	GOLDEN AXE House: SEGA Team: SEGA ENTERPRISES
3	◆	DICK TRACY House: SEGA Team: SEGA ENTERPRISES
4	▲	NINJA House: SEGA Team: SEGA ENTERPRISES
5	▲	WORLD SOCCER House: SEGA Team: SEGA ENTERPRISES
6	▼	MOONWALKER House: SEGA Team: SEGA ENTERPRISES
7	▲	GAUNTLET House: US GOLD Team: TIERTEX
8	▼	WONDERBOY 3 House: SEGA Team: SEGA ENTERPRISES
9	▼	INDIANA JONES House: US GOLD Team: TIERTEX
10	◆	PAPERBOY House: US GOLD Team: TIERTEX

1	◆	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
2	▲	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
3	▼	DOUBLE DRAGON House: MASTERTONIC Team: BINARY
4	★	SCOOBY DOO House: HI TEC SOFTWARE Team: IN HOUSE
5	◆	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS
6	▼	PAPERBOY House: ENCORE Team: NEIL BATE
7	★	AFTER BURNER House: HIT SQUAD Team: ARGONAUT
8	★	QUATTRO RACERS House: CODEMASTERS Team: VARIOUS
9	▲	CONTINENTAL CIRCUS House: MASTERTRONIC Team: TEQUE
10	★	SLIGHTLY MAGIC House: CODEMASTERS Team: IN HOUSE
11	★	EURO BOSS House: E AND J Team: IN HOUSE
12	◆	CJ'S ELEPHANT ANTICS House: CODEMASTERS Team: GENESIS
13	▼	KICK OFF House: ANCO Team: STEVE SCREECH
14	★	SPITTING IMAGE House: HIT SQUAD Team: VECTORDEAN
15	▼	MULTIMIXX 1 GOLF House: KIXX Team: IN HOUSE

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

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ST ACTION

THE WORLD'S MOST DEDICATED ST GAMES MAGAZINE

Caveman capers:

Unique playable
single level for
Chuck Rock
plus full review

Reviewed:

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



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

Now starring at a
newsagent's near you

GTGA...

Taking last month's ST Action Game of the Month award, ReadSoft's Wrath of the Demon has had our wayman Alan Barker hooked for days. This month, he gives you all the advice and tips you'll need to be able to vanquish the Demon from the kingdom it has overrun.



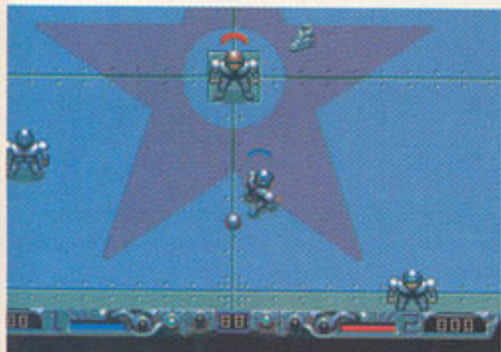
ST ACTION... THE WORLD'S MOST DEDICATED ST GAMES MAGAZINE!

JIGGLE YOUR JOYSTICK

Please help me... sob... sniff... I've got a major problem. I own an ST (Oh come on, the ST isn't that bad - Dr X) and am trying to take Brutal Deluxe to the top of the Speedball league. I am however, hopeless at playing the game and even fail to beat Revolver (probably the worst team in the league for those of you who didn't know - Dr X). Is there a way of leaving out the harder teams or maybe gaining a few power-up icons before the game begins?

Carl Richards, Minehead.

Dr X: If I didn't know better I'd think you were asking for a cheat. I know there is nothing that even resembles what you asked for and even if I did I wouldn't let you in



on it. Probably the best thing you can do when playing Speedball 2 is go for the point-multiplier first. Also make sure your joystick is plugged in properly...

MUTANT MEAT-HEAD

I'm in desperate need of help in Metal Mutant. I seem to be doing quite well at the game, and have managed to suss out various bits and pieces which were difficult at first. However, I've now come to grinding halt. I have found the computer which supplies with me loads of goodies, but most of them seem



to hinder rather than help me. Why is this? Am I doing something wrong? I hope you can shed some light on this matter.

Sarah Trent, Newcastle.

Dr X: Typical female, always wanting everything they can lay their hands (Excuse me? Just watch what you're saying or you'll have Pam and Fiona not to mention the rest of the female population out for your blood - Ed). Instead of grabbing every single item the computer offers why not chose carefully which one to take. Some things are useful, where as others are a right pain.

DOWN IN THE DUMPS

Before you start rambling on I don't want to know how to kill a certain alien creature, or how to get onto the next level of some game. Instead I want some advice. All I do all day is mope around without a thing to do, and although I own a Spectrum I reckon you're better off playing with a deck of cards (or something else for that matter - Dr X). I wonder if you have any suggestions as to what I should do to make my life more exciting.

Miserable, Gravesend.



Dr X

Yes, it's me, your favourite Agony Uncle, Dr X here. I'm feeling kinda generous so I'm offering a prize to the best entry to this compo. I want to know what you think I look like from the shoulders down. Simply draw your entry and send it along with your pleas for help to Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

Dr X: I don't really do much with my spare time, so I asked what the reviewers get up to at the weekends. John says that playing the guitar is very soothing, although how you can call his strumming of the old acoustic relaxing I don't know.

Nick enjoys a really good argument, and has now become an expert on the subject - it must be years of married life that does it. Alex suggested nipping into HMV and buying Depeche Mode's entire back-catalogue



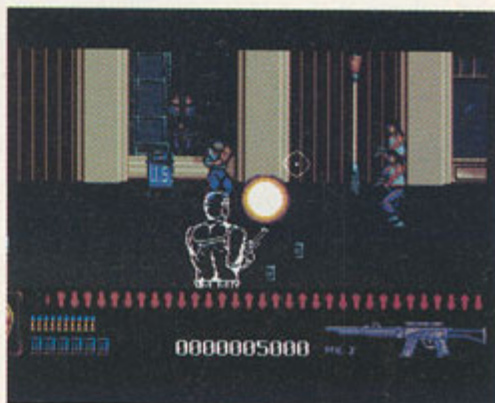
of records and all of their import CDs.

Brian, well, I'm not sure what he does. I think he might collect caterpillars as he has constantly got one of the little blighters perched on his top lip. As for Leslie, he hangs around street corners, I'm not sure why. I hope

this is of some use in your quest to build up the standard of your dull and boring existence.

POWER-UP

Have you any tips for Predator 2. I know you must get hundreds of letters asking help (actually I get more fan mail than anything - Dr X) but I hoped the gaudy envelope would grab your attention (the bright pink envelope



nearly burned my retinas out you fool - Dr X). If you do know of any please tell.

Adam Swan, Didcot.

Dr X: Did you enclose the SAE so you didn't get insulted in these here pages? Well next time you do I'll send something that's REALLY nasty through the post, and when you open it it will leap out and grab you by the throat, but that's enough about our beloved Hugh Gollner.

When you start, make sure you go for a big gun first of all, say a Mk II rifle. Remember to collect the ammo as it scrolls past, and what ever you do don't shoot at the injured motorcycle cops as it will reduce your current badge status.

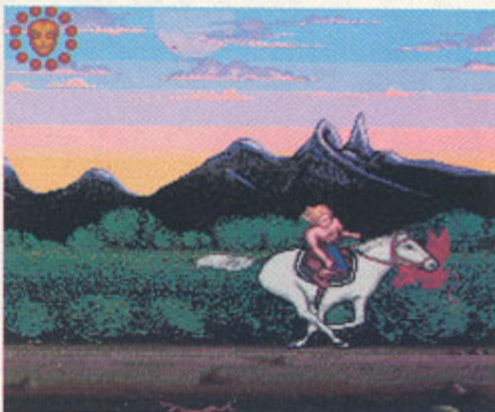
FROTH OF THE DEMON

I saw your fab column in the last issue of Games-X and wrote this letter straight away. You see I'm having trouble playing Wrath of the Demon by ReadySoft.

It's the level with the horse that I get stuck on, and I cannot seem to progress. I own an Amiga, and that's what I'm playing the game on.

R Crewe, Telford.

Dr X: Wrath of the Demon is an excellent game to impress your friends with. In the first level, the one you're seemingly stuck on, uses the Amiga's hardware to the full. I think the reason you're stuck on this section is because you've got the reactions of a sloth. Well, honesty is always the best isn't it? The most helpful thing you could possibly do is invest in an action-replay device by Datel. Once plugged in, this will enable you slow the scrolling down and give you more time to react.



CONSOLE CONNEXIONS

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

Welcome all you console owners! We know how dedicated you are to your machines and so we thought it only proper that you had a section of the magazine exclusively for you. And here it is Console Connexions edited by Paul Rigby.

TWO MEGA CART

Accolade, the long standing computer gaming company, have astounded the console world with the release of a Mega Drive cartridge that contains the largest amount of fixed memory yet seen in a Mega Drive game. The console version of Accolade's own Star Control will hold 12Mb – equivalent to 1.5Mb of computer memory!

Accolade, who have already released Ishido – The

CONSOLE
CONNEXIONS
90%
RATED

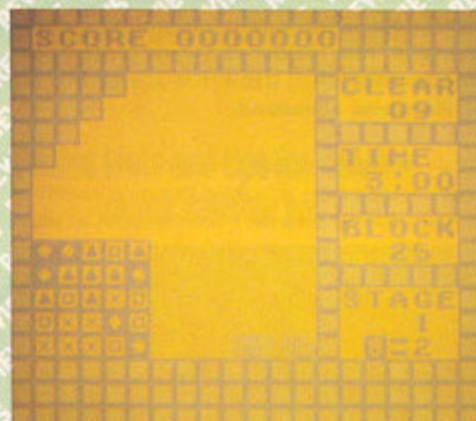


**TITLE: FLIPUL
MACHINE: GAME BOY
SUPPLY: IMPORT**

This is my Game Boy game of the week. It looks pretty basic, the play is simple, but it's a cracker!

Each level – there are 50 – has a pile of small blocks stacked in one side of the screen. Each block has a pattern on it. You control a small smiley face who can travel up and down the right edge of the screen. Pressing the fire button releases the block in your possession.

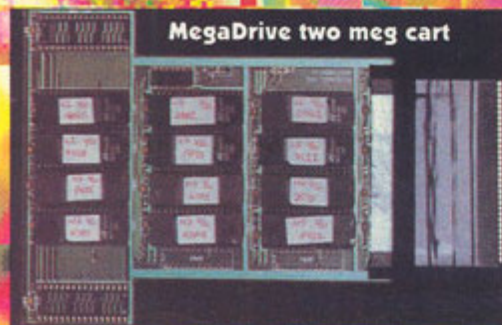
You must fire your block at a block in the pile containing a similar design. If you



can't fire direct you can fire indirectly by bouncing your block off the screen framing. Once the collision occurs the block disappears, but the adjacent one in the pile flies to your smiley face. Then you do it again until the required number of blocks have gone.

Trouble is you can only aim at blocks sited on the outer layer of the pile, so you may suddenly find yourself without a matching block to aim for – end of game. You will need to think ahead, dislodging obscure blocks from the centre of the pile.

There is also a two player option. Can't recommend Flipul too highly – wasted many a battery on it.



MegaDrive two meg cart

Way of the Stones on the Mega Drive and two titles on the PC Engine, have used their console release schedule to see how well they could sell their ideas.

Accolade decided not to cut corners – with the exception of a battery save option – by increasing the available memory. The result? A game that looks exactly like the Amiga version but will include many more digitised effects plus an additional six scenarios. Exciting stuff, eh?

Apparently it took Accolade four and a half months to convert the Amiga version of the C language code to the Mega Drive. Accolade games designer, Paul Reiche III explains,

"The biggest change we had to make was the colour palette selection. The colours available on the Mega Drive don't match up exactly to those in the IBM and Amiga versions."

Games-X will have the first review of this mega-cartridge. Keep your lids peeled!

WHOMP'EM – NES

Whomp 'Em! Yes madam that will makes your whites



whiter! Trotting onto the Nintendo NES, via Stateside outfit Jaleco, Whomp'Em involves a tribe, which has lost the seven runes of power. Your mission is to recover them from the evil monsters. After

recovering six power runes you will automatically receive the seventh rune, the all-powerful dragon seal. Each rune grants you a new power, ranging from fire and ice to clouds and steps.

Every level has an end-of-level guardian who guards the runes. A certain special weapon can demolish a round boss; the trick is to figure out which one. Check out Games-X for a future review

THE LONE RANGER – NES

Hey ho, Silver away! – or something. Ask Konami,

**TITLE: MIDNIGHT RESISTANCE
MACHINE: MEGA DRIVE
SUPPLIER: ELECTRO 081 530 8246
PRICE: £33.00**

CONSOLE
CONNEXIONS
96%
RATED



Your family has been captured by an alien army of alien mutants – happens everyday, of course, especially when your Grandfather has a habit of dabbling with alien lifeforms he had discovered. One has transformed itself into a wicked force bent on your family's destruction.

You are a special forces commando, who is on assignment. You are assigned a companion, who drives you to the location. After seeing the huge structure surrounding the vast tecnodrome, your partner, the slob, cowers in fright, leaving you to your fate. Friends, eh?

You must rescue your family from Kevin, erm, the alien monster. Unfortunately, the demanded ransom is

your blood. However, you already have your blood donor gold star and tea set – so enough is enough! Can you withstand the nine levels of sideways scrolling, tormenting enemy fire and huge end of level thingies in this huge Mega Drive game?

The graphics are beautiful, the sound sets the atmosphere. The character control is superb with many different stance positions. Level one features tanks and lotsa baddies, level two features more baddies, some hovering, and a few transports.

On level eight you get to rescue the family, face the waterfalls and the rather large snake.

Then it's off to hit the face blocks to meet the masked monster himself!

they'll tell you how to say the famous Lone Ranger call because they've produced the NES version on a two meg cart. With seven levels you can travel back in time when the good guys wore white – with floral trim – and the bad guys never had the cash to buy the fashionable stuff so they stuck with black – doesn't show the dirt, don't you know.

The game features slices of roleplaying and adventuring themes with overhead and first person shooting scenes. Go from town to town to collect info and chase supplies, you wouldn't want to meet Butch Cavendish (trust me on this one) without any silver bullets. You and your trusty 'injun' keemo...kemm – friend, Tonto must rescue the kidnapped president from the rotten Butch. A review will follow

WARRIOR OF ROME – MEGA DRIVE

Beware the Ides of March. Ah, if only I had listened to my dear ol' Mum. See if you can survive the four rounds of battle in store for you on this 8Mb cartridge for the Mega Drive.

You are on a routine inspection mission, in your overgrown rowing boat, when you are suddenly ambushed by vicious, leaflet-toting, Hari Krishna activists – erm, pirates, actually, who are attempting to loot the isle of Crete. You quickly round up your men, not too difficult on a small ship, and head off to battle. You must destroy the pirate ships before they destroy all of your forts. Sounds easy? No? Oh!

The pirates, a chatty bunch, tell you of the overthrow and capture of your beloved Cleopatra. You must sail to Egypt to save the young, sweet thing and her land for Rome. Your journey is fraught, nay charged, with disaster as you are bombarded left right and left again.

Should be available as you read this, review soon.

SPORTS BASKETBALL – PC ENGINE

The latest basketball game for the PC Engine is the computer translation of the popular sports game from



Cinemaware. TV Sports Basketball has a multitude of features not found on most other basketball games, including five-on-five play.

As in all the TV Sports games the action is broken up by reporting and statistics from around the league. An announcer is used along with appropriate text to help bring you up to date and rate your performance.

The graphics and sounds promote this sports title into a class all its own. Review on the way.

DEAD MOON – PC ENGINE

A huge, really big, absolutely ginormous comet-type thingy is racing through space, heading directly for the lunar surface. Only this is no ordinary celestial object, it harbours an alien war machine bent and most probably, curved on the total destruction of the planet Earth!

Working from their bases on the dead Moon, the aliens have launched an all-out offensive against the people of Terra. It's up to you, a lone space pilot operating the most advanced fighter ever created, to put an end to the cosmic creatures' nasty plans.

Out on the PC Engine pretty soon, review will follow.

GO! GO! TANK – GAME BOY

Your mission: guide a super powered tank to an



TITLE: FLICKY
SUPPLIER: ELECTRO GAMES
MACHINE: MEGA DRIVE
PRICE: £33.00

Oh no! Flicky has lost her babies and needs your help! Take flight into this Sega cute'em-up, maze chase platform game. Flicky's chicks are strewn throughout 99 increasingly difficult levels. Flicky, however, is not the only one

who wants her chicks. Cats and lizards are trying to get their paws and claws on the chicks as well. Flicky is not totally defenceless since she can throw objects at the enemies too.

The game offers value for money however, it is not very exciting, lacks variety in music and gameplay.

The concept appears a little old fashioned. Fun for the kids on a rainy Sunday afternoon, but nothing to shout about.

CONSOLE CONNEXIONS
58% RATED



CONSOLE CONNEXIONS
82% RATED

TITLE: CASTLE OF ILLUSION
MACHINE: GAME GEAR
SUPPLIER: PC ENGINE SUPPLIES 0782 712759

Walt Disney's big-eared rodent arrives, via the Mega Drive, to the Game Gear with a thud and a squeak. Guide Mickey through this sideways scrolling arcade adventure, the Castle of Illusion, to rescue Minnie from the wicked witch.

The castle itself

contains many wonderfully designed rooms with often humorous animation.

Mickey himself has his own personality. Position him too close to the edge of a precipice and he will cycle his arms in an effort to regain his balance. Wait around and he'll tap his foot, and so on. There is

treasure to find and food to eat.

Graphics are very colourful and nicely detailed, sound is pretty good too. Although not an original Game Gear title Castle of Illusion is the first title to veer away from the Master System look-a-likes. Recommended.

enemy base by creating stepping stones for the tank to travel upon. Enemy installations will attempt to stop you, but don't despair! You have the speed, talent and brains to make it through unscathed – I have faith in you, y'see.

The object of this Game Boy title is simple: just grab blocks and place them so that the tank may proceed. If the tank hits a wall, it sustains damage and

turns around. The tank can also be damaged by falling blocks or enemy targets.

Take care not to lose blocks because you can trap the tank in a crevice and not be able to get it out (ahem). Stay alert for fire – and the forthcoming review, of course.

• Keep your eyes peeled for all that's happening in the wide, wide world of consoles – see ya next time!

Shadow of the Beast

It's been 12 months in the making and the results are quite amazing. DMA has produced a direct conversion from the Amiga, but has made a number of major improvements to produce the CD Rom PC Engine version.

First of all there's improved sound. The game will feature a 10 minute



speech intro sequence telling the player what the game is all about. Two versions of speech are being programmed - one is Japanese and the other is for the US/European market.

To make the game run even smoother, DMA has also improved the playability making sure it becomes a really addictive game. Shadow of the Beast will be released around autumn this year.

Walker

DMA is busy working on producing another original Amiga game. Walker will be a three stage game combining



shoot'em-up, platform and unique 3D parallax sections. DMA won't be drawn on any more details about it but say watch out for it when it hits the streets in early 1992.

Hired Guns

DMA has taken the idea of RPG and enhanced it with a four player option. You play the role of a futuristic bounty hunter taking part in special missions in which you can compete against three other people. DMA is promising to combine fast action gameplay with an interactive scenario. Due out early 1992.



Twenty five things you didn't know about

Leslie Bunder
packed his notepad
into his sporran and
set off in search of
the wild men of
Dundee

So for starters just who are the DMA crew and what do they do? Well there's Dave Jones, big boss! Gary Timmons, animation; Brian Watson, ST/Amiga programming; Mike Dailly, PC Engine programming; Andy White, Amiga programming; Russell Key, PC programming; Scott Johnson, Amiga programmer and artist; Ian Dunlop, ST and Amiga programmer and artist; Stacey Jamieson, artist; Mark Ireland, artist; Steve Hammond, artist; and Brian Johnston, music.

DMA Design burst onto the software scene in 1988 when founder Dave Jones wrote the awesome Menace. This Amiga shoot'em-up offered gamers hours of blasting mayhem. Having caught a glimpse of the product, top 16-bit label Psygnosis saw the potential DMA was offering and signed the company to its label.

The ST and PC versions of Menace followed. Then in early '89, Psygnosis released Blood Money, another original game by Dave. For the next 18 months of so, DMA were quite busy working on PC, C64 and PC Engine conversions of various Psygnosis games.



Brian Watson, porting info from the PC across to the ST

Then in the early part of this year a breakthrough occurred. Psygnosis released Lemmings, at last DMA produced a product which had the industry going totally bonkers.

Not only was it addictive, cute and fun, but Lemmings has become one of the most original products to grace gamers for years. With Lemmings, DMA has received numerous awards including the ST Action STA1 and Amiga Action Accolade.

Dave lets us in on 25 amazing things about DMA Design.

1 Lemmings was written over lunch! "The actual truth was that Mike Dailly spent his lunch-time working on some graphics of characters going up a hill with a gun blasting at them. The routine just cycled and from that we saw a game in the making."



DMA has been top of the game charts, now they are on top of the world!...well, Law & Dundee overlooking the city.

2 Lemmings looks set to be the most converted game ever! Tonnes and tonnes of lemmings will be making their way to a format near you soon. Look out for Amstrad CPC, Speccy, IBM PC, BBC, Apple Mac, Game Boy, Super Famicom, FM-Towns, NEC 9801 plus an arcade coin-op. Also prepare yourself for an onslaught of Lemmings merchandise including board-games, T-Shirts and even crisps!

3 When the DMA crew go out to eat, they like nothing better than popping over to their local Wimpy and ordering chicken burgers, quarter pounders and for the health freaks on the team, bean burgers. This is all washed down with lots of Tango and Pepsi!

4 DMA aren't too bothered about people cashing in on the Lemmings concept. Dave said he didn't "know of any copies appearing. Years ago when someone had a good idea it was copied, now designers take a different approach."

If and when Lemmings copies appear, DMA will be fighting back with Lemmings 2 due out later this year. To keep interest in these little creatures running high, DMA

ings you never DMA design



work with them. It's really good to work with consoles and we're excited by them." At the mo, DMA is busy working on the NEC PC Engine and has recently finished converting Shadow Of The Beast. In the future, DMA hope to be working on the Super Famicom.

6 All DMA games are initially developed on an Amiga.

7 If DMA had the time, it would like to improve Blood Money by making each level smaller. Instead of having 50-60 screens in each level, they would go for no more than 10.

8 Dave admires quite a few other development teams. "I like Bull Frog because it produces original products, but I don't think they're very technical. You've got to admire The Bitmaps, but this company is the complete opposite. To me it's products are not very original but they are very polished and nice."



Gary Timmons getting some animation going on the Lemmings PD demo

9 "If piracy wasn't there, it would be so much easier for DMA to take on more people."

10 DMA is based in Dundee and all its in-house team are from Scotland. It takes about one hour to fly to Dundee from Manchester and about six and a half hours by train. The most famous Dundee export is Dennis The Menace.

11 Dave drives a rather nice Lotus sports car, so you can bet your last cent things are going very well for him!

12 In his spare time, Dave likes nothing better to do than play F-18 Flight Simulator and Xenon on the Amiga. As far as the Super Famicom is concerned he's a big fan of Pilot Wings and Final Fight.

13 All Japanese conversions of DMA games are being done by a company called Sun Soft who were responsible for Batman on the Game Boy and NES.

14 When asked about quality Dave said "we are very choosy about what we do and how we do it. We have scrapped a lot of games in the past. If we're not happy with the development of a game, we just



Top Row: Steve Hammond, Gary Timmons, Dave Jones, Andy White, Stacey Jamieson, Middle Row: Scott Johnson, Mike Dailly, Mark Ireland Front: Brian Watson

won't release it. There's no point in bringing out poor quality games."

15 DMA was approached by Probe to convert Golden Axe on ST and Amiga in three months. Naturally, they turned down the offer. "If we had churned it out quickly, the quality would have suffered and we would have got a bad name."

16 Even though DMA has had all its games released on the Psygnosis label, they are not tied to them. Psygnosis get first option on all DMA games, and so far, it's gone for everything DMA has done.

17 DMA will stick strictly to developing games. It won't be taking The Bitmaps route and forming its own software house.

18 Just before Virgin got the rights to Viz, DMA was looking at doing a Johnny Fartpants game which was going to be based around the old and ancient Speccy game Bugaboo The Flea, in which you controlled the height of jump of the flea. With Johnny, things would have taken their natural course as he went blasting about.

19 Dave used to work with former Speccy manufacturer Timex in Dundee. When Timex went bust, Dave was given a pay off and went out to buy an Amiga and started a degree course in Computer Science in Dundee. The first game he wrote was Menace which went on to become a mega hit

20 DMA stands for Direct Memory Access, a buzz term used by programmers who produce mega fast games. So all those rumours of DMA standing for naughty things are untrue.

22 DMA was at first going to be called Acme Software, until Dave was informed, it wasn't a hip and trendy name to have.

21 The team are all Scottish.

23 DMA would love to use the cult sixties TV series Mission Impossible's music in a game. Dave loves the music so much that he's busy trying to gain the rights to it.

24 There are quite a few die hard Lemmings fans around. One person has sent in to DMA their own home made Lemmings cuddly toy!

25 Oh, erm, to tell you the truth we only have 24 points. Sorry.



Dave Jones: "Want to know why we're a success? It's because we produce good products!"

THE MAKING OF UTOPIA THE SECOND CHAPTER

Last time Graeme Ing explained the origins of Utopia. This week he looks at how the program took shape in the first couple of months.

O • C • T • O • B • E • R

I had decided to develop the game on the Amiga and then port it across to the Atari ST. By October 1990, I had written a no-frills map editor which allowed me to position buildings and terrain features – such as rocks and craters – anywhere on the game map. I'll come back to the map in a minute.

I now faced the enormous task of turning this map editor into a marketable game! Where to start? Having asked myself this, I made a list of everything in the game, however small, that would require a piece of code.

These pieces of code are known as 'routines.' The list was several hundred items long! It serves two purposes. Firstly, it reminds me of what needs to be done, so I won't leave anything out of the game. Secondly, I can measure my progress by how often I cross off an item, having written the required routine.

Faced with such a list, where did I start? I began with the user-friendly (yes I know that's a cliché!) means

by which the player can plonk his buildings on the map. Actually, this is a lie!

First I had to write the code necessary to 'take over' the computer (get rid of that nasty operating system!), create a screen display and handle the movement of the mouse pointer. This took about five minutes. No, I'm not that fast! Every game coder keeps a file of such standard routines, ready for immediate use.

To construct a building, the player chooses one from a screen of icons, and clicks the mouse over the map square he wants to build on. Then my 'build' routine kicks in to decide whether the building can go there. You can't locate a structure on top of a vehicle, or on rocks, craters, ice, ravines, or other buildings.

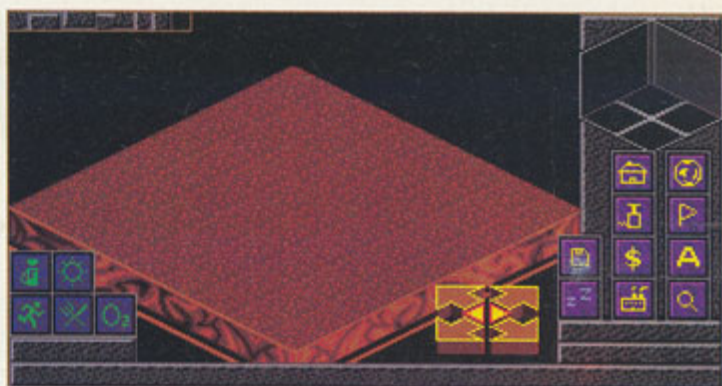
This process is slightly complicated by there being four sizes of building: those that occupy one, four, nine or 16 squares. The whole game map covers an area of about 20 thousand squares.

The program has to check the appropriate number of map squares to see what is already there. It also has to check that larger buildings don't overlap the edge of the map.

That done, I began work on the simulation part of the game. Unlike Sim City, our simulation rules are not incredibly complex. Our rules strike a balance between complexity and speed.

Yes, I know that Sim City worked in real-time too, but Utopia has to track and control several hundred sprites as well as simulating the player colony and the enemy city, even though this settlement is off the map and not visible to the player – you gain information on it by sending out spies.

The simulation rules control such things as: food growth and consumption, air supply, power supply, living



The basic control system is icon driven. By simply pointing the mouse at any symbol you can command the entire planet



Defending your settlements from marauding aliens is crucial. You'd be well advised to construct an army as soon as possible



Your sprawling metropolis seems to have reached a high standard of living. Alien craft however, have other ideas



Mining for essential ores is an all-important aspect of the game. You should beware of enemy bombers

space, births and deaths, crime, the output from six different industries, and the morale and quality of life of the colonists.

Getting these simulation rules in the game proved time-consuming. First I made notes on paper of how everything would fit together. Then I wrote the code for a single rule, and then tested it for mistakes, or bugs.

I layered up the rules one by one, testing at every stage. This may sound like a lot of work, and it is, but if I were to have just coded all the rules at once it would have been a nightmare finding and correcting any bugs.

Handy tip one: when faced with a complex set of routines, get them working bit by bit. It may sound macho to write an entire game 'at the keyboard', but believe me it's a lot easier resorting to the pen now and then. I've also learned from experience to keep notes about how game data is laid out in memory.

With the bulk of the simulation 'rules up and running, I went onto other routines.

N • O • V • E • M • B • E • R

In November I needed to install the disk routines so that the game would run on its own, without my SNASM development system. To avoid re-inventing the wheel, I decided to use disk routines written by Alex at Gremlin. After all, games programming is all about creativity, not writing yet another set of disk routines!

Alex had done a good job and they worked fine, but there was one snag – I couldn't copy my own game disk! I hadn't even put the copy protection on the disk. This was far-fetched, after all you can take copy protection too far. I finally managed to find one solitary copier that would do the job.

That crisis over, I then faced the largest chunk of code in the game – the sprite engine. (A collection of routines to control a particular aspect of a program is often called an 'engine'.)

● Next time, we'll see how I got the sprites into the game.

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This week in Street Talk we're off to Software Plus in Stevenage to find out exactly what's hot and what's not in the gaming industry. Just what is holding your attention for hours on end? Next week we'll be in...



STREET TALK

SHOP TALK

Martin, the Manager

A lot of people who actually buy software here are quite old. The best selling product in the shop has to be for the Amiga, although we have seen an increase in the sales of the Mega Drive.



I enjoy working in this shop because the customers are really friendly. The only problem is that the building needs to be bigger.

I would like to see another Dungeon Master game, as the first one sold really well.

Top 10 selling games

- 1.....**Gods**
- 2.....**Lemmings**
- 3 **Panza Kick Boxing**
- 4.....**Mickey Mouse**
- 5.....**Moonwalker**
- 6..**Leisure Suit Larry**
- 7..**Super Monaco GP**
- 8.....**Night Shift**
- 9.....**Kick Off 2**
- 10..**The Dizzy Series**

Graham Triggs

The ST, Amiga, Spectrum and Atari 2600 are my machines. I wouldn't mind a Mega Drive but it's getting the money together.



At the moment I am well into Kick Off 2 - The Final Whistle data disk, which I play quite a lot. I have actually scored a goal from a corner.

The most recent game I've bought was Mercenary - The Second City (Hå, should've waited for our offer, see page two - Ed). I picked it up quite cheaply, it only cost £7.99.

Iain (with an i) Shelford

My computer isn't exactly my own! You see it's my brother's and he's had it for around two years now. I have come in to see if I can find Cyberball for the Amstrad, so I can have a sneaky game while he's not looking.

The magazines I buy are Shoot, as I am a footy fan, and Me, which is for my girlfriend. I sometimes pick up a copy of TV Times if I have to.



Robert Baker

At the moment I own an Atari ST. I've had it for nearly two years, and I'm very happy with the games and the machine itself.

At the moment I'm into F-29 Retaliator. This is the most recent game I've bought.



Mark Thorp

I own a Commodore 64 with a disk drive. I have had it for a good couple of years now. I am thinking of upgrading to an Amiga, but the problem is finding the money. The

games are great on the Amiga.

I have recently purchased Golden Axe for the 64. What a load of rubbish, I don't know how anyone could like it. OK, the graphics are good, but where's the gameplay?



Andi Rowland (left) Mark Faulkner (right)

The Amiga is by far the best machine. I [Andi] own an Atari ST as well, which I have had for 4 years now.

I [Mark] own an Amiga, an ST and a Lynx, but my obvious favourite would have to be the Amiga. I've been thinking about buying a Famicom, but the price has put me off a bit.

Our favourite games are Dungeon Master

Martin Howers

For about two years I have had an Amiga, it's definitely the best machine on the market, and I'm happy with it.

Dungeon Master has to be the best game around these days, the depth is amazing. It's a rare treat if I buy a game now, as I think software is too dear.

My favourite mag would have to be Amiga Action, but I sometimes pick up a copy of Zero, C&VG, CU or Amiga Format.



and Kick Off 2, both are worthy of their price tags, unlike games based around movies which are rushed for release - Ghostbusters II is a prime example of this.

We both go out to the pub and watch a lot of films on video. The mags we buy are Zero, Amiga Format and Amiga Action.

We're also both interested in Games-X as we would like to see a new weekly.

ARCADE EXTRAVAGANZA

Combat and shooting videos have always proved popular in arcades ever since the earliest space invader games. Since those days the videos have evolved from simple shooting games with basic graphics, to complex player interaction games requiring speed and dexterity.

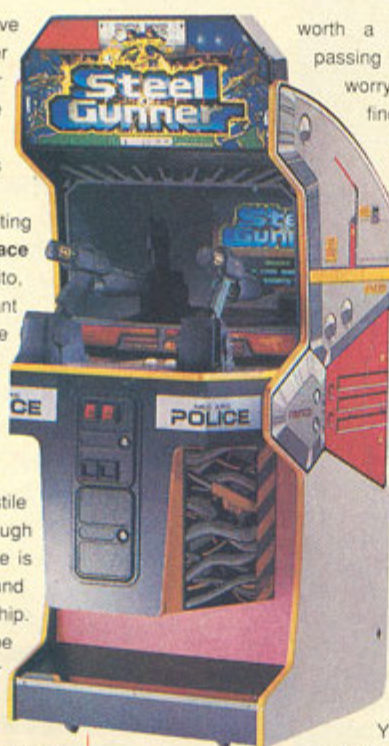
One of the best and most exciting shooting games in the arcades at the moment is **Space Gun**. Manufactured by Japanese company, Taito, the game is set in 2039 AD when a distant colonized space station experiences strange and unexplained occurrences. The Federation of Earth launches a special off-world unit of commandos to investigate, but en route a distress signal from an Earth-bound cargo ship is intercepted.

The crew has been taken hostage by hostile alien forms and it is your job to search through the ship for survivors. This high powered game is full of action as tension mounts on the way round the alien infested ship.

Space Gun can be played by one or two players simultaneously and a second player can join the game at any time.

Graphics on this game really do set it apart from the average shooting game with menacing looking aliens coming at you from every direction. You'll need careful footwork to steer your way around, as controls include a foot pedal to assist the player in manoeuvring through the alien infested ship.

There is also a very high powered, pump action, fully automatic machine-gun, which allows the player to select the special weapon of choice. The game is good fun and is well



worth a try when you're next passing the arcade. And don't worry about not being able to find it, you can't miss its distinctive red and blue futuristic cabinet!

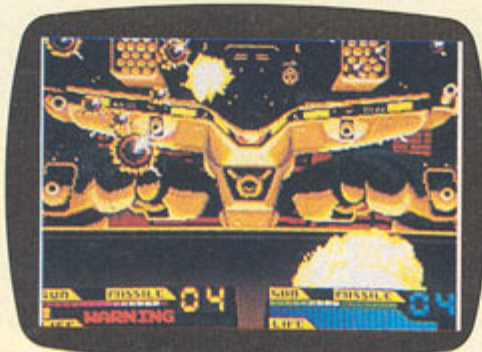
A brand new game which will be hitting the arcades this month is Namco's **Steel Gunner**. Again this is a combat shooting game in which the terrorist organisation 'Sturm' has taken over the International Airport and kidnapped top scientists.

The special police force 'Steel Gunner' is assigned to save the hostages, defeat the terrorists and destroy their super weapon.

You are Steel Gunner and you must keep security in the city from these brutal terrorist groups as well as rescuing the scientists.

The game is suitable for one or two players, who each control a fully automatic machine-gun with unlimited 10mm size special explosive bullets and limited homing missiles. You must be careful not to injure hostages as points get deducted from your score. Good Luck!

Brute Force from Leland is a further new combat video which has just been launched. Joysticks allow the player an eight way movement as he/she battles



Steel Gunner - stop the terrorist's ultimate super weapon



Rampart - three players can battle it out to see who becomes the medieval overlord

through Big City, USA, trying to control street crime. The game is a product of the nineties with skin-heads, escaped felons, Colombian drug lords, ninjas and pyromaniac crack addicts holding the city to ransom.

The police can't cope and it's your job to clean up the nine target crime scenes. The game is reported to be selling extremely well and should be making its debut in the arcades soon.

A combat game with a difference that's already been out in the arcades for a couple of months is **Rampart**. This comes from American company Atari and is based in the Middle Ages. Rampart allows up to three players to travel back in time to build fortifications and position cannons in the way that powerful lords and barons once did.

The game is certainly not your average head to head combat game and for this reason may not be too popular with some players. The game requires strategy and planning more than many combat games as castles must be built and positioned carefully in order to fight off the invading armada.

Programmed by the same game designers who created **Cyberball**, **720°** and **Paperboy**, Rampart has sold well in this country but has not had the mass appeal of such games as **Space Gun**. It is always good however, to see a manufacturer coming up with something different and those who like variety will not be disappointed.

Rampart - sound the alarm as the enemy launch an attack





GO-GLOBAL

Leslie Bunder puts down his telephone (and we thought it was attached) long enough to bring you this weeks Go Global

MUSIC... I've been hearing some very interesting things from MCA Records over in the States. Apparently, things are hotting up with the **Super Mario Bros** album. It seems that the album will be featuring some very groovy tunes with the likes of **Cher**, **Guns n' Roses** and **U2** all wanting to appear on it.

In fact, there's more pop stars who want to appear on the album than tracks available. MCA are being very coy about giving away any more info except to say that if you thought **The Simpsons** soundtrack was good, you ain't heard nothing yet!

Check out mega pop star **Dannii Minogue** and her corking new single **Success** which is zooming up the charts.

MOVIES... Good news for **Arnie** fans is that the filming of **Terminator II** is now complete. The whole shebang is now in post production and is scheduled for a summer release...



Watch out for **Cher** in **Mermaids** which will be out all over the UK by the end of this month. Also Starring **Winona Ryder**, **Mermaids** is set during the early '60s and is about a mother's concern for her teenage daughter who falls in love with a boy she meets in

Massachusetts. Thinking she may have become pregnant by just kissing, the girl runs away.

With **Bob Hoskins** as a local store owner, there to help bring the family back together and a great soundtrack of magical '60's music, this is a must, so check it out!

VIDEOS... A great new sci-fi thriller **The Dark Side Of The Moon** (18) is out soon on rental. It's the year 2022 and the crew of **Spacecore One** discover the real truth behind the Bermuda Triangle as their spaceship is trapped between Earth and the Moon. Lots of action, real suspense and a good storyline make this an essential video watch.

TV... **MTV** will be off to the **Cannes Film Festival** on Friday 18th May and Saturday 19th



May to report on the latest movie goings on. Roving reporter **Ray Cokes** will be going out and about speaking to celebs, directors and producers to get an exclusive low down of what's hip and in.

With **Madonna** virtually taking over this year's Cannes, and **MTV** screening a Madonna special in June, expect to see plenty of exciting things as only **MTV** know how to do!

Watch out later this year when **Danny Devito** makes a guest appearance on **The Simpsons**. Danny will be doing the voice-overs as **Herb**, **Homer Powell's** mega wealthy brother.

InDeed!

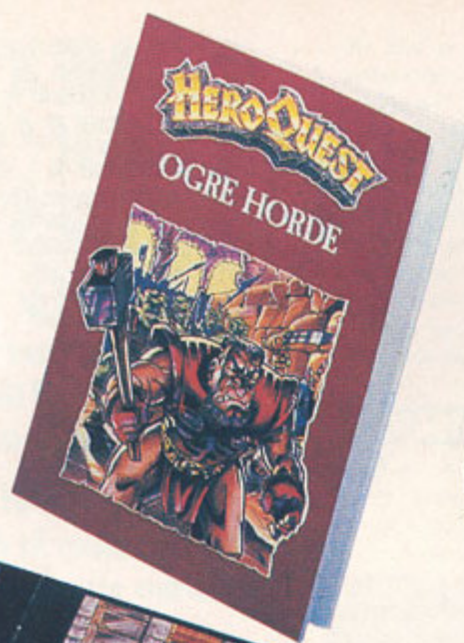
One of the better films of '89 was the rather surreal **Heathers**. The movie set to appear on both Satellite and video sell through next month and if a software house had snapped up the rights it may have created a fab game.



It's time to get a pizza of the action. Apparently, **Hot 'N' Spicy** is proving to be a real belter of a hit from **Findus**. So, if the thought of gorging on spicy pepperoni sausage, red peppers, sweetcorn and hot jalapeno peppers on a topping of tomato sauce and mozzarella cheese drives your tastebuds crazy, go out and go pizza crazy.

Yo dudes, just dig this! The **Simpsons** are now out as puzzles. Currently there are four to collect and each has 300 pieces to put together. But be careful, 'cause if you put one piece wrong, it'll be **Aye Carumba** time for you!

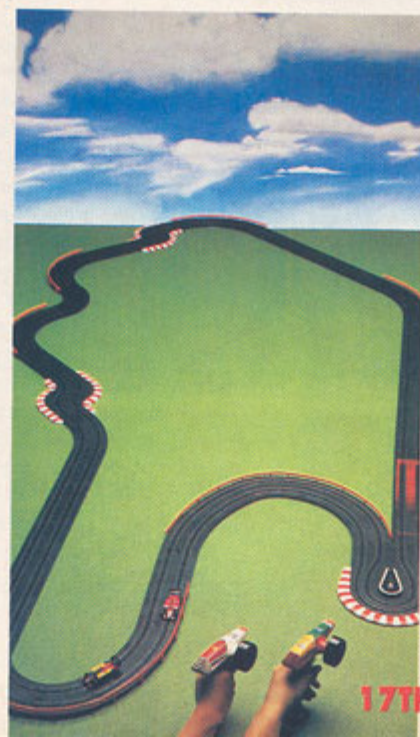




Good news for HeroQuest fans. Not only has the computer game been released, but for board game fans, a new expansion pack is coming out. The Ogre Pack features not only new quests and new artwork, but also 12 new monster figures with more power than ever. So if you are looking for new challenge and excitement, all you need to do is fork out £10 and stake your claim to the expansion pack!

AYE
CARUMBA!

Vroom, vroom, vroom, get ready, get set and go! If you have always wanted to take part in the thrills and spills of Formula 1 car racing, check out AFX. With the AFX Formula 1 World Series, you not only get 16 grand prix circuits to choose from, but also four interchangeable car bodies. You can choose from Ferrari, Benetton, Williams and McLaren when you go out racing. With a price around £75, burn some rubber to your nearest toy shop and check it out!



The Turtles are back! With Teenage Mutant Hero Turtle Goops, you can build up a collection of Turtle flying saucers to throw about. Choose between Donatello, Michaelangelo, Raphael or Leonardo. Ideal for playing in the sun, especially if you go out and hold a Turtles picnic in the countryside.

If you thought Casio was just about calculators and hand held TVs, take a glimpse at its Oceanus Collection. With prices starting at around £95 for the AW600L, the watches offer a unique classic style that will never go out of fashion. All watches offer 100m waterproof steel case, leather strap, scratch resistant glass and alarm. The Oceanus Collection is available now from leading jewellers and department stores.



What is it with you lot, don't you want to see your mug embellishing more than 100,000 copies of Games-X – surely it's instant fame. I for one have already been approached by MGM! Keep those letters flowing – write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

X-IT

STUNNING



What a magazine! Absolutely magic!

I'm a 60 year old granny just drawing her pension for the first time and I simply had to spend some of it on the first issue of Games-X. It's so well written by people who obviously enjoy their work.

But most of all that my boy works on it – I'm so proud of him (Mum you're not supposed to be doing this – ???).

Mrs ?, England.

Well, well, well! What's all this then.

Whoever this mum belongs to must be a handsome dog. A height of fashion Games-X T-shirt to the first person to write in identifying the owner of this mother!

And a T-shirt to you Mrs ?? – sneaky, nearly caught me there – for having the gall to embarrass your son, I love it when a plan comes together!



reviews we would need at least four times the number of staff – fancy paying around £2.50 for a weekly? Thought not!

We've changed the scoring system already – do you approve?

You know the games are expensive, but what about those potential console owners out there, don't they deserve to know how much console games cost? We do balance it however, with comments on the usual high quality of console games, so get of yer soap box!

CUT THE FLOTSAM

I received your free preview issue with great pleasure. I was however, slightly disappointed to see that your mag also included pop stars and fashion.

People are spending their hard-earned to see a magazine dedicated to computers and consoles, not a Fast Forward type mag!

J Lea-Howarth, Muswell Hill.

Cor, another one of those places – thought Muswell Hill only appeared in tele programs!

We stuck Go-Global in the mag for a bit of a gag at first, but we've had such positive feedback about it that the Ed wants to make it a permanent feature. Comments please!

QUESTION TIME

I think your mag is out of this world. All my family read it including my grandad, who is 81 years old.

I own a Sega Mega Drive and think it's better than a Famicom. Is a Mega Drive better than an Amiga?

Which console would you buy a Sega Mega D or a Nintendo Super Famicom?

Is Final Fight going to be released on the Mega Drive?

I have just bought E-SWAT for the MD and I can't get off stage 4, so... (stop this right now, I have enough trouble with Dr X without you trying to steal space for him on my page – Uncle X).

Gary Osborne, Middlesborough.

Why does your 81 year old grandad read our mag? I didn't think there was any reason to play computer games after 37 (that's how old Unc X is – Dr X) (off my page you gormless ninny – Uncle X).

A Mega Drive and Amiga are two completely different machines – one's a games console, the other a computer. They both have their pros and cons, it's really a simple matter of which you need.

Into comparisons aren't we! The Famicom is a great piece of kit, but it and its games are still only available as grey imports. The Mega Drive is an official import with software developed in this country. You pays ya dosh, but they're both excellent bits of kit.

Final Fight on the MD, can't help you there, nor could anyone I belled.

Dr X has promised me faithfully to answer your E-SWAT problem.

same time as the ST and Amiga etc.

Since this is one of the many letters complaining of the industry's poor service to Sam Coupe owners, here goes....

Come on all you game publishers out there – do something for these poor miserable souls!

YOURS OPINIONATED

Got some little gems you might able to use in Games-X.

- Try about four people reviewing a game and they could add a summary. So that opinions would not be biased they would be a shoot'em-up freak, a platform mutator, a strategy planet brain, and a sports maniac.

- The rating system is bland, try plain simple facts without any pretty pictures.

Oh, and one final thing (I thought there might be – Uncle X) we console owners know that our games are expensive, so when you review one you don't have to say how shocked you are!

Simon Carlin, Mill Hill.

If we took up your suggestion on games

SAM COUPE WHINGE

So why no mention of the Sam Coupe?

I know, it comes under the Spectrum and that lots of these can be upgraded to 4Mb – don't you?

So it must be the that its music chip cannot match the STFM's three channel or the STE's four channel chips – but it can!

Must be that games can't be written with only 128 colours – the graphics would be blocky with a res of 192x512 pixels. No it's not cos this matches the standard of most Atari games.

I don't mean to take it out on Games-X, but I am just a little tired of the Sam Coupe being conveniently ignored by the software industry and I want recognition for this wonder machine.

J Frost, Bury St Edmunds.

I always thought Bury St Edmunds was one of those places you see on a map but no one ever actually came from.

Point taken! You want us to include some info on the Sam Coupe and perhaps encourage software houses to produce games for the machine at the

IN NEXT WEEK'S BESTEST MAG

★ Games reviews to beat the rest of the best – are there any?

★ Another load of 200 numbers in our software giveaway

★ Dr X brings you what other mags only dream of

★ And the news – what can you say other than, wow!

★ Player's guides so good you could only imagine them before

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