FREE PREVIEW ISSUE!!!

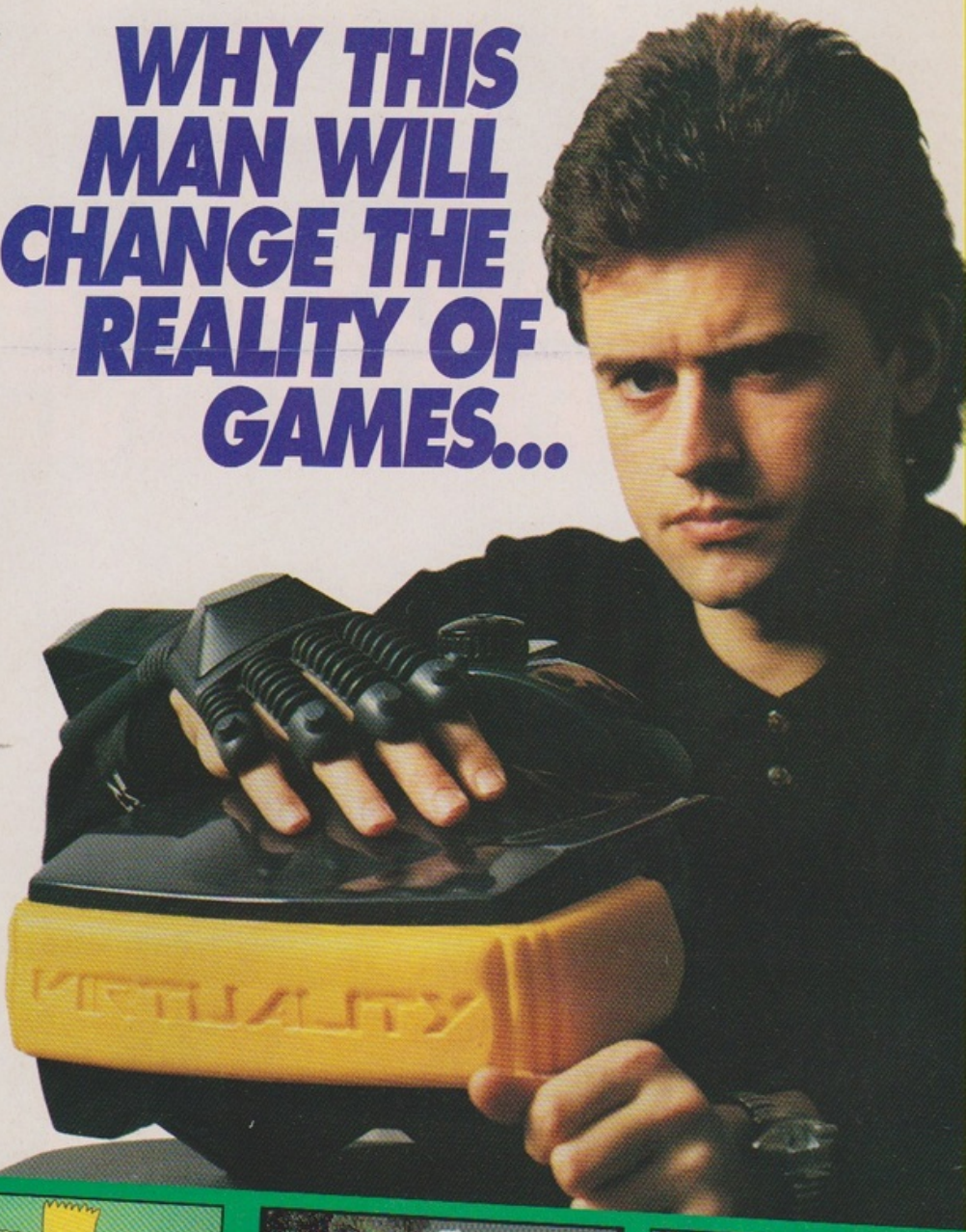
SPECIAL PREVIEW OF THE STONKING NEW WEEKLY GAMES MAG

GAMES-X

PREVIEW ISSUE

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

WHY THIS MAN WILL CHANGE THE REALITY OF GAMES...



EXPLAINED:

- ★ WHAT BETTY BOO AND THE BITMAP BROS HAVE IN COMMON!
- ★ JUST WHO DOES PLAY GAMES?

EXCLUSIVE:

- ★ SUPERCARS 2
- ★ SEGA DICK TRACY
- ★ ATARI ST SWIV
- ★ SEGA INDY JONES

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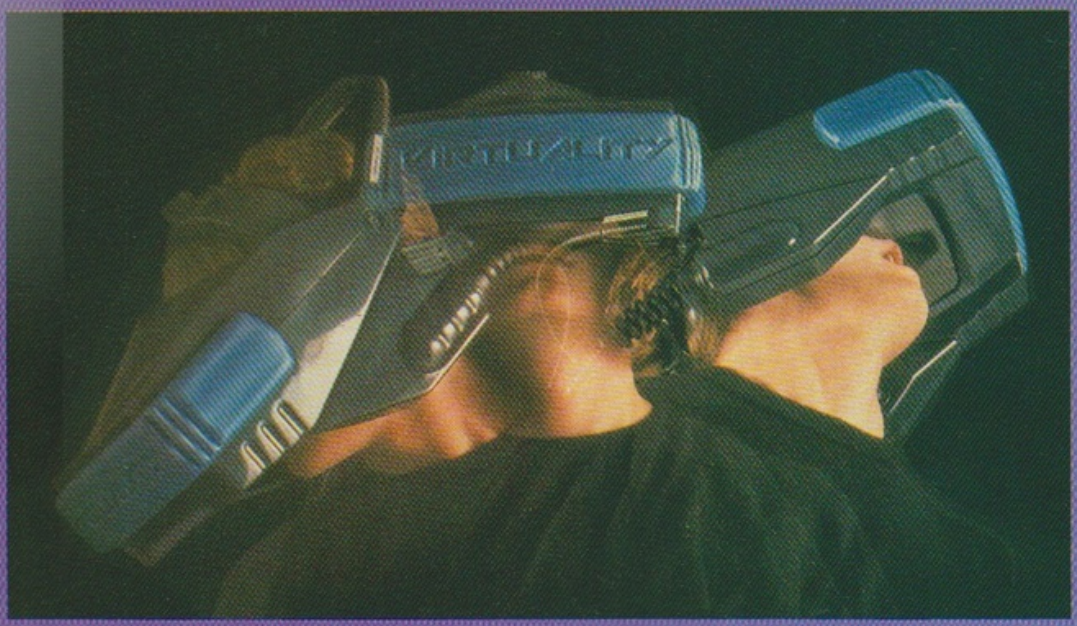
NOT FOR RESALE

★★ INSIDE: OFFICIAL GALLUP CHART & THIS WEEK'S NO.1 ★★



VIRTUALITY – IS THIS THE REAL THING?

Cynics who thought that Virtual Reality was little more than a pipedream can at last be well and truly shut up thanks to a little known company, W Industries, who this month launched the world's first REAL Virtual Reality games system.

The Virtuality 1000 SD is basically a big chair that you sit in and a hat which you wear to 'experience' a virtual world.

Two games were on show for the machine on the launch day – Battlesphere, an arcade space combat type romp, and the one that most people played, the Harrier Jump Jet-based flight simulator V-TOL.

For those who still don't have a clue what Virtual Reality is, it's a system that allows you to look around inside the world of the game you're playing, by physically turning your head. The display originates from two mini screens, which

V-TOL – flight simulation

sit over your eyes. This is all encased in a Tron-like helmet.

This tracks your head movements and sends the signals down to the computer. The game's graphics are altered accordingly, so you can physically look around inside the cockpit of your

Battlesphere

aircraft to see, for example, if there's anything behind you.

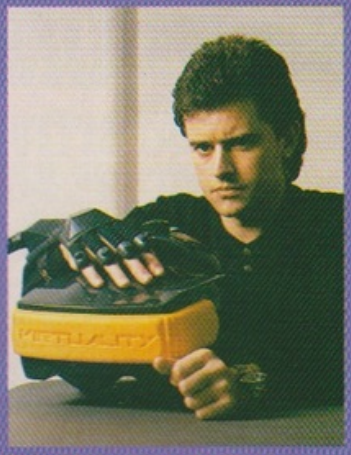
The system does seem to have plenty of potential. The idea of being able to walk around inside a building using Virtuality before it's even built is a nice one. W Industries believe it will allow surgeons to save lives by practising on polygon patients, and help bio-chemists create their own DNA strands by hand. Hard to believe, but that's what they said!

From a game point of view, the system would seem to be better suited to a more involved adventure-type game than the hard-and-fast blasting that was being used to show off the machine. In V-TOL, the only time you really needed to move your head was to see if it really worked, not to spot an incoming enemy plane – in fact, people's heads remained static most of the time. But imagine a game like Corporation, where you could look around the corridors and decide which way you could walk.

Virtuality 1000 SD is certainly attracting a lot of interest – it's already appeared on QED and Horizon, and it's a

Pointing the way to the future

sure bet that arcade owners across the country are already clearing space for it. How well it fares remains to be seen. Like Sega's incredible R360, there's little doubt that when it starts to appear commercially in the Easter holidays, Virtuality will have the punters queueing up to play.



Dr Jon Waldern, managing Director, W Industries

Virtuality 1000 SD, a high quality, sit-down console which enables the operator to drive the 'vehicle' in a virtual world

LYNX PRICE LEAPS DOWN FOR THE SECOND TIME

The price of the Lynx has been cut yet again. The machine, without any of the usual accessories will now be available for a mere £79 from April.

This means that Atari will have three Lynx bundles in the shops – the £129 package with adaptor, comms cable and a California Games cartridge; the £99 version with power pack only; and the new bare essential box. A set-up for nearly every pocket!

Among the new add-ons now available for the Lynx is a neat little device for the car. Save your batteries and plug it into the lighter socket – just great for seriously annoying the driver as she/he tries to help you get out of Slime World in one piece!

While on the subject of handhelds,

Sega have now put back the launch of Gamegear to June. The firm has also not ruled out the possibility of launching it as a no add-on package so that it will fall into the new Lynx/Game Boy price bracket. Watch this space!

PALACE SHEDS SOFTWARE

After months of speculation, The Palace Group has finally cut off its games-producing arm Palace Software and sold it to French company Leisure Holdings, who is the financial muscle behind Titus Software.

However, both Palace and Leisure Holdings insist that the deal won't affect the firm and that it's business as usual for Palace Software.

A good thing too, as Palace promises to have some tasty products in the pipeline, and it would have been a shame to see it go to waste.

JOY ON A STICK

Just arrived in the office and already a big hit with all of the *Games-X* reviewers is a state-of-the-art joystick from Champ called the Explorer.

Looking more like a launch pad than a joystick, the Explorer features a host of buttons and other rather interesting controls. Down the centre of the stick's pad are six buttons. There are the usual start and select options, a slow motion control, sega fire button and two others reserved for future functions – that's what you call foresight!

To the right of these are two more fire buttons and two turbo fire controls each with its own individual variable speed adjuster.

The stick itself is stumpy and extremely responsive. You'll be able to pick one up for £29.99.

ECTS PARTY TIME WINNERS PREDICTED

April 14th is the night billed as the Industry Party of the Year. The venue is the Hippodrome and the event – the second annual European Computer Leisure Awards.

Games-X is sticking its neck out in shortlisting what we think are the three most serious contenders for awards.

Best Graphics we reckon will be hotly disputed between Shadow of the Beast II, Space Ace and King's Quest V .

Lemmings, Sim City and PowerMonger could well be in the running for the Most Original Game category.

Finally, *Games-X* sees the Software Publisher of the Year coming from either Gremlin, Electronic Arts or Psygnosis.

Watch these pages for further developments.

WANT TO BUY A SOFTWARE HOUSE?

The recession has claimed yet another unfortunate victim – software house, Hewson have fallen into administrative receivership.

Sue Staunton, Official Receiver told *Games-X* that Hewson were still trading and that the company was for sale as a going concern. Asked whether many offers for the company had been made, Sue simply replied "A high level of interest has been shown" – no names!

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The perfect combination which is set to be a real hit.

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Gremlin graphics' fabulous hot racing game gets the exclusive *Games-X* treatment.

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Dinamic step back in time

Spain-based software publisher, Dinamic is putting the finishing touches to *Mega Phoenix* – the 1991 version of the old cult coin-op. It is an arcade-style shoot'em-up.

Having been defeated once already, the metallic hawk-like invaders have returned with their most

powerful weapons of war – most notably the Mega Phoenix, an all-powerful ship. The federation's fighter pilots can call upon the latest add-ons to arm their ships.

Two players can play simultaneously to take on the invaders. Ships may be joined to increase fire power too! Dinamic plan to release Mega Phoenix during April. The game will be available for the Amiga, ST, PC, C64, Amstrad, Spectrum and MSX.

SWOTL

Fans of Lucasfilm Games will be glad to hear of the imminent release of **Secret Weapons of the Luftwaffe** for the PC. ST and Amiga Users will however, have to wait until the autumn. **The Secret of Monkey Island**, again already available on the PC, should appear for the Amiga and ST by the end of April.

SHOE PEOPLE

Here's a little teaser for you. What's the most popular children's TV programme in the Soviet Union? Apparently an amazing 70 million little Russians tune into **The Shoe People**! That makes the adventures of PC Boot, Trampy and Sneaker more popular than the Turtles!

LARRY 5

Sierra On-Line, with Dynamix, are releasing more titles. The games will be available on the PC with ST and Amiga versions to follow. Keep an eye out for three new games. A fast-moving, Blade-Runner style action adventure from

Golly gosh a fabulous new computer game!

Which author regularly sells over seven million books worldwide every year? Well, believe it or not, Enid Blyton.

Enigma Variations has been quick to spot this fact and has produced the first ever Famous Five computer game. You now have the chance to play the role of Julian, Anne, Dick and George as, together with Timmy the dog, you attempt to solve the Mystery of Treasure Island.

The game itself takes the form of an interactive graphic adventure and the entire game has been fully endorsed by the Blyton estate!

Amiga, ST and Spectrum owners can experience the magic of Enid Blyton at the beginning of April. C64 and Amstrad users will be able to join in the fun later in the same month, while IBM gameplayers will have to wait until May.

Dynamix called **Heart of China** and two Sierra interactive 3D games; **Space Quest 4** and **Leisure Suit Larry 5**! If you're curious, Larry had a memory lapse and can't remember his fourth escapade!

SEGA GOLD

Other US Gold news includes four Sega Master system cartridges; the first three will be **Leaderboard, Outrun Europa** and **Heroes of the Lance**, all are due for release around June. Sega owners will also be glad to know that the fourth title is a little known footie game called **Kick Off!** US Gold has also finished the ST and Amiga versions of **Super Monaco GP**. Both will be out soon.

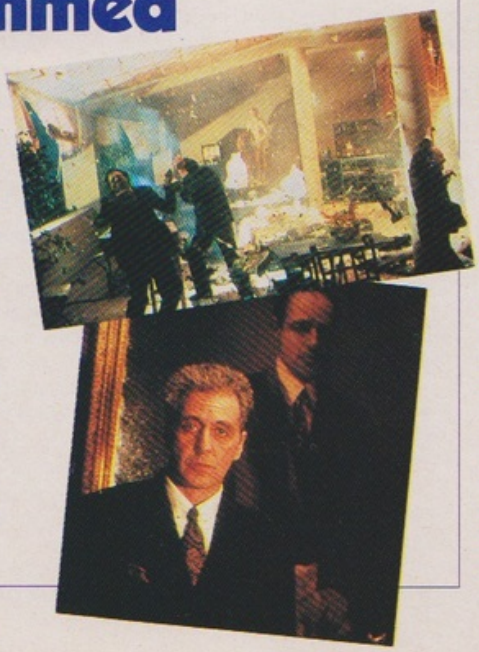
Real power can't be given – it must be programmed

After Francis Ford Coppola's Godfather III opened in London to rapturous critical acclaim, US Gold is cracking on with the home computer versions. Like Indiana Jones and the Last Crusade, two separate versions will appear, in the form of both an action and an adventure game.

Software Creations has been called upon to program the arcade-style game and progress is reported to be good. It's expected that the game will feature five to eight levels, jam-packed with platform and shoot'em-up action.

The adventure format will follow the plot of the film very closely. Speculation as to the identity of those responsible for producing the adventure game is rife. It is suggested that French adventure wizard, Delphine will be behind the game.

Both the adventure and the action games will be available in all formats in time for the CES show in September.



JUDGEMENT DAY

Ocean has apparently started working on its big film licence. It has managed to gain the rights to Arnie's next blockbuster. Expect Schwarzenegger's **Terminator II – Judgement Day** ready for Christmas. Meanwhile the company has also gained the rights to the next Bruce Willis movie, **Hudson Hawk.**

RETRO

The mighty Core Design has an impressive line-up of games ready for this year. **Retro** is a kind of future sport played in first person perspective. The game features graphics drawn by Simon Phipps, the brain behind Rick Dangerous, and the whole project is looking really impressive.

Danny "Mario" Devito

We've all heard about the *Super Mario Brothers movie* expected to be out in 1992. It will star Danny DeVito as your favourite mushroom-muncher, but

who is to produce the movie will come as a shock to many.

It is American company, Light-motive, which is responsible for such heavyweight features as *The Mission, The Killing Fields* and last year's *Shadowmakers*!

SPACE INVADERS

Talk about bottom of the barrel... Domark's just bought the rights to Space Invaders! But don't look too worried – we're not talking about the yonks-old classic, but Taito's new and improved coin-op version **Super Space Invaders '91.**

With a whole host of new features, including sexy bas-relief graphics and an array of collectable weaponry, it promises to be to Space Invaders what Arkanoid was to Breakout.

Sounds pretty rock hard to us – nothing like a bash on an old classic to get the nostalgia glands vibrating. Anyway, it's planned to be released across all formats in September. When we know more you will.

POWERMONGER

The French software industry's equivalent of the **Oscars** was held last month – with the results proving once again that British is undeniably best.

The awards, handed out annually by top magazine de Français, **Generation 4**, saw our boys cleaning up on the continent and staggering off with an armful of awards.

At the prestigious ceremony in Paris, **Psygnosis** picked up the award for best International Software House, while **Bullfrog's** PowerMonger was decorated for being the top Strategy Game and Most Innovative Product.

Biggest winner of the day, however, had to be **Electronic Arts**, which is almost certainly going to have to buy a bigger mantlepiece after winning a staggering six awards! Indianapolis 500 won two of these – Simulation of the Year and 3D Game of the Year.

PLAYER MANAGER

Just heard that Anco is soon to start production on... wait for it... **Player Manager 2**! Dino Dini will be strapping himself to his keyboard presently, and we should see something soon.

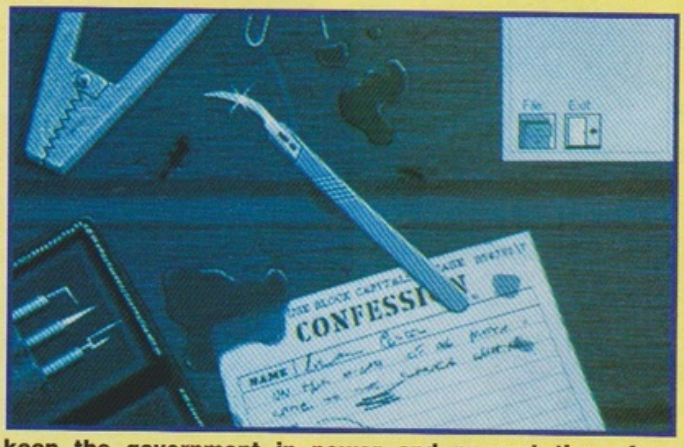
Unfortunately, it does mean that plans for Kick Off 3 are going to have to be put back – if not scrapped altogether. The unofficial word is that after pushing its luck once with **Kick Off** and coming up trumps with the sequel, trying to go one better again might be a risk that Anco just isn't willing to take.

Unlucky thirteen

The latest strategy release from Virgin has got the company in trouble again. Earlier this year the Middle East simulation *Conflict* got into bother when it had the misfortune to be around at the same time as the Gulf War.

Now PSI Software, the author of Conflict has come up with something even more controversial in the shape of *Floor 13*.

This is a dark techno-thriller strategy game which casts you as the director general of an ultra-secret police force housed in an anonymous tower block somewhere in London – you can guess which floor. Your objective is to



keep the government in power and prevent them from losing popularity by covering up scandals, controlling subversive elements and averting any potentially damaging incidents – by whatever means possible.

The game's political subject matter has already led to Alan Coren writing a piece about it in The Times, and also the Ministry of Agriculture and Fisheries called Virgin wanting to know more, after Edwina Currie was asked to contribute a plot to the game – they were 'accidentally' cut off. "We've received warnings from upon high," was all a senior Virgin spokesman would say.

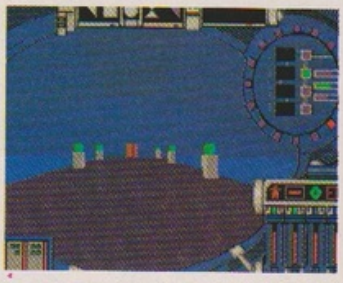
LEMMINGS

After the huge success of **Lemmings** on the Amiga, both ST and PC owners are to be introduced to the antics of the little fellows from Psygnosis. Watch out for the PC version in two weeks. ST users will have to wait until mid-April.

Armour Gedden is also shaping up nicely and the ST and Amiga versions should be ready towards the end of April.

CYBERCON III

US Gold is gearing up to release **Cybercon III**. Programmed by the multi-talented Assembly Line team, the game

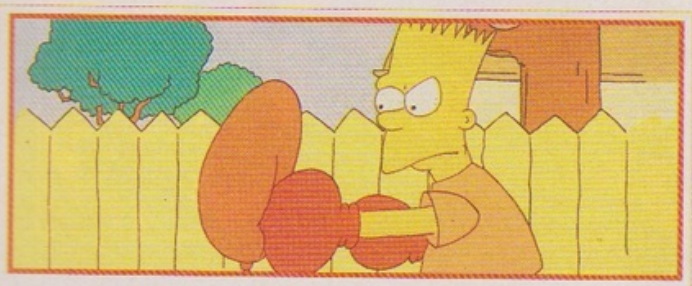


features stunning 3D graphics. You are assigned to enter the Cybercon domain and defeat the defective defence computer. Cybercon III will amaze everyone. Due out on all 16-bit formats, the game will appear early in May.

WAR ZONE

War Zone is a Ikari Warriors-style game that features some eight levels and simultaneous two player action.

Thunderhawk is a stunning helicopter combat simulator. Written by Core's resident 3D genius, Mac, the game is controlled completely by mouse. It will include various missions all over the globe and features some of the fastest 3D routines I've ever seen on an Amiga!



Bart bananas

News on Ocean's eagerly-awaited game of The Simpsons is starting to filter through. It's to be a straight conversion of the Acclaim Nintendo game, *Bart Versus the Space Mutants*, which is currently doing B-I-G numbers in the States.

Over here the work is in the very capable hands of those affable brummie lads Arc Developments, responsible for Crack Down and Forgotten Worlds among others. Don't expect anything for a while, though.

Lemmings

STOP

Save the Lemmings-

and

NOW AVAILABLE ON THE PC

PSYGNOSIS

NOW AVAILABLE ON THE ATARI ST

COMMODORE AMIGA, COMMODORE CDTV, ATARI ST AND PC COMPATIBLES

GALLUP CHARTS

Games-X's top 20

1	◆	TEENAGE MUTANT HERO TURTLES	House: MIRRORSOFT Team: PROBE
2	▲	DIZZY COLLECTION	House: CODE MASTERS Team: OLIVER TWINS
3	▼	TURRICAN 2	House: ANCO Team: FACTOR 5
4	▲	BIG BOX	House: BEAU JOLLY Team: VARIOUS
5	▲	SWIV	House: STORM Team: RANDOM ACCESS
6	▼	MICKEY MOUSE	House: SEGA Team: SEGA ENTERPRISES JAPAN
7	▼	TOTAL RECALL	House: OCEAN Team: O'ROURKE & EARL
8	▲	GOLDEN AXE	House: SEGA Team: SEGA ENTERPRISES JAPAN
9	▲	ROBOCOP 2	House: OCEAN Team: SPECIAL FX
10	▼	LEMMINGS	House: PSYGNOSIS Team: DMA DESIGN
11	▼	FISTS OF FURY 2	House: VIRGIN Team: VARIOUS
12	▼	HOLLYWOOD COLLECTION	House: OCEAN Team: VARIOUS
13	▼	SPEEDBALL 2	House: MIRRORSOFT Team: BITMAP BROTHERS
14	★	NIGHT SHIFT	House: US GOLD Team: ATTENTION TO DETAIL
15	★	CREATURES	House: THALAMUS Team: APEX BROTHERS
16	▼	KICK OFF 2	House: ANCO Team: STEVE SCREECH
17	▼	F-19 STEALTH FIGHTER	House: MICROPROSE Team: MPS LABS
18	◆	FINAL WHISTLE	House: ANCO Team: STEVE SCREECH
19	◆	MULTI PLAYER SOCCER MANAGER	House: D&H GAMES Team: IN HOUSE
20	▼	F-16 COMBAT PILOT	House: DIGITAL INTERGRATION Team: IN HOUSE

CHART FAX

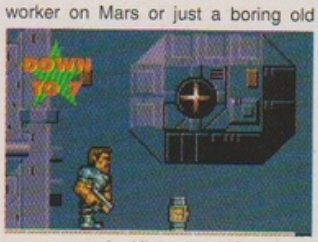
Five up, ten down, three as-they-were, one back, and only one newie in the charts for the week ending 16 March 1991. Get your wallets out or we'll end up in the same state as the US singles chart was in before the Beatles arrived.

There's no move at the top again with those darnn mutants in a half-brain still tied by their coloured bandanas to Numero 1.

With any luck those precious pizzoiders could be replaced next week by the cutey-pie **Dizzy Collection** from the ever-lovely Code Maestros.

Now listen. Only one new entry is not good enough, disk-pickers. It's been left to those dollar-billed hound dogs from US Gold to hit pay-dirt. **Night Shift** is keeping us *Games-X* chappies stalking round with red eye-balls, burning the midnight lamp into the wee hours.

But this is also a bad week for the hard men of the games' world. Arnie still doesn't know if he's a miracle-worker on Mars or just a boring old



quarry-man in Hicksville USA. Even worse, **Total Recall** has dropped to No.7. Don't worry, he'll be back.

F-19 Stealth Fighter might not have so much luck. War's old hat now and the Great British public is turning to gentler pursuits, like **Robocop 2**, up four places to No.9.

There's also another defeat for **Kick Off 2**, and a precarious 19th position but sadly, **Kenny Dalglish Soccer Manager**, the gripping story of the quiet man of murky Merseyside and his leather orb, has been relegated.

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

YOUR OWN ARCA

The amazing Atari Lynx is *the* complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.

ADE!

FROM £79.99

Please send me more details about the Lynx, its peripherals and other Atari products.

NAME _____

ADDRESS _____

_____

_____

POSTCODE _____

Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ

LYNX

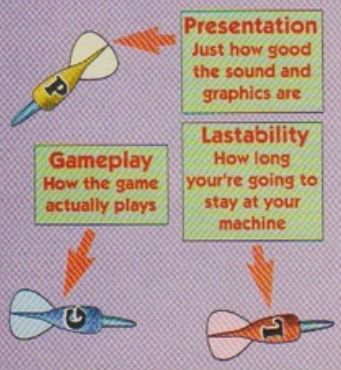
GAMES-X SCORING SYSTEM EXPLAINED!

The *Games-X* dartboard – just a little bit different to the run-of-the-mill scoring systems seen in other run-of-the-mill games mags. Easy really: three darts – playability, presentation and lastability – each scoring out of 20. The X-Rating? Best is five Xs, worst is one. What could be simpler?

X-RATING: XXXXX

The higher the rating the better the game

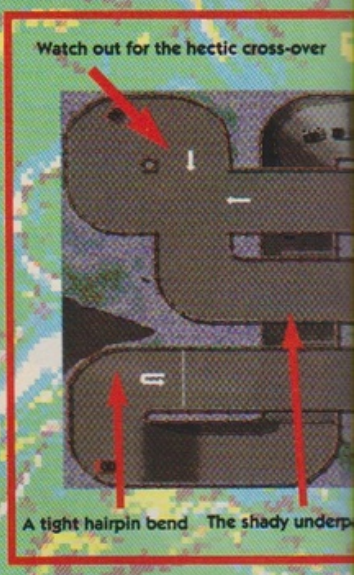
The dartboard – unlike the pucker job we don't use doubles or triples



RELEASE INFO		
Amiga	£24.99	Now
Atari ST	£24.99	Now

What machine the game's available for, how much it costs and when it hits the streets. The one in red is the format we reviewed

Supercars 2 has a two player option. Each car has its own half of the screen, and allows two humans to compete against the computer as well as each other



SUPERC

After the huge success of the excellent Supercars last year, the sequel, aptly named Supercars 2 is here, boasting better tracks with more of everything thrown in for good measure.

Supercars 2 is by Magnetic Fields, the creators of Lotus Esprit Turbo Challenge and the original Supercars. In creating Supercars 2, they took the best features of the original and added extra items that make it one of the best overhead racing games on a 16-bit machine.

You begin the game with a set amount of money and a car. Well, not any ordinary motor – a supercar. During the course of the racing season, you'll have to constantly add pieces to your car to keep up with the skilful computer drivers.

Alternatively save your cash and throw all your money on a brand-new vehicle with a higher top speed, better acceleration, improved handling and a set of furry dice.

To stay in the running for the championship, you must finish each race in the top five. For a winning result, you'll be awarded points and money which can be used to upgrade your car.

Having completed a race and finished first you're escorted down to the local cop shop and are faced with a heavy fine unless you can wriggle out of it

There are three levels of difficulty – easy, medium and hard. If you haven't experienced driving either of the two Supercars before, you're better off starting on the easiest level, as the later tracks include jumps, banked corners and other tough obstacles.

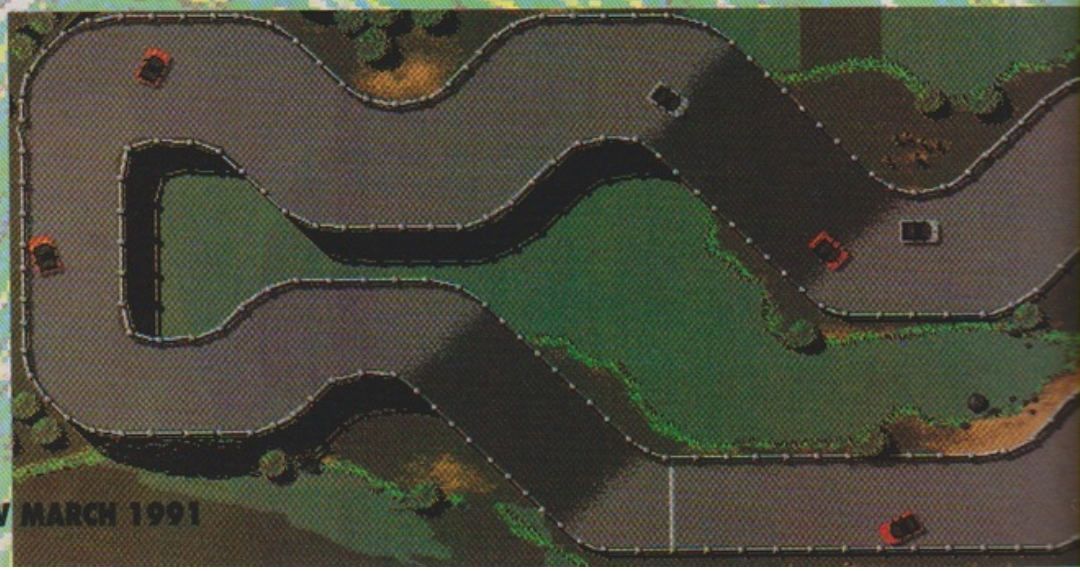
STUNNING SEQUEL

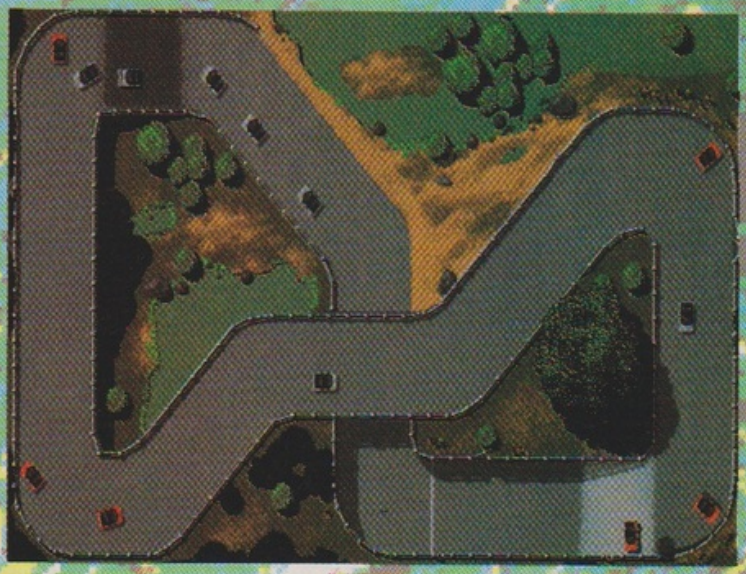
Unlike Supercars, the sequel has a two player option. To cater for this, the screen is split in two and each car has its own section of the play area.

There's a choice as to the control method used. The first is the most obvious choice. Press the fire button to accelerate and the movement of the joystick corresponds to the turning of the car.

The second control method is the same, apart from the fire button operating the brake. This means that the cars will automatically speed up, and will only slow down when the button is pressed.

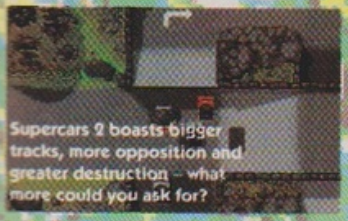
The parts shop allows you to repair your vehicle and buy upgrades such as turbo acceleration and power assisted





CARS 2

A brief conversation screen randomly appears after a race, and can be anything from an interview with your solicitor to a quick recap of the Highway Code


Supercars 2 boasts bigger tracks, more opposition and greater destruction – what more could you ask for?

steering. Advanced weaponry can also be bought.

AQUIRING YOUR ARSENAL

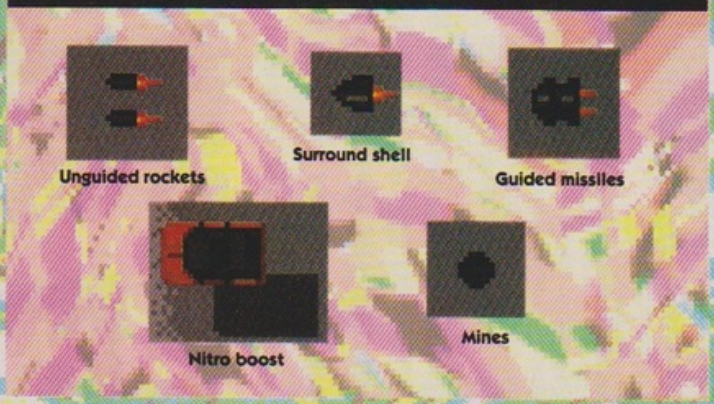
Supercars 2 offers you more than the ordinary unguided torpedo. For the front of the car you can buy a single guided nuke that follows the course of the track until it hits something. Maybe a pair of small missiles that only fire forward, but still damage any car they hit are more to your liking.

Super missiles can also be bought. These are small but deadly rockets which spiral around your car destroying anything that even hints of getting too close.

Rear firepower includes a set of missiles similar to the front unguided rockets, as well as a mine dropper. The mines are dropped by pulling back on the joystick. They are activated when a car drives over them. The result is a rather big explosion and the remains of a pretty expensive car.

If you manage to complete a race, you'll be awarded points to be added to your championship total and also cash for upgrading your car.

CHOOSE YOUR WEAPON



Obstacles cross the track during certain races. People can be seen running past, and trains often pass over the road, presenting a solid wall

FACT FILE

Software House: Gremlin
Development Team: Magnetic Fields
Programmer: Shaun Southern
Graphic Artists: A Morris, J Smith
Music: Barry Leech

Having played the original Supercars to death, I was amazed to see how Gremlin and Magnetic Fields have improved this excellent sequel.

The obvious improvements are the two player option, the more complex tracks, the skilful computer-controlled drivers and the inclusion of the deadly weaponry which can be purchased.

However, smaller improvements such as the different control methods to suit alternative gamesplayers make the game more enjoyable.

The conversation screens between races make you use your head as well as your accelerator pedal. They do slow the action down somewhat, and you may find yourself raring to go when you've only just finished answering the Highway Code!

Overhead racing games are exremely popular, and in my opinion Supercars 2 leads the field as it is by far the most playable, and includes excellent graphics and sound.

Although the tracks may seem difficult to begin with, practice and perseverance make it all worthwhile.

If you liked the original, or enjoy the Super Sprint genre of games, or if you're just looking for one or two player racing fun try Supercars 2 – you won't be disappointed.

X-RATING: XXXXX

RELEASE INFO		
Amiga	£24.99	Now
Atari ST	£24.99	Now
Spectrum	TBA	Soon
C64	TBA	Soon

FACT FILE

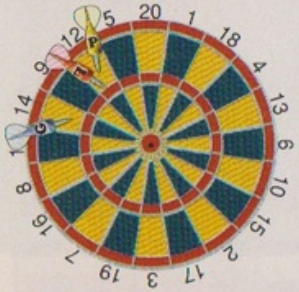
Software House: Gremlin Graphics
Development Team: Magnetic Fields
Programmer: Ashley Bennett
Graphic Artist: Tim May
Music: MC Slack

The graphics could have been better although they are OK. The sound is very good – there's the choice three different sound tracks or just sound effects.

Although not as impressive as its bigger brothers on the 16-bit micros, the speed of this version is fairly impressive in two player mode.

As a single player game however I found this a little tedious, especially when playing from the cassette version.

X-RATING: XXX



RELEASE INFO	
Amiga	£24.99 Now
ST	£24.99 Now
C-64	£10.99 (cass) £14.99 (disc)
Spectrum	£10.99(cass)
Amstrad	£10.99(cass) £14.99(disc)

Roaring away in your Lotus into the Italian countryside. Total concentration is of prime importance

Here both players are in the pits – note the fuel gauge on the right hand side

The icy plains of Finland prove to be more difficult than any of the previous levels

LOTUS ESPRIT TURBO CHALLENGE

Grip the wheel of your Lotus Esprit Turbo and accelerate from 0 to 60 in 4.7 seconds! Race through 32 different levels, through valleys and negotiate vicious bends.

For years now 3D racing games have been immensely popular, ever since the arrival of Pole Position in the arcades.

This latest incarnation of a tried and tested formula is Lotus Esprit from Gremlin. Released a couple of months ago for 16-bit format computers, this immensely popular race game is now available on the trusty old Commodore 64.

HEAD TO HEAD

Basically the game is identical to its 16-bit brothers, the only major difference being the graphics and the speed of play.

The idea of the game is to play either alone, or head to head with another player against a large number of computer controlled drivers. The eventual aim is to move your way through 32 different levels set around the world and obtain your Lotus Licence.

Upon loading the game you are presented with a variety of options, including two player. When this has been selected, two drivers can race simultaneously on a split screen with one player above, the other below.

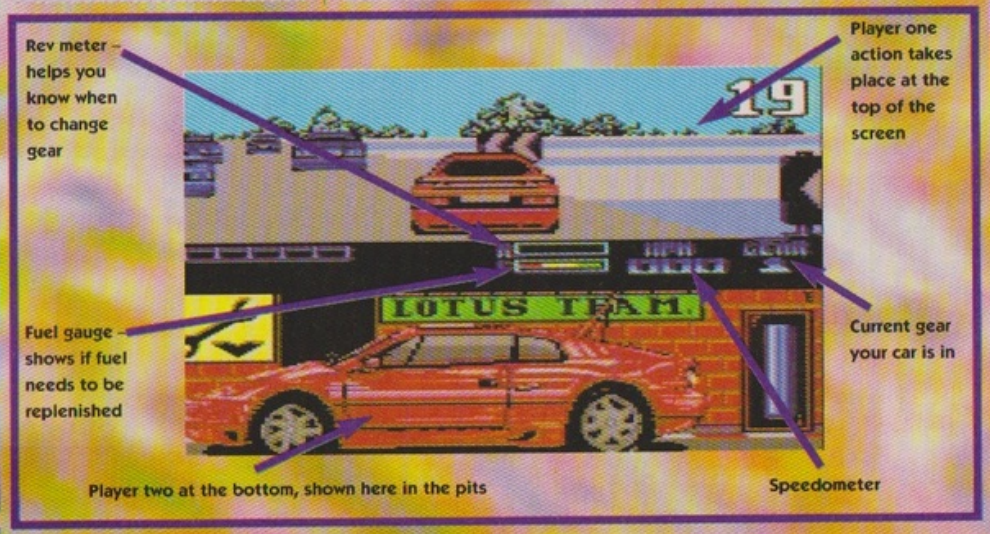
On each level the players will need to finish in the top ten in order to qualify for the next course. When playing a two player game if either driver finishes in the top ten, then both racers are carried forward to the next race.

IN THE PITS!

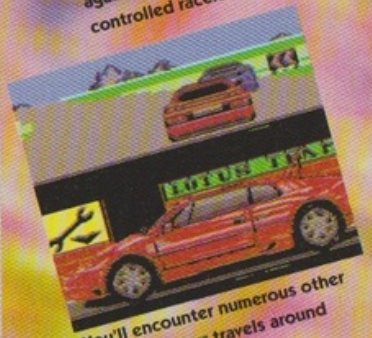
Some of the courses which must be completed are very long, and in order for the players to finish them, they must enter the pits at some point in order to refuel.

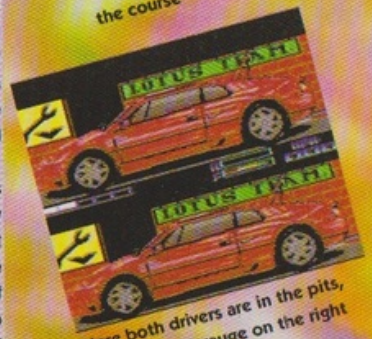
The pitstop is located near the start/finish line and taking time out here will use up valuable racing time! The pits can be left at any point, so if you feel the action is hotting up a bit you can leave before your car has been filled up and repaired.

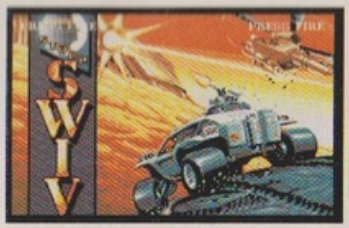
As racing games go, Lotus Esprit very fast indeed, especially when considering what computer it is running on. There are a large number of tracks giving plenty of variety, and the simultaneous two player option gives an added dimension in playability.



Two players race head to head against the computer controlled racers


You'll encounter numerous other drivers on your travels around the course


Here both drivers are in the pits, note the fuel gauge on the right hand side



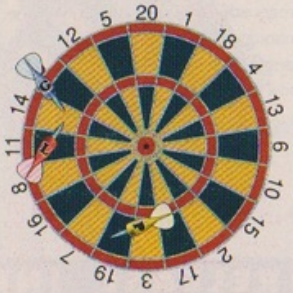
FACT FILE

Software House: The Sales Curve Ltd
Development Team: Random Access
Programmers: R Pieket Weserik, J Croudy
Graphic Artists: Ned Langman
Music: Sound Images

Although SWIV is a well presented and playable shoot'em-up it is far from original. There is very little here to make SWIV really stand out among the numerous other shoot'em-ups available in the marketplace.

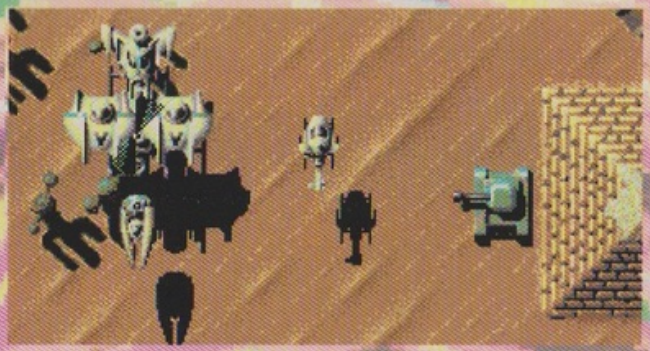
If you like a good blast and especially if you like two player games SWIV is a quality product with well animated and slick graphics, silky smooth scrolling and some fairly respectable sound. On top of this it is also remarkably playable!

X-RATING: XXXX



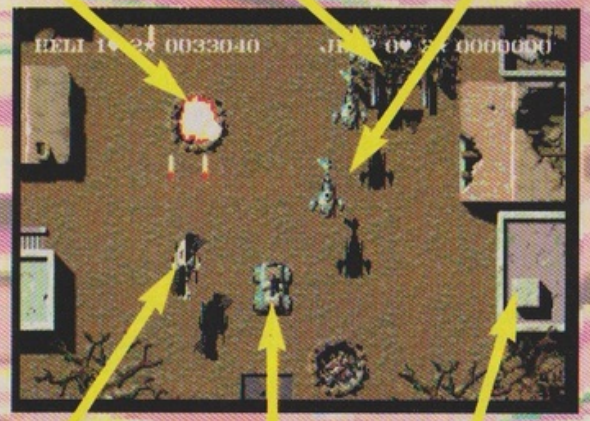
RELEASE INFO

Amiga	£24.99	Now
Atari ST	£24.99	Now



In the heat of the desert the ridiculously named Goosecopter attacks

More shooting! This time in the shape of some large enemy gun emplacements trained upon you



SWIV

John

In SWIV take command of either a helicopter gunship or an armoured assault jeep as you enter enemy territory. As such you'll be part of the elite assault team of Special Weapons Interdiction Vehicles – SWIV. The task ahead is to destroy enemy defence installations and it's not going to be easy.

Your primary objective as a commander of one of these powerful assault craft is to verify the existence of enemy secret weapon installations and destroy them.

Your secondary objective is an interdictory mission. You must attempt to destroy all of the military units to prevent any further hostile action.

Who remembers Silkworm? You do? Well this is probably the closest thing the world will ever see to a sequel. Although the perspective has changed from a horizontal scrolling view to a vertical scroller, the overall feel of the game is very similar.

You must move your craft through enemy territory and pulverize, demolish and generally belt the living daylights out of anything which crosses your path, using the maximum amount of violence possible.

The first game scenario is the ghost town, here a line of enemy choppers checks out the situation prior to the onslaught

BLAST 'EM!

SWIV, as you can probably imagine, is a shoot'em-up of epic proportions. It's played across a single level of 106 screens which are subdivided into 16 different scenarios.

These varying scenes range from a derelict ghost town to a futuristic science fiction zone, each contains a positively diverse array of enemy nasties and numerous installations of enemy hardware.

The mission to destroy the enemy can be engaged by either a single player or two players simultaneously. In the latter mode one person controls the jeep and the other the helicopter.

MISSION IMPOSSIBLE

The two players have two distinctive styles of play. The helicopter is able to fly over ground objects unhindered but can only fire forward. The jeep on the other hand must drive around obstacles on the ground, but is able to turn and fire through 360 degrees.

At numerous stages in the game the players have the option to increase their firepower by collecting tokens which are left behind after the Goosecopter has been destroyed.

This large, fearsome and sinister craft – which has a particularly daft name – takes considerably more work to destroy than your average nasty, mainly due to the fact that it's considerably larger than you!

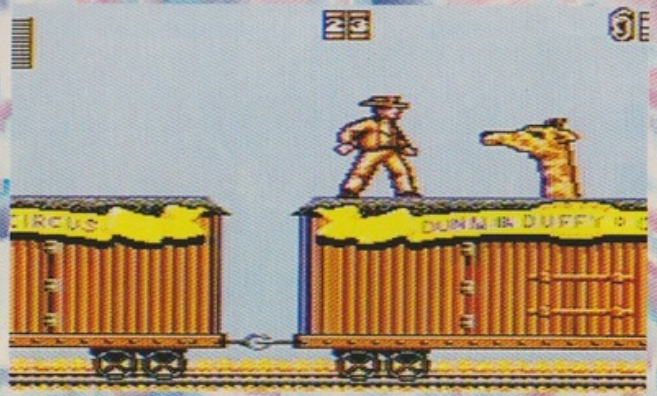
At various stages of the game you will also encounter large ground installations which must be destroyed. These are huge and possess an almighty firepower, with concentration however, they are easily destroyed.

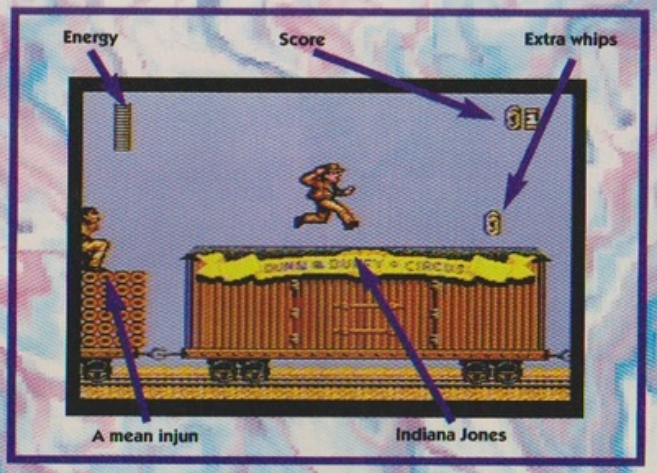
A system known as the automatic difficulty level assesses your performance and adjusts the way which it pulverizes you accordingly.

To begin with this probably won't make any difference to you as it will undoubtedly mangle you regardless! But with practice…

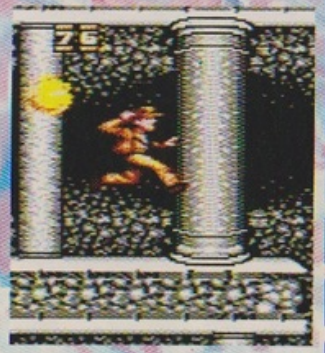
The SWIV helicopter specifications screen shows the awesome capabilities of your tiny 'copter

Having clambered through the dusty caves and collected the Cross of Colorado, Indiana must scramble over a speeding train to leave his pursuers behind



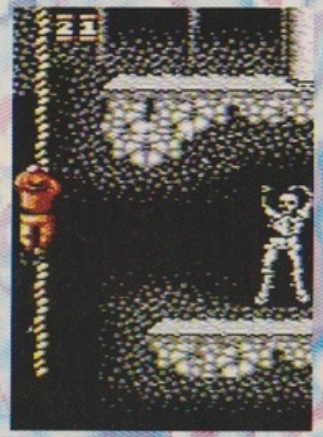


Deep within the Venician catacombs, Indy faces certain death. How will he avoid the deadly fireballs falling from the ceiling? Will he get eaten by the rats?



INDIANA JONES AND THE LAST CRUSADE

Indiana Jones, probably the world's most famous archaeologist. He discovered the Lost Ark in the original movie and in the sequel he found the Shankara. Now he's out for the cup of eternal life itself – the Holy Grail.



The Grail shield is found next to the tomb of the Knight of the Crusades, so is the exit. Quick, grab the shield and scarper!

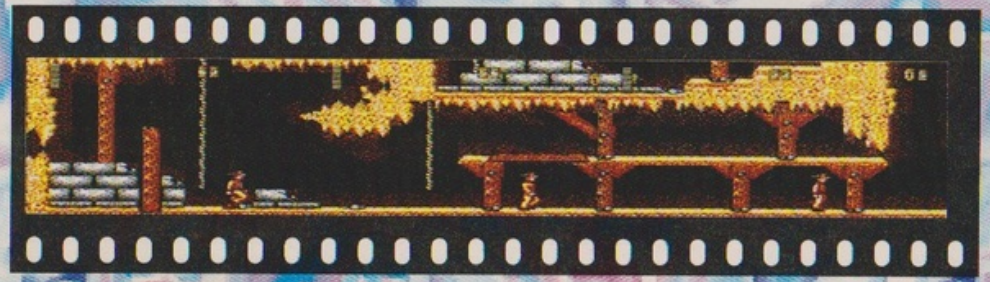
Indiana Jones and the Last Crusade is an arcade action game set over six levels, which follows the plot from the excellent movie very closely.

You begin the quest as the young Indiana dressed as a scout. The action starts deep within a cave where you are attempting to recover the Cross of Colorado. You must leap over raging rapids, shin up ropes and whip cowboys and indians – none of that kinky stuff – to immobilize them.

The game is strictly against the clock, and if either Indy's energy or the clock reach zero, he will slump to the floor and one of his six lives will be lost.

Having retrieved the Cross, you must make good your escape from the pursuing ruffians. The chase takes you onto a train which is moving swiftly down the track. Fall off and your days are numbered.

Leaping between the carriages, you must avoid the thugs who throw knifes or shoot at you, and at the same time skip over the rhino horns and giraffe heads which push up through the roofs of the cars.



The next level takes place in the catacombs under Venice. If you've seen the film, you'll know that Indy has to battle against hordes of rats and leap over pieces of rotting corpses.

You also have to do this on level three, as well as climbing down ropes and avoiding boiling lava on the ground. At the end, near the sarcophagus is the shield telling the location of the Grail.

UP AND OVER

Level four sees Indy trying to scale Castle Brunwald's walls in the hope of releasing his father, Dr Henry Jones.

With the Grail diary in the hands of the Nazis, the Jones' must escape on a huge airship to find it. The diary must be located and recovered. Indy then has to climb into the biplane at the bottom of the airship and fly away.

The last stage provides Indy with his toughest task yet. Dr Jones senior has been shot, and the only way to keep him alive is to collect the Grail. Fail, and the Jones boys will be worm fodder.

FACT FILE

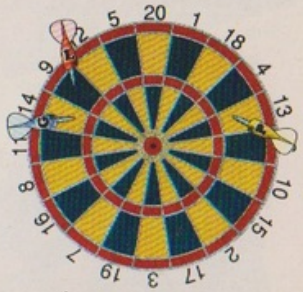
Software House: US Gold
Development Team: Tiertex
Programmers: Donald Campell

The film was brilliant and the game is excellent too. Following closely to the plot of the movie, US Gold's interpretation of Indiana Jones on the Master system is perhaps one of the best versions of the game that I've seen to date.

The sprite of Indiana Jones is superbly animated, and the variation and quality of backdrops on the different levels is also of an extremely high standard.

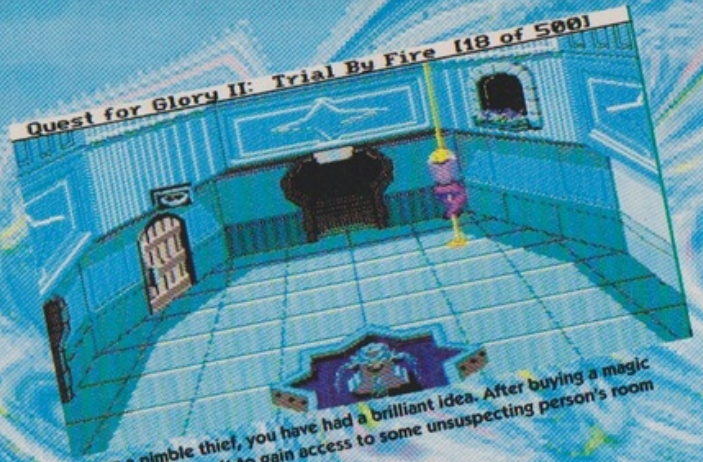
Although tough at the beginning, the game is a little too easy for the hardened gamesters among us, and sadly shouldn't take too long to complete.

X-RATING: XXXX



RELEASE INFO

Amiga	£24.99	Now
Atari ST	£24.99	Now
Sega Master	£29.99	Now



Being a nimble thief, you have had a brilliant idea. After buying a magic rope, craftily use it to gain access to some unsuspecting person's room

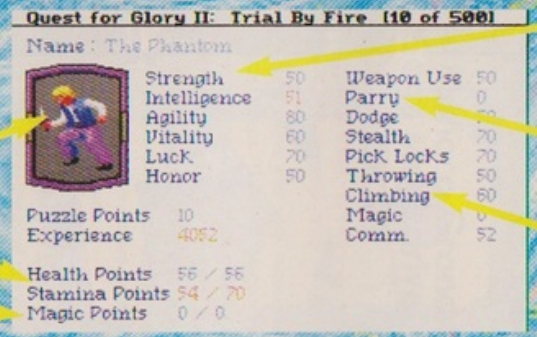
CONJURING A CUNNINGLY CRAFTY CHARACTER

Each time you start a new adventure, you must create the character you wish to use during the game. You can change:

Character type

Physical status

Magical ability – which spells can be cast



Physical stats – detailing the character's fitness

Weapon skills – shows how good you man is in a melee

Subterfuge skills – such as climbing ability

QUEST FOR GLORY

Be you fighter, wizard or thief, your job is to remove all traces of evil from the city of Shapeir. Fail and the inhabitants of this once happy settlement are doomed to a life filled with evil. Just keep your head and you'll find the task ahead easier.

Sierra On-Line is one of the fastest growing software houses around. The game that brought the company worldwide fame was King's Quest. A string of similar games followed, and the release of King's Quest V marked the coming of a new era in computer entertainment. It included graphics unlike anything hither to seen on a home computer, and every word the non-player characters said could be heard with the aid of CD-ROM.

Last year Hero's Quest was released. The name was changed soon after, as MB Games were about to release a game of the same title and had gained the copyright.

Now the second instalment of the Quest for Glory series is here and is entitled Trial by Fire. The scenario having changed from a mystical place to that of a Far Eastern land.

In this vast desert there are two cities, Shapeir and Raseir. Shapeir is a blooming settlement where the inhabitants are ordinary folk, happy to get on with their lives.

Raseir was once a mirror image of this, but now the city has become a dwelling for evil. It is feared that this evil will spread to Shapeir bringing corruption into the lives of the population.

It's your job, as hero, to rescue the threatened city in its hour of need. You have to investigate Raseir to find out exactly what is going on, and destroy the source of anything unsavory.

There are three character types in Quest for Glory: fighter, wizard and thief. You are given statistical information on your player, including areas of strength, agility and other important factors.

Each time you attempt Trial by Fire with a different character the quest will change somewhat, as you will need to approach the puzzle from a different angle.

You can bring your hero across from the first adventure, or choose a new character who will need building into a tough adventurer.

The city of Shapeir is a pleasant place, but the same cannot be said for the surrounding territory. You are best off visiting the weapon shop before you leave if you value your safety at all

Sorcery plays a large part of Trial by Fire, and the magic shop can supply you with most of the up-to-date magical pyrotechnics

A vast desert lies between Raseir and Shapeir, the best way to cross is on saurus-back. As long as you have the Dinars, you can buy one from the shady character who is situated on the edge of town

Quest for Glory II Trial by Fire

FACT FILE

Software House: Sierra
Programmers: B Fischbach, C Cole
Graphic Artists: Kenn Nishiuye
Music: M Siebert, C Braymen

I feel Quest for Glory 2: Trial by Fire is a step in the wrong direction. After seeing the brilliant King's Quest V, I wonder why the same style of excellent graphics was not used?

The original was an excellent game although the fighting sequences were a little too difficult in many adventures. This has been rectified and you should find combat far easier.

The task itself is tough, but any level-headed adventurer should find progress is fast once you get into the swing of things. On the whole it's a good adventure which will please Sierra fans.

X-RATING: XXX

RELEASE INFO		
Amiga	£39.99	April
Atari ST	£39.99	April
PC	£39.99	Now

FACT FILE

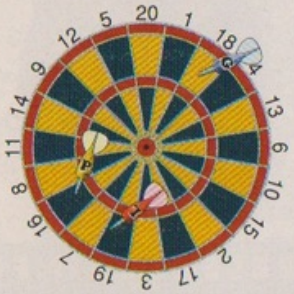
Software House: Sega

To put it simply, Dick Tracy is an excellent game that offers addictive one player shoot'em-up action. All this and a yellow trench coat too. What more could you ask for? The graphics are superb, and Tracy's sprite is both well defined and smoothly animated.

The difficulty level is set perfectly, allowing you to progress but not zoom through the game. Fans of the film or comic book hero will love it, as it includes all of the famous baddies that feature alongside Dick Tracy. Overall, taking the excellent gameplay and the challenging task ahead of you, Dick Tracy is a worthwhile buy for the Sega Megadrive.

Thanks to PC Engine Supplies of Cobridge Stoke-on-Trent, for the review software.

X-RATING: XXXXX



RELEASE INFO
Sega Mega £30.00 Now

DICK TRACY

Cloaked in a long yellow trench coat – which never gets dirty – and a trilby of the same colour, Tracy is pitted against the biggest crime bosses around, and has to deal with the likes of Prune Face, Flattop and Mumbles.

On top of this, Breathless Mahoney – played by Madonna in the blockbuster movie – is hassling Dick, pretending to help him, while at the same going behind his back.

Dick Tracy is armed with a pistol as well as a tommy-gun. Without the aid of weaponry Dick can always resort to his bare fists, which are also deadly.

TARGET PRACTICE

The game scrolls horizontally and there are two areas of the screen from which the enemy can appear. You walk along the foreground of the screen, as do some of Big Boy's thugs. These can be either shot with your pistol or punched.

Henchmen who run from the rear of the screen however, require a blast from your machine-gun. To use your pistol or fist, press button A. Button C activates your tommy-gun and button B will make Dick jump.This will be a valuable asset during certain parts of the game

The first level is fairly straightforward: Make your way to the end of the level, shooting the thugs as you go. Most are unarmed, but occasionally you'll encounter a man carrying a revolver.

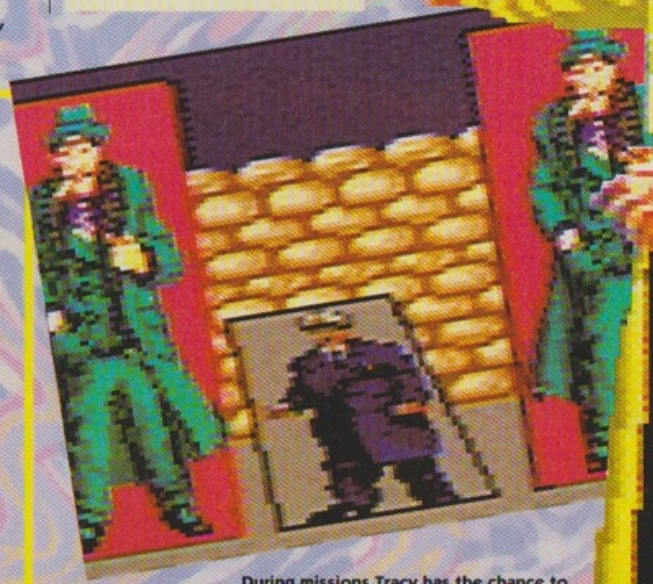
Each level is divided into three stages. The third stage is always a battle against the big gangster. For instance, level one is Itchy's territory, but stage two belongs exclusively to The Brow.

Once you've completed a level, a small sub-game will be presented. The first of these is a test of your shooting skills. Dick is at the shooting range with three targets in front. Each one has a picture on it – either a policeman or a gangster. Using buttons A to C you must kill as many gangsters as you can without hitting a friendly officer.

Tracy's aim is to rid this desperate city of the crime bosses who plan to rule it – especially Big Boy. Obviously Dick Tracy is an officer of the law, but you won't see any constables rushing to give him backup!

Having knocked off Itchy and his henchmen, Tracy is faced with the prospect of capturing The Brow

The Brow is seen escaping in a convey of brightly coloured cars, but Dick's not far behind



During missions Tracy has the chance to practise his gun skills. Using buttons A to C he manages to shoot the gangster and leave the police out of it

Dick Tracy – comic book hero and general all round nice guy. He's had some tough cases to crack, but getting Big Boy is going to be he toughest yet.

AXESS TO ALL FORMATS

Here's our weekly selection of new releases – you've seen them before but have you played them on these formats? And have you worn the T–Shirt?

Super Monaco Grand Prix
Sega Megadrive
£34.99

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

This 3D racing game was very successful on the other major formats. The Sega Megadrive version of this classic is in terms of graphics possibly the most impressive, with its high quality backgrounds and cars.

The animation is of an extremely high quality, being both smooth and fast. Sonically the Megadrive version is also superior to its predecessors, there is some superb sampled speech and sound effects.

Gameplay has changed very little, the action is fast and furious with lots of levels for you to battle your way through. It is possibly one of the best racing simulators available at the moment. The only problem to speak of is the ridiculously high price.

Presentation: 18 Gameplay: 16
Lastability: 16

X-RATING: XXXX

The Killing Game Show
Atari ST £24.99

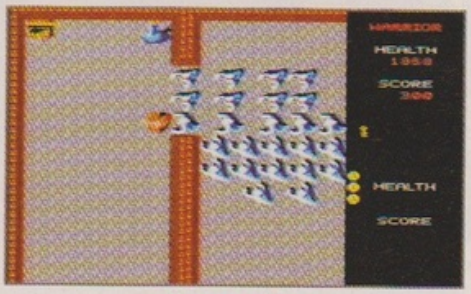
Software House: Psygnosis
Development Team: Raising Hell
Programmers: Martin Thudley
Graphic Artists: Martin Thudley
Music: Nick Alderton

Previously released on the Amiga, this superb ladders and platforms/shoot'em-up is now available for the ST. There is little difference in the presentation of the game, although there are some minor differences graphically.

Gameplay however, has been changed very little, it's still a very addictive challenge which will appeal to fans of action games. The only major difference between the ST and Amiga version is the poorer quality of sound.

Presentation: 18 Gameplay: 17
Lastability: 16

X-RATING: XXXX



Gauntlet
Sega Master System
£29.99

Software House: US Gold
Development Team: Tiertex/US Gold
Programmers: Tony Porter
Graphic Artists: Blue Turtle
Music: Blue Turtle

The old classic returns yet again! How long is it since Gauntlet was released on the 8-bit formats? This is a faithful representation of the arcade classic and it stands up very well against the other 8-bit versions, which have been around for years.

There are 512 levels for you to battle through, so it should keep you going for a fair while. Fans of the original will be very impressed by the quality of gameplay as it is probably faster than other home entertainment system versions.

Why are the cartridges so expensive though? Thirty quid for a five year old game is a might excessive!

Presentation: 15 Gameplay: 14
Lastability: 12

X-RATING: XXX

Prince of Persia
PC compatible
£24.99

Software House: Domark
Development Team: Broderbund
Programmer: Lance Groody
Graphic Artists: Leila Bronstein, Avril Harrison & James Louis
Music: Tom Retting

The arcade adventure classic makes its way to the PC, and it's as good as you could possibly hope to get. The original was hardly inspiring graphically, but the animation of the characters was superb. Thankfully this has not been lost on the PC version, it still has some of the most impressive sprite movement you will see.

Gameplay remains virtually the same as you battle your way through the dungeons to rescue the fair maiden in distress, all of the guards and traps are still there. All major graphics boards are accomodated for, as are the most popular sound boards.

Yet another popular title successfully ported over to the trusty PC.

Presentation: 15 Gameplay: 15
Lastability: 14

X-RATING: XXXX

Paperboy
Sega Master System
£29.99

Software House: US Gold
Development Team: Tiertex
Programmers: Gary Vine
Graphic Artists: Blue Turtle
Music: Blue Turtle

Yet another re-release of an ancient arcade classic. Paperboy was an enormous success yonks ago when it was released on the major 8-bit format computers.

This is a reasonably faithful representation of the original. The graphics are of a fairly high standard, being as good as you would expect from an 8-bit console.

If you enjoyed the original, then you will have no complaints about the playability of this particular version.

Presentation: 14 Gameplay: 14
Lastability: 12

X-RATING: XXX

Level One

From here you must go up in the elevator and collect bullets. Moving along the platform to the right will eventually bring you to the compass watch.

This will show the way to go in order to find the next object. From here on the level is fairly easy, your only problem is avoiding the armed guards.

Having picked up the briefcase, which is the final object, you must keep moving right and leap off the end of the platform. This will take you out of level one and also ensures that you avoid the three armed baddies who are guarding the exit.

Level Two

This part of the game is really easy. Simply steer the Johnny Cab through the traffic trying not to hit anything. After a while you'll notice a basic pattern of behaviour which makes things much simpler and you'll be able to progress much quicker.

Towards the end of the level, lines of black trucks will block the whole road. Invariably there's one black cab on the end of the line which is easy to destroy.

The trick is to shoot at this particular vehicle to break through the obstruction. At the end of the level the trucks are replaced with tanks which are harder to destroy.

Level Four

This level takes place in Venusville. Again it's a fairly simple part of the game with only armed guards. They are, however, more enthusiastic than in previous levels so be really careful how you go.

Basically all you have to do is keep Arnie moving through the maze of levels. If you keep moving onwards the route will become obvious, as the only way of moving off the correct path is to double back on yourself.

Level Six

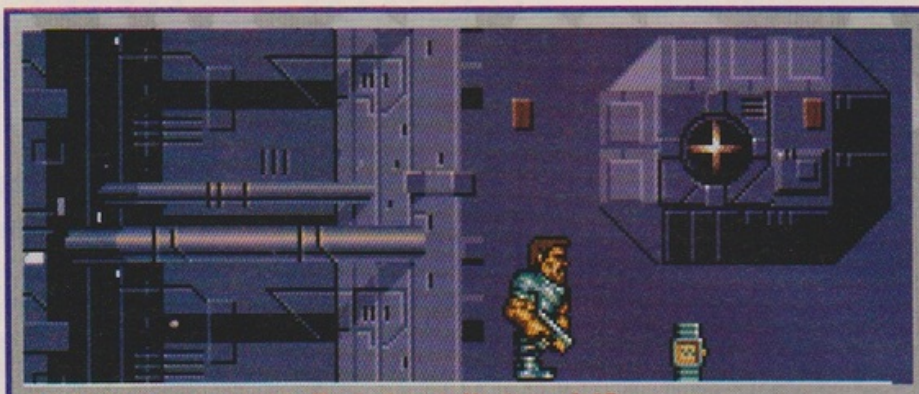
Now this is the hardest level in the game. Having discarded the taxi cab you must proceed on foot.

Also along the route are four icons – bearing alien symbols – to collect. The fourth one is up near to the top right hand corner of the complex. You must then solve a puzzle which will open the remaining door leading to the reactor. A hint – the four symbols represent the four letters of a certain planet.

The guards are really nasty so collect as many bullets as you possibly can. You also have a hologram device with five charges in it to confuse them.

At the exit to the reactor lift you will meet the security chief, Richter and your task is to force him off the edge. He's a dirty fighter and you can't use your gun, so keep moving about.

At the top of the lift Cohaagen is waiting for you, with a very large gun. Duck under the bullets he's firing at you, and when he stops run up to him and give him a good smack in the chops. That should send him flying! And that's all there is to it.



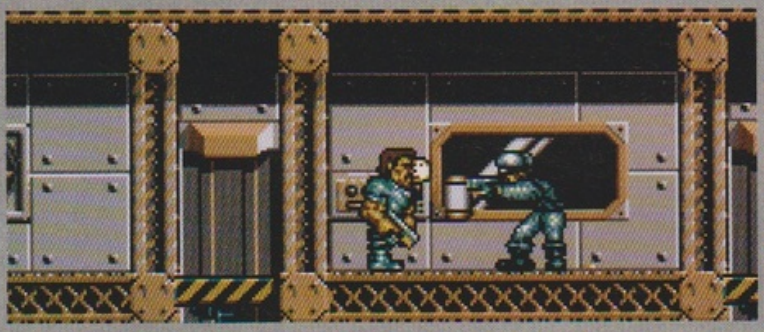
The all important compass watch will make the rest of level one a doddle

Knocking out the black cabs will make life easier

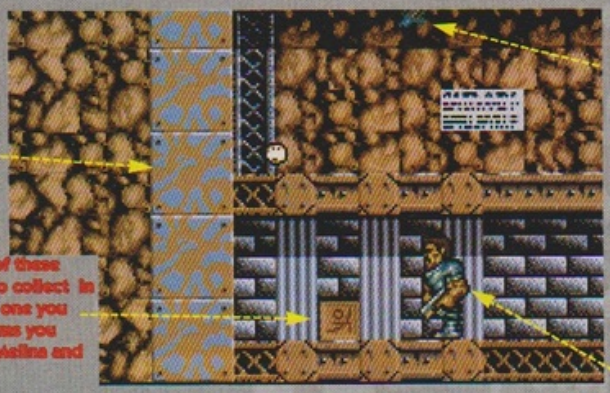
These black trucks are capable of taking a real pounding, and they have a nasty habit of shooting back at you!

Energy bar, this can be replenished throughout the level by collecting the heart shaped icons in the road

Scanner to show progress through the level.



Within Venusville the passages will guide you to the exit. There are armed guards on this level and they're a bit trickier than before!

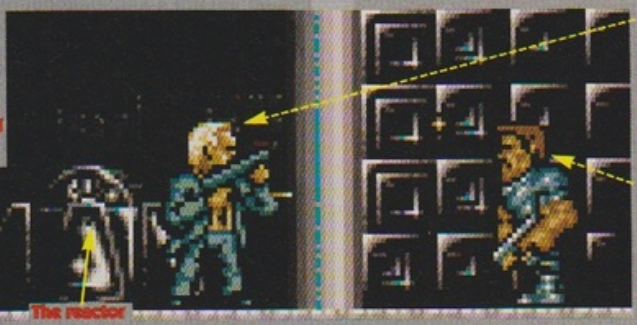


Boundary of the level six Martian complex

Ceiling mounted weaponry systems home in on your every move

There are four of these alien symbols to collect in this level, each one you collect transforms you from Quaid to Melina and vice versa

This section must be completed by you in the guise of our chum Arnie



The reactor room – single non scrolling level

Cohaagen himself, wait until he stops shooting and then charge – he can't take much punishment so he should be easy to handle

Arnie will probably have to handle this incident with his bare hands. A swift punch should do the trick though

The reactor

APRIL 26TH

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GAMES-X

Probably the world's most exciting weekly guide to games

THE DEFINITIVE DEATH RACE

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...THE NIGHTMARE CONTINUES...

...Prepare to recommence motorised combat and do battle in the most brutal race of all. With a 1/2 player option, new weaponry, 20 new tracks including bridges and ramps to be jumped and improved graphics, Supercars 2 promises to be an even greater smash than the original Supercars.

Screen shots from Amiga format.

Produced by Magnetic Fields

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GAUNTLET – US GOLD

Righty ho! Who fancies a neat tip for this classic game? Play as normal but if you press the symbol shift key you'll discover you can walk through walls – yowsa!

TOTAL RECALL – OCEAN

Uzi 9 millimetre, blata, blata, blata... When the title screen appears, you know – the one with Arnie's ugly mug on it, type in LISTEN TO THE WHALES. Don't forget the spaces!

Now you'll be able to absorb enemy blows – no probs! Don't worry if your energy bar reaches rock bottom, it's OK. When you reach the taxi level try typing in JIMMY HENDRIX, again don't forget the space. You'll discover your cab's indestructible.

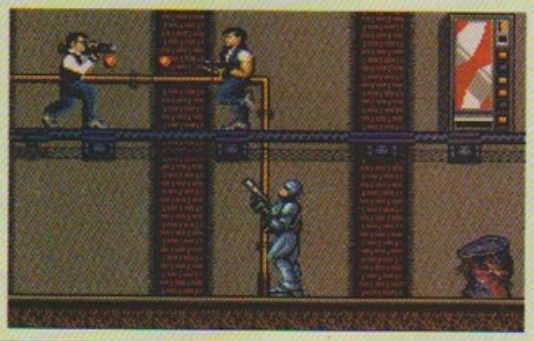
Before...

... and after

ROBOCOP II – OCEAN

Righty ho, creeps. Enter SERIAL INTERFACE while the title screen is showing and you'll have access to two ace cheats.

Pressing F10 will take you to the next level and tapping F9 will top up your energy level. Yeh!

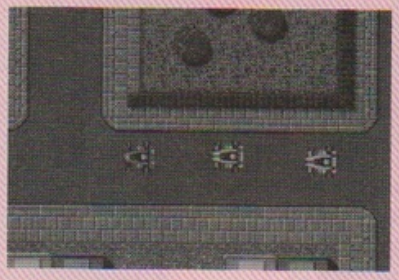


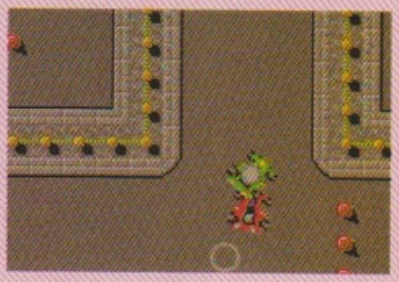
NITRO – PSYGNOSIS

One of the main difficulties with Nitro is that you never really have enough money or fuel.

Help is however now at hand. When you gain access to the high-score table enter your initials as MAJ.

If all goes according to plan you'll find that this cheat will result in you gaining squillions of goodies. Now to begin that spending spree...





TOYOTA RALLY – GREMLIN

Are you experiencing trouble with this first class racer? While playing press control C to complete the race. When the scoreboard appears you'll be able see your name, together with whatever time you pressed the C key.

Using this cheat you'll be able to keep streets ahead of the opposition.

TEENAGE MUTANT HERO TURTLES – MIRRORSOFT

Before entering the correct security code, type in 8859 and then 1506 before finally entering the correct code. Now, while playing the game tapping the HELP key will give you infinite energy. Cowabunga dudes!

DOMINATOR – SYSTEM 3 *SPECTRUM*

Pretty tough this one! Now's your chance to achieve the elusive power of invulnerability. Hold down the keys B, N and M and then press K to activate the cheat mode.

You'll now be able to fly through everything. Of course, if you want to play as normal simply tap the K key again – that's all there is to it.

All the world's and women m

Everyone knows that Shakespeare wrote about the seven ages of man – toddler, kiddie, diamond geezer, old bloke and so on. But now, would you believe, historians at *Games-X* Towers have just discovered one of the bard's priceless, but completely unknown, early scripts – 'The Six Ages of Computer Games Players'.

Yeah, it's all there on vellum and parchment. The creative one with the quill wapped out a nifty sideline in brain-curdling database dramas – Henry II, Richard III, Speedball IV and Ultima V.

As a result scientists will now just have to bin all their previous ideas about kids being the only people who play games and older folk just plugging in for shopping lists and tax systems.

The *Games-X* team visited shops fitted to the National Grid to find out who plays what, how old they are and what they'll be playing when their birthdays tot up.

The results are startling. Folk who were drawing their pension when Edison discovered the light bulb are now racing home from a hectic day queuing at the post office, only to draw the curtains and grab a piece of the console.

There's such a rush to get the disk-drive ready, your typical *Games-X* reader can hardly get a look-in.

Young Barney was given his first Master System last Christmas. He tells everyone that it was a present from Back to the Future's Doc Brown who landed his de Lorean time machine near Skegness but had no Mega Drives on him at the time, so a Master System had to suffice. Surprisingly, no one believes him!

Barney likes them hard but fair – Turtles, Ninja Spirits, Indiana Jones. On a Sunday evening he might get out his Kenny Dalglish Soccer Manager.

If his mates come round he'll tell them he's already mastered Lotus Turbo Challenge. Barney says that Treasure Island Dizzy is for kids. He can't understand the fuss about Cadaver – one day he'll get to level 3.

Julie is made up about the Sega Megadrive which, incidentally, mum and dad bought her for her 18th birthday.

Recently she's been spending more and more time on her boyfriend's Nintendo Game Boy. Sounds painful, but it beats reading the adverts during long waits at bus stops and it's great company in the bath!

Now Julie's wondering why nearly all games are marketed at the shoot'em-up brigade. Everytime she goes into her local megastore it's full of pimply youths who look at her as if she was a mutant.

She wants to know why there can't be more friendly games like Super Mario Brothers. Manufacturers take note.

a stage and all the men
nerely games players...

Stu Stewart doesn't realise he looks like Guybrush Threepwood in Monkey Island. When he's not got his hands on a steering wheel, he's fiddling around with his Amiga – playing PGA Tour Golf and Steve Davis World Snooker.

If he gets in a bad mood he thrashes the life out of Speedball 2, which he might live to regret. Stu's daughter, Jemima, has her own Lynx so she can buzz Ms Pacman whenever she wants. Paperboy's another great fave but she still can't seem to find a papergirl version anywhere.

Dad won't let her use it in the car, though. He thinks it'll disturb his Super Monaco Grand Prix practice session.

Mr V is a bit worried about being spotted playing computer games, so we're protecting his identity. One side of him says they're for kids but the other side can't wait for News at Ten to end and his wife to go to bed. Then he can get back on the green with Jack Nicklaus or test out his Sterling Moss tactics on Lotus Esprit Turbo Challenge.

Of course, if Mrs V catches him he might get better acquainted with Code Masters Fast Food than he really wanted to be!

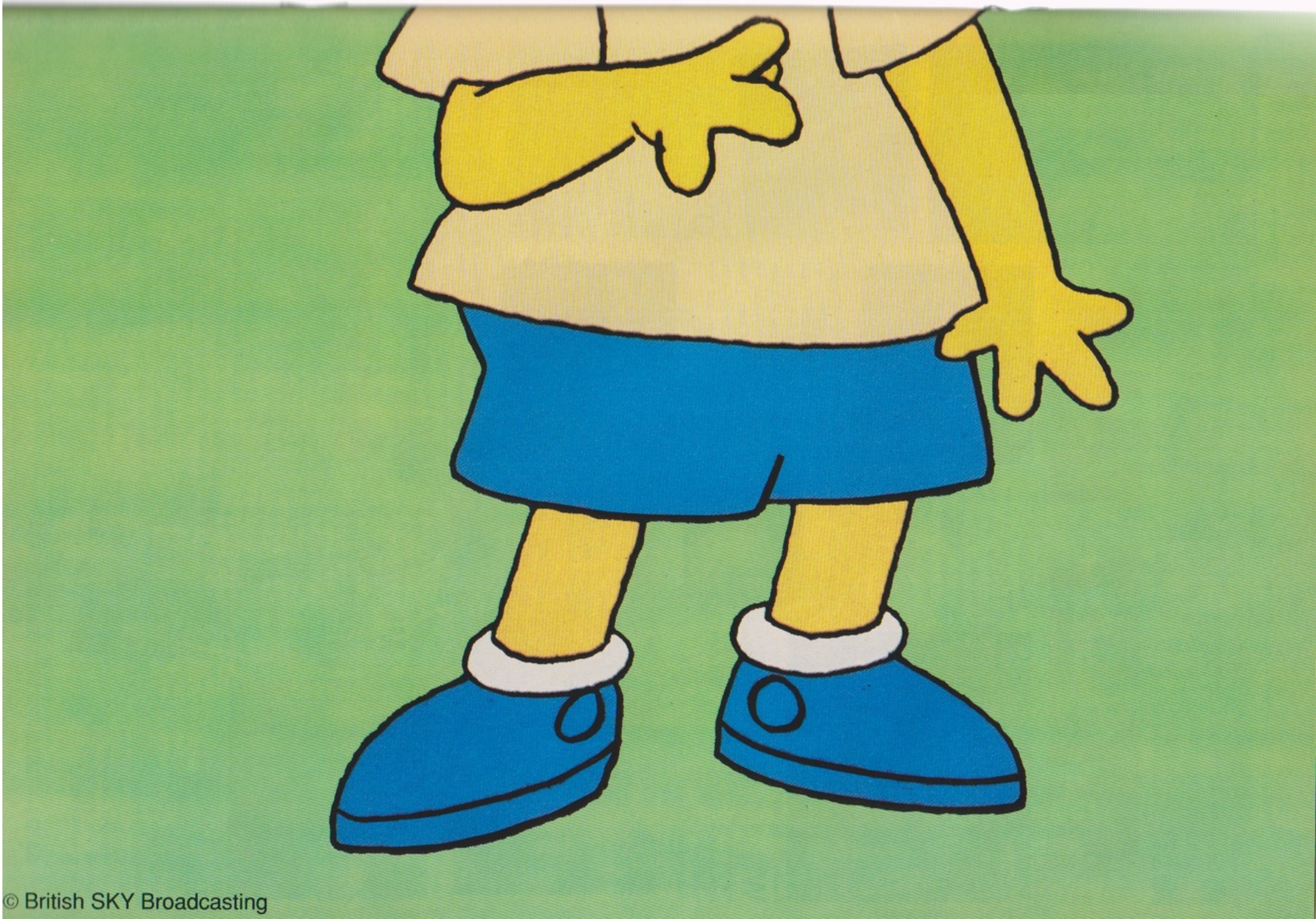
Once he was really naughty and picked up a second-hand copy of F-19 Stealth Fighter. He hid it in a brown, paper-bag, but Mrs V threw it out, accidentally!

Dot, Mr V's ma, wouldn't have been seen dead in a games shop a year ago, now they can't get rid of her! As she explains, you don't have to be born with a joystick in your hand or a baseball cap in the kitchen to get the hang of it. After all, as the makers say, Jones in the Fast Lane is fun for *all* the family.

Young Barney, next door has promised her a course in advanced cybernetics next week so that she can defend herself against Robocop.

The chap in the post office didn't believe she was going to take out her life savings to buy a Nintendo Famicom and they only sold it to her because she claimed it was a present. Next year she's going back with a revised instruction manual!

SKY ONE
BART SIMPSON
GAMES-X



© British SKY Broadcasting

Go on, tell us your darkest secrets, well, your fave game anyway and anything else you'd like to get off your chest. This week we're in First Compute at 3, Cross Keys in St Neots, Cambridge doing the biz. Next week, we could be in your town. So watch this space...

STREET TALK

Tommy (11) and Ben (12)

We've both got Amstrad 6128s, my [Tommy] favourite games are shoot'em-ups, X-Out is probably the best. Mine [Ben] is probably Dragon Ninja, I love fighting games where you beat people up! We both love all types of Rap music, I haven't really got any favourite groups though.

Damian (16)

The Amiga is where it's at and my favourite game is definitely Speedball 2, it's brilliant. I also like beat'em-ups. I haven't really got a favourite type of music, I listen to heavy metal a bit and enjoy football and other sports. Are you going to have anything on football in the mag?

Donna (18)

Being truthful, I use his stuff usually [Paul – oo-er!], and my Mum's. I like platform games mostly. Hobbies? I read a bit, and I go swimming, oh yeah, and Paul! Bowling's fun, we only went once but it was a laugh. I read Q, Kerrang and some American Wrestling mag, I can't remember the name of it though. I like Billy Idol, Bon Jovi, Poison, and Alice Bare of course!

Paul (27)

Oh, I've been into computer games for 9 years now. I've got an Amiga at the moment which I've had for about 2 years, before that I had a Speccy. I'm into strategy game generally – F-29,* Pirates and Silent Service. Also Shogun by Mandarin.

I'm into fishing and rugby, strictly as a spectator though! The only magazine I regularly read is Amiga Action, I don't buy any music mags. Musically I'm into Quo and anything disco. Oh yeah, and Madonna.

Allison (with 2 L's) (18)

I've got an Atari 1040ST and I love shoot'em-ups. Gridrunner is my favourite game, along with Gauntlet and Eliminator. I'm into heavy metal and rock music my favourite bands are Queen and Yngwie J Malmsteen.

I'm looking forward to the ST version of Hero Quest 'cause I love the board-game, and anything from Jeff Minter – I met him once he's a really cool guy. I'm the singer in a local rock band, my boyfriend is the guitarist.

Paul (21)

The problem is I haven't got a computer at the moment, it's being mended. I've had one of everything at some time... Sega Megadrive, Amiga, I'll try anything! What's my favourite game? I like adventures but can never do 'em! I like shoot'em-ups.

I'm a singer in a band – Alice Bare, it's sort of middle of the road, some rock, ballads, a bit of everything – we're really good. I'm really into Tears for Fears and Billy Idol. Magazines I read, um, Amiga Action and, what else do I read? Oh yeah, Q.

Neil (24)

I've got an ST, I suppose my favourite game is Tank Platoon I like a bit of action, a bit of strategy I don't mind really. Hobbies? Crumbs... erm... watching football but I don't actually play myself I prefer to watch it on the telly, that's about it though. Nothing exciting.

I listen to a lot of old rock music especially Jimi Hendrix and Pink Floyd, anything interesting really.

Peter (10)

My machine is an Atari 1040STE and my favourite game is probably Goldrunner, I don't know really. I like shoot'em-ups, puzzle games and adventures. I go to cubs, play football and I also play the piano. I like rock music a bit, that's probably my favourite. I read lots of magazines; ST Action, New Atari User and Ace, as well as the Beano and Fast Forward.

SHOP TALK

Richard (the owner)

The average age of the kids coming in here is probably about 12 to 13 years. The Amiga is definitely the most popular format at the moment.

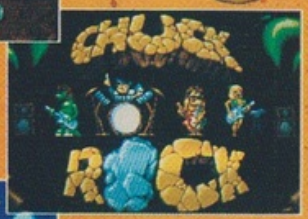
Last year the top seller was the ST but now the ratio of Amiga to ST sales is about three to one. Sega software is selling very well and since the price reduction of the Lynx, that's really picking up.

The ideal shop for me to run would be more than just a computer shop. I'd really like to run a home entertainment centre selling records and CDs, videos and computer games. I've dabbled a bit selling CDs, but the music industry is in a completely different league from the computer games market.

Top 10 selling games

1 Turrican II
2 Golden Axe
3 Teenage Mutant Hero Turtles
4 Powermonger
5 Lotus Esprit
6 Robocop 2
7 NARC
8 Kick Off 2
9 Speedball 2
10 Team Suzuki

CHUCK ROCK



Chuck Rock's peaceful existence has been shattered by the kidnapping of his beautiful wife Ophelia by the evil Gary Gritter.

In his quest to find her, Chuck kicks and belly butts his way through over 500 screens played over 25 comical zones of exciting and addictive gameplay.

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EXPRESS YOURSELF!

Alright, I know, another reader survey albeit under a different name. Don't ignore the page, it's important that we get your ideas for the ultimate mag – you could be one of the lucky readers whose name comes out of the *Games-X* version of ERNIE. And your prize? What do you fancy, a Ferarri, a villa in the Algarve? Get serious! A variety of 100 items including T-shirts, baseball caps and software are the bits up for grabs.

Games-X won't be a static mag. We have loads of ideas, but we need your input. If you think we ought to scrap something, OK, we'll consider it. Should you come up with ideas we've not thought of, great, we'll suss it out. Think there should be more pages of a regular item – let us know!

1. How old are you?
- ❑ Under 12 ❑ 12 – 14
- ❑ 15 – 17 ❑ 18 – 19
- ❑ 20 – 25 ❑ 26 – 35
- ❑ 36 – 50 ❑ over 50

2. Are you a student or at school?
❑ Yes ❑ No

3. If not what is your occupation?

.....

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

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5. Which machine do you own?
- ❑ Amiga
- ❑ Amstrad CPC
- ❑ Archimedes
- ❑ Atari Lynx
- ❑ Atari ST
- ❑ BBC Micro / Acorn Electron
- ❑ Commodore 64
- ❑ Game Boy
- ❑ Nintendo Entertainment System
- ❑ Nintendo Super Famicom
- ❑ PC Compatible
- ❑ PC Engine
- ❑ Sega Master
- ❑ Sega MegaDrive
- ❑ Spectrum

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

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7. How does *Games-X* rate alongside your current games mag?
❑ Better ❑ As good ❑ Worse

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

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9. How often will you be buying *Games-X*?
- ❑ Every week
- ❑ Three times a month
- ❑ Twice a month
- ❑ Once a month
- ❑ Less than once a month
- ❑ Never

10. How will buying *Games-X* affect your other magazine purchases?
- ❑ I will continue to buy my regular mag
- ❑ I will stop buying my regular mag

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

Great!	Good	Average	Poor	Naff!	
❑	❑	❑	❑	❑	Hardware News (pages 2&3)
❑	❑	❑	❑	❑	Games News (pages 4&5)
❑	❑	❑	❑	❑	Game of the Week
❑	❑	❑	❑	❑	Game Reviews
❑	❑	❑	❑	❑	Feature
❑	❑	❑	❑	❑	Interview
❑	❑	❑	❑	❑	Poster
❑	❑	❑	❑	❑	Dr X's Clinic
❑	❑	❑	❑	❑	Player's Guide
❑	❑	❑	❑	❑	Small Tips
❑	❑	❑	❑	❑	The Really Useful Pages
❑	❑	❑	❑	❑	Predixions
❑	❑	❑	❑	❑	Street Talk
❑	❑	❑	❑	❑	The Gallup Charts
❑	❑	❑	❑	❑	Go-Global
❑	❑	❑	❑	❑	X-it

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

.....
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13. What would you most like to see on *Games-X* posters?
- ❑ Pop stars
- ❑ Film/TV stars
- ❑ Sports stars
- ❑ Programmers/development teams
- ❑ Game artwork

14. Would you like to see more posters in *Games-X* – at the cost of other editorial pages?
❑ More than one poster ❑ Just one poster

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

	Five+	Four	Three	Two	One	Less
Newsagent	❑	❑	❑	❑	❑	❑
Computer Shop	❑	❑	❑	❑	❑	❑
Record shop	❑	❑	❑	❑	❑	❑
Cinema	❑	❑	❑	❑	❑	❑

16. How often do you buy games for your machine?
- ❑ More than once a week
- ❑ Once a week
- ❑ Once a fortnight
- ❑ Once a month
- ❑ Less

17. How much do you spend on software per month?
- ❑ up to £25
- ❑ up to £50
- ❑ more than £50

18. Will *Games-X* be influencing which games you buy?
❑ Yes ❑ No

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

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20. On the next four lines write a brief comment about your opinion of *Games-X* – be as honest as possible, it won't damage your chances of winning a prize! Even better give us a slogan we can use:

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21. Would you be willing for us to contact you on a regular basis to ask you market research type questions on *Games-X*?
❑ Yes ❑ No

Name .....

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

Phone number .....

Everything you ever wanted to know about Games-X...

If you're reading this, the chances are that you received your exclusive preview edition of *Games-X* bound with a monthly mag. This issue is designed to give a feel of what *Games-X* will offer in every issue.

Unfortunately, there is one key feature of *Games-X* that this preview cannot demonstrate. Because *Games-X* is the UK's only weekly guide to electronic entertainment, it will be first with every snippet of news, first with each review and first to interview the people behind the news. Remember the X in *Games-X* stands for eXclusive.

As well as exclusive news coverage, *Games-X* will provide some of the most detailed reviews which are available, including joined screenshots, annotated shots and all manner of useful extras.

Add to this: in-depth feature articles all about the world of electronic entertainment; a regular look at the rest of the world which includes films, music and consumer goods; massive competitions (issue one sees the beginning of our £20,000+ software givaway!); and much much more.

On this page you'll find out more about the team who produce *Games-X* while on this issue's 'Game of the Week' you'll find some details about our scoring system.

Finally, we'd like to point out that *Games-X* is a magazine that listens, so make sure you fill out the questionnaire on the page opposite (you could win any one of 100 pieces of software!). And while you're at it why not write to X-It or even Dr X?

Send your input to: *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

The first regular issue of *Games-X* will hit the streets on Friday 26th April and is available priced just 60p from just about every newsagent in the country!

Just who are the team?

So over to John Davison, who'd rather be in Whitesnake, and comes from the planet Cambridge. John, an embryonic 19, has been re-programmed to cite Gridrunners as his all-time top game.

Hugh is extremely clever even though he's got no qualifications and didn't even bother turning up for his 'O' Levels. In fact, like Mozart, he's a bit of a child prodigy. But unlike Mozart, he thought up the whole *Games-X* bag, so you know who to blame, readers. "I used to be a teenage computer games' whizz-kid," says be-spectacled Hugh, 22. My favourite game is Boulderdash and my favourite food is Marks & Spencer's trifle." Sometimes he gets the two mixed up.

There's also Fiona Howarth, features arts editor. Fiona hopes to see lots of busy pages with coloured backgrounds in very bold type and wants to travel and meet people.

Our other news editor chappie Gary Whitta is a streetwise lad of 18 operating out of the metropolis. Up to now Gary has carved a living producing words of wisdom for innumerable computer mags including The One, where he was staff writer, and Ace. Unwinding from a hard day on the blower, he likes any music so long as it's loud and plays some strange game called Rocket Ranger. Gaz is also fanatical about the Simpsons – nuff said methinks.

Leslie Bunder is incredibly user friendly. He comes from Brooklyn but now lives in downtown south Manchester. Being a tad more cosmopolitan than the average hack, Leslie writes our Go Global column which makes him *Games-X's* direct link with the world's mega stars. He claims he still wants to be a rabbi as well as naming Gauntlet as his top game, but for now he's happy to see *Games-X* become the "essential guide to life in the '90s and beyond." Wow!

The art editor claims the unlikely monicker of Jonathan Ross. He's 27 and keeps muttering something about "a more ambitious design" and "Portsmouth for the cup"! Needless to say he drinks lager.

Games-X is awash with writers, most of whom are handier with a joystick than with a pen. There's Nick Clarkson, our northern news editor, who looks exactly like a 24-year-old who once worked for ST Action as editor and an ex-cactus farmer in Spain should look. He also thinks Dungeonmaster is the best of all games, but only because Alex prompted him.

Rob Sharp, art assistant, is the educated member of the team, with an MA in American Studies. This, of course, puts him on a higher intellectual platform than the rest of us.

A brief change of writer to revenge myself on the author of this libellous scribble, Ed Glinert, the aging reprobate who is the one responsible for the intelligent bits of the mag. For his sins, Ed supports Arsenal, raves about the Yardbirds, and is something of a pinball expert.

This loon is Alex Simmons, a mere 18, a Dungeon Master fan and a Depeche Mode fanatic. Why are you here, Alex? What are you going to do? "Well, Brian, we're going to really help the readers by providing players' guides with arrows and fab pictures and..." (at this point Alex was swallowed by a large Arche VGA Monitor).

Another very important *Games-X* person is deputy editor Chris Stevens, who is extremely old and practically invented the computer game during Henry VIII's reign. In a previous life, Chris taught PE and biology, so sit up straight and note down that his fave game is Sim City.

Ever wondered how this remarkable work of literature appears? Well, after the scribes have scrawled their scripts the whole shebang is buzzed over to Pam Normal, sorry Norman, who is production editor and a generally serious, hard-working and responsible cove (she said all this). Fave piece of action? Tetris Game Boy. Thanks Pam.

ARCADE EXTRAVAGANZA

The video coin-op sector, like most other leisure and industry sectors, has had a quiet time over the last year. It is by far the biggest sector of the amusement industry, with huge investment in research and development into game design.

It is here that coin-op and consumer video run hand in hand. Each is mutually dependant on the other, hence the involvement of the major video game companies in both sectors.

Coin-op is a natural testing ground for consumer games. If a video game is in the arcades on a pay for play basis, then it will serve as a good indicator for how the game will perform in the consumer sector.

October to January are the months which usually witness the bulk of new products on release, coinciding with the major amusement exhibitions in the UK, USA and Japan – the home of video game development – with one or two exceptions.

The following are just some of the games that have been released in the last 12 months and are proving more than just a little popular in the arcades.

Turtles! Yes, the craze that has swept the world over the last year through cinema, pop charts, cartoon land, pizza franchise, T-shirts, slippers – you name it. They have not escaped the attention of the video game sector either. On the face of it just one of the many games on the popular street fighting theme, but add the pulling power of hero quartet Leonardo, Michaelangelo, Donatello and Raphael, and Konami had a smash hit on their hands.

Rumour has it that plans are afoot in the coin-op world for a **Teenage Mutant Hero Turtles 2**, with a distinct possibility of a cinematic sequel – the hype will continue.

Sports video games are an ever popular addition to arcades. The hit for 1990 and still going strong is Tecmo's **World Cup '90**, a follow up to the company's original World Cup game launched to greet the Italia '90 spectacular.

New on the circuit this year from Williams are two sport simulations. The first is an exciting four player interactive ice hockey video game aptly named **Hit the Ice.** Featuring such unlikely characters as Al Gigliano and Happy Golecki.

The other is **High Impact**, an excellent quality graphic American football extravaganza recognised for its cheerleaders and the terrifyingly realistic crunching tackles.

Flight simulations have been immensely popular for years – who hasn't fancied themselves as Maverick in Top Gun? Sega's **G-LOC**, out last summer is one of the great examples of a hi-tech cabinet.

Just shut out the world and dive into into a world of supersonic speeds with pitching and rolling of frightening reality.

When you look at coin-op video it is virtually impossible not to notice the incredible array of driving games that hit the market. It is here that Atari has reigned supreme, originally with **Hard Drivin'**, and then with the sequel launched last autumn – **Race Drivin'**.

Another immensely popular racing game during the last year was **Final Lap** from Namco in which four cabinets could be linked together providing head-to-heads for up to eight players.

The game has now been superseded by **Final Lap II** giving gamesters the opportunity of racing on four different circuits. Keep an eye on the video game charts it should be well up there for a good while.

And the future...

We'll be looking at video games in more depth. There will be complete reviews on the new games as they hit the circuit.

***Games-X* reviewers will be spending a fortune on learning how to play these weird and wonderful beasties, and providing the odd tip on how to make the most of your hard earned readies.**

As well as arcade games the guys from *Games-X* will be out and about at theme parks around the country...

FREE FULL GAME!

AMIGA ACTION

The number one monthly mag for Amiga Games!

With the May issue of Amiga Action, as well as the usual 100 pages of stunning full colour games news and reviews, we're giving away a second cover disk absolutely free! And on this disk we're putting a stunning shoot'em-up from UBI Soft called Ilyad – and it ain't no demo! At massive expense we've bought the entire game – *all five levels worth!* PLUS the usual AA cover disk featuring a massive playable demo of Psygnosis's Armour-Geddon – all for just £2.95!

MAY ISSUE ON SALE APRIL 26th

THE ALL ACTION PRO-SPORT COMPILATION

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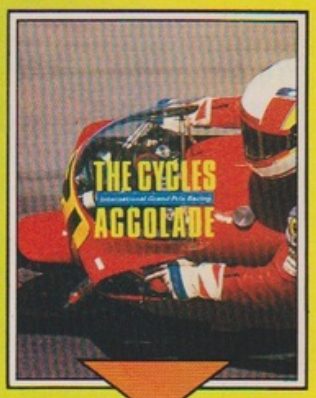
Wrap yourself around the chassis of the fastest bikes ever built.
Do battle with the world's greatest racers on the International Grand Prix motorcycle circuit. Endure the thrills and spills as you strive to be number one.



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Offshore Superboat Racing.
They rumble like thunder in the distance - the unmistakable sound of 3200 horsepower ripping apart a calm sea.
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Greatest 18 Holes of Major Championship Golf.
Prepare for the ultimate Grand Slam challenge.
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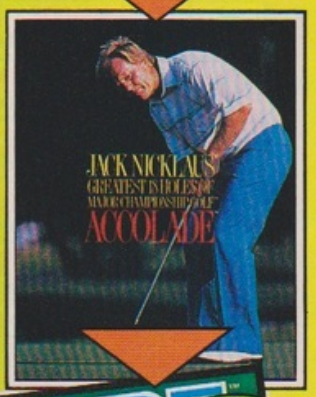

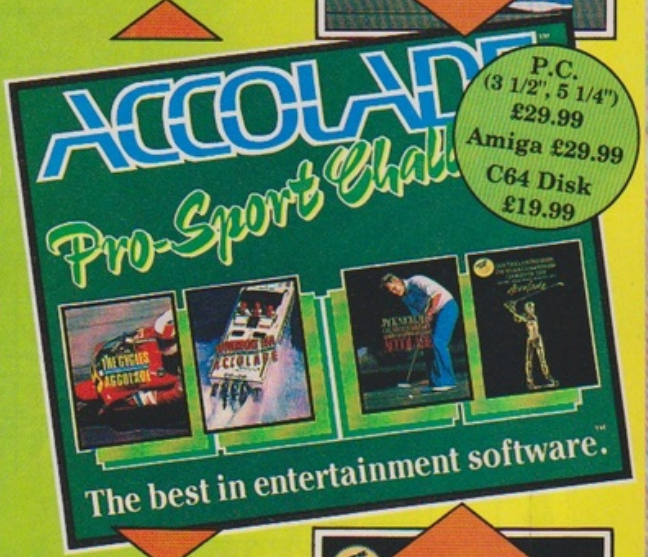

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The only magazine to print the official Gallup Weekly Software Chart – fir

GALLUP C

What a SWIV! Storm's bazzing new drive leaps to the top of the Amiga holdings before any of us have had a chance to escape from **Speedball 2**.

Meanwhile, those ill-fated **Lemmings** have dropped off to No.2, and there's still no stopping Encore's media-friendly **Paperboy** on the C64 format. It's truly remarkable how the Encore flagship stays at No.1, when it has to get up everyday at 5am and finish its rounds before school starts.

And how do those Chess Colossuses, er, Colossi, no, make that one Colossus and another Colossus, keep awake long enough to hold off all challenges on the PC? You'd have thought that **Monty Python** would by now have found a fiendishly devious way to enter higher than No.10, but then the team was born about fifty years before computers were invented.

Now for the Budget Chart, very useful these days. Up two places, **Quattro Adventure**; up two-and-a-half percent, VAT, the tax, not the well-exciting grey-suit game, dumboid. In fact, if you buy all the Budget entries before next March, you pay this year's prices. Simple, innit?

Real Ghostbusters have dropped down the Budget chart again. They must have got behind on the New York slime payments. And let's just pay our respects for the last time to Kenny Dalglish who's about to lose his last remaining world-wide status as his **Soccer Manager** game drops out the lists. It was great while it lasted!

Of course, if you do harbour serious world-

AMIGA

1	▲	SWIV	STORM	RANDOM ACCESS
2	▼	LEMMINGS	PSYGNOSIS	DMA DESIGN
3	▼	TURRICAN 2	ANCO	FACTOR 5
4	▲	FANTASY WORLD DIZZY	CODE MASTERS	OLIVER TWINS
5	▼	SPEEDBALL 2	MIRRORSOFT	BITMAP BROTHERS
6	◆	FINAL WHISTLE	ANCO	STEVE SCREECH
7	★	PANZER KICK BOXING	US GOLD	LORICIELS
8	▲	LITTLE PUFF	CODE MASTERS	CONSULT SOFTWARE
9	▼	R-TYPE	HIT SQUAD	FACTOR 5
10	▲	A10 TANK KILLER	SIERRA ONLINE	DYNAMIX

AMIGA CHART

1	▲	LITTLE PUFF	CODE MASTERS	OLIVER TWINS
2	◆	FANTASY WORLD DIZZY	CODE MASTERS	OLIVER TWINS
3	▲	TREASURE ISLAND DIZZY	CODE MASTERS	OLIVER TWINS
4	▲	F-19 STEALTH FIGHTER	MICROPROSE	MPS LABS
5	▲	FISTS OF FURY 2	VIRGIN	VARIOUS
6	★	SWIV	STORM	RANDOM ACCESS
7	▼	DALGLISH SOCCER MANAGER	ZEPPELIN	BLACK KNIGHT
8	◆	SUPER GRAND PRIX	CODE MASTERS	CHARLIE SKILLBECK
9	R	CONTINENTAL CIRCUS	MASTERTRONIC	HICKSON & CAUNT
10	◆	SPEEDBALL 2	MIRRORSOFT	BITMAP BROTHERS

C64

1	◆	PAPERBOY	ENCORE	NEIL BATE
2	◆	DOUBLE DRAGON	MASTERTRONIC	BINARY DESIGN
3	▲	QUATTRO ADVENTURE	CODE MASTERS	VARIOUS
4	▲	BIG BOX	BEAU JOLLY	VARIOUS
5	▼	TEENAGE MUTANT HERO TURTLES	MIRRORSOFT	PROBE
6	★	QUATTRO FIREPOWER	CODE MASTERS	VARIOUS
7	▲	CJ'S ELEPHANT ANTICS	CODE MASTERS	GENESIS
8	▼	AFTER BURNER	HIT SQUAD	KEITH BURKHILL
9	▼	OUT RUN	KIXX	PROBE
10	▲	CAVEMANIA	ATLANTIS	SHAW BROTHERS

C64 CHART

1	◆	KWIK SNAX	CODE MASTERS	OLIVER TWINS
2	◆	DOUBLE DRAGON	MASTERTRONIC	BINARY DESIGN
3	▲	DIZZY COLLECTION	CODE MASTERS	OLIVER TWINS
4	▼	PAPERBOY	ENCORE	NEIL BATE
5	▲	TREASURE ISLAND DIZZY	CODE MASTERS	OLIVER TWINS
6	▲	CAVEMANIA	ATLANTIS	SHAW BROTHERS
7	▼	DALGLISH SOCCER MANAGER	ZEPPELIN	BLACK KNIGHT
8	▼	TEENAGE MUTANT HERO TURTLES	MIRRORSOFT	PROBE
9	▲	CJ'S ELEPHANT ANTICS	CODE MASTERS	GENESIS
10	▼	QUATTRO ADVENTURE	CODE MASTERS	VARIOUS

out what's new, what's climbing, what's falling

HARTS

domination plans, then the Atari ST has to be your bag. All the real hard-nuts are here, as usual – **Speedball 2**; the no-nonsense **Fists of Fury**; the war vet's fave, **F-19 Stealth Fighter**; **Little Puff**! Ooops, what's that doing there? Must be something wrong with the transmission round here again.

What we're playing

We're far too busy writing about computer games to play the things, so we had to nail down our top games-smiths and force them to remember.

Northern news editor Nick doffed his flat cap and broadly told us that it were **Jones In t' Fast Lane** and **Monkey Island** that were really mithering him this week. Hugh, launch-pad editor, pointed me in the direction of "the **Super Mario Thingy**. Oh, and **Supercars 2**, preview copy." Show off.

The Super Mario Brothers are keeping off all-comers over here, with both Pam and Chris raising their joysticks to the little oiks on the Nintendo Super Famicom.

John and Alex are games reviewers so they know what they're talking about. John, what's hip? "**Killing Cloud**," he offered. Alex cited **King's Quest V** and then returned to Depeche Mode.

Leslie, without thinking, revealed he'd spent the week with **Ms Pacman**. Then, realising the horror of his reply, he screamed: "No, that's a girlie game, bad for my image." Too late Leslie.

PC

1	◆	DOUBLE DRAGON	House: MASTERTRONIC Team: BINARY DESIGN
2	★	QUATTRO COLLECTION	House: CODE MASTERS Team: VARIOUS
3	▲	REAL GHOSTBUSTERS	House: HIT SQUAD Team: COLIN REED
4	▲	CAVEMANIA	House: ATLANTIS Team: SHAW BROTHERS
5	▼	TEENAGE MUTANT HERO TURTLES	House: MIRRORSOFT Team: PROBE
6	▼	AFTER BURNER	House: HIT SQUAD Team: KEITH BURKHILL
7	▲	F-1 TORNADO	House: ZEPPELIN Team: IAN RICHARDSON/CASSELLS
8	▲	DIZZY COLLECTION	House: CODE MASTERS Team: OLIVER TWINS
9	▼	TECHNOCOP	House: KIXX Team: TONY PORTER
10	▼	RAMBO 3	House: HIT SQUAD Team: PROBE

PC SHOPPER

1	◆	COLOSSUS CHESS X	House: CDS Team: MARTIN BRYANT
2	★	SUPER LEAGUE SOCCER	House: IMPRESSIONS Team: IAN JOHNSON
3	◆	F-19 STEALTH FIGHTER	House: MICROPROSE Team: MPS LABS
4	★	THUNDER BLADE	House: KIXX Team: TIERTEX
5	★	DAILY DOUBLE	House: CDS Team: WALTER LA CROIX
6	▲	OUT RUN	House: KLASSIX Team: PROBE
7	★	FUN SCHOOL 2 UNDER 6	House: DATABASE/MANDARIN Team: STEVE NUN
8	▼	HITCHHIKER'S GUIDE	House: MASTERTRONIC Team: INFOCOM
9	★	BREACH 2	House: IMPRESSIONS Team: OMNITREND
10	★	MONTY PYTHON	House: VIRGIN Team: CORE

ST

1	◆	DOUBLE DRAGON	House: MASTERTRONIC Team: BINARY DESIGN
2	◆	PAPERBOY	House: ENCORE Team: NEIL BATE
3	▲	KWIK SNAX	House: CODE MASTERS Team: OLIVER TWINS
4	★	QUATTRO FIREPOWER	House: CODE MASTERS Team: VARIOUS
5	▲	FANTASY WORLD DIZZY	House: CODE MASTERS Team: OLIVER TWINS
6	◆	AFTER BURNER	House: HIT SQUAD Team: KEITH BURKHILL
7	▲	QUATTRO ADVENTURE	House: CODE MASTERS Team: VARIOUS
8	R	CAVEMANIA	House: ATLANTIS Team: SHAW BROTHERS
9	▼	R-TYPE	House: HIT SQUAD Team: ELECTRIC DREAMS
10	R	TREASURE ISLAND DIZZY	House: CODE MASTERS Team: OLIVER TWINS
11	▼	DALGLISH SOCCER MANAGER	House: ZEPPELIN Team: BLACK KNIGHT
12	★	CJ'S ELEPHANT ANTICS	House: CODE MASTERS Team: GENESIS
13	▼	REAL GHOSTBUSTERS	House: HIT SQUAD Team: COLIN REED
14	▼	SUPER SCRAMBLE SIMULATOR	House: KIXX Team: MAGNETIC FIELDS
15	▼	OPERATION WOLF	House: HIT SQUAD Team: OCEAN FRANCE

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

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

THE REALLY TOTALLY EXTREMELY UNDENIABLY INTRINSICALLY USEFUL PAGES!

COMMENT: Ideal machine for all types of games, from state-of-the-art arcade to RPG and adventure. Also an excellent artist's tool due to fantastic graphics capability.

PRICE: £399.99 (A500) to £3,160 (A3000).

GRAPHICS: From 320 x 200 to 640 x 400. Palette of 4,096 colours. Hardware sprite and scroll handling make the Amiga ideal as a games micro.

SOUND: Custom software can manage to squeeze nine octaves of 8-bit digital sound into the system's four channels.

SOFTWARE BASE: Excellent, with numerous budget titles becoming available.

FUTURE RELEASES: Very popular, all major titles released for Amiga.

GAMES: All types of game available from shoot'em-ups to adventures. Superb quality of near arcade standard.

TYPICAL PRICE OF GAMES: Around £25.

COMMENT: A superb games computer with a very large software base. Although not as graphically impressive as the Amiga it is capable of some stunning stuff. Also the ideal tool for musicians due to its MIDI capability.

PRICE: £299 (520STFM) to £499 (STE).

GRAPHICS: 320 x 200 in low-res. 640 x 200 in med-res. 640 x 400 in hi-res (monochrome only). Palette of 512 colours (STFM) or 4,096 (STE).

SOUND: STFM has channel sound of reasonable quality, STE has eight channel PCM capability which is unused by software houses as yet. ST also has in built MIDI capability for connecting to synths.

SOFTWARE BASE: Excellent with numerous budget releases becoming available.

FUTURE RELEASES: All major software houses release on ST. Excellent range.

GAMES: All types of game available as with Amiga. Very good variety across the board.

TYPICAL PRICE OF GAMES: Around £25.

COMMENT: Undoubtedly one of the best consoles available. For state-of-the-art arcade games it is hard to beat. Strong competition will come in the form of the Famicom.

PRICE: £189.99 (with Altered Beast cartridge).

GRAPHICS: 320 x 224. With 32 colours on screen at once from a palette of 512.

SOUND: 12 channel stereo PCM sound which has to be heard to be believed.

SOFTWARE BASE: Good, although not the easiest to get hold of! Great deal of good software is on import including some superb coin-ops.

FUTURE RELEASES: Most popular 16-bit console in UK, prospect for software is very good.

GAMES: There are some superb quality arcade conversions. Very wide range of games from blast 'em-ups to sport and RPG's

TYPICAL PRICE OF GAMES: Around £35.

COMMENT: A great little box which is far more impressive than it first looks. The screen is a little dated, being a monochrome LCD but it is amazing what this little thing can do.

PRICE: £69.99 (with Tetris cartridge).

GRAPHICS: 160 x 144 in 4 shades of grey.

SOUND: Multi-channel sound through internal speaker. Stereo sound through the headphone socket is surprisingly impressive!

SOFTWARE BASE: The best of any hand held system. A wide variety of games are available from a large number of stockists.

FUTURE RELEASES: Prospects for the Game Boy look very good. It was the first major hand held and it is still the most popular.

GAMES: Everything from platforms to puzzles!

TYPICAL PRICE OF GAMES: Around £20-£25.

Grab Your Stick: Co

One of the most popular styles of joystick is the much imitated Competition Pro. The design has been around for some time but it's still the workhorse for thousands of gamesters.

The design provides a good stiff stick giving a really fast response. On the large, sturdy base the two big fire buttons make this ideal for both left and right handed players. The stick gives a reassuring click as the unit centres itself.

Also included is an auto fire option. Being very sturdy it's ideal for shoot'em-ups and as it is extremely responsive it's great for platform style games. The Comp Pro 5000 is available in a variety of colours and retails for around £15.

Next issue: Spectrum, PC Compatibles, Amstrad C

COMMENT: The 8-bit technology is not as impressive as the newer systems, although this is certainly the best 8-bit console. Graphics are good, although beginning to look dated.

PRICE: £79.99 for basic system to £129.95 with light pen and 3D glasses.

GRAPHICS: 256 x 192. 16 colours on screen at once from a palette of 64 colours.

SOUND: Reasonable quality, 3 channel sound.

SOFTWARE BASE: Very good range of games including some good arcade conversions.

FUTURE RELEASES: High potential, one of the 'in' machines of the moment although it will undoubtedly be overtaken by its big brother the Megadrive.

GAMES: Some very good arcade conversions, the range varies greatly from shoot'em-ups to arcade adventure and platforms games.

TYPICAL PRICE OF GAMES: Around £20-£25.

COMMENT: Probably the best hand held around at the moment. Extremely impressive graphically and the link up option makes playing multi-player games great fun! Superb arcade conversions of Gauntlet, Paperboy and California Games are available.

PRICE: £79 (without a game cartridge).

GRAPHICS: 160 x 102. 16 colours on screen at once from a palette of 4,096 colours.

SOUND: 4 channel stereo sound

SOFTWARE BASE: Ever expanding base of arcade style games.

FUTURE RELEASES: Sales of over 200,000 in US mean that a great splurge of games should reach us soon.

GAMES: Currently games are mostly arcade style or conversions of superb quality. Some excellent shoot'em-ups are available.

TYPICAL PRICE OF GAMES: Around £30.

Also for about £15 is the Sonmax Zipstick. The stick isn't quite as stiff as the Competition Pro 5000 but it's still very responsive and ideal for all types of game.

Engine, C64, Nintendo Entertainment System

COMMENT: An amazing machine. It's like having an arcade machine linked up to your TV.

PRICE: Nintendo Super Famicom is expected to retail for around £200 when it is officially released in 1992. In Japan it sells for the equivalent of £99! On import at moment expect to pay around £300.

GRAPHICS: Maximum resolution of 2,048 x 256. A startling 32,768 colours of which 256 can be used on screen at once.

SOUND: A digital/PCM sound chip which is reputed to be more impressive than any other home entertainment system sound chip!

SOFTWARE BASE: Limited at moment although what is available is very impressive. Check out Super Mario World, it's fantastic!

FUTURE RELEASES: The Famicom is expected to be a tremendous success and a lot of companies have expressed interest in producing for it.

GAMES: This is the ideal machine for arcade conversions.

PREDIXIONS

Aries (21 March – 20 April)

You've got some explaining to do. Why do Arieans upset those closest to them so easily? Why does the man in the video shop refuse to give you discount when you buy games? Why do fools fall in love?

Taurus (21 April – 21 May)

Christmas comes to those who wait, but Fester's Quest won't, despite the official Nintendo seal of quality. Be patient – a tall geezer in a grey trilby has long-overdue news for you. It could be the man from the Pru.

Gemini (22 May – 21 June)

You Geminians are a notoriously fickle and two-faced lot. Mercury, the winged messenger god, is in conjunction with Pluto. This could spell trouble at home. Keep the coffee cups away from the keyboard.

Cancer (22 June – 23 July)

It's no fun being a Cancerian with people having fun while you're at home with your brand spanking new Super Famicom. Sharpen your claws or your Marios will get pasted.

Leo (24 July – 23 August)

Why did Deep Purple sing Maybe I'm A Leo? Maybe they were just confused, unlike Leos who always know how to solve the riddle of Zork II.

Virgo (August 24 – September 23)

The storm clouds are gathering this week for virgins. Remember there's a recession on, so save power and share a joystick with the mutant next door.

Libra (September 24 – October 23)

You're determined to finish Willow, but you've just developed Wonky Joystick Syndrome. You won't get through the day without at least three hours of Proflight stimulation.

Scorpio (24 October – 22 November)

Speedball was driven underground in 2095 to clean the scum from the city streets. This ties in nicely with Scorpions' fighting nature. Fortunately, there are also about 100 years left before the Speedball problem bites again.

Sagittarius (November 23 – December 21)

Take care in large crowds and watch out for law enforcers in coloured bandannas – you don't want to end up like The Shredder at the end of Teenage Mutant Hero Turtles, do you?

Capricorn (December 22 – January 20)

The heat is on so get out of that frying pan. Capricorns are programmed to obey, a bit like the Ur Quan slaves really, but that's no reason to take orders from inferiors.

Aquarius (21 January – 19 February)

Aquarians enjoy role-playing. Well, at this stage, Chuck Yaeger's flight stimulator looks a better bet than Gazza 2, or you'll get a desktop with a groin strain?

Pisces (20 February – 20 March)

LIke the ad when the guard saves the dam from bouncing bombs? That's how you'll perform this week when insinuations are made about your gameplaying skills.

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LEATHERNECK	☐
TETRA QUEST	☐
MAJOR MOTION	☐
SLAYGON ADVENTURE	☐
TANGLEWOOD ADVENTURE	☐
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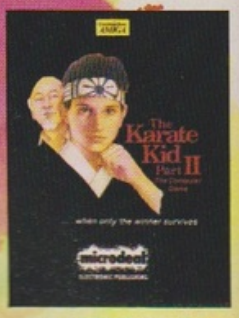
ALL FOR ST OR AMIGA

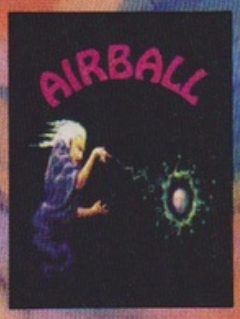
GOLDRUNNER
Our top selling shoot em up from Steve Bak and Pete Lyon.

ELECTRONIC POOL
Mono or colour version of 'Video Pool' arcade game.

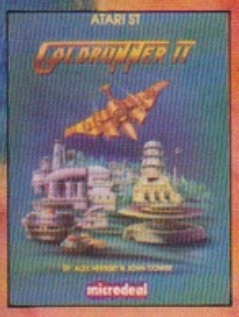
JUPITER PROBE
Vertically scrolling shoot em up by Steve Bak.



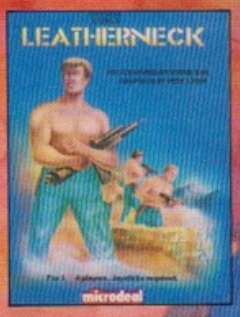
KARATE KID PART 2
Our top selling karate game.



AIRBALL
Over 200 rooms of strategic arcade action, graphics from Pete Lyon!

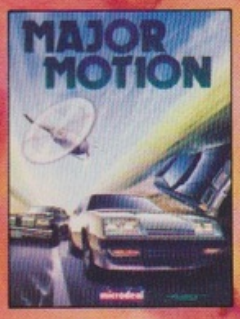


GOLDRUNNER 2
Sequel to our top selling shoot em up, high speed action packed arcade game.

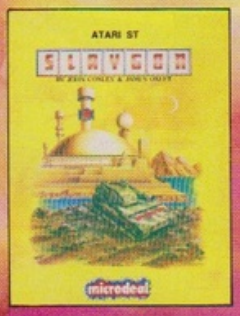


LEATHERNECK
Reviewed as the best arcade war game, program by Steve Bak.

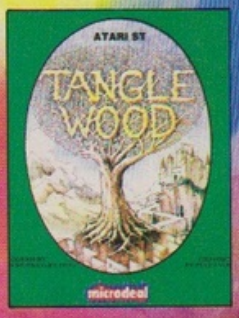
TETRA QUEST
Over 300 screens of arcade strategy.



MAJOR MOTION
Spy car chase arcade game.



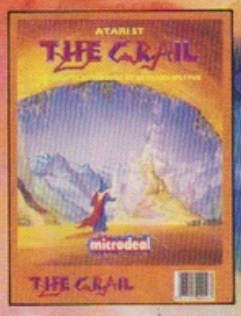
SLAYGON ADVENTURE
Stop Cyber Dynamics ruling the world in this graphic adventure.



TANGLEWOOD ADVENTURE
Rated as one of the best 16 bit graphic adventures.

TIME BANDIT
Top selling arcade adventure, the original ST Mega game.

AMIGA Version Requires 1 MEG



'THE GRAIL' ADVENTURE
Full size adventure programmed using our Talespin development system.

INTERNATIONAL SOCCER
Soccer action at its best in our own soccer game.

J.U.G.
Highly rated arcade game with 4 way scrolling.

ABZOO EDUCATIONAL SOFTWARE
Preschool to 8. Helps character recognition and spelling with funny and serious A to Z pictures.

Dr X: Before I start this week I'd just like to say that I'm not interested in letters asking for games cheats!

TURTLES TRAUMA

I have been playing Mirrorsoft's Teenage Turtles for quite some time now and I still can't make it past the chainsaw-wielding freak on the third level – I find his weapon is just too big for me to handle! Please, please, please help me to get past him as I'm at the end of my tether.

I Hume, Somerset.

Dr X: TMHT is certainly a tricky game to complete, but I'm sure you're doing something wrong. For one thing, you should not try to touch his weapon – he's a little shy

don't you know – and instead try to avoid the swinging chainsaw.

The solution is obvious and you'd have to be blind to miss it – if you are, you're doing incredibly well to get this far. Either that or you have really good ESP. Leap over his head and land on the ladder. Finally, repeatedly strike low with your sword to kill him off.

VIRGIN'S AXE

I own a C64 and am currently trying to defeat Death=Ax in Virgin's excellent conversion of Golden Axe. However, I am having difficulty trying to advance past the Turtle village. Could you please tell me a way to make it to Death=Ax and defeat him.

Grim Trollslayer, Middle Earth.

Dr X: Hmm, strange name. Have you ever thought of deed poll? Golden Axe is an excellent beat'em-up, but is far too easy for my liking. To skip through levels on the 64 version, simply press run, stop and then the close brackets/semicolon key.

You can do this up until the last level where you

finally confront Death=Ax himself. It is a good idea to use the potions you are carrying, and remember to attack diagonally. Jump into combat, slashing – remember to unzip your loincloth first! – as you go. A few hits will be enough to make him die like a dog. By the way, how exactly does a dog die? Answers on a postcard to...

ERM, WRONG MAGAZINE?

My boyfriend and I have been going out with each other for just over a month now and the other day he said that he wanted to get more intimate. I'm only fourteen, and I was wondering whether I should let him have his way with me.

A Dultery, Croydon.

Dr X: I don't think you should be writing to me. I suggest you try the agony aunt column in Woman's Own – I've heard she's very helpful.

Dr X

Hello game fiends and welcome to the *Games-X* equivalent of the agony aunt. Do your ever find that you've spent your hard earned on a game only to find that the huge-mutant-slimer-organic-come-space-ship-thing (end of level guardian) on level one, kills you every time? If you do then help is at hand. No matter what your problem we're here every week to lend a sympathetic ear and a strong line in advice. If you're desperate write to Dr X, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

GIVE ME STRENGTH

I have recently purchased the Killing Game Show on the basis of reviews billing it as the greatest shoot'em-up around. However, I have yet to see the magnificent intro and mind-boggling graphics as I cannot get it to load on my 48K Spectrum. Any ideas?

Gryff Davidson, Swansea.

Dr X: Before you try loading the game, ask a friend or relative to find a baseball bat and smack you in the face with it, taking care to use extreme force. Then, when

Don't put an Amiga disk in your Spectrum tape recorder, wait for the proper version to be released, otherwise Dr X will be around carrying his baseball bat...

your nose begins to bleed and when you've spat out the odd broken tooth or two go and... This won't help you but it might stop you from being more foolish than a really foolish thing.

The reason the game won't load is because it hasn't actually been released on the Spectrum yet, and the sad truth of the matter is that the version you have is probably for the Amiga.

My advice is to either buy an Amiga or wait for the Spectrum version to come out.

YOU BASKET!

Having played Super Real Basketball to death on the Sega Megadrive, I was wondering if you had any tips for the game as I keep on getting thrashed and I find myself collapsing to the ground and gibbering in anger.

Philip Harvey, Corby.

Dr X: Stop bouncing your balls and get a grip on yourself! An easy way to score points is obviously the slam-dunk. As long as you dribble around the defending players, the two points should be easy to get. However, three pointers are much tougher unless the shooter has a good accuracy skill. I hope this helps you.

PROBLEMS IN PERSIA

I have been trying my hardest to get anywhere in Prince of Persia. I've already found the guard, but every time I try to move forward he just pounces and wipes me out. What can I do, it's driving me mad!

Alison O'Dowd, Glasgow.

Dr X: You probably haven't managed to find your sword yet! Instead of going right and meeting the guard, keep moving through rooms to the left, eventually you'll come across the sword. Work your way back to the guard and knock him off – this will be no problem. From here carry on to the left and you'll eventually reach level 2.

GETTING STUCK IN...

O great and mighty one, the superb shooty-shooty game, Z-Out, is causing me one or two minor problems. The maze of structures on level 2 is virtually impossible to get past. How do I do it?

P Johnston, Sussex.

Dr X: Keep up the grovelling, just don't slobber on the paper again as it makes the ink run. I agree, Z-Out is excellent but it certainly is a tough cookie to beat. Try playing with a friend (what do you mean you're not that way inclined) as the task is made easier. The answer to your problem is shown on the screenshot shown below.

Z-Out: Follow the arrows on the map, pause for the aliens to pass and hide in any available nook or cranny and I don't mean get under the stairs with your Amiga in one hand and your joystick... (I've warned you! – ED) in the other

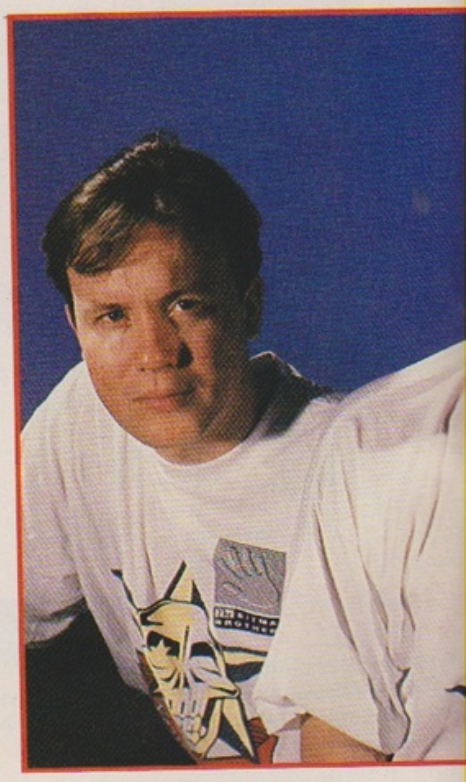
What do Be
King Record
Bros all ha

The answer – computer games, as Leslie Bunder finds out!

One of the most exciting noises to emerge out of the games world has been Renegade Software. The link up between the hipper than hip dance record label, Rhythm King and softer than soft development company The Bitmap Brothers has brought together a unique, creative and well trendy independent games label.

Rhythm King is home to some of the UK's most influential dance artists including S'Express and Bomb The Bass, while The Bitmaps have been responsible for creating some of the most awesome games around. This impressive list includes the Xenon and Speedball series.

The fusion of creative, artistic and musical talents is producing a real buzz, and kicking the games industry into the '90s. When asked why Renegade is the biz, spokesperson, Tom Watson said that the company will offer games which are really games. "We will treat the product properly and provide and nurture artistic freedom."



THE FAX OF LIFE

Each week a famous person answers the FAX of life, this week it's pop star and sex symbol Betty Boo...

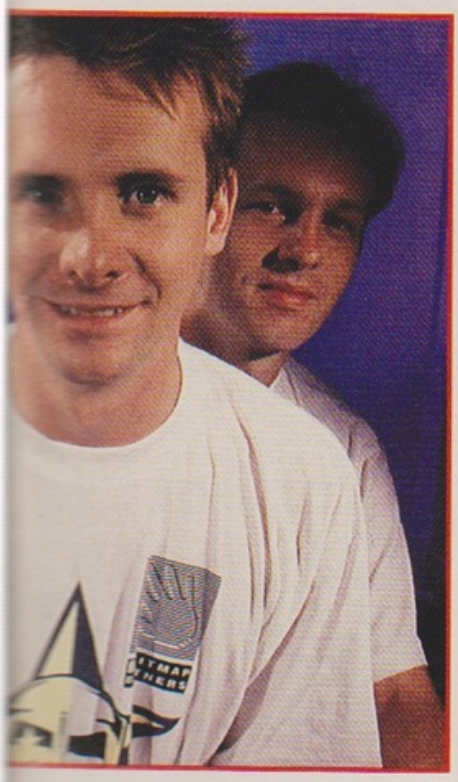
Full Name: Alison Moira Clarkson
Date of birth: 6th March 1970
Born: London
Lives: Shepherds Bush
Height: 5ft 6in
Fave Game: Xenon II – Megablast
Fave Computer: Atari ST
Fave Console: Nintendo famicon
Fave Joystick: Any old stick will do
Fave Trainers: Ones that fit!
Fave Film: Fantasia
Fave Ice Cream: Gherkin & pickled onion
Fave Single: Fave single – what?
Best holiday ever: Brownie camp when I was six

tty Boo, Rhythm s and The Bitmap ve in common?

These may seem to be brash and bold words and possibly won't win Tom many friends, but Renegade are making a genuine attempt to kick life back into the games world by producing an original product. Never before has a serious attempt been made to bring together the computer games and pop music worlds with long term plans of fusing games writers, musicians, programmers and graphic artists.

So how did this all come about? A couple of years ago, The Bitmaps were driving along in their car with the 'Into The Dragon' album by Bomb The Bass playing full blast, one of the tracks was an awesome beastie by the name of Megablast which they liked rather a lot.

Quicker than it takes to microwave a lean cuisine, and even faster than making a cup of Nescafe Gold Blend coffee, The Bitmaps had Megablast in Xenon 2 and gamers found themselves megablasting with a hard hitting and cutting soundtrack. The links were now being forged and it was only a short time later that a full–time link–up between Rhythm King and The Bitmaps was to be in full effect. By the CES show in London last autumn, the world gave witness to a new generation of software house.



The infamous Bitmap Brothers – from left to right – in his shades and outsized blazer, Eric Matthews, leather jacketed Mike Montgomery and, last but not least, Steve Kelly

Building up the Renegade name saw a massive animated billboard in Piccadilly Circus, London being used last autumn to make hip, nocturnal Londoners aware of the Renegade name.

Venturing down to the Renegade HQ at Wapping, East London, I decided to see for myself what makes the company tick, who's who and what's what.

The Bitmap Brothers consist of three partners – Eric Matthews, Mike Montgomery and Steve Kelly. They are in turn augmented by several other designers and programmers – Mark Colman, Steve Tall, Sean Griffiths, Dan Malone and Philip Wilcox.

With all Bitmap creations, you'll see names attached to the packaging. Rather than keep those who write the games nameless, it's an essential policy of The Bitmaps to promote people to the max. It was Eric Matthews who subjected himself to the *Games-X* interview.

OK Eric, so how did you get involved in writing games?

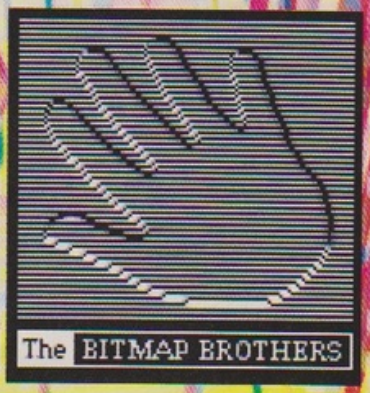
When I was at art college studying sculpture I met a computer games programmer who asked me to draw some computer game graphics. I did graphics freelance for a bit and then around '87-'88, Mike, Steve and I decided that rather than writing games for other people we would get together to do our own thing. So Xenon was our first creation.

What are your influences?

I like lots of the things in the arcades and other peoples' games. Xenon 2 came from the idea of taking games that were currently in the arcades and on consoles then nicking all the best bits and incorporating these and original ideas.

What's your fave Bitmap Brothers game?

I don't really know because they are all quite different. What you always do when writing a game, is write it as you would play it. So if I had to say what my favourite is,



Bitmap beauties: past, present and future...

Xenon – released nearly four years ago, it was the first major Bitmap foray in action packed 16-bit entertainment. The action is fast furious and a great introduction into Bitmap arcade style games. Now on budget for £7.99

Gods – a wonderful, smooth scrolling platform game with enough plot, action and sound to keep you going for months. Once again, the soundtrack is top notch, this time supplied by Nation 12. It's haunting, hunting and hard

Magic Pockets – to be launched later in the spring. This game has you playing the role of a naughty boy whom discovers he has magic pockets. Still being programmed, Magic Pockets will no doubt maintain the Bitmap's reputation

it's probably the one I'm working on at the moment, Gods.

So why did you guys use Megablast by Bomb The Bass?

We used to listen to the album a lot and really liked the track. Megablast was one of those tracks I could see working really well on a computer game and Megablast was a brilliant name!

What do you like about the computer games industry?

For me, I suppose it gives the opportunity to do exactly what I want. There's a lot of freedom and there's still the opportunity for an unknown person to write something successful. Mike for example used to work in Woolies and Steve used to stack shelves in Currys.

What don't you like about the games world?

Unprofessionalism and licensing. I don't like licensing for a number of reasons. It makes our industry just another aspect of merchandising and that's the only way these film companies view it. I think 70-80 per cent of licences are crap. It stifles creativity. The kids are just getting ripped off.

Why are there very few Bitmap sisters playing computer games?

Maybe, it's because the industry is made up of people who began computing in their bedrooms and on the whole they were male. And the mags are directed at males. I find that women will play Game Boy, but they tend to choose particular types of games like Mario Bros.

You've had the hits, so you must have made lots of dosh?

No we haven't. Ask the publishers where the money went and let me know!

So what do you call a best selling game?

Well, we only do games on the Amiga, ST and PC which sell the least number of games. A best seller would be 50,000 across the three formats.

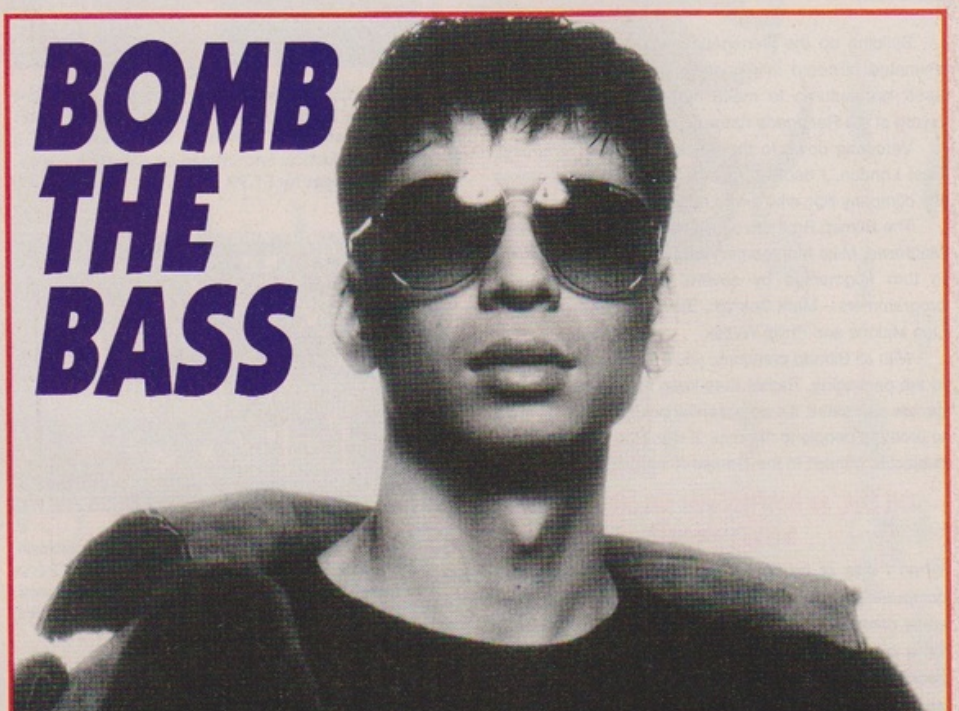
What do you think of the new Commodore thing, the CDTV?

We're actually bringing out a CDTV version of Xenon 2. It's a bit of a risky area so to start with we're limiting the time and money we put into developing it. It's got the potential as a machine and we would like to get involved with it – loads of storage space and really fast access time. Far, far more can be achieved and there's the opportunity to use animation and music.

And The Bitmaps future?

Well, plenty of original games. We've also had people calling us about doing pop videos and that kind of stuff. So we'll be working in those areas.

BOMB THE BASS



Not only has Tim 'Bomb The Bass' Simenon been producing chart topping records over the past three years, but his music anthems including Megablast have been gracing many a game soundtrack.

Under the name Nation 12, Tim has recently contributed towards the great soundtrack of Speedball 2 Brutal Deluxe.

Possibly one of the best game sountracks ever released. Brutal Deluxe is one sound, you'll certainly want to dance to.

With more musical gems coming from Tim, he's certainly a name you'll be seeing lots of in the future.

Recomended Bomb the Bass 'Beat Dis' (Rythm King) With it's 'Watchmen' inspired sleeve, Beat Dis was one of the early cut–'em–up dance/house records. It was rumoured to have cost less than £200 to record and also to have made Tim, rich and famous.

EXTRA BETTY BOO FAX AND THINGS

1. **She has loads of black shoes.**
2. **Betty once paid £2,500 for a watch!**
3. **She used to bunk school to go nightclubbing.**
4. **She's a big fan of George Michael.**
5. **Betty once sang at Westminister Abbey (The Queens local).**
6. **Betty went to an all girls school in Hammersmith, London.**
7. **She joined the school choir at 11.**
8. **Her album Boomania was written in six weeks.**
9. **Her US record deal is worth trillions of dollars!**
10. **Nick Clarkson (our esteemed 'up north' news ed), not only shares his surname with Betty Boo, but it's suggested they were separated at birth!**

There were rumours circulating late last year that Betty Boo was being turned into a computer game. Don't believe the hype, here's the truth.

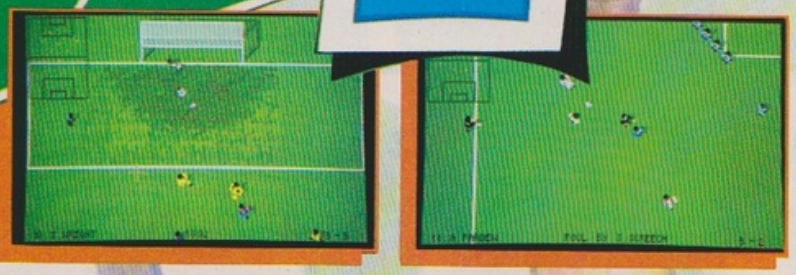
Betty is a fan of games and is very chuffed at the thought of being an animated sprite going around the screen beating up baddies and righting the world, but a Betty Boo game appearing before 1992 is complete nonsense.

If and when the game comes out, it will be on the Renegade label.

AT CURRYS ● DEBENHAMS ● DIXONS ● HAMLEYS ● HARRODS ● INDEX ● RUMBELOWS ● TOYS R US ● SELFRIDGES ● VIRGIN ● WOOLWORTHS ● OR YOUR NINTENDO STOCKIST

KICK OFF 2

A NEW DI
SOCCER SI



Amiga Screen Shots

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

* **Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.**
* **1 to 4 players option. (Amiga and ST only)**
* **2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)**
* **Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.**
* **Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.**
* **9 types of corner kicks with full control of shot power. Long and short throw ins.**
* **Team selection from a squad of 16 with substitution and a choice of tactics.**
* **League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.**
* **Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)**
* **Facility to load Player Manager teams and tactics for a single or league game.**
* **Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.**

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. **94%**
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
COMMODORE USER - No other footie game can touch it. **90%**
AMIGA ACTION - Surpasses all other football games. **93%**
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
IBM (AT & XT Turbo, EGA & VGA) £24.99
CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple **-Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, aquiring the right players from the transfer market and building a team worthy of the highest honours.

* **Unique facility to design and implement your own tactics.**
* **Over 1000 individual players, each with a unique combination of attributes and skills.**
* **A lively transfer market. Haggle for the best deal.**
* **4 division league and a cup tournament with sudden death penalty shoot out.**

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST. ACTION - A stroke of pure genius.
THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. **920**
NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. **94%**
ST FORMAT - Brilliant. **93%**
AMIGA FORMAT - Enthralling and addictive. **93%**
ZZAP - Best football management game ever written. **92%**

AMIGA - ST £19.99

ENSION IN
MULATIONS

THE FINAL WHISTLE

Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.
Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.

Draft specifications. Subject to changes without notice

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TELEPHONE No: 0322 92513/18 FAX No: 0322 93422

GO-GLOBAL

Your weekly guide to essential music, movies, gadgets and other RAD news. Edited by Leslie" I'll know it" Bunder

MUSIC... ***808 State*** has finally released a follow up LP to the techno brilliant 90. The new album ***ex:el*** once again fulfils ***808 State's*** policy of releasing high quality dance music. With 13 tracks of pure compudance

ranging from the laid back ambience sounds of ***Qmart*** with vocals by ***Bjork*** from ***The Sugarcubes***, through to full thumping wild dance beats of ***In Yer Face*** and ***Cubik***, ***ex:el*** is essential to hear!

Ever wondered who ***Nation 12***, the group responsible for providing the soundtrack on ***Speedball 2*** from ***Imageworks***, and ***Gods from Renegade***, are? Well, it's none other than a collaboration of ***Tim 'Bomb The Bass' Simenon***, ***John Foxx***, ex lead singer of ***Ultravox*** and later cult solo artist, ***Simon Rogers*** and DJ ***Streets Ahead***.

According to Adele at Rhythm King records – home of ***Nation 12*** – an album should be out in about six months.

MOVIES... ***Tom Hanks***, ***Bruce Willis*** and ***Melanie Griffith*** join forces together in The Bonfire of the Vanities. Based on the ***Tom Wolfe*** best selling book, it follows young multi-millionaire New York bond trader Sherman McCoy (Tom Hanks) as he goes out to pick up his mistress (Melanie Griffith) from Kennedy airport.

Driving back to her apartment, Sherman collides with a young black guy and finds

himself in court facing charges. A journo (Bruce Willis) hears what has happened and meets a local black religious leader, who wants to use the accident as an issue.

Will Sherman go to jail? Does his wife find out or will Bruce Willis spill the beans totally? Find out!

VIDEO... ***Field of Dreams*** starring ***Kevin Costner*** was one of the best films of 1990 and it's now on video. The film is all about a simple farmer in Iowa, who hears a voice say to him "if you build it, he will come". He then sees a vision...

Swamp Thing makes a comeback ***in The Return of Swamp Thing***. As a superhero vegetable man, old Swampie is back to fight against the rather naughty Dr Arcane and his team of mutants.

TV... From Monday 1st – Friday 5th April (7–7.30pm) and Saturday 6th April (1.30pm –4pm), MC Hammer will be taking the VJ chair on MTV playing his favesounds.

And Finally...

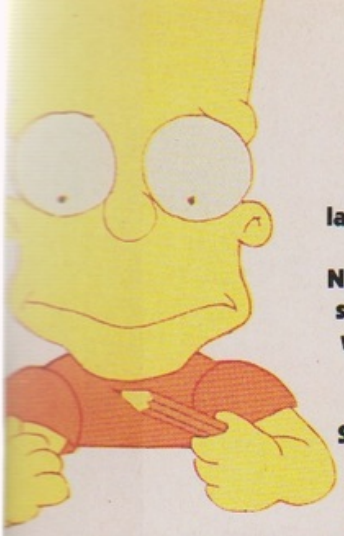
EmilyLloyd... Yes, the UK's best female actress – well, my fave rave – is known to be a Nintendo fan. So could Em be a possible contender for the role of the Princess in the ***Super Mario Bros movie***? Methinks she would be ideal, so how about it Nintendo? If anyone from Nin is reading this check out Em in Cookie just out on vid (£9.99).

Looking for a new TV to connect to your gaming machine? Then the Discoverer from Philips is the essential item to own.

Shaped like a space age helmet, the Discoverer features a detachable black visor which can be positioned above or over the dark glass screen to help reduce screen glare.

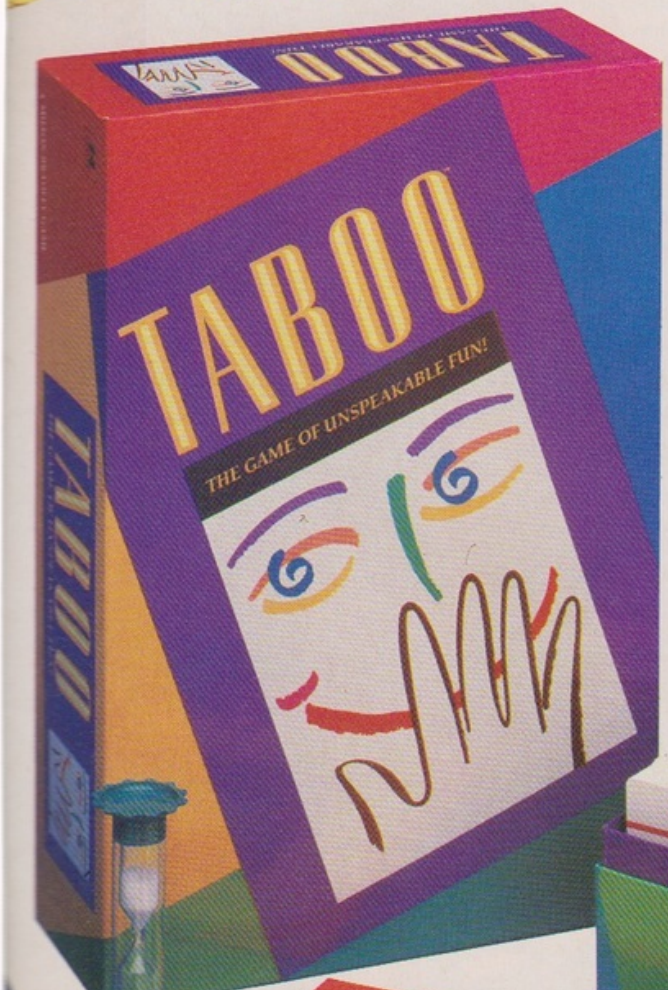
The Discoverer retails at £249.99 and is available from April onwards from major retailers.

Troop is back in full effect with its new range of sports jackets. Check out the Final Mission Jacket yours for only £96, and the rest of the new spring 1991 range at all good sports shops.



Watch out! Bart Simpson is gonna be hitting your TV screens later this year in an awesome computer game. With Nintendo versions appearing shortly and home computer versions being released by those hip cats at Ocean around the autumn, Bart Simpson is going to be the essential game to own.

SPX known for its radical approach to streetwear has just brought out a new range of Street Slam trainers. With a choice of hi or low top, Street Slam will give you a totally identifiable look!



Brylcreem Boy goes techno! An exhibition entitled 'The Brylcreem Image' shows the development of Brylcreem from the '30's. to the '90's and beyond! With fashion photographs and memorabilia featuring the Brylcreem image. From April 22-27 Get down to the Nigel Greenwood Basement Gallery, 4 New Burlington Street, London W1.

How would you describe the word computer without using chips, micro, keyboard, games and graphics. That's what new game Taboo is all about. Each team must guess words without using the five popular descriptions given on the card. Taboo is out now at all good game shops for around £20.

Look 'ere layabouts, if you fancy getting your ugly mug in our mag and one of our slinky T-shirts on your spotty back, drop good ol' Uncle X some words of wisdom. The best scrawl each week will get the goodies and the owner's photo, pride of place. Write to: X-IT, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

X-IT

HELP, I NEED SOMEONE

Help me, please!!! My mum doesn't let me have sardine sandwiches for breakfast – she reckons it's better for us to have Weetabix and fat-free milk.

Also she won't let me play with my Megadrive before I go to school in the morning and after six at night, because she says my dad needs to unwind in front of the tele before he goes to bed.

What can I do? I'm getting severe hack'n'slash withdrawal symptoms. You are my last hope Uncle X!

Yvonne Tasmet, Barnard Castle

I say old girl, you do have a problem don't you? Help is at hand:

- *leave home*
- *buy another TV*
- *ask your dad to go to bed early*
- *lock your parents out of the house*
- *change your order with the milkman*
- *offer to do the shopping*
- *change the time on your parents' alarm clock so that they get up after you leave for school*

I think one of these should let you get down to the real necessity of life – gaming!

FUN AND GAMES

I have a problem with Fantasy Zone on the Sega – I can't get past the first end of level guardian.

Since this is the first game I have ever played on the machine, I am left wondering, if they are all this hard, is it worth buying any more?

Giles Smethurst, Wandsworth

Never fear, Uncle X is here!

This is an absolute doddle to answer, but watch out in our mag for Dr X – the page to solve your gameplaying problems.

Buy yourself a laser from the shop in the wooded domain – a normal engine is also quite useful. Wing through the warps, dodge the logs and keep all guns blazing. The beastie will soon evaporate in a cascade of money for you to collect.

Don't stop buying games, the Sega's a great machine has a wide variety of entertainment available!

WORD ON THE STREETS

Your Street Talk page is the biz! The idea that you just wander in off the street and interview the customers is amazing.

I can't wait for you to do our local computer shop and get photos of me and my mates in your mag – ah, fame at last.

When are you going to be in the Oxford area and what shop will you be in? I must be there!

Collette Austin, Didcot

Street Talk came about as a bit of fun, really – it's great to know that so many of you approve.

Sorry to disappoint you, but I can't divulge any future venues for the page. The whole idea is to catch customers unaware and not swamp the shop with onlookers.

IS THERE A PROBLEM?

I am 18 years old and play games during every spare moment I can find. This means that I have no time to spend with girls. It's not helped by the fact that I don't seem to have the urge to make friends with anyone of the opposite sex.

Please tell me, is there anything wrong with me? Should I be flaunting it with the ladies instead of playing games?

Richard Head, Wilmslow

Whatever turns you on my old fruit! If those wonderful creatures you call the 'opposite sex' aren't your bag, it's probably wise to leave them alone until you do feel the urge.

Keep playing the games and if there's anything in the way of cheats that you need drop Tip-X a line, we're here to please.

AS BROKE AS A...

Having just left home I am having a little bit of trouble making ends meet. My dilemma is that I have to decide whether I buy beer, food or games – I just can't manage all three and still afford rent.

Thomas Pot, Nottingham

A similar prob smacked me in the teeth when I left home for the first time.

What did I do? Well for the first few weeks I did some substantial sponging off the old folks. My popularity stakes pretty soon wore a bit thin though, so I moved home again.

The only inconvenience with this turned out to be the late night booze and games sessions, which tended to be cut short about 2.30am – picky but what the heck, everything else was free or cheap.

MUG OF THE WEEK

STAR LETTER

I am a 15 year old girl living in a really dull and boring part of the country. Last week I borrowed my younger brother's copy of *Games-X* and saw a photo of a gorgeous boy in your Street Talk page from Leighton Buzzard.

His name is Andrew Stevenson and I think he is a real hunk. Couldn't you print a full size poster of him in a future mag. I'm sure most girls would like to have a picture of him adorning their bedroom wall.

Also is there any chance you could let me have his name and address, I must get to know this boy.

Cindy Smithers, Titchfield

Steven (piccy left) doesn't do anything for me, but I can see that he might turn an impressionable young lady's head.

Can't help you on the address I'm afraid, because we only note names down when we do the shots.

The T-shirt is on its way, Cindy.

IN NEXT WEEK'S STONKING ISSUE!!!

★ **The hottest, most happening news in the industry**

★ **Were we in your town this week? Street Talk reveals all**

★ **Just what is rad? Go-Global gives you the info on what to do, wear, watch...**

★ **Up-to-date is passé. Up-to-the-minute is where our game reviews are at**

★★★★★

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Games-X original concept and design by Hugh Gollner

MIRROR IMAGE

1991 sees the re-introduction of classic 16-bit releases under a new banner – **Mirror Image.**

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GO WILD!

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

ocean

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