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- ▶ **MIDI MODELS** - This is the software which allows the full power of all the instruments and your MIDI keyboard to be utilised. Using the DateL MIDI interface you will be able to download these models to your computer.
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  - ▶ Both models are available for machine memory expansion Ltd. 64, 128, 192, 256, 320.
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HOW YOU CAN INCREASE THE MEMORY OF YOUR VIC 20 RAMPK



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 Madremonik

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**48**  
 Motor Fair Report

**69**  
 YC Wobbly Awards

**73**  
 Machine Dreams

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**58**  
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**68**  
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**72**  
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## GAME REVIEWS

FUN 15

**17**  
 Snider

**18**  
 Wicked

**28**  
 Cricket Master

**32**  
 Power Delt

**34**  
 Turbo Outrun

### ALSO

**20**  
 Tolkien Trilogy

**23**  
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**24**  
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**30**  
 Rainbow Warrior

**38**  
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**39**  
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**44**  
 Stunt Car Racer

## BARGAIN BUCKET

**40**  
 Soldier Of Light  
 Cosmic Pirate (FUN 1)  
 Pro Mountain Bike Simulator

## REGULARS

**7**  
 But First This...

**9**  
 Data

**42**  
 Power

**46**  
 Post Apocalypse

**52**  
 Hacknslit

**55**  
 Neon Zone

**60**  
 Bygonees

**62**  
 Tech Tips

**64**  
 Forward March

**66**  
 Flame On

**70**  
 Cartridge Corner

**77**  
 Nibbles

**78**  
 Moodventures

**82**  
 Fishy Tales



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January 1983  
200 (with December 1)

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# BUT FIRST THIS...

Well, we're here! Months of planning have finally payed off as the first YC has the news, news. And what have we got planned?

Apart from the umpteen pages of reviews, news, features, regulars and FREE cassette (containing 4 complete games (Index Keeper and Kyratia) from Virgin Mastertronic and Spas and Microbot, two original pieces) - that we offer you this month, future issues have a lot more in store.

The free cassette is now a permanent feature, with games and demos offered EVERY month. EXCLUSIVE reviews will come your way, along with up-to-the-minute games news and previews. You'll find a few games in the middle-of-YC every issue. Interviews with incredibly famous people will be a regular occurrence, as will features on shows, films and other wild and wacky subjects. And wonderful competitions will beg you to win unbelievable goodies.

I would also like to take the opportunity to welcome new Games Editor Adrian Humphrey to our team. Adrian is the ex-Deputy Editor of Amstrad Computer User, and the ex-Games Editor of Popular Computing Weekly, so you can be assured he'll be filling YC with some excellent games material.

This also brings me onto another point. At YC, we can't have too much of a good thing, so we're looking for a Games Assistant to help Rumpy with his tasks. He/she must be over 16, bright, witty, willing to work in an insane environment, and above all else, must enjoy playing games. If you're interested drop Stuart Cooke (the Group Editor of this amazing title) a note, with a copy of your CV attached, you never know, you might end up being made coffee by me.

That about wraps it up for now, all I can say is enjoy what you are about to experience. If you don't, well I've heard that train spotting is an interesting way to while away the hours.

Rik Henderson.



# NOW IS THE TIME

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# DATA

Software Classics, Electronic Arts grab-a-gainy label, has added some excellent and not so aged titles to its list. For the appealing price of £2.99 (£4.99 for disk) you can get some really tasty courses before EA deserts them altogether. So its (possibly) last call and take your games for *Serve & Volley*, *Risk*, *Em*, *Foot Break*, *TRO*, and *Hit Pogon*.



A word to those who can program and want to make a fast few thousand. Have you noticed how so many games involve football, hungry or racing cars? Well why doesn't some enterprising genius produce *Ninja Rental Soccer Manager* in which you control the destiny of horate expert Gooza, as he spins his sports car on to win a place in the England team. It would sell like hot cakes in a blizzard.



Here we go. Here we go. Here we go... history isn't the only thing that repeats itself. Yet another company is presenting yet another football game which claims to be "in a league of its own". In this case, the claim is partially true.

CSI European Superleague sees Liverpool, Arsenal, Rangers, AC Milan, Real Madrid, Bayern Munich, PSV Eindhoven and Ajax all in the same fitzious league. As manager of one of the teams, you have to steer them through a stormy season to become European League champs.



Printer Pin-Up of the Month is a cheeky little beauty that *was* always before - but never like this. Smp her *down* and you'll see that her platen lanes has been extended to be slightly wider than A4 and that her motor drive has been ruggedised.

Just four years old, Citizen 1200 now has over 500,000 admirers who all think they own her, but she likes the freedom of the European market. For just £199 she'll perform for you in the privacy of your own home, bless her little 9-pin head.

DATA

# THE PERSONAL COMPUTER SHOW

Last month we said that the question goes begging as to what will happen to the PC Show? Has it disappeared without trace or will it still go ahead on another date or at a new venue?

This month it would appear that PC Show is now a thing of the past as Montbuid announces that the Business Computing 90 exhibition will be held from September 25 to 28 next year at Earl's Court. This effectively cuts out Montbuid's PC Show sponsors, publishing company VNU. Montbuid did tell VNU that they would not be willing to stage the Show again and VNU has replied by suing Montbuid for £5 million.

It seems that the new show will be so boring that only the trade will be allowed to attend. Gentlemen of the Press are also invited so you can be sure we won't be going.

Electromusic Research, known as EMR to its friends, is launching a new venture called the Computer Music Learning Centre. Equipped with a wide range of MIDI instruments, video and computers, the Centre will be used as a sort of learning where punters can gain first-hand experience of EMR's music software and hardware. It seems that your second hand will have to attend a course elsewhere.

Although the company has produced software for Commodore machines the initial one-day courses are aimed at the Archimedes computer - still, mighty acts may grow from 32-bit Aztecs.



It's nice to have a stick you can get both your hands on and that's just what Spectrovideo is offering. Looking like a disassembled motorcycle handlebar with two buttons, the GS 129 Flight Controller breaks all of the joystick rules. We are currently trying to get our hands on one for review but if you can't wait that long you can grab one for £12.99.

Microdot, 01223 510101

Did you know that video screens may cause cancer and early aging of the skin? Colour screens give off radiation and ultra-violet rays which can harm those who need to work close to the screen.

Data Sound is the latest company to point out these disadvantages as a vehicle to selling its anti-glare VDU screen which sticks to the front of a monitor and cuts back the harmful rays. Isn't it about time that the Government acted to make unprotected screens illegal? Until they do, concerned users will have to shell out £89 or so to avoid eye-strain or the very least.

Microprose  
FIVE OF THE BEST

Microprose seem to be as busy as US Gold were in the old days. Release upon release can be expected in the run up to Christmas and into the New Year.

This was the US Gold policy in the old days until the powers that be decided that the games were competing with each other and effectively cutting the company's profits. Part of Microprose's problem is having to support so many labels (in fact, more labels than the Edlon travel bag).

Almost as intricate as the inner workings of Microprose is the Pointed label's *Destiny* which was previously flagged as Epoch. The game is ideal for amateur megalomaniacs who would like to get their minds amused to economic, political and military control of a small country with big aspirations. An investment of £14.99 for a cassette or £19.99 for disk will bring the world to your knees.

On the anonymous Microprose label *Airborne Ranger's* long awaited successor, *Rat Pack*, is expected to appear in early Spring and promises a weighty tome under the guise of an instruction manual. If your 'situational awareness' needs an awakening, this could be for you.

Just before *Rat Pack* we should be seeing the company's first game simulation, *Stanford*, based on a PBM (play by mail) game which Mike Singleton masterminded in the early 1980s before he discovered programming.

Meanwhile, *Feistad* is waiting on *Original Games* which is a compendium of four fighting styles in one game: Kung Fu, Hollywood Rules, Sumo Wrestling, and Bendo.

Finally, the interesting, but ultimately wet, *Weird Dreams* is out for the C64 at £14.99 (cass) or £17.99 (disk).

# ON THE TAPE

## SPOTS



▲ Just find out what's on the tape with Candy!

**S**pots is a dice game for up to four players, although the game allows the computer to play any or all of these players. Brief instructions are included in the game and a more detailed explanation is included below. The game is similar to some commercial dice games but uses more dice and slightly different rules that increase the strategy element of the game.

Play involves initially rolling six dice and subsequently choosing to hold on to or roll, any or all of them, in up to a maximum of three further throws. The aim of each throw is to try to use the dice to make one of a number of scoring patterns. Thus the skill lies partly in choosing which dice to hold on to and which to rethrow, and partly in deciding how best to score the result.

There are fourteen patterns or categories that a player may aim for (and these are listed on a score-card at the side of the playing area). On completion of each throw a score must be entered in one of these categories, even if the dice do not complete the chosen pattern in which case the score for that category will be zero. So a complete game consists of fourteen rounds, each player filling one category on his score-card each round.

The fourteen categories can be broken down as follows. The first six are the number categories: "ONES" to "SIXES" and are used to score any pattern of dice that contains any dice of the selected value. ("ONES"=1, "TWO'S"=2...) - the score in each case is the sum of the spots on these dice. For example the dice pattern 6 6 1 4 6 4 would score 1x1+1 point in "ONES", 2x2+8 points in "FOUR'S" and 2x6+16 in "SIXES". If the pattern contains no dice of the selected value, then the category score would be zero.

The next three categories are "THROWS", "COMB" and "FULL" and are used to score patterns that

include a number of dice whose spots are in order. "THROWS" requires at least 6 dice in order so any of 1 2 3 4, 2 3 4 5 and 3 4 5 6 will score the 10 points available. "COMB" requires at least 5 dice in order so 1 2 3 4 5 or 2 3 4 5 6 will score the 20 points available. A "FULL" requires all six dice to be in order so only 1 2 3 4 5 6 will score the 30 points here. (Note: The dice do not have to be displayed in the given order, the points will be scored as long as each of the dice needed is somewhere in the final pattern.)

The four categories from "SET 3" to "SET 6" are used to score patterns which have a number of dice showing the same spot pattern. "SET 3" requires at least three of the dice to be the same. "SET 4" requires 4 dice the same and so on up to "SET 6", in which all six dice should be the same (which does not happen very often!) The scores for these categories are 20, 30, 40, and 50 points respectively.

The final category is called "CHANCE" because it is a chance to score ANY pattern of dice, the score is simply the sum of all the spots shown on the six dice, so 2 4 1 3 6 2 would score 2+4+1+2+6+2=17 points, the minimum score is 6 and the maximum 36 so don't waste it.

In addition to these scores two BONUSSES are awarded, the first if concerned with the number categories "ONES" to "SIXES"; if the sum of the points in these six categories is greater than 69 a bonus of 50 points will be added to the player's score. The second bonus is awarded at the end of each game, for each player it starts at 25 points and is reduced by 5 points for each category with a zero score, so if a player has more than four zeros on his card he will get no points from this bonus.

Control of the game is achieved using a joystick in port number 2.

The joystick will control a "cursor" on the screen, use the joystick to point the cursor at the required function and press the button. There are several selectors to be made at the beginning of each game, such as number of players, but these are self-explanatory. On the main screen of the game are several options:

The numbers "1" to "6" are used to move dice into a "rack" which then may be kept while other dice are re-thrown. To score a given die in the rack, simply select the number that is shown below that die.

The remaining three options are: "ROLL" which is used to re-throw any dice that are not scored in the rack. "DICE" which is used to empty all the dice out of the rack - in case you change your mind or find a better pattern to keep, and "STOP" which will move all of the dice into the rack and end that turn.

In a similar way, scoring is done by pointing the cursor at the selected category on the score-card and pressing the button. Choose carefully as mistakes cannot be taken back!

The only section not controlled by the joystick is the entering of player's names. This is done directly through the keyboard. Names may be any alphanumeric sequence of up to ten characters, the names are not checked in any way as they are purely for the benefit of the players.

As explained in the program, to make the computer play for a particular player, simply press the function key without entering any name for that player. The computer will give its first player the name CPU

1, second CPU 3, and so on.

For anyone interested, the strategy of the computer player is based simply on probability and loss minimisation - the computer will attempt to make the pattern it thinks has the greatest probability of success and will score the results so as to lose the minimum number of points. As the game is largely

dependent on chance - the spots on the dice - this strategy is sufficient and the computer will play a reasonable game. In general scores during games tend to be close until the later rounds and it is very easy for the situation to change suddenly - particularly when any bonuses are added.

At the end of the game the

score cards will be shown along with the finishing positions of the players involved. Pressing the Return key as indicated will return to the title screen and the start of the game.

At any time between the title screen and the final scores the game may be aborted and restarted by pressing the Control (CTRL) key.

## Microdot

It is said that back in the 20th Century there used to be people who repaired computers when they broke down. They said that computer repair would be a thing of the past way back in the 21st Century - little did they know!

Of course now that the impossible has happened and a military satellite has passed through a freak radioactive storm, malfunctioned, and is getting itself ready to blast us all to Kingdom Come, it's my job to sort it out.

They've given me the MICRODOT, a tiny remote controlled craft capable of entering the satellite and absorbing all of the W radioactive particles that the storm left scattered around. And of course it's my job to pilot it around, avoid the hazards, collect the particles and save mankind, again!

Obviously that's not all they expect of me. Once I've collected all of the particles I've got to re-activate the gears inside the satellite and get the Microdot out - or before mankind resembles a greasy fried egg. Why me?

### Play The Game

MICRODOT is controlled by a joystick in part 2.

Left and right move you horizontally.

The cursor makes you jump.

For extra height use the SPACE BAR to activate the jump drive, fire and up on the joystick performs the same function. Watch out you can only use the jump drive five times per game - unless you find more.

Watch out for the following on your travels:

**BONUS TRIANGLES** - One of six random bonuses.

**CONVEYOR BELTS** - Carry MICRODOT in their direction of flow.  
**RESET POINTERS** - Contact with these blue squares marks the return point following your death.  
**SPARK TRAPS** - A dangerous spark



▲ Let's get busy!



▲ Radiation's what you need...

travelling between two points.  
**RUBBER MATS** - Cause MICRODOT to bounce.

To complete the game the player must collect all of the radioactive particles, find an "electricity switch", then leave by the gap created for his escape.

And there's more...

For players with creative tendencies MICRODOT comes complete with its own construction set. This allows you to create a whole new set of levels. To enter the editor press 'E' while on the opening screen.

### Editing the Layout

The landscape in MICRODOT is made up of blocks of 2\*3

characters, including the rest triangles, rubber mats, etc. Each level is a 13 by 7 matrix of 91 blocks, the main labyrinth is a 13 by 12 matrix of 144 levels.

A joystick is used to move the cursor through the levels. If you move out of the matrix you will move out of the editor and back into the opening screens of the game; the back arrow key (top left of keyboard) has the same effect. The fire button on the joystick is used to lay the character that you are currently moving around. Press any letter to change the character that you are going to place. The INS+DEL key will display all of the blocks available. The function keys are used to select which of the four different block styles is selected.

If you want to delete, the @ key will select a character that glows you to sub-out your mistakes.

To set the start point press the - key.

Two blocks (F and X) consist of 2\*3 blocks of electricity and appear to be identical. Well, they're not. Always use F, except when the blocks form a pool embedded in the ground.

Each room has separate colours for the blocks of static electricity, the rubber mats and the four different brick types; these are normally changed with keys 1-6. Since these keys are also used when editing the objects a letter at the bottom signifies which mode these number keys are in. When C is displayed the number keys change the colour, when S is displayed they change the objects or Sprites. Use the RETURN key to change mode.

With spark traps use the N key to lay the beam between the pointers.

### Positioning Objects

The moving blocks of electricity, radioactive particles, bonus triangles and the final electricity switch are all sprites or objects. A maximum

number of seven sprites is allowed in each room, each with its own reference number. To create a new sprite use the lowest unallocated number, eg. if there are 5 sprites on the screen press key number 6, 1 on a screen with no sprites etc. To change an existing sprite simply press its number.

Alter the position of a sprite by moving the joystick, alter its colour by pressing C. Press T to move through the four sprite types. Sprites can be wiped using W or fixed by pressing F.

Moving sprites travel for a specific time and then return. This time is measured by the NU value shown at the base of the screen. This is changed with the + and - keys. D is used to change the starting direction, S changes the speed of movement and A changes the animation speed.

To see what your sprite looks like hold down the left shift key. NO Sprites must NOT overlap.

## Save It All

Pressing the CTRL key while in the editor produces the Input/Output menu. From here you will be able to LOAD or SAVE your creations to or from cassette or disk. Note, if using disk you will only be able to save one level on each side of your disk.

## Editor Control Summary

JOCKEY  
FIRE  
A-Z  
@  
INS-DEL  
Backarrow  
CTRL  
Left SHIFT  
—  
F1  
F3  
F5  
F7

RETURN  
If S displayed  
If C displayed

## SPRITE MODE

Jockey  
Fire  
T  
C  
A  
S  
D  
W

+ and -  
left SHIFT  
Backarrow

Move Cursor  
Layer Block  
Changes block  
Delete block  
Display blocks  
Return to game  
Input/Output mode  
Text animation  
ARCADOT's sign  
Select block style 1  
Select Wipes  
Select Spheres  
Select block style 2  
Changes purpose of numbers  
Changes sprite  
1 Changes static colour  
2 Changes rubber colour  
3 Changes block(1) colour  
4 Changes wipe colour  
5 Changes sphere colour  
6 Changes block(2) colour

Move sprite  
Fix sprite  
Change type  
Change colour  
Animation speed  
Movement speed  
Scan direction  
Wipe sprite

Adjust sprite size  
Text animation  
Back to game



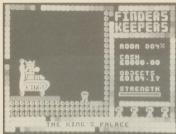
The Ring of bbimmo is, to say the least, a little upset. Tomorrow is his daughter's birthday and he has no idea what to get her.

As Magic Knight you have been ordered to find the Princess Germinude a very special present. This may be your chance to prove that you are worthy of joining the famed 'Polygon Table', the highest honour any Knight could wish for!

The Ring transports you to the Castle of Spireland which is teeming with many weird and wonderful creatures. Also there are two mazes which contain many of the Queen's relatives. Apart from the grisly ghouls and energy sapping creatures these

# FINDERS. KEEPERS.





are ghostly rodes who are often quite willing to exchange the treasures that you find in the Castle for money which they stole in their former lives.

Some objects will react with each other to form either more or less valuable objects, to sell or collect. You now have two choices:

1. You may try and collect as many treasures as possible and escape from the Castle of Spireland.  
2. Collect the treasure in order to please the King and the Princess Germintrude and join the Polygon Table.

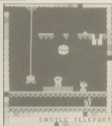
Will the temptation of keeping all the treasures be too much for you or are you loyal to the King and the Polygon Table of Isbitaria?

« Do you think, perhaps, that he's the King? »

#### Controls

	KEYBOARD	JOYSTICK
Left	Z*	
Right	X*	
Up	P*	
Down	L*	only used during Mazes
Get	G*	G*
Drop	D*	D*
Trade	T*	T*
Pause/On/Off	F1*	F1
About	F3*	F3
Examine	E*	E*
Jump	<*	FIN
Music On/Off	S	F5
Border On/Off	B	

\* Can be redefined at outset of program.



# KENTILLA

Kentilla has a sophisticated input editor to ease command entry.

#### CAPS SHIFT 0 -

Delete character or left of cursor.

#### CAPS SHIFT 9 -

Insert a space at cursor.

#### CAPS SHIFT 8 -

Move cursor right.

#### CAPS SHIFT 3 -

Move cursor left.

#### CAPS SHIFT 1 -

#### Single Word Commands

MOVE, N etc.

Move in specified direction.

INVENTORY, I

List carried objects.

LOOK, L

Redescribe location.

SAVE

Save game present position.

LOAD

Load saved game.

QUIT

End game; start again.

SCORE

Check % progress through game.

WAIT

Do nothing.

Recall last command. This must be used before any other input is made. It is useful for lengthy battles, correcting mistyped commands or conveniently altering a command (eg. other KILL URSA you might want

to EDAMNE URGA so just recall the list command and overtype KILL with EDAMNE.

The following are some of the more important verbs which are accepted. There are many more which you will have to find for yourself.

GET	TURN	LOOK	REMOVE	TE UNITE
SEARCH	EXAMINE	LOOK	GIVE	OPEN
LEAVE	TAKE	HIT	SAY	PULL
THROW	KILL	DROP	PUR	LIGHT
UNLOCK	SAY	ATTACK	EDAMNE	CAST
PUSH	WEAR	CLIMB	ENTER	

ALL can be used with the verbs GET and DROP to pick up everything in a location or drop everything carried. It will ignore hidden objects, etc., and dead characters. LOOK is used for seeing into containers, eg. LOOK INTO CHEST. It can also be used to look at adjacent locations, eg. LOOK EAST will tell you what objects and creatures (except hidden ones) are there.

When giving an object to a character, it must be done in the form: GIVE (object) TO (character), eg. GIVE SACK TO EDAMNE.

Talking to other characters  
To talk to another character you must mention the character and use quotes, eg. SAY TO OGERON "GIVE ME THE SWORD". Friendly characters will usually cooperate if they can - others not necessarily!

Sentences are not limited to VERB NOUN, although this is sufficient in many cases, eg. GET SHIELD or GET THE LARGE SHIELD.

In many cases longer sentences are necessary, eg. PUT SWORD INTO CHEST or UNLOCK RED DOOR WITH LARGE KEY.

Many objects are described by both noun and adjective, eg. LARGE KEY or NASTY KNIFE. If you want to get the large key you could try GET LARGE, GET KEY or GET LARGE KEY. The first two might be accepted, unless there are any other large objects or keys around - this would cause confusion.

#### Abbreviations

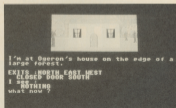
Most words can be abbreviated to two letters, and some to one, eg. OPEN DOOR can be OPD. Ambiguity can arise, though (for example) LOOK IN CHEST or LO CH

will be taken as LOOK CHEST - LOO CH would work.

#### HINTS

Kentilla is a richly devious adventure. Collecting objects is not an end, just a means to it. You may have to level some locations a

number of times in order to make overall progress, and time may be of the essence. Much is hidden, and not revealed at the examination. Apparently useless things might have curious effects on those who threaten you. The very title of the game is of great importance in its playing, but you will find that out...





# S TRIDER

**Title:** Strider  
**Supplier:** US Gold  
**Price:** £9.99 Tape

One man, carrying one sword against the entire Red Army may not sound like a fair match but when that man is the lon among titanium blade-wielding Striders it will be the Russians that think they are outnumbered! Your mission is to infiltrate the Reds and send back secrets that could save the world. Beware, this is not the Russia of glasnost and perestroika, it is set in the future where the RGD guards wield laser rifles and are joined by deadly robot gorillas.

Strider is without doubt the most athletic hero you will ever control as he jumps and somersaults his way through the game's scrolling screens. After all, the world's been saved before, although this time you'll do it in style. So as he leaps over the walls of Itazero's Red Square or over the frozen peaks of Siberia even the smallest jump is rewarded by a perfectly executed triple flip.

When in battle, Strider's sword sweeps in an arc of death and flashes so quickly that human eyes



▲ Strider takes horse to Bonifary Cross...

Wait, stop, wait and that's a...  
 just for breakfast. Lunch is a bit more distant!



can only detect a blur as yet another enemy falls.

The game helps you get started by giving Strider a droid that orbits him and acts like a protective shield. But very soon you're on your own and you must battle

through the heat of lowland jungles - guarded by poison dart spinning toadmen - before a final battle with the Grand Master of the RGD.

During this epic struggle you will confront a host of enemies, including laser

gun emplacements, heavily armed RGD agents, scorpae roached tigers, rockmen androids and giant end of level creatures (such as the massive metal monstrosity that guards the entrance to level five).

US Gold and Capcom have done it again and have converted a coin-op machine that's every bit as good as Forgotten Worlds. It's also just as fast and graphically impressive as the earlier 16-bit versions. So if you want the best in heart pounding arcade action, stick with your C64.

TM

86%



# WICKED



A. Take that grin off your map, crooked town!

**Title:** Wicked  
**Supplier:** Activision  
**Price:** £9.99 Tape, £14.99 Disk

You need hands... ♣



Shoot-em-ups come and shoot-em-ups go, and some may stick around for more than five minutes. *Wicked* is no five-minute wander because it will probably take you far longer than that to understand what the heck is going on.

You've been out on the booze again with the Gods of law and order (and during some foolish bet, which your memory fails to explain, you've been turned into a ring of fire. This is not as bad as one might think of first, I mean it makes *Football* a lot easier to hold. The only prob is that you've got to complete a task before you can settle down to a quiet life on Patsy Kensit's gas stove.

In the *Beer* see the *must've heard* the joke that you told in the pub about the Juniper bush, the Devil himself, and a rather peculiar shaped carrot; he's taken over the entire constellation, and you - as the humblest ring of fire in existence - must save all by rescuing each of the scoldoos signs.

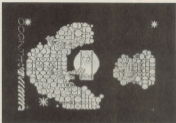
Now comes the confusing part. You start the game by choosing which sign you wish to deal first. They are all in levels of difficulty and you can only choose the easier three at the beginning. And then it comes down to the game itself.

As the ring of fire, you can move around the playing screen or will, although there are many mechanics around that will sap some of your energy on contact. The constellations are plagued with small lumps(?) of viruses which you must eliminate with your own particular yellowier than yellow virus. You can plant more seeds (or spores) when they become available, and when the spore is set in a position it will grow and multiply into a large mass of yellow blobs.

The 'dark forces' are also multiplying and growing, and once you have wiped out all of the dark spores it is time to move onto the next screen, and therefore the next bottle. There are three 'bottles' to be won in each of the twelve constellations and they fair from easy to bloody impossible.

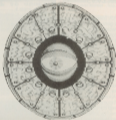
There are also extra abilities to be collected from the middle of the screen in the form of Toxic clouds that pop up every now and again, some have bad properties, some good. And there you have the gameplay, easy in principle, confusing to watch, and absolutely great fun to play (very addictive too).

I was none too impressed when I first saw this on the Amiga, and thought it was some programmer's attempt at trying to do something novel (and failing abysmally), but my mind has been totally altered by the CD version. The graphics are very close to their 15-bit counterpart, and possibly look even clearer on the screen. The controls are so simple that even a ten year old antihacker could grasp them. Even the sound is souped up to a degree that it resembles 'real' music.



Bring me sunshine! ☀

"Wicked is how do I put this without sounding too clichéd or pretentious, wicked! It is a game that has me queuing for more. A game with more to it than the average shoot'em up. A game that will raise in unbelievable amounts of cash, if I have anything to say about it. **B+**



Eye, eye captain. 👁

Wobbe, blobby, blob, blob! 🐛



# THE t lki n TRILOGY

Title: The Tolkien Trilogy  
Supplier: Decu Jolly  
Price:  9.95

J.R.R. Tolkien was a genius, his invented worlds were fantastical and enormous, and the books that he wrote soon became milestones by which others would be judged. They still are, and only epic fantasy adventure always has a small comparison with 'Lord of the Rings' placed somewhere on its cover.

A long time ago, Melbourne House - a hoary faced company (now owned by software age Virgin Mastertronix) - selected to cure little-adventures (based on The Hobbit). It rapidly found immense fame and fortune, and was acclaimed by most to be the best adventure of all time. The fact that it wasn't was sadly overlooked.

It took several years before a sequel was to appear, but appear it did. And then a third one to make up the trilogy of Tolkien adventures. And it is only now that they see a re-release in the form of a compilation.

None of them are excellent adventures, but they all hold something that sparks interest from many corners. The Hobbit

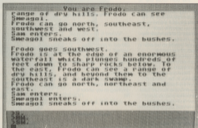
is a moderately easy game, and was one of the first graphical adventures. You play the part of Bilbo Baggins, a Hobbit who lives in a hole. Not a dark, damp hole, but a well furnished hole - the sort of place you would expect a hoary faced person to live in.

The adventure follows his exploits with Gandalf and Thorin (a grumpy, but hoary, dwarf) and his quest for fame and riches. All this is done in the revolutionary (well, it was all them years ago) English

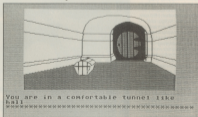
parser, which now seems dated, but still perfectly usable.

Lord of the Rings and Shadows of Mordor also use English, but not quite to the same effect. Communication with other characters is the best advantage of English, and apart from that (bonus it's very similar to any other early adventure parser (you'll find you will have to think for hours about the right word to use)).

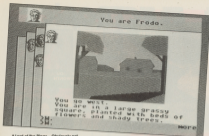
Lord of the Rings comes with two adventures, one for



Shadows over Mordor - Sneaking!  



The Hobbit - Pines, what is there!  



(who won't find them that challenging) or the die-hard Tolkien fan (who may find them too challenging).

It is not a bad compilation, and is certainly worth the money, but normal gamers may want to steer well clear, unless they would like to play a piece of games heritage in the form of The Hobbit.

SHOCK



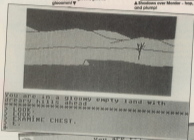
▲ Shadows over Mordor - hop, skip and pounce!

▲ Lord of the Rings - Obviously not an MMORPG.

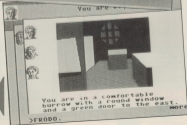
beginner-and one for the more experienced. The only problem here is that they are both unacceptably slow in updating text (and there isn't as much use of graphics as in The Hobbit). The plot moves on to Bilbo's nephew, Frodo, who, with the aid of his Hobbit druids, has a far more daunting task to perform. Frodo now bears his uncle's ring, a magic ring of power, which is greatly sought after by Sauron, the Dark Lord. You must do everything in your power to prevent him having it.

At any time on Lord, you may switch characters and become one of the other Hobbits, and this is quite necessary for success. The same applies to Shadows of Mordor (which continues the epic where Lord left off) and it could be seen as a novel feature. The major problem with both of these later games is that they are far too slow, and would only appeal to the die-hard adventure fan.

▲ The Hobbit - gloom, gloom, gloomest!



You are...



68%

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This is Microstyle's first arcade conversion, and they've certainly done a good job on it. It's

Apart from killing things, the other task is to pick up as many objects as you can. Most are useless, apart from point scoring,

but sometimes you come across a grenade or two, or a more advanced weapon you can use. There's also the occasional

point, and each little bash from an alien knocks off points. Get down to zero and you're dead. There are ways to increase your health, most obviously by completing a level and doing well enough to earn a health bonus.

Each level is completed either by wiping out all the aliens (usually impossible this) or by staying alive 'til the end of your time allowance, or which point you are rescued by your ship and sent on to the next mission, to eventually meet your doom.

This is not an especially original game, but it plays well and is a good fun.

JD

# XENOPHOBE

Title: Xenophobe

Supplier: Micro Style

Price: £9.99 Tape, £14.99 Disk

basically a simple shoot 'em up, but being packed with detail, and of an accessible yet still challenging difficulty level, it becomes a very satisfying game.

The object is to clear various space stations, moonbases etc. of lots of nasty green aliens, who seem to have managed to get everywhere. There's six different types, all with different methods of attack, but most of them are fairly easy to zap. The exception is a nasty little sod called a 'Foeal' which stands in the shadows and stabs if you, eventually culminating with your little man getting horribly fried.

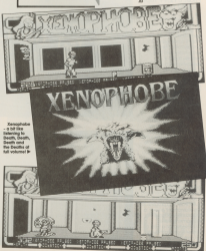
It's a one- or two player game, with a horizontally split screen. In the one player version this means that there's a rather ugly blank bottom half, but this doesn't affect the play. You get a choice of one of nine different characters to take into action, and these vary from scientists to psychopaths, although wherever you are, you still have to spend most of your time blasting the monsters.

At the start of the game, you are transported down to the infested base and thrust straight into the bespect, as you invariably materialise right next to a nasty green bugger. Movement is easy: standing or crouching, crawling, running, jumping, quick turns - all simply handled.

If you can enter and move from level to level.

Each player has a health level of 2000

72%



Xenophobe  
— a bit like  
entering the  
Death, Death,  
Death and  
the Deaths of  
full volume!

# FIGHTING SOCCER

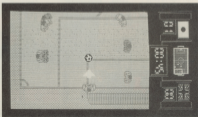
**Title:** Fighting Soccer  
**Supplier:** Activision  
**Price:** £12.99 Tape  
£14.99 Disk

**T**he Japanese really don't have any ideas about football, and this game shows this up. Not that it's a bad game, it's actually rather fun, but some really odd little features make it somewhat curious.

It's an arcade conversion of a Japanese original, and the idea is to try and win the Olympic Soccer Championship. The Olympics? Yep, not the World Cup or anything goopy like that - the Olympics, I suppose somebody's got to do it.

The setting of course doesn't affect the game, and the fact that one's first game (acting on the role of Great Britain, the well known non-existent team) is against Japan doesn't change anything either, it's a bit dummy, but hey, I can live with it.

The idea is that this the game is the Final of the qualifying tournament and if you win this, which is quite easy, you progress to the tournament proper, a four round knock out tournament. There's supposed to be a total of eleven teams, although you are always pitched against the same teams at





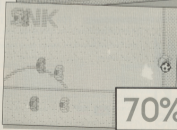
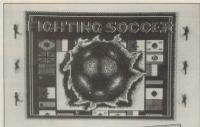
each stage. It's probably best to ignore the ludicrous scenario and just think of the object as being to beat the computer.

Down to basics. The gameplay is great, but the graphics are lousy. This is a bit unfair I suppose, I know you can't perform miracles with a C64, and there are some nice touches - particularly the animation when a player jumps to head the ball - but the choice of colour, for both pitches and players leaves a lot to be desired. It can sometimes get very confusing, trying to decipher which are your players and which are the opposition. The play however, is great. Very responsive control, nice and easy to run or shoot. Tackling is easy, but it does show up the game's title as a microgame. There's no way you can foul, or stuff up the opposition if that's the bag you're into. Each game lasts just over two minutes, and each time you, or the opposition score there's a little fanfare and a message comes up - 'Goal Nice Shoot'. The kops can't spell either.

It's a reasonably quick game, but there are a few tricks which once sussed makes it pretty easy to win, especially at the lower levels. There's a one player against the computer option, a two player game and, best of all a two players against the computer option. This means two of your team are under joystick control, and you can actually start to build up moves, rather than just rely on the computer providing you somebody to pass to.

So, overall quite a nice little game, that's bound to be popular despite being rather shallow. It's almost worth playing just to see the amusing controlling overheads that display themselves whenever you win a game. Finally.

JB



70%

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# CRICKET MASTER



**Title:** Cricket Master  
**Supplier:** Challenge Software  
**Price:** £8.95 Tape

For a simulation game to make an impact on today's market it has to be damn good. It has to have many elements to grab a budding sport enthusiast's attention, as well as satisfying the more experienced of the genre. There has been no such true simulation of cricket, until now!

Cricket Master is the second game to come from newly formed company Challenge Software (the first being the excellent Testie Champions) and as such will be seen as a milestone with which to judge future product. No cricket fan of any intensity will be disappointed with this



milestone.

You play the part of the Captain of a one-day international squad, and must use your abilities to win against another nation. And unlike other cricket orientated games, it is solely your tactics and strategy that will determine the result, not your arcade skills.

First off, upon loading, you must select your skill level (out of 3 varying difficulty), the opponents you wish to play against (stuff those Aussies - Er, sorry to all of our Australian friends), and the number of overs to participate in (40-60). Then it is team selection time, where you get to choose the players that will win the game for you (surely not that obscure where the real England is concerned!).

There are different categories of player in both the batting and bowling classes. Batmen are any of - opener, middle order, and tail - all of which perform the role of their namesake. The bowlers are a little more restricted to types - fast, medium, and spin. To determine how good a player is, at his specific function, he has a form level (out of 20), as do all the players on the other team. (A warning though, the computer is a damn fine Team Captain).

Once all the preliminary tasks have been undertaken it is time



# GREENPEACE



**Title:** Rainbow Warrior  
**Supplier:** Microprose  
**Price:** £9.99 Tape

**T**here's a dirty great hole in our ozone layer. Fish are dying in their droves because of waste dumping in the sea. Trees and other flora are being eliminated by acid rain. Hundreds of baby seals are being clubbed to death. Whales are being slaughtered, almost to non-existence. Radioactive materials are being dumped willy-nilly. What are we doing about it?

Not enough, is the

answer, and this is something that the international organisation Greenpeace is trying to remind to alter. Microprose too, under the banner of *Micro Style*, is worried. Worried to extent that it has released a game to educate and entertain people with its arcade-like sections based around global protection scenarios.

There are seven of these scenarios (or campaigns) to be completed in order to win you merit badges, and purify your soul, and each one is based on real campaigns that Greenpeace representatives have to perform on a regular basis.

First up is entitled 'Nuclear Power and Radioactive Waste' and that sums it up really. You play the part of a dolphin who has to guide a Greenpeace diver to four pipelines, all of which are pumping toxic crap into the sea. He/she must block them off before they can embark on the second mission, but all sorts of

mutated plants and sea creatures exist only to prevent you from completing this task.

Then comes the 'Dumping of Seal' campaign. You must stop the nasty babies on the dumping ship 'Gem' from doing their dastardly deed by taking over their three cranes. This is not easy, and will only be completed by the hardest of campaigners.

A breakout clone follows entitled 'Save the Whale' and it is fairly unimpressive as a game goes, and none too educational either. The clone is slightly more advanced than the average, but still unimpressive.

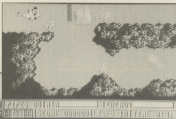
'Stop Acid Rain' is next up, and the title comes probably the biggest message included. You must go on a very perilous mission in order to attach large banners on the incredibly tall chimneys. The banners, once attached in the right order, will spell the message 'Stop Acid Rain' and will

GREENPEACE

# RAINBOW WARRIOR

Sliding along on the back of a steptank?

Oh, not **WORLDVIEW**!



▲ Pipe-batching ballistics

65%

progress you to the next section.

...Which is the 'Ozone Depletor' round. You, as a Greenpeace campaigner yet again, must throw snowballs or the ozone cans before the ozone layer depletes. Worth out

for the penguins though as they turn into Killer Penguins when touched by radiation.

The penultimate round deals with the subject that touches the heart the most deeply. Blood on the ice. The Greenpeace Seal Campaign is an aim to stop the pointless culling of baby seals by spraying their pelts with dye. This, raising them making the cullers turn around and go home). There are many pelts to avoid too.

Last, but not least, is 'The Spirit of Rainbow

Warrior' in which you must create a picture of a pollution free world, by shooting good objects from your ship. If you succeed, the spirit of the Rainbow Warrior will be freed.

All the games have certain something, but not enough. The graphics are fairly pretty, the sound is

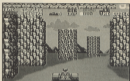
mediocre, but I feel more could have been made of the license. The manual accompanying the game is excellent though. If I was making that alone I would give Rainbow Warrior 100%, but as a game goes it just doesn't fit the grade for a top score. **Stick.**

Micro-Style



# POWERDRIFT

Title: Power Drift  
Supplier: Activision  
Price: £14.99 Disk, £12.99 Tape

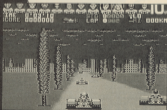


White-faced corner turning! 4

A arcade game go the most impressive last year, for me, was Power Drift, a Sega coin-op that was faster than a car with a rocket up its bottom. It was its sheer speed (and hydraulic system) that really made games go "Wow!" (with dittole running down their "Arcades do it with their hands, grasped round their joyicks" T-shirts) and "Gee Whiz", and other expressions that are really quite unprintable. I mean, who wants to hear what arcade games do with sheep?

Obviously you cannot throw an array of extremely colourful quite blocks at the screen, or a velocity only seen by jet pilots, on your C64, but you can try to emulate the gameplay, if not the graphical qualities. And this is what Activision has done. It has successfully captured the gameplay elements of the machine (without the use of hydraulic extract) and completely rebuilt the graphics from scratch.

For those who have been living in a baked bean tin (or Hermet Hemstead), Power Drift is



a What's that drifting down your leg?



another of those car racing games that prove popular year after year. This time you get to control a buggy, much like the ones you see in mall American beach comedies, and must race around a circuit with twelve other drivers.

There are five locations in which to race, and each location has five progressively difficult tracks. You must finish in the first three (or the first four, for the later four laps) to qualify for the further stages; otherwise it's back to obscurity for you and your brightly coloured buggy.

Everything is controlled in the old tried and tested way - joystick forward/backward for acceleration/deceleration, left/right for direction, and button for gear change - and in many ways is just an improvement of what has been before. It is a '92 improvement though (especially for all those that remember the 1987 Christmas number 1, *Curant*) and one that is, for a 64, a pleasant surprise.

It is not an easy game but, with a bit of persistence, should prove extremely rewarding. The driver packed to play with makes little (or no) difference on the game, but it is a nice glossy touch. And unlike the arcade machine, which can become very confusing at times, it has done away to look at good graphics which leave you so concentrated on the driving and not whether an object is a tree or not.

The sprites are great and move at a fair rate (faster than *WEC* *Le Mans*, for example), although to compare them with the original would be like comparing the *Hurtblood* of *Rome* to *Arnold Schwarzenegger* in a physical prowess competition. The music is also very polished, and the gameplay goes to prove

why the 64 is, and always will be, the top 8-bit machine when it comes down to games.

*Power Drift* is a very good conversion, and as

long as it keeps its head above the Christmas quagmire, it quietly should show in the form of a high chart position. 84



▲ Take him, take him, caught!



▲ His life was racing, his death was agony.



92%



**EVROPE**



**Title:** Turbo Outrun  
**Supplier:** US Gold  
**Price:** £9.99, £14.99

The decade finally draws to its conclusion, and many events have hit the computer industry headlines in that time. The main event would have to be the incredible rise of the computer games market, and now that the shelves are stocked with quality product, it becomes harder and harder to sell good software.

US Gold has never really had many problems, with a string of Christmas number ones to line its portfolio. One of which gets to mind almost immediately, for it is the sequel to the game destined to take the top slot this year.

Outrun was incredibly popular on the C64, which

was quite amazing as it was the most overlooked piece of drivel seen in a long time. It was programmed by Amazing Games (not Probe, as many people believe)

and did not emulate the arcade machine in any satisfactory way.

Now US Gold has launched its official sequel onto the awaiting crowd, and I don't think anybody

would feel cheated this time. Probe Software has actually programmed Turbo Outrun, and if shows that perhaps it should have done the first one too. For Turbo Outrun, in a



# TURBO OUTRUN





▲ The Ferrari F40 - a mean machine

► MINI TRAC, 2000, 2001



Christmas market full of racing games, is the best C54 racing game this decade (ie. Turbo).

Turbo was rather lost in the decade behind such gems as 'Hard Drive', 'Power Drift', 'Commercial Crisis', and 'Chase HQ' (at least of which being selected on home computer format this Christmas) which is a shame because it was every bit as good as the rest. It was a hydraulic

machine again, had several more tracks, and added many novel features to the old favourite. It was bloody fast, furious and most definitely fun. And therefore it seems a shame the loser to convert to the C54 (as excellent as the old faithful is).

Robe didn't think so, and what a great decision that was. The C54 version is brilliant, and I should imagine it would be hard to better it on any other format. Every option found on the original machine has not been overlooked, and although the final product has had to become multi-load, it is done with such panache and style that it doesn't really notice.

You are the driver of a Ferrari F40 (so step up from the Testarosa last time) and you have been challenged to a cross the United States road race. Now you're not one to 'wimp out' of things like this so you've agreed. There's one prob though, whoever wins the race wins your gorgeous blond driving companion (and I'm not talking about your prize-winning Alghon board). The other poser is in a

► Burn up that car street.

white ponche, so it's pedal to the metal time if you want to keep your girls.

There are sixteen check points to make in all, each in sections of four (ie, four different loads) and after every fourth track there is a bonus section, plus a pit stop. At the pit stop you can add extensions onto your car to ensure better handling, and the bonus adds points on your score.

The controls are the same as every other game of this ilk, so they shouldn't be a problem, and the gameplay matches the graphics in quality. You can shunt cars out of the way (although it does slow you down), and it has the added feature in the inclusion of a turbo button (change the title).

Once the turbo is activated, you will fly around the course at an alarming speed, but this causes your engine to overheat and you must wait for it to cool down before you can hit it again.

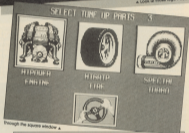
The graphics are very good, and very fast, but it is its presentation that completes the game. Every option is graphically brilliant, and if I didn't know better I could have sworn it was an Amiga game. Soundwise it is also excellent, with several different original tunes blasting away during the selection screens - tons of digitised voices and car sounds included.

Probe has done its best conversion yet. US Gold has released its best licence. And I, the humble reviewer, have just experienced the best racing game!

94



▲ Looks of those legal Probe!



98%

**A**s sports go, golf is mighty peculiar. Human in unfeeling disgusting fives and jumper settings long stick long stick hits small round ball, small round ball flies

# CHAMPIONSHIP GOLF

Title: Championship Golf  
Supplier: D&H Games  
Price: £9.95 Tape

through the air and lands, eventually, in a small, dark hole, all for the sake of fines and pleasure (and large, very large amounts of death).

Championship Golf is the first game, to my knowledge, to accurately simulate a season of professional small ball hitting. Sure, there have been others that attempt to capture the feel of the game, and even some that have succeeded (Leaderboard, for instance), but where are the long term managerial qualities? In the nineteenth hole, no doubt.

And so D&H's new jobby breaks new ground, but is it ground that could turn out to be a rather boggy swamp? I hope not, because CG is a valiant effort and one that had me gripped for hours. Confitbody who says "Conf" will be severely dealt with - Ed.

The gameplay is surprisingly simple (even more so than the D&H footy sim). You are a golf star of the future and, using menus to select certain actions, you must become the world champion and biggest money winner. There are only a few options to select - practice, bank, next tournament and sponsorship being the most important - and then it's onto the match. You can enter minor (recommended for the wannabe golfer) or major tournaments and you have ability levels in four of the golf disciplines -

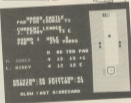
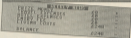
bunker shots, chipping, driving and putting.

You can practice and build these up to a limit of ninety nine, although when all four are at their best you are still not guaranteed success. The tournaments carry different entrance fees, so you can only enter those that you can afford.

Betting is also a major factor (well it was for me!) and if you choose the right golfer to bet on at the right time you can be very rich indeed.

The game has three skill levels, and it takes hours of dedication to go through a season. There is the ability to save games, and load them in at a later date, and this would really need to be employed as Championship Golf is not one of the faster simulations you may come across. This is its major fault, but if you're as patient as I am you will find a very rewarding 24 hours ahead of you.

Championship Golf is the Football Director of golf, and seeing as Football Director is one of my favourite games of all time, my word should be carefully considered!  
BH



82%

PRACTICE	
1. DRIVED SHOTS	37
2. CHIPPING	38
3. PUTTING	43
4. DRIVING	38
5. PRACTICE ROUNDS	
H. NEWS	
HOURS AVAILABLE 10	

# SPORTING TRIANGLES

A quiz about trigonometry? 

Title: Sporting Triangles

Supplier: CDs

Price: £9.99 Tape, £14.99 Disk



The game of the TV programme, and just like the show, it's an adequate but sofly dull little item.

Sporting Triangles is a sports trivia quiz, that can be played by one, two or three players, or teams with computer opponents, of varying abilities, available when necessary. You initially select one of twelve different sporting categories as your specialist subject, and have the option to set any length of time limit for answering.

The game consists of seven different rounds, and these are basically the same as in the original show. The first two rounds are Standard Question rounds, with each player getting a single question in any of the three players' specialist subjects, or general sporting knowledge. There's two points for the correct answer, but it's one of those games that first prints the answer, and then asks you to enter whether you were right or wrong. It's therefore very easy to cheat, and win every time! (I wondered why you were so good at it - Pak.)

The next round is 'Hit for

Six', where you get six goes to guess the answer, after being given clues of increasing obviousness. The quicker you get the answer the more points you get.

Then there's more Standard Question rounds, followed by the 'Jigsaw Picture' round. This is very similar to the hit for Six section, except you get a slowly revealed, and virtually indecipherable picture to help you, rather than a series of written clues.

The last round is best being a buzzer round, where the first to hit their button gets to answer a general knowledge question. Get it wrong and you lose points. Obviously the eventual winner is the player with the most points at the end.

It's reasonably good fun to play, but there's little in the way of graphics and sound to make the game exciting, and if you're into sports trivia, you could buy a quiz book for a lot less than this game.

The game is thoroughly bland, the sort of game with no real purpose, that still makes for reasonably enjoyable play. It's not bad, it's just not worth the money.



I bet you are a money that the one in the middle is a buzzer!

50%

# BARCAIN BUCKET

Title: Soldier Of Light  
 Supplier: Rod  
 Price: £2.99

75%

It is dull, like his head off!

**S**oldier of Light is yet another budget release, this time from newly formed Rod Co (division of Spide/The Edge). It faded into obscurity last time around but at the price of £2.99 it should do fairly well.

It is based on the successful Taito machine (so successful nobody in the office has ever heard of it) and seems to be average shoot-em-up material. You have to visit a planet, wipe out its inhabitants (using a variety of weapons - some of which you'll find along the way) and return home in time for scores and medals.

Everything about the game is average, and I suppose that's what makes it a good budget game. Worth £2.99, but not much else.

BA



\*Inball market

One, don't be look mean!





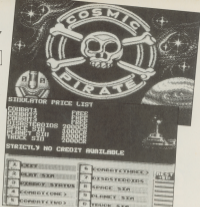


**Title:** Cosmic Pirate  
**Supplier:** Dyrcebook  
**Price:** £2.99

**A**s budget games go, they're either a reasonable game re-released or a really soft original one. Dyrcebook have released what could be seen as the best budget game ever!

Cosmic Pirate will be recognised by any 16-bit gamer as the same game that was released for the Amiga and SF at the beginning of 1989 (by Palace Software). On the 8-bit it sees an immediate release at a budget price and this must be the scoop of the year. The game, on the C64, is brilliant and would more than hold its own in the full-price market.

You play the part of an interstellar pirate, who



must complete piracy missions in order to earn mega-bucks and therefore buy extensions for your ship. All the original Amiga options are there, even the food and save game abilities. The graphics are great, the gameplay is superb, the sound is

excellent, and if you don't buy this now you have a

brain the size of an amoeba!  
**RM**

**Title:** Pro Mountain Bike Simulator  
**Supplier:** Alternative Software  
**Price:** £2.99



**5%**

**W**here Cosmic Pirate was brilliant, this is a steaming pile of pig poo! I have to honestly say, with my hand on my nose, that this is the worst budget game I've ever had the displeasure in playing.

Admittedly, it is the first real game that has tried to emulate the trials and spills of mountain bike racing, but it is done so badly that wiping the tape deck is far too good for it.

I shall now attempt to explain what the game is about (while scratching my

teeth). You are the proud owner of a brand spanking new mountain bike and you must race another owner (over all sorts of terrain. This is done in Richard style (ie. split screen) but to complicate it with the Hologramic masterpiece would be a gross misjustice.

The graphics are awful, the gameplay is non-existent, and the price is £2.99 too much. Luckily I had a great escape when it crashed after only the first playing...  
**RM**

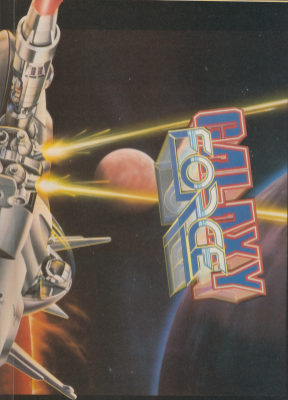


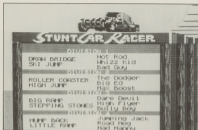
  
**ACTIVISION**

**SEGA**

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downright hair-raising. You can practice on any of the circuits but the real object is to race against the computer-controlled opponents and progress through a league structure. There are four divisions each based around just two of the eight circuits, and you have to compete against two other drivers for a total of four races each season. The driver with the most points wins promotion to the next division, taking on more difficult circuits and more competent opponents. If you can manage to be Division One Champion, this means you can gain access to the Super-

# STUNT CAR RACER

Title: Stunt Car Racer

Supplier: MicroStyle

Price: £14.95 Disk

It's the year 2000. Formula One Grand Prix Racing has been banned for the past two years ostensibly on the grounds of safety, and now

the world's top racing drivers compete on the spectacular and dangerous Stunt Car circuits. At least this is what it says in the introduction to the rather

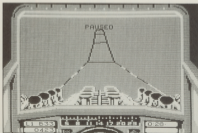
splendid title diving game from Micro Style.

There are eight different circuits, ranging from the reasonably straightforward to the

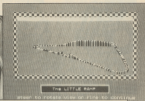
League. This works along exactly the same lines as the other league but you get a faster car with better acceleration and braking.

Just how much faster the Super League cars are I never even got close to finding out, since as with so many of these racing games, it is practically impossible to win even one race. The opponent always shoots off in front of you and if you can even keep him in view you're doing well. One particularly good aspect of this game however is that, at least on the easier circuits, it doesn't take a lifetime to practice to be able to complete the course without crashing. It might be really hard to win, but at least you can actually finish the races.

The controls are very nice. You don't have to keep the joystick pressed forward all the time, since



▼ A safer coaster of a game.



once you've reached full speed you will automatically stay there unless you brake. This also allows you to take advantage of the auto alignment feature, which means that on straight sections of the track you will automatically keep on line, only having to worry about steering at corners.

If you do manage to crash there can be some quite spectacular ones since most of the circuits are elevated some way off the ground and you spin and fly through the air on your way to your doom. Still, a crane will undoubtedly winch you back up onto the circuit to carry on your by now pointless pursuit of the opposition.

The graphics are really very good with a nice 3D effect and some quite convincing looking corners and things. The colours are sensible, the sound is good and overall it's a very good, very complete game. Terrific.

BB



▲ See that engine, Bob that's named, Robbie that crank shaft.

▼ Bong, bong, chilly, chilly.

Is that a car I spy in the distance? ▲



# POST APOCALYPSE



Welcome to the only letter column hosted by a gun-wielding, psychopathic madman. Here he is, 'The Postie with the Machine'; 'The Maniacal Mailman'; Post Apocalypse himself.

## Grovel, Grovel

I have recently read an article in the trade magazine 'Computer Trade Weekly' that suggests that 'YC' is to change dramatically. I would just like it to be known that I support you in every way. The C64 games market is one that has been very well supported by magazines in the past, but as we approach the nineties, everybody seems to be changing direction.

Zip is becoming more Amiga oriented (and aimed at an even younger market than before), CJ is moving away from the 64bit Commodore to a ferocious rate, and CQ has never really catered for the 64 gamer. Your Commodore, on the other hand, has been gradually realising that the market out here is very strong, and will continue to be so for quite some time.

I also commend you on the decision to put a cassette on your cover with free games on it, no longer will we have to contend with snobby speedy owners 'boasting' about their retrospective 'rags'.  
Philip Sharpe, Glasgow

PA: Aaah, what a great piece of scabbie to eat off with. De only prob is I don't get to yuse me Pluton Blast (TM) yet.

## Plutonium Mega-Death

Having been a regular reader of YC (for a goodly number of years) I note with some interest the recent changes to the mag. In the past, YC had, (after some time, got the content of the mag just right, viz. computing, hardware, tech tips, education, etc., and lasty games' reviews (being the lowest priority in my estimation).

Not only has the flat spine gone (an ideal method for identifying volumes), but also a change of content, with the emphasis being on reviews, games and features.

Ahh, why are you covering the Amiga when **ANGUS** produces (?) a mag just for this machine. Please remember that there are serious users out here in consumer-land and rectify some of these retrogressive

improvements',  
Yaugh's liter,  
Holtread, Jasev



4 Your Amiga - The Entertainment Magazine

PA: Yaugh's, I'll 'oln't never gonna forget did these one 'entous' users out there, and the sooner I can sound 'em up and Bill 'em, why make 'ole that the alone layer in the year 2000, de better.

## 16-bit Bower

I've recently dvelled on the idea of upgrading my humble C64 to a 16-bit machine but I don't know if I would rather go for an ST or an Amiga. Can you help?  
Sam Trape, Romford

PA: Can I 'elp? Of course I can! bloody 'elp, what do you think I am a technical genius? Anyway, stick wiv the old shoefbox, it's got years ahead of it!

## Chrissy Capers

Now that Christmas is nearly upon us I would like to know what games I should be asking Santa for.

I think Ghostbusters II would be a good one, but my brother reckons that we should plump for Power Drift or Turbo Outrun. Please help us to make our minds up.  
Peter Smith, Manchester

PA: All of them games sound good, but my favourite Christmas game is

where I polish off the Turkey, polish off my mini-bassoons, and then polish off the Carol singers!

By de way, Santa don't exist, it's just ya Dad dressed up in a posy red overcoat, and cotton wool stuck to 'is face.



4 Ghostbusters II, play it while you wait your publishing!

## Alternative Comic

I'm just writing to thank you on the inclusion of a regular Comic column.

For years I've been collecting Marvel, DC and 2000ADs, and no magazine has bothered to cater for the games who have other pursuits. One question though, who is Stuart Green?

Eric Hopper, Bristol

PA: Stuart Green is do Ed of 'Speakeasy', Britain's premier comic magazine, so he knows what he's talking about!

## Games, Games, Games...

Are you, or YC, going to be doing a readers' awards scheme this year, where we get to pick our best games of the year? If so I've included a list that should get people to do likewise.

Best Arcade Game - Phoenix  
Best Arcade Adventure Game -  
Dooman The Movie  
Best Arcade Conversion - Dynamic  
Dux  
Best Sport Game - Kick Off  
Best Company - Activision

I hope this helps,  
Tom Unfield, Leeds

PA: Yep, there's nothing quite as boozing as lists, but de Ed 'as decided to do a award ting anyway, Yawn!

Well, I think that's about it Graywax! If you've got something to say to the rest of the YC readers, and you don't feel like writing your two fingers out of ya blue Conna or 'em, drop us a line and I'll do me very best to slag ya down!

The address is:

Post Apocalypse,  
Third Rod Heap on the Left,  
YC,  
Argus House,  
Boundary Way,  
Hemel Hempstead,  
HP2 7ST

See y'all, and don't fail in a bucket of puke, it rains ya best studded posing pouch...



# ALL CHROME AND BIMBOS

Alex Bards Reports



**THE TIME:** Sunday, 23rd October 1989, a blustery afternoon typical of the British autumn.

**THE PLACE:** A huge thing called Earls Court, with 'Motorfair 89' splattered all over the walls.

**THE CREW:** A lone photographer and myself..

**ASSIGNMENT:** Check it out!!!

**T**hats right, the London Motor Show has been and gone for yet another year, and yet again the public turned out in droves to ooh, ah, and ogle at a collection of (mostly) four-wheeled things which the majority of them couldn't possibly afford.

It was the British car industry which captured all the headlines this year through - with the Japanese pre-occupied with their own show in Tokyo, here was the ideal opportunity for the union jack to take the limelight and plant it firmly on Europe.

And they did so with gusto. The Lotus Elan, the Rover 500, Rover's new 200, Vauxhall had the Gallop, Lotus Carlton, and Cavalier 2000000, Jaguar's JCR 4.0 and 6-litre 6.5 V12 were in evidence, and even Ford got in on the act with the UK debut of the Fiesta XR3i. Land Rover too had the Discovery and Range Rover Vogue ready for all to see. And the foreigners' response? A couple of new Mercedes (including the sporty 300SL), Mazda's MX-3, Nissan's

4 & sporting Mercedes



▲ A heavy lift off the wall  
outdoor



▲ 3 Cars to look  
the latest 21.



▲ I'm getting tired of this, where's the  
bitch.



▲ The latest Swift Turbo, looks from  
a very small model that is a big  
life on a very windy day!

2000, and the very noisy, very  
pricey Renault 348 was the fastest  
response - not very impressive  
really.

Highlight of the show for many

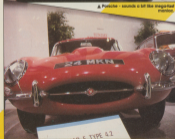
proved to be the Lotus Elan - Lotus  
for new model in well over 14  
years, now made an impression on  
an awful lot of people, and at  
£20,000 is almost affordable too.  
Quite frankly, it left me cold, maybe  
if I could let me have a go... I wish  
to be cold, with an Isuzu-designed  
turbo engine, the motor puts out  
165 vph (very big horses, also bhp!)  
with ease. The controversial aspect  
of the thing is the front-wheel drive,  
with the trend towards dual drive,  
aren't Lotus off-track a little? Not  
really, "we think it's fulfilled the three  
90s, 90% of customers can use 90%



Here's the limbo! &



& Porsche - sounds a bit like mega-fast maniac.



& The Jog i-Type, nothing like & Type.

of the performance 90% of the time." I'm tempted to say why not try it for yourself, but at twenty grand you'll be forgiven for passing on that...

Taking on the foreign supercar monopoly is Panther's new Solo - for 40,000 says you too can drive what is arguably one of the most attractive vehicles on the road, the Panther Solo combines impressive power (204 bhp) with incredible road handling to devastating effect: this car is beautiful from top to bottom, inside and out, and if you haven't guessed already, I want one! That said, there's a healthy waiting list for the one - Panther took a wrong turn a few years back when trying to run before they could walk, and the result has probably upset a few people: it'll be miles everywhere though when it's parked outside the door.

With a (damned) maximum speed of 150+ mph and 0-10 in 3.6 sec, there are very few cars on the road today that'll leave this little baby or the lights. I was impressed, very impressed, although the garish pink color of the show may have put a few people off, Panther's joke or no Panther's joke.

Sell with those cries of "ouch", "ahh", and "HOW much?!", Panther's latest, the 348M, weighed in at a mere £64,500 - with a body that was very low and very side, the 348M has excellent pedigree, and there's no reason why the offering should be anything but up to the mark. It was pretty to look at, if somewhat on the aggressive side in terms of styling.

Back to British now with the Austin, based on the Jaguar XJ3 this monster was the latest William Town creation and one of my personal faves to look - more later but don't hold your breath to get hold of one, £46,790 at your local NDS!

The other big money award goes to that old faithful, Rolls Royce. The newer designs will all have you digging into your pockets after the first £100,000 - a life of luxury never came cheap for anyone, did it?

The Germans made their presence felt, with the new Mercedes 300E, BMW had the Z1 roadster on their books too (though the much vaunted 500 was conspicuous by its absence). Oh yeh, Porsche saw fit to show off their wares, including the 944 Turbo and 911 Carrera 4 Cabriolet, the metal touch hasn't left them yet. Aaa, curiously, I think I saw one of them two-wheeled things on the BMW stand, surely some mistake...

Returning to Earth once again, away from all the glitz and glamour, by far the most interesting features of the show were those stands choosing to peep into the history books - in association with the Sunday Express, the extra special 1964 Show brought a smile to the face of just about everyone who could remember that far back there were lots of fans around 25 years ago, and being mad on cars is a tad that's never gone out of date.

Brooks is a name that many people won't be familiar with, they are a new company specialising in the auction of collector's cars - launched earlier this year, it's a one company that knows what it's all about. Their massive stand came no less than £1.5 million in their very first auction. This stand made the show for me, and my companion was at pains to drag me away from this one, and I still made it back a couple of times... For a few of our quick hours I honestly thought paradise had paid me an early visit. Gorgeous. Loved it!

For those unlucky few who couldn't make it to the Motorshow, there's always the Motor Show at the NEC Birmingham next year, where the likelihood of more surprises is quite high. Make it a date!

**BEST OF THE BUNCH:** Panther Solo and the Railton.  
**BEST STAND:** Brooks of London.  
**BEST BANGS:** Hyundai and Mitsubishi.



For the chance to go down the slope on it



# HACKATAK

**Y**es folks, it's Hackatak time again. No game is too big for the gamestealer Kirk. This month find cheats, codes and guidance to help even the worst game-player crack those impossible games. Anyway, enough of these frivolities and on with the tips.

Having trouble with the new System 3 game, **BUSHER?** Leave your coins behind as we go on a guided tour through the first level.

First, you will need to find the **GUN**, **ACID BOTTLE**, **WATER BOTTLE**, **ASSASSINATION** (this is found in the **LARGE DOOR**) and the **MAPLE**, all of

which can be found in the desert.

To fill the water bottle make sure you have the knife and water bottle showing in the object/weapons display. Now find a cactus, stand left or right of the base and stab to refill your water supply.

Find the cave entrance and enter it. Once inside the cave enter the first small cave entrance you see. Inside should be a chest which can only be opened by punching or kicking it; inside the chest you will find a book which tells of the talk awaiting you. Find the pool of water; here you will see a coccodile; kill it with your knife. Now enter the end cave past the pool of water and pick up the gold nuggets and

the madmen. If you use the book while standing in front of the wall of the screens in level one will be shown.

Leave the cave section and use the madmen to drop down the bushes. Keep walking right (avoiding noies); you'll now arrive at the end of the level where you will see a giant slug; chuck the acid bottle onto the chains that hold the slimy creature and this will release him. If you feel mean you can shoot the slug and watch the effect it has, but you cannot kill it; to finish level one leave the screen by the top right corner.

Perhaps someone could send in the rest of the solution?

## Licence To Kill

Reset the computer and enter the following code:  
POKE \$448,173:POKE 11365, 173 - Unlimited lives.  
POKE 12494,173:POKE 13091, 173 - Unlimited bullets.

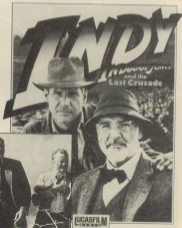
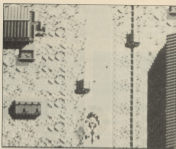


## Indiana Jones And The Last Crusade

A rather nifty rear-poke for this really game. Load it up, reset the computer, enter the poke you want and (kiss your uncle?)  
POKE 32552, 173 - Unlimited lives.  
POKE 37253, 173 - Unlimited whips.  
POKE 35756, 120 - Unlimited torches.  
SYS 32092 to start the game.

And for those poor people not lucky enough to have a reset switch, A CHEAT MODE! I'm too good to you lot.

Hold down the keys F13-H to activate the cheat mode, use keys 1-5 to wop to different zones on the current level, 6 to advance a level.



## Phobia

Here's a quick tip for the very hard shoot-'em-up. At the end of the game ignore the "Rewind" tape message and leave it running to load the next level.



## The Real Ghostbusters

Rather familiar cheat this, when you die do not rewind the tape let it run to load the next level with maximum lives and laser power.



## New Zealand Story

Nick Farrow tells me that holding CTRL and LEFT-ARROW will allow you to advance a level, soody you still have to fight the end of level monster.



## Altered Beast

The Col version of this game has no continue game option so to make things easier select a one player game and play until you are just about to lose your last life. Now quickly whip the joysticks into the other port and press fire, if you have two joysticks then use them, as if you need killing! Using this method gives you twice the amount of lives. Car bimy gunner!



## Batman The Movie

Finish level one and load up stage two, get killed, ignore the rewind tape and leave the tape playing for mega lives in the later sections of the game. Wow!



Well, the curtain falls yet again on another Hacktabook, I hope you will join me next month for another tip filled page. If you think you can offer some advice, maps or photos on the later games then send them to me, and you could win some of the latest software! To go,  
Kirk Butler

HACKTATAK



**S**ick. Well, that's what some people call me. Just because my idea of a dream holiday is two weeks down Southend sea-front on a continuous diet of vid and chips. Just because I'd rather spend an evening playing pinball than go four rounds with Samantha Fox. Just because I'd sacrifice my left kidney to be able to persuade all coin-operated equipment to work for me without dropping in the currency. Sick? Noooooo. Deranged. Bizarre. Unbalanced. Disturbed. Loopy and mildly out to lunch - well, maybe -

## NEON ZONE

but all the better for you - as it is my life's work to play every vid, pinball and electronic entertainment in existence in order to snare the wheel from the duff and save you a whole lot of headache and ice-creamies - down here in the Neon Zone.

With the 1990's looming before us, arcade are getting more and more fun than ever before -

compared to home computer games. The reason for this is simple. Once you've bought your own home computer (and shelled out a fair amount of money for it to boot) you are stuck with it for a number of years. And it's the same for the hardware manufacturers. Once they've gone to the effort to design, manufacture and market a machine, they aren't going to rush

# S.T.U.N. RUNNER

out and replace it with another super hobby machine the very next year.

Arcade manufacturers have no such limitations. Every time a new PCB game is designed, if they desire, they can completely alter the hardware configuration of the board, taking into account new advances in chip technology straight away. Hence a lot of the new games - *Hard Driver* for instance, or the superb *Winning Run*, have loads of memory, custom processors and two 68000's (the central processor is the Amiga's) thudding away to produce all those fab effects.

The fact was, in the beginning of home (computing and video) games, the hardware in the current home computers was comparable to the configurations of the latest coin-operated games. *Defender*, that Williams classic, fitted into Z8K and had a 6809 chip controlling the action. Now, however, the top-end coin-ops are pulling away from the top end of the home sector - fast!

*S.T.U.N. Runner* is a good example of this extraordinary computing power being used to good effect - the latest from *Acad Games*. This is very much a follow-up to *Hard Driver*, in that it uses tiled polygon techniques, like *Rayline Software's Corner Command*, but boy does it go fast.

Originally envisaged as a direct follow-up to *Road Racers*, this has you controlling a speeder along different race tracks, up against a strict time limit and opposition that has an annoying tendency to get in the way.

Controlled quite intuitively by a 'yoke' kind of joystick, it is an exhilarating experience as you rush

along open sections, then move right up onto the sides on the tunnel sections, using the techniques that speed sled drivers use for optimum speed, taking the outside line on corners (so you're almost perpendicular to the surface of the track) to gain momentum.

There's tapping involved as well, of course, so as you seemingly fall down the track, you can blow away (and get points for) the slower 'blocker' vehicles, although these are indestructible black drones that you have no alternative but to avoid.

The slowdown unit (it's like being inside a motorbike) and the feel of the game itself is very similar to one of the first - and arguably the best - video-arc games, which was called *Star Rider*. It's a tribute to the programmers involved on the *S.T.U.N. Runner* project that five or so years on they've been able to emulate that kind of exhilaration in software. Highly recommended!

Next is a cautionary note, however, that points to the fact that throwing large amounts of technology at a game doesn't always make it a good one. Now Capcom, about a year or so ago, brought to near CPS system onto the streets, with a game called *Forgotten Worlds*. The CPS system was a generic mother-board that Capcom had spent a whole lot of time and money developing - the heart of which is a couple of custom chips that out perform just about anything else on the market.

*Forgotten Worlds* was a great game and most of the games released using that system since

then, *Ghouls n' Ghosts* (the follow-up to *Ghouls n' Goblins*), *Wallow*, *Dynasty Man* and the most successful *Slinder*, have all been pretty good. Now we get the latest of the lot, *UN Squashon*. And boy is it bad.

Due to the power of the CPS System, you have huge numbers of very colourful, massive sprites, rushing around at broadband speed. The thing is, it's a tedious beyond words horizontal scroller that is about as exciting as a five year coma.

The plot, for what it's worth, has you initially choosing a pilot/potato combination, each with slightly different firepower and handling characteristics. The choice: A Japanese flying a Tiger Shark, a tank flying a Tomcat, and a Dutch flying a Thunderbolt. Try an international selection, blight international relations (I'm not to the north too) are involved somewhere, but even though it looks pretty, you soon find yourself dropping off as you aimlessly blast away. Come on Capcom! You have the technology - now try and use a bit of imagination!!!

Now there are some boys that know how to put together a horizontal scroller. I like them, standing for Innovations in Recreational Electronic Media, the company has been quietly getting on with it for some time, producing nice games like *Dragon Breed*. They



newest, *3-Multiply*, does nothing radically new, but the thing grips you with its playability and intriguing graphics.

One of the first power-ups you get gives you these remotes that move around in response to your movements of the ship - and you can fire from them. The effect is spooky! The game itself - horizontal scrolling, collect power-ups and mow down aliens, based on a scenario inside someone's body!

Why is it so fun when the technically superior *UN Squadron* is not? It must come down to playability and play-testing. All you can say is that one is a great blast, while the other is a heap of doggy-doo. And who said there was no mystery in the world of electronics?

Finally, to finish off this month's offering, it looks like shooting games are about to undergo another revival - after a very short respite during the summer of this year.

The phenomena that was *Operation Wolf* from Taito was followed up unsuccessfully by its two player *Operation Thunderbolt*. Meanwhile, *SMK* came up on the inside with a very playable two player shooter called *Mechanized Attack* which was well received and did very well for itself. Now *SMK* have gone one better with *Deer Buster* - a three player cross between *Mechanized Attack* and *Sporehouse*. *Sporehouse*? That's a *Namco* game that has you taking on the character of a maniac wearing a hockey mask who, meat daver in hand, roams on all sorts of sicko nasties. Particularly surreal is the scene that has you fighting off a roomful of pink, giant maggots. Kill them all off and you see a corpse hanging by its neck in the corner. Odd. Then a fat maggot burrs out of its stomach and latches on to your neck. Careful or what?

*Deer Buster* has you (plus up to two pals of course) blowing away assorted gobs and unsavoury types which dipel into piles of goo when hit. Then you get the end of level nasties, like a huge worm with razor sharp teeth. Not a game to play after a good lunch.

And now at last *Sega* has entered into the shooting gallery bloodbath with a two player game called *Line of Fire*. Set in paroxysm stage, it features great graphics and sound, as you'd expect from *Sega*, with you supposedly progressing around a fixed track on the back of



This country's going down the tubes. **A**



**A.S.T.A.M.** Better, not a serious disease, not the "Chronic Tunnel Simulator", but a whoopee idea, fantabulous arcade machine!

a jeep, blasting or anything that moves. I must admit, I don't like these sort of games - but for those of you that fancy joining the gun club, this one is going to make you very happy indeed.

That's it for now - next month detail of the long awaited follow-up to *Chase HQ*, *Special Criminal Investigations*. Till then, give the aliens hell - and if you're playing pinball, don't press both flippers at once, will you?

John Cook



**ATARI**®  
GAMES



# TURBOcompo



can almost feel your jitters throbbing with excitement as you prepare for this month's mega competition. U.S. Gold, the company behind the smash arcade conversion turbo-Cut It!, is letting you in on the action with your very own Cut It! fun mini arcade machine worth £45. Five lucky winners will soon be tearing up the track in the comfort of their living rooms.

For those not lucky enough to win the machines, fifteen copies of the game are on offer along with ten posters and titty badges.

To get your mitts on one of these fabulous prizes you must draw the driver of the future, complete with gadgets and everything else needed to deal with persistent road hogs. As an added bonus the first five winners will see their creation in print (and in full colour).

The address to send your artistic efforts is:

Turbo Compo  
TC  
Argo House  
Boundary Way  
Hemel Hempstead  
HP2 7SE

The closing date is 31st January 1990.  
Normal compo rules apply.



# BygoneAs

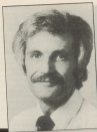
Other rogs tell you what is  
in fashion. We tell what  
are now...

▲ **MANCHESTER UNITED FC** - Once  
considered a football club with  
skilled players. Now considered a  
money bank with skilled accountants.

▲ **TAMPIES** - Young and  
upwardly mobile. Since  
the stock market crash, old  
and incredibly broke.

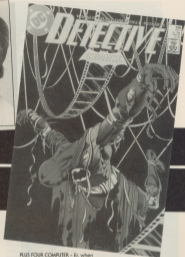
Relat Ref  
superster Ref Reming





▲ **BOUFFANT HAIRSTYLES** - About as effective as sliding a shredded wheel to your head.

▶ **BATMAN MERCHANDISE** - Now the world has gone bat! We can't walk down the street without seeing the Bat symbol.



▶ **ROLAND RAT** - Taped to buses, now used as a windshield cloth in a garage in Hackney!

▶ **PLUS FOUR COMPUTER** - Er, when was it ever in fashion? ☹



# TECH TIPS

Dear KC,

I have recently purchased a second hand Commodore 64 computer and am very happy with it. However, I do have one problem - loading games.

I have purchased a number of games from my local computer shop but have been unable to get any of them into my computer. I follow the instructions on the cassette inlays for loading on a Commodore 64 but it never seems to work. Everytime I try to load a program I get flashing lines on the screen and sometimes get a loading screen. Sometimes my computer suddenly reboots as though I had just turned it on, other the tape reaches the end but my computer just sits there and looks at me.

Can you please tell me what I am doing wrong. I know there is nothing wrong with my cassette recorder as I have typed in a program from the instruction manual, saved it onto my own tape and then loaded it without any problems.

James Sutton, Birmingham

Dear James,

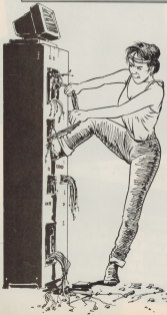
It sounds to me as if it is your cassette recorder that's up to the creek even though you seem to think that it's OK!

You no doubt already know that a cassette recorder uses a small head to read and write information on your cassette tape, exactly the same as your personal stereo or Hi-Fi. This head should be at a right-angle to the tape that is passing in front of it in order to read the information stored. It is possible for this head to move away from its right-angle position, when this happens information passing in front of the head may not be read correctly. Information that you save to the tape while the head is out of its correct alignment will be read back in without any problems since the information will be saved to the tape at the same angle as the head.

Since commercial tapes are produced to a very high standard on equipment that is checked regularly the information on your bought cassettes cannot be read by your misaligned head while information that you save can.

So what should you do about it?

What you need to do is get the head of your cassette recorder back to its correct position. You can do



this yourself using a small jewellers screwdriver and a bit of patience.

If you take a look at your cassette recorder you should find a small whole in the front panel. If you put a cassette into your recorder and press play, you will be able to adjust the head by turning the small screw visible through the hole mentioned. DO NOT turn this screw unless you are sure you know what you are doing. I suggest that you make a small pointer and stick it onto your screwdriver so that you can return the screw to its correct position if you can't improve the loading.

A number of commercial products are available that will help you re-align the head on your cassette recorder with ease. I have used the Cassette Doctor program from Tillogic with considerable success.

Dear YC,

I just love playing computer games, but, and it's a BIG but, I'm fairly useless at them. A number of magazines, and I believe that you are about to start, print cheats for games so that you can get extra lives, more fire power, etc. Many of these cheats require that you POKE certain numbers into the computer so that the cheats start to work.

Unfortunately I have never been able to get any cheats to work so I am not clear how to go about it. I have tried entering these codes before I load the game but they never seem to work.

What am I doing wrong?  
Paul Strimling, Basingstoke

Dear Paul,

In order to enter any POKES into a game you must have some sort of reset switch attached to your C64 so that you can break into them AFTER the game has loaded, not before as you have tried.

The simplest reset switch, and one well worth having, is attached to the RESET line (pin) and GROUND (pin) on the user port of your C64. All you need is a simple push-to-make switch (such as the pins mentioned and they press) your very own reset switch. If you don't feel up to a bit of home electronics then try and find someone who is. Should you ever enter the mystical world of machine code

programming then you'll find a reset switch invaluable.

Unfortunately because of piracy most computer games are protected against a reset switch. However, there are a number of commercial cartridges that will allow you to reset just about any game. My personal preferences are the Expert Cartridge and the Action Replay cartridge, although the Power cartridge offers a reset facility and a host of other features at a much lower price.

Once you've reset your game you should be able to enter your POKES with ease. Some cartridges even have built in monitors that allow you to enter your cheats without having to return to BASIC.

Dear YC,

I quite been typing in a rather long program from one of your earlier magazines (Lady Bug - June 1983) and every time I try to run it I get an error message appear. The message says 'Syntax error in line 1000'. I have checked this line over hundreds of times and I can swear to you that there is no error. Please tell me where I am going wrong before I go completely mad.  
F. Carter, Jiggite-wade, Here

Dear Mr. Carter,

This problem is as old as time itself. What you must understand is that when an error message appears, it does not necessarily mean that the error is actually in the line mentioned. Having checked on the program in question, it is quite obvious that you have an error somewhere amidst all your data statements. The error message points to line 1000 because that is the line that is POKEing the data into memory, and it is trying to poke an illegal value. Check your data statements.

Dear YC,

I am fairly new to computing, having taken it up as a hobby after retiring from work in August of this year. Although I am still fairly active, my powers of learning have obviously gone. The main problem I have is this. If I want to make a loop within a program, for example FOR A=1 TO 20 PRINT "HELLO TM" according to the manual I should follow this with NEXT A. So why do I often see in listings the following FOR A=1 TO 20 PRINT "HELLO

TM" NEXT (with no 'A')  
E. Connolly, Winchester, Hants

Dear Mr Connolly,

This is one of those problems that isn't really a problem. In effect both of the above statements are right. However, some would say that you should put a variable after the NEXT statement. By doing so you make your program more readable, especially if you have a lot of nested loops. The drawback of course is speed. If you leave the variable out after the NEXT, the computer assumes that it is still in the same loop, therefore it saves time. Basically it is a matter of personal choice. I always leave the variable off.

Dear YC,

Quite often I type in programs from books and magazines that contain masses of data statements. Sometimes the data statements are at the front of the program. Sometimes they are after all the other instructions. Quite a lot of time there are a lot of ' ' within the data line. A friend said that by putting the data statements at the front you can save time. Why is this? Also, what do the commas stand for?  
G. Holiday, Bedford, Beds

Dear Mr Holiday,

Your friend is right. If you have lots of data statements it is usually best to put them at the front of your program. The reason for this is quite simple. As you know, because Basic is an interpreted language, after each instruction it has to go back to the start of a program and visually read everything back until it comes to it's place again. By putting the data statements at the front of the program it means it does not have to travel too far before reaching where it left off. (I hope this is clear enough for you to understand).

As for the commas in the data lines, this is a memory saving trick. When Basic is READING data and it comes across a ' ' the READ statement assumes a zero, or null for strings. Therefore the statements  
10 FOR A=1 TO 10  
20 READ X  
30 PRINT X;NEXT  
40 DATA 2.4, 3.7, 5.1  
would produce 2 4 0 3 7 0 0 0 4 1.



# FORWARD MARCH

**B**ob Holm, the man at US Gold responsible for pushing strategy product, once said,

"The strategy games market has never been so buoyant," and he ought to know. Hence, in this column I will attempt to keep you up to date with what is happening in the strategy and simulation markets.

Strategy is a genre whose borders are becoming more and more blurred. While we are all happy enough with traditional war games, many arcade games are getting a healthy dollop of strategy to enliven things.

One thing you notice about the strategy specialists is that all the company titles have three initials. We have ISI, SGI, CCI and PSI. SGI has been releasing wargames firmly based on the board wargame tradition for many years. It is by far and away the most successful company in the market and has several products which are due for release in the near future. "Storm Across Europe" is a grand strategic level recreation of WWII with quarterly turns. This appears to borrow several ideas from one of my favourite board games "Hitler's War", one of those near perfect designs which, while not achieving the epic realism of such games as "Third Reich" and "Daring Doth Oster", managed to transmit a wonderful sense of atmosphere, and you could get through the game in an evening.

SGI's "Overrun" promises to bring the highly detailed and very popular "Panzer Strike" tactical system right up to date. Battalion level forces are commanded in Europe and the Middle East in "near future" conflicts (let's hope not the very-near future). The "Panzer Strike" is one of the best tactical systems around going down to the level of individual vehicles and squads. It owes a lot to the best table-top wargame systems and uses the computer to take the hard work out of calculating the effects of such diverse factors as morale, command control, silhouette and target fading. The computer also comes into its own when simulating the "eyeballs in the sky" syndrome where the table-top general can survey the whole board. In this system, the computer handles all the hidden movement and velocity calculations, so that only units you could really "see" appear





on the screen.

SSI also has another board gaming mainstay up its sleeve, a Napoleonic battles system. "Scenes of Napoleon" gives you a whole bunch of famous battles to re-fight, or you can design your own. The company also has something called "Demons Winter" under development which seems to involve a lot of barbarians, thieves and wizards, so I don't suppose you'll want me to go into all that. SSI is also continuing to release

Advanced Dungeons and Dragons products. I know the game system has a great many faithful followers but I'm not one of them.

SSI are the pretenders to the strategy crown. Roger Peating and Ian Hour started the company out of a passionate interest in wargames and simply thought they could do better than SSI - all from the unlikely setting of Australia. In my opinion they have succeeded. My personal favourite is "Teach for the Bear" - one of the few games in my collection that I will play again and again. It is based on the board game "Settle Conquer" from G&P (more info). Four players (human or computer) contest a settle clause in a game of strategy, subtlety and subtleness. Players start colonies, produce ships, planetary defenses and invasion forces. They are constantly faced with make or break decisions about investment, construction and tactics.

SSI pitches itself in producing tough computer opponents with its innovative artificial intelligence

system. The company also likes to emphasize the important of chain of command in all its games. It defines Generals twenty miles away positioning the battalions.

SSI products are available through Electronic Arts in the UK. It supports its games with a regular magazine called "Run 5" which often contains extra scenarios to support the "Majors" scenario design system, which most SSI games contain. Speaking of EA, although not big players in the strategy field (yet more, they did produce two of my favourite strategy games: "Mule" and "Action"). These are both abstract strategy gems from years ago. By asking very nicely and I'm sure the company will flag you a copy from their back catalogue.

Finally, MicroProse has dabbled in the strategy market from time to time although its mainstay remains the simulation field. With the purchase of Telecompac, it acquired Rainbow which was building a reputation for producing arcade/strategy games such as "Trojan". It will be releasing two such games under the Rainbow label. "Epoch" is an intriguing title which involves Machiavellian goings on in a medieval court. All the kingly art of economics, conquest and diplomacy are included with a spot of Earl Rynn stuff thrown in for good measure.

Carrier Command is still "coming soon". The game is substantially different to cater for the machine's well known dislike for handling

vector graphics and 3D filled polygons. Let's hope some of the strategy bugs present in the other versions have been ironed out this time.

Little Singleton is a name which needs no introduction for strategy fans. Although the final part of the "Lords of Midnight" trilogy never turned up, his next release should make up for it. "Starlord" is the long awaited home computer version of the very popular play by mail game (which was - or perhaps still is - available on Magonet). The number of players has had to be cut down a bit to a mere ten rather than the dozens involved in a PBM game. These can be human or computer opponents.

The idea is to conquer planets, build up forces and eventually take on the Imperial Forces of the galaxy's centre. Once there, it is a simple matter of stopping all the other players who are trying to do exactly the same to you. Diplomacy, alliances and double dealing are the big things about "Starlord". I suspect that people will get the hang of the game mechanics playing the computer and the Royal Mail will then make a small fortune with discs whizzing around the country as people play by mail on the cheap. Composed to shelling out £1.50 a turn as it used to cost on a mainframe, MicroProse are promising an arcade shoot em up element, but I do hope this can be ditched or it might prevent it being played by mail. Lee Padden

# FLAME ON

Finally, I must apologize for the non-appearance of Heligan/McCarthy's 'Seri' in *Crisis*. After all, how was I to know that some beer-swilling Sun reading printer was going to declare it obscene? And that, after I had declared it a highlight of last year in my first column, *Asch*, the perils of a three-month deadline and sneak previews...

You can imagine the scene(s) that led to 'Seri's' non-appearance: "See guv, 'ave you seen the robbish em?", says our Terley drinking protector of the Public Good.

Enter stage left, The Manager: "Yes George, you're right. It simply isn't the kind of thing we should be putting our name to."

One can only regret that the management of Fleetway, publishers of Britain's most radical mainstream comic, felt compelled to take the legal advice that said there was a possibility that *Seri* may have been found obscene in a court, and decide to follow their printer's example. McCarthy were courted by every trendy mag in London in need of a connecting dose of radical comics.

Now, if you're the minute reviewer are out what must one do? Maybe now that I am a paid journalist those generous people at Titan Books would send me on a round-the-ear voyage into the world of French comic artist Moebius?

## A European Excursion

Moebius is to comics what your grandparents' Led Zeppelin records are to the history of Rock ie, absolutely fundamental to an understanding of the medium. Moebius started big, as artist on THE Western strip. With Blueberry he has managed to hold the proud nation of France to ransom for twenty-five years. Started in 1963, Blueberry was only finally completed in 1988 at a cost to the french of millions of

of Appel-Guery, and metamorphosed into one of the great architects of modern ad-ff. Sometimes, its pages soar, the alien concepts transcending the limits of pen and paper as they tell their universe spinning epics.

They are populated by other-world characters that seem to be made up from every race, real and fictitious, that have ever inhabited our culture. It's a utopian vision for sure, but like Star Wars, or the great superhero myths, you'll believe a man can fly. The local, satirical in three parts over here, tells the story of Everburn John Difool as he is led on a galaxy spanning rite of passage quest to the centre of 'everything'. The dramatic cut from planet to planet, ship to surface, as the protagonists are led onto their final confrontation with the ultimate evil, are achieved with a skill that maintains belief and awe in equal measure.

In *Upon A Star Sea* and *Area* are forced to land on a flat, featureless planet with only Te's museum of the universe's monpart between them and certain death. The only old 'jology' that works is a 'Trojan' Circus dating from circa 1936. It is wheeled out from the spaceship's hold over two panels to glide smoothly to a halt on the desert surface of the unnamed planet. It's a brilliant juxtaposition, the old car and that alien desert environment, that somehow makes you want to laugh and sigh at the same time. Life, is made of such moments.

If you hurry you may just be in time to catch an exhibition of Moebius' originals or, at all places, The Natural History Museum, where his work is displayed alongside some examples of natural crystal. Or maybe you Terminal Rick could borrow a copy of your brother's *Water Heavy Metal* to have a look at the Moebius computer game.

Thanks to Liz Goy.  
STUART GREEN

Moebius: The collected fantasies of Jean Giroux: 1-6 (Titan Books) £3.95  
L7 blueberry: 1 (Titan Books) £5.95  
The best 1-3 (Titan Books) £3.95  
The Rock Festival: Natural History Museum until March



1. "It was dirty case. A case that didn't suit her."



2. "You wouldn't think it was Ronnie Goodell under there!"





## THUNDER DRAGON



# WIN YOUR OWN CAR!

Seeing that this issue is packed full of driving games, car features and stunt driving we thought that it would be great to give away a car - radio controlled of course.

**Y**C has teamed up with one of its sister publications, Model Cars, and has a great prize to offer one lucky reader. The reader of the list named entry pulled out of the hat following the closing date will become the lucky owner of their own radio controlled car, worth over £100. The car, a Tamiya Thunder Dragon, comes ready assembled and has its own radio control unit.

### The Competition

So what do you have to do to win this fabulous prize!

Below you will find the names of five different models of car.

Unfortunately we have missed out a number of letters from every name. All you have to do is fill in the missing letters.

When you think that you know what all five cars are, write the names on the back of a postcard or sealed envelope, together with your name, address and telephone number and send it in to:

**YC - CAR COMPO**  
**Argus House**  
**Boundary Way,**  
**Hemel Hempstead**  
**Herts.**  
**HP2 7ST.**

The closing date is January 31st 1990, entries will not be accepted after this date.

Entries will not be accepted from employees of Argus Specialist Publications or Tamiya. The restriction also applies to employees families and agents of the companies.

The editor's decision is final and no correspondence will be entered into.



### The Cars

Fill in the missing letters. All of the names are models of cars.

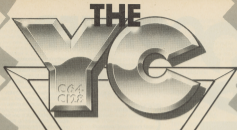
1) E - C - - T

2) - N G L - -

3) - S T - -

4) M - - R -

5) - O - - E - O



# WOBBLING AWARDS

## 1989

**W**hoopie! Hooray! It's that time of the year again where we ask you, the ever so intelligent, omnipresent readers, to vote for your favourite C64 games of 1989, and if you don't we'll send round Post Apocalypse to rip your privates off!

All you have to do is send us one nomination for each of the categories and you could be the lucky winner of a copy of the 'Game of the Year' when the announcements are made. We'll be giving ten of them away so get them entries in by the 31st of January, or else it's rusty pliers time.

1. Game of the Year
2. Arcade Game of the Year
3. Simulation of the Year
4. Adventure of the Year
5. Best Software House
6. Programmer(s) of the Year
7. Best Game Music
8. Best Game Graphics
9. Favourite Games Advert
10. Worst Game of the Year

Send them to the usual editorial address marked "YC Awards".

# CORNER CARTRIDGE

In the ever-present search for the Ultimate plug-in aid we put the power cartridge under the magnifying glass

By S. Wickham

Since the days of caves and fire axes, man has struggled to make life that much easier for himself. He invented fire so that he could cook food making it easier to eat. Later he invented the wheel so that getting around was much better. Eventually he made himself a computer that would take care of a thousand tasks, thus leaving him with plenty of free time to pursue more pleasurable activities.

Not content with having this wonderful grey box sit on his desk, bed, lap or wherever he might have it, he decides that he needs something to make using the box easier. Hence the dawning of a new age. The name of this new era... Cartridge Age.

Over the last 4 years or so we have seen many different kinds of these Toolkit aids appear. Some have come and gone overnight. Some have been with us for some time.

I personally am a great believer in these little pieces of programming wizardry. Though I must confess, it was some time before I actually got round to using them. Once the step was made, I wondered how I ever managed without them.

The latest to come out of the 'Cartridge factory' is POWER CARTRIDGE from RCS, distributed in the UK by MICRO DEVICES LTD. In case you are wondering who or what RCS stands for, it is ROUPE COMPUTER SUPPLIES BV OF Dordrecht, The Netherlands. The mere fact that they are a Dutch based company should inspire confidence. As most of us already know, our European friends tend to be that much better in producing

quality utility software, just like they produce better spummen and women. So what has this latest cartridge got to offer?

There are 5 main areas of programming catered for. First and foremost there is the POWER TOOLKIT. This is a powerful Basic Toolkit that greatly simplifies programming and debugging. DIR, TOOL, and TAP, TOOL are two modules that speed up the loading and saving of programs. The commands that are available with these two modules can be incorporated in your own programs. POWERMAC is an extensive machine code monitor with around 20 commands at your fingertips. It also works in Basic-PCs, Kernal and UC-0s, as well as loading ALL of the computers memory available to you. Finally there is PREFERENC. A very good printer interface. There are many printers catered for and this makes conversing with different printers a pleasure instead of the usual thorn.

The cartridge has one other function, which I do not see as a router function, the POWER RESET. This function will be explained in more detail later.

## Power Toolkit

The toolkit has the usual batch of extra commands you would expect, such as AUTO, DEER, DONE, DUMP, FIND and REMINDER. There are two in particular that I found very useful. The first being PAUSE. Delays in a program do not now need to be cumbersome to program. You simply state PAUSE x ('where x' equals the number of seconds you want to pause for). The second being SAVE. By using this statement you can disable or enable the RUN/STOP and RESPOND keys. There are 27 toolkit commands providing a fairly comprehensive aid in the development of your programs.

## Disk/Tape Tool

The disk and tape tool commands are fairly standard. Nothing really unusual or outstanding. You can load programs, up to 6 times

quicker using the **LOAD** command or the normal **LOAD**. One little extra feature is that non-commodore compatible disk drives are catered for by two new drive numbers. They are 48 for device 8 and 49 for device number 9. The tape operations are similar but with the addition of being able to **SAVE** up to 10 times quicker than normal.

## Powermon

The powermonitor is once again very useful, but fully stand-byed by comparison to other Cartridges/Monitors. There are 17 functions in all ranging from Assemble, Disassemble and Compare through to Register display and Walk. (It's always a bit nice to add that my Dolphin DOS monitor does not have a Disassemble command!).

## Printerool

This is perhaps one of the more outstanding attributes that this cartridge has. It detects whether you have a printer connected to the serial bus or the user port. All Commodore characters can be printed on Epson and compatible printers and the interface allows for many set-up possibilities. You can produce hardcopies of **HIDES** and **LOADS** screens, not only on the usual serial printers but also terminals like **EPSON**, **STAR**, **PARASONIC** etc. The **HARDCOPY** command detects whether it is a **HIDES** or **LOADS** screen that you want to print. A number of sub-functions of the **PRINT** command which allow a number of different effects to be set up.

## Power Reset

How we come to the Power Reset. As stated earlier, I do not consider this as a useful function or programming aid. In my own opinion this is really a 'hacker's' tool. The primary function of the **RESET** is to freeze a program and then save out the whole of memory. You may then select **CONTINUE** from the menu and the program will carry on as if nothing had happened.

When you initially press the **RESET** button a sub-menu appears giving you the option to select from:

**CONTINUE** - allows you to return to your program  
**BASIC** - Return to Basic  
**RESET** - Normal reset

**TOTAL BACKUP DISK** - Save the whole of memory onto disk. The program may be reloaded later with **LOAD** followed by **CONTINUE**  
**TOTAL BACKUP TAPE** - As for the above but to tape  
**RESET ALL** - **RESET** of any program  
**HARDCOPY** - Prints out a copy of the screen. You can return to the program by use of **CONTINUE**  
**MONITOR** - Takes you into the **POWER MONITOR**.

## Final Analysis

Compared to some of the cartridges on the market, this may at first glance appear to be somewhat primitive. Unlike some of the products around you cannot double-quotes. Fetch character sets.

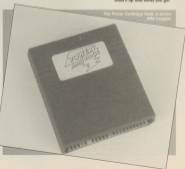
Compress programs, Make coffee and lift a jumper. However, what it does do is make the life of the serious programmer, novice I said programmer and not hacker, somewhat easier. For it's price I would have to say that the Power Cartridge is money well spent.

## At a Glance

**Title:** Power Cartridge  
**Supplier:** Bitcon Devices Ltd, 88 Dewick Road, Gareshead, Tyne and Wear, NE8 1RS  
**Telephone:** 091-490-1975



Good thing and every you get!



The Power Cartridge has a really little trigger

Turn your C64 into the most hip thing since flower power, make your friends green with envy, have bright red things hanging out of the back of your computer - Win a Power Cartridge!

# Power Up Your Commodore

No correspondence will be entered into regarding the competition. The closing date of the

competition is 31st January 1990. Entries received after this date will not be included in the draw.

Since we at YC realise what a handy fan you are, we thought it would kick good if a number of you, 25 to be exact, could really make your computers stand out by having a bright red Power Cartridge plugged into the cartridge port.

So, we chatted to a very nice man at B.D.L. and he also thought that the best thing that any Commodore owner could have was a Power Cartridge, well he would, wouldn't he, he tells the thing.

Anyway, the very, very, nice man at B.D.L. is putting 25 brilliant red Power Cartridges up for grabs. All you have to do is answer a few simple questions about it.

If you already own a power cartridge or obtain one in the meantime and win another one in this competition, B.D.L. will refund your purchase price. Proof of purchase will be required before a refund will be given.

## The Rules

Write your answers to the questions on the back of a sealed envelope or postcard together with your name and address and send it to:

YC Power Cartridge Compo  
Aegus House  
Boundary Way  
Hemel Hempstead  
Herts HP3 7ST

Entries will not be accepted from employees of B.D.L. or Aegus Specialist Publications. The restriction also applies to employees, families and agents of the companies.  
The Editor's decision is final and

## The Questions

1) What colour is the Power Cartridge?

- a) Blue
- b) Green
- c) Purple
- d) Red

2) How much does a Power Cartridge cost?

- a) £99.99
- b) £14.99
- c) £34.95
- d) £34.95

3) What printer mode does the P&T 1 command select?

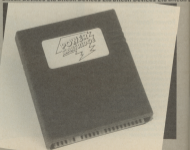
- a) Smith-Corona
- b) HP5803
- c) Epson
- d) 1530

4) How many buttons does the Power Cartridge have?

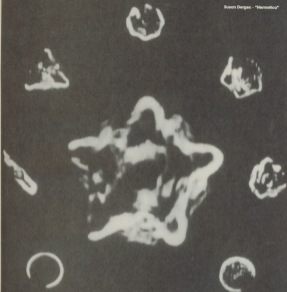
- a) none
- b) 1
- c) 2
- d) 3
- e) 4

BOLBOLBOLBI

Bitcon Devices Ltd Bitcon Devices Ltd Bitcon Devices Ltd Bitcon D







# MACHINE DREAMS

**M**achine Dreams, an exhibition of photo-computer art at The Photographer's Gallery is the gallery's celebration of 150 years of photography. Its

technological bias, nor that photography is not a technological art, is given space for what David Chandler, Exhibition's Organizer, sees as one possibility in photography's future.



▲ **David Hockney**

Mike Davis ■



He is quick to indicate that the drier of computer and photograph can be problematic. The theme of that combination is frequently hazardous, the outcome is potentially open to abuse. It's significant that some of the stranger photographic transformations shown in the gallery are by advertising photographers. Duplicitous, the angle selling charm by profession their forte, part of their repertoire. The accent is on charge, it is on making something fit "something a good for you because."

Notable enough corporate handwork is liable to use anything that lets it achieve its singular promotional ends. It's the that makes the joining an artistically and corporately simultaneous.

Photography has never been perfect. Since its first exposure it has been manipulated to fit the desires of each photographer for coloring in, shading and burning in, replacing styles, removing subjects. It's been a relatively easy media to alter, abuse, manipulate, exploit, encourage - whatever you want. Cut and paste, isolate, extract, add. Great and tiny photo songs are popular mystical adumbrations of the duplicity of photography. The equipment made available to the photographers of our field has complemented it with access to



▲ Colum Bohan

greater these.

Representation has never been easier - see the Vogue model, walk by her in the street, then see the pimped, photo-protected *wol/moo*! is hardly the same as the temple of perfection weeping.

The computer grabbing, colouring, re-shaping and ultimately re-forming pictures are another weight and opportunity (it depends how you view it or intend it) on the susceptibility of photography to abuse.

But this role is too gloomy. *Machine Dreams* has the future of photography in mind, presumably this means a positive genuine one. Talking to Nick Holton, the gallery's press officer, this would seem to be so.

The exhibition is seminal, its intention prophetic, presenting the link with computers as one avenue which photographers will in the future be free to take. The cost of equipment and "valuable" machine-time, as David Chandler

points out, is inhibiting to all but a few of the most prominent commercial photographers.

The Amiga presents, at the low end of the market, a more instantaneous colouring point for artists, photographers and designers. Its increasingly sophisticated digitising interaction has placed it firmly within their reach. Composed to the systems used in the exhibition it is a poor son, the Guzzoni G Paintbox, The Screen Imager System, The Dalem Litho 100, but particularly



Hag - "The Equality of Man"

the equipment of Crasfield.

The Anisip was lent to the gallery as a hands on demonstration tool close to the advertising section of the exhibition. Visitors to the gallery were able to use its point packages as a practical element to the exhibition.

For the gallery visitors this was a basic starting point. Most point packages owners will be familiar to a degree with a first try outcome. Some of the photographers felt this themselves trying out their equipment for the first time. Technic photos was quite apparent initially for someone who has to know the difference between 100 ASA taken on a 120, using a

Hasselblad, from a polaroid on a 3 x 4. Visually they knew the effect they wanted.

But at times most of the work is of synthesis where the splicing and grabbing and superimposition was a natural step. The systems were adaptable to a normal photo methodology of adding, covering multiplying - Via-o-via the 'photo' plurality of D. Hodsony.

With the new materials in place the combination was rapid if not that unconventional. Arguments were put forward suggesting what they were doing could be done anyway. It was quicker (cheaper and credible) than their usual, but not different.

Opinions were voiced on the compatibility of the two mediums, both practically and artistically. One of the initial barriers to be overcome is on artistic ones. Media artists has always been an occasion to new ideas. High end computer graphic capabilities have only been around for a few years so the tension of acceptance has not been active for long. Once the tension is relaxed there'll have developed a situation of greater control between colour photography, black and white, watercolours, oils, etc. Artists and photographers will have the opportunity to practice and familiarise with this new media.

Julian Woodford

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# MISADVENTURES



Cedric the  
trainspotting  
barbarian  
introduces you to a  
column even more  
interesting than the  
Orient Express'  
timetable.

Welcome to a new column in YC, one dealing exclusively with adventure and role playing games, together with the occasional outpouring from the warped and cleaved mind of the author - a trainspotting Barbarian called Cedric Bonomifwore. There

is only one way to hail these random jottings, and that is for you to write in.

I will be pleased to accept letters, comments, hints, maps and ten pound notes, or anything else resembling a bribe. In return, you get the chance to see your name in print, probably spell incorrectly and almost certainly with a great deal of

abuse heaped on you if you fail to include at least a five. As an incentive, because bilberry works both ways, I shall threaten to sit on the editor (to lose worse than death) until he opens his measure chest and coughs up some sort of prize for the best article received each month.

Such is the way of the world, there is nothing whatsoever to review this month so you will have to put up with a load of gibberish anyway. However, because this is the first edition of the column and it is regional it has some sort of opening offer. I thought that we could start with a readers poll.

How I know what games I like, but what about you? After I want you to do a complete the coupon below, giving details of your top five adventures of all time and your top five role playing games. I will top up both the votes and work out a 'TC Readers' popularity chart. The person whose list most closely resembles the completed chart will receive a STUNNING PRIZE! This will be an original illustration of your ruly as seen through the eyes of one of our resident artists. The picture will be suitably framed and sent to the winner so that he or she can show guests or it as they see fit.

You can vote for any game you want as long as it has appeared on the C&A. Just to jog your memory, here are some of the games that you might like to consider although I must stress that the list that follows is by no means exhaustive and anyone sending in an entry consisting solely of my suggestions will be immediately disqualified for cheating.

On the adventure front the list game that I and I suspect many of you played was THE HOBBIT. Then, there has been a whole host of games from Level 9 starting with such early dates as DUNGEON ADVENTURE and SMOULDER, all the way through to recent titles such as GNOME RANGER and SCAPESHOOT. Another British company with a reputation for producing excellent games is Magnetic Scrolls whose titles include THE PAVAN and GUILD OF THIEVES. From the other side of the Atlantic come some of the most highly rated games ever released namely those from Infocom. Titles such as the ZORK trilogy, SUSPENDED, HITCHHIKERS GUIDE TO THE GALAXY and LEATHER GODDAMNEDS OF PHOENIX have all attained our status but there are

many other games in their catalogue to choose from.

Role playing games have been around for nowhere near as long as adventures so the list is considerably smaller and, at the time of writing, almost exclusively American. Possible contenders here include PHANTASY III, BARD'S TALE III, ULTIMA IV, QUESTOR III, POOL OF KNOWLEDGE and CURSE OF THE AZURE BONDS.

Please complete the coupon below and send it in as soon as possible. With a bit of luck and the absence of any investors by waymorgering goblin mites, the results should be ready in two month's time. Now, brilliant and consistent though I am (and so big headed that you have to walk down dungeon corridors sideways - Ed), I do not always have the time to finish every game that I review. (Notes of 'shoots of "cheat", "traud", "charlatan", "I want my money

back", etc.) This is purely due to the pressure of work and not, I hasten to add, due to any great incompetence on my part (I hope of 'we don't believe you').

If then you happen to get terminally stuck in the middle of a game, there is a reasonable chance that you will get less than complete satisfaction if you write to me for an answer. There are however two possible solutions.

If you have completed a game (or indeed, more than one game) and/or you're not allowed to say what Ed I and are willing to help a few plebs who are obviously nowhere near as intelligent as you are, then let me have your name and address, phone number and times when you can be contacted, together with details of the games that you can help with and I will print the appropriate details.

Secondly, if you prefer the more professional approach, then you might like to consider joining the Official Secrets club. For a fee of £22 per annum you get the following goodies. A free copy of the game Myth, a light hearted romp round classical Greece written by those wonderful people of Magnetic Scrolls. (Note: we have been asked to point out that Myth has nothing whatsoever to do with Myth - History in the Making by System 3).

In addition, you also get a free copy of GNOME RANGER from Level 9 (or a surprise alternative if you already possess a copy). Plus six issues of the magazine Confidential, 32 A4 pages packed with adventure news. Plus access to a huge helpline where you can phone in with your problems and have them solved there and then for you. Plus membership of Special Reserve, a discount software club that allows you to purchase most of the latest releases at 65% R.R.P. plus PSP games available on disk only!

If you are interested in joining Official Secret, then please get in touch with John Hewison, Inter-Medicals, Ltd, 2 South Block, The Watlings, Riverside Way, Southridgeworth, Herts SG21 9RG or phone him on 0279 726585.

That's all for this month. Next month, how to make a doornut out of an orc's head. Please send those coupons in and start writing letters - even abusive ones. May your come out always have blood dripping from it.

## Entry Coupon

### All time favourite adventures

- 1 .....
- 2 .....
- 3 .....
- 4 .....
- 5 .....

### All time favourite R.P.G.s

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- 2 .....
- 3 .....
- 4 .....
- 5 .....

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Send your entries to: Adventure Poll, TC, Angus House, Hemel Hempstead, HP2 7ZL.







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# FISHY TALES



Bloop! Purple-Fishlord here, full name 'The Great Purple Fishlord of Czar', and I've been given the honoured position of back-page columnist (mainly

because nobody else would do it). So prepare yourselves for the ripest gossip from the bottom of the deep, blue fishbowl.



## Leisure Suit Larry 4

Leisure Sports has recently confessed to being a 'cover-funny' magazine. This has shocked many staff members of Activision UK, who previously thought that he was in fact the reincarnation of a dormant cloth. His pastimes, it has been revealed, are scratching, drinking lager shandies, and listening to the Reynolds girls on full volume - conclusive proof that he is now a fashion victim.

He has also challenged Angus to a squash tournament where they are to proceed in getting themselves well and truly stuffed (no bias involved whatsoever).

## The Grudge Match

A football match, played on November 29th, has been announced. It is between Focus (ex-Angus MD Peter Welham's new company) and Angus (the publisher of this fine magazine, and Deputy Editor Nik Henderson's former employer). It has been titled 'The Grudge Match' by the challenges, and unless they decide to field a team of footballers for a change, will be quite tame. We'll keep you up to date.

## Whoever Rapped To...

...Bloodvich. Apparently the programmer of the CD4 version of the RPG has disappeared, leaving

the game and publisher Microsoft totally in the lurch. Although it was planned for a Christmas release, we'll now be lucky if we see it in April. You never know though, maybe they'll find him in a

dungeon somewhere! I must dash now, before I get stopped a vent. So it's bloop from me, and it's bloop from me again, bye, bye.



The Computer Industry Kama Sutra No. 3

Shouldn't you tie her down first?

... it's dynamite!

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## POWER RESET



On the back of the POWER CARTRIDGE there is a RESET button. Pressing this button causes a RESET of the 64000 system on the screen.

This button will work with any programme.

**CONTROL** Allow you to return to your program.  
**BACK** Return to BASIC.  
**RESET** Return to BASIC.  
**STOP** Stop the program and return to the program on the cartridge.  
**END** End the program and return to the program on the cartridge.

**RESET KEY** This key is used to reset the system when the cartridge is inserted.

**RESTART** All programs are restarted when the cartridge is inserted.

**RESTART** All programs are restarted when the cartridge is inserted.

## POWER TOOLKIT

A powerful BASIC Editor contains many commands that allow you to edit, print, save and delete programs.

EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE

These are the names of the commands in the POWER TOOLKIT. They are listed in the order in which they should be used.

For more information on the POWER TOOLKIT, see the manual that comes with the cartridge.

## DISK FIRM

Using Disk FIRM, you can load any program from disk.

LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE

These are the names of the commands in the DISK FIRM. They are listed in the order in which they should be used.

For more information on the DISK FIRM, see the manual that comes with the cartridge.

## TAPE FIRM

Using TAPE FIRM, you can load any program from tape.

LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE
LOAD	SAVE	DELETE

These are the names of the commands in the TAPE FIRM. They are listed in the order in which they should be used.

For more information on the TAPE FIRM, see the manual that comes with the cartridge.

## POWER MON

A powerful monitor program that allows you to edit, print, save and delete programs.

EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE

These are the names of the commands in the POWER MON. They are listed in the order in which they should be used.

For more information on the POWER MON, see the manual that comes with the cartridge.

## PRINTER TOOL

The PRINTER TOOL contains many commands that allow you to edit, print, save and delete programs.

EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE

These are the names of the commands in the PRINTER TOOL. They are listed in the order in which they should be used.

These are the names of the commands in the POWER CARTRIDGE. They are listed in the order in which they should be used.

EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE

These are the names of the commands in the POWER CARTRIDGE. They are listed in the order in which they should be used.

EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE

These are the names of the commands in the POWER CARTRIDGE. They are listed in the order in which they should be used.

EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE

These are the names of the commands in the POWER CARTRIDGE. They are listed in the order in which they should be used.

EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE
EDIT	PRINT	SAVE	DELETE

These are the names of the commands in the POWER CARTRIDGE. They are listed in the order in which they should be used.

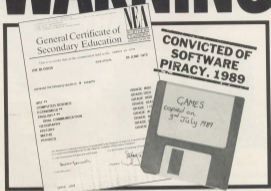
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