

THE ONLY MAGAZINE DEDICATED TO C64 GAMES

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Y&C

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C128

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REVIEWED
INSIDE:
X-OUT
HOT ROD
CLOUD
KINGDOMS

AND SO MUCH
MORE IT'LL MAKE
YOUR NOSE
DROP OFF!!!

ISSN 0269-8077



If there's no cassette on the cover
ask your favourite where it is!

DATA



Audiogenic has signed something that has absolutely nothing to do with Amiga. Right, Lane? Not so scandalous. Sorry, managers. Yep, it's signed in the correct format.

Terminator is the incredibly suited goodie machine reported about in our Hype Zone column some months ago. Special for the fact that you are a Day-terminator who must literally squash the population of bugs that have taken over a quiet family-like neighbourhood (a neighbourhood much like your very own).

Expect it to appear on your Compaq 64 sometime in the Autumn (probably).



Who's the small, furry, cute and goes wild if run over by a juggernaut? Wrong. Author's not smart.



When the going gets tough, the tough get hairy. Incessant, the latest in the Moby Mole saga.



IMPOSSIBLE - the game that puts hair on your chest, and bumps on your nose!





You may have noticed that we had a lot of a spam frenzy last issue, well to turn up a little we (on the country's only fully dedicated mag) are offering a tin of spam to the lucky reader who can tell us what "Spam" stands for.

SPAM

YOUR RECIPE FOR SUCCESSFUL COOKING



Guess what I've read. Don't know? I've got my hands on a copy of the film script for RoboCop II written by comic booker Frank Miller, and I can exclusively reveal that the Coen brothers (currently being programmed) is going to be one violent mafia, mainly because the film features even MORE violence/action than the previous.

It features not one but two RoboCop's, and the second one (ie, NOT stupidly), has to be seen to be believed. There are some wicked fight sequences that Coen will be tapping up.



TURRICAN



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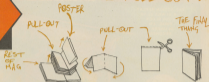
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3. Cut along the top of the pull-out and voila, you've got yourself a pull-out poster!

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Editor
De Henderson

Games Correspondent
Adam Posthuma

Games Editor
Adam Posthuma

Production Editor
Henry Chen

Graphic Editor
Scott Lewis

Designer
Scott Lewis

Contributors
Rick Anderson, Cory Caplan, the
Horsemen and Scott Lewis, Nicholas,
Brian Power, Paul Miller, M. Linn

Artists
Lee Williams, George Allen, Andrew,
Cory Lewis

Photography
Edward Cole, Paul Brown

Advertisement Manager
Tom Heston

Sales Inquiries
Sales Office, Editorial Inquiries

Ad Sales Offices
New York Office

Circulation
John Linnell

Address
10000 Wood St. #4000

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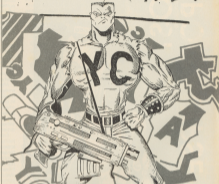
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Cover by Cory Lewis

But First This!



Here we are again, happy as could be, turn, turn, turn, turn. I've lost my sanity! Have we got a scarily good issue for you? Have we?

Yeeehhh! Course we have! And would I lie to you? Not only have we got the best game review that a CD could ever have, but there's a pull-out supplement in the middle of the mag that offers you a CD-ROM guide to football and your computer (with the World Cup just round the corner, what better time to do it?).

Of course, the rest of the mag is so infly you could tick it in the ground and wave a flag from it. With Ashley now performing the honors on the games front right on solely, you can be guaranteed that every piece of software is a new or

a fresh egg.

There is also a new regular column for those of you with a bit of 'get up and go', and a fondness of rubber, called (unsurprisingly) 'Tear and Rubber' and features reviews of live roleplay and football games, plus details how you can participate yourself.

And there's yet another poster, plus a few games and a demo on the covers, not bad for £1.95 eh?

Just one thing, I would like to thank the following very much without whom this issue would have been very drab indeed (just like our competitors). Arsenal Football Club for the use of their ground for on hour, Olympus Sports for the loan of ten quality football shirts, and Wembley Stadium for the manliness.

Cheers,

De Henderson

POST APOCALYPSE



Lock up your gerbils, hide your hamsters, the postman with the masman is here and his gun needs some serious victims. If masochist is your name and big fleshy lumps your game, then read on, read on...

SHORT BUT ABUSIVE

Oh you, rat features, I was very angry that you didn't put *Horror* in the March issue. I thought the article on Graphic Sex was brilliant. *Schvitz Messen*, *Wimbledon*

PA, Who are you called rat features? I hope the extra-extended 12 inch remix last issue more than compensated (I've unswallowed a flaming dictionary). Even better stuff is coming up though, read the rest of this ish to find out what.

DATTEL DREAMS

Glad to see the magazine's getting better, loads of reviews and all that, plenty of tips. Duff! No adventure section, there's a lot of us out here waiting for a good adventure section for reviews, tips, help, etc.

Having got all that off my chest, I bought an Action Replay Mk '11 Cartridge from Dattel Electronics via an advertisement in YC. I had it about a week and one morning when I inserted the cartridge the computer hung up with no keyboard control. I phoned Dattel's technical department and they suggested that I should clean the motherboard on my C64.

After doing this the cartridge has worked perfectly ever since. I would recommend the Action Replay '11 to anyone, especially those like me who are a bit dubious of mail order. Dattel is good to its word and I can't imagine how I managed without the Mk '11 as it adds another dimension to the C64.

Even games with no pause facility can be paused using the screen edit function. Could you please give my thanks to the gentleman at Dattel who answered my query for their excellent service. It's nice to say something good about a firm instead of complaining about shoddy goods, bad service, etc. Thank you, *Lee Murrin, Huddersfield*

PA, It's good to see somebody other than the YC lads that appreciates a good service when they see one. The Dattel guys work hard, and they deserve any praise which is aimed in their direction.

We do have an adventure column, it's not quite as regular as you might wish for though.

NO WORRIES

I recently bought my first issue of YC (the March edition), due to the fact that my favourite event mag, CU, has now become totally Aringo. The only problem I have with your mag is that it doesn't have enough colour. I also have these questions: 1. Will you ever cover the Amiga (I

certainly hope not?

2. Who the hell does Pak Henderson think he is?
3. Are you going to have a comic strip?
4. Are you on drugs?

Paul Mullell, Northampton

PA: 1. Nope, never, not on your ruddy, would we be to you guf? 2. The Archbishop of Stratford-Upon-Avon? 3. Several mate. One of which is clearly around? 4. Nope, but I'm rather partial to Jelly Tost!

GASPI!!!

Yo Ron!

What an ultra cool mag you've got. I goes down to my local newsagents and I see a strange looking magazine with a tape on the front. 'Wow... What is this? So I decides to buy it and... well, I get completely blown away by the whole shobang. Not only is it solely fat, but it also has all the main features of other leading magazines.

After reading every possible word in YC the fat I think is, hold it! This has a lot of potential, I give YC 3 months to become one of the best magazines available. All I can say is, CU, Zoop and C+YG, watch it, there's a new mag in town, it's called Radio YC.

Anyway, after all this heavy gawelling, I ask you one message favour, and that is for my letter to be pinned so that my name will be immortalised into the pages of the magazine of the future.

Mark Smith, Kabal, South Africa

PS: I hope you can acknowledge my suggestions:

- 1) More colour (or colour on the major reviews and features)
- 2) Adventure helpine like other mag.
- 3) Larger Hush-hush and Neon Zone.
- 4) Copies for us overseas readers (I get your magazines one month late).
- 5) High quality games on tape. And 6) Not to introduce Amiga games or anything else, because there is far too much coverage for that overseas misadhip.
- And, 7) Up-to-date charts so we can see 'what's where'!

RPS: YC rules, definitely!

RWS: Give yourselves a slap on the back and give me more stuff for my money.

RWS: Boy, have you guys made my day or what?

Ra: Mate, consider your message favour to be granted, gawelling gets you everywhere.

GIBBER, GIBBER, BLAAAH!

For a number of years I have been buying YC as and when it was available in the book-shops.

During this period your magazine improved so much that last October, with the introduction of joints on the 48 computer, I would have put YC on the top of the computer magazine sales list. With these thoughts in mind I decided to take out a regular subscription and consequently sent off my cheque for twelve months' subs.

After two telephone calls to your distribution office, at my expense, I finally received the 1st edition a few days ago.

At this point words fail me, I can only assume that the editor of YC has gone completely raving mad or maybe he is suffering from some kind of smile decay, because the devil contained within the covers of YC cannot be the product of the same mind that turned out such brilliant stuff two months ago!

Please do not, repeat not, send any more editions to my address. Regards the balance of my subscription, you can use it to obtain medical help for the editor.

B. Dune, Washington

PA: Consider it done, Bill's been in need of some serious help for years. Once his brain is straight though, I think you'd better watch that he doesn't tell you where to stick your money.

On our highly abusive note I reckon I'd better sign off (I may be hard, but Bill is softer) and I'll leave you with this joke. What do you call a rabbit that tries to cross the M25 with a hot and socks on? Dead!

If you want to contact of poor himself (God only knows why) write to:

**POST APOCALYPSE
INSIDE RIK'S HEAD
YC
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REMI, BISHOPSTAD
RP2 7ST**



ATTACK OF THE CUTIES

System 3 wishes to celebrate the launch of its first solo release by offering, through this wonderful organ, the chance to win copies of the excellent game (as seen in the demo on our tape) *Flimbo's Quest*. Also, because it is a truly stunning piece of software, you have a chance of *Vendetta* peeping its way into your pockets too.

10 copies of both games must be won, so the first ten correct entries (who get the questions right below) drawn out of the hat on June 30th (the closing date) will win a copy of BOTH games (on tape).

1) What is the name of the curly wuzzy dude which appears alongside Andy Crane on *Children's B&B*?

2) What is the name of Philip Schofield's Gopher?

3) What is the name of the hero in *Flimbo's Quest*?

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1224	4800	4800
1225	5000	5000
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1228	5600	5600
1229	5800	5800
1230	6000	6000
1231	6200	6200
1232	6400	6400
1233	6600	6600
1234	6800	6800
1235	7000	7000
1236	7200	7200
1237	7400	7400
1238	7600	7600
1239	7800	7800
1240	8000	8000
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1263	3000	3000
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A BUTTER- -FUL GAME



In the first of his regular reports from countries afar, **Paul Rigby** speaks to Karl Butler, programmer of *Sentinel Worlds 1*.

Mayday, Mayday, Caldecote do you receive? This is the transport boogie "New Blood" out of Harjamm town. We have been attacked! (...) like nothing we've ever seen (...) out of nowhere (...) losing fuel, hurry Caldecote we're being ducted out here. Mayday, Mayday (...). Oh No - Oh my God. They're coming back." (and of transmission). Karl Butler has a fascination for

space. His first commercial release, *EOS* (Earth Orbit Station) was never seen over here, although it was released for the C64. The game followed NASA's plans for the next 50 years of space exploration. His inspiration for *EOS*, and ultimately *Sentinel Worlds*, was the film *2001: A Space Odyssey*. Now I don't know about you, but the film fazed me sideways. Karl understood it. (I'll have to ask to tell me what it's about, sometime) and it became, along with movies like the Star Wars Trilogy, the catalyst for a career in games programming. As Karl says himself:

"It's something that I'm coming to specialise in. Being involved in one topic you become expert in it. Naturally you become involved in the next project in the same area

as it's easier to make that jump."

The actual idea for *Sentinel Worlds* (from which the leading paragraph comes from), came from a book Karl was writing at the time. The plot was rejected for the design of a table-top RPG. So after *EOS* was finished it proved tempting for Karl to utilise the story for the basis of *Sentinel Worlds*. The plot was highly modified, mind you, as many additions and changes were made while basic ideas such as place names and characters were kept.

"The origin of *Sentinel Worlds* was to follow the concept of the re-discovery of magic."

This merging of the D&D and the science-fiction world is an intriguing concept but scattered with many pitfalls that Karl has largely managed to avoid with great optimism. When *Sentinel Worlds* appeared there were scattered comments about the underlying similarity between it and *Economic Art's Starlight*.

"I think there's some natural similarities. But it's almost like comparing two Dungeons and Dragons-type games. There's obviously going to be similarities in character development, what they can do, etc. With regard to combat, I took a different approach as I went for real-time action, a faster dog-fight type of mode rather than a slow strategic approach that *Starlight* took. Other similarities may have come from

the fact that the producer of both products was the same – Joe Yovan. Although he doesn't get a whole lot of credit he is the bounceboard for ideas. So it's likely that the same philosophies will appear. There is no conscious effort to copy anybody, though.

There have always been fantasy role-playing games. They're everywhere! From the States, Europe and the UK. Single character, party-based, they come in big boxes, small boxes, coffee-

concept that, without technology, the story does not exist. I think we're talking heavy SF book-type plots here. If that is the case, great! We could do with some originality in the RPG scene. Karl wants to increase the involvement of characters in his future work. The use of interaction, for example. This would be to the detriment of combat of course – well something's got to go. However some combat will stay. As Karl says "it's got to be a game". There must

through direct text. Some low character would produce a direct conversation. Part of the fun may be that the conversation trees have notes deep. It's possible people got what they wanted out of the conversation well early on so Channing didn't play a part.

Another nagging notion I had was with some of the source sequences, journeying in the ATX, for example. I thought that some of the sequences a little bit long and tedious. A similar sequence appeared when you were on a planet and you had to lead your team through corridors, and so on. I found it time consuming, manoeuvring each character around obstacles.

At the time I thought it was somewhat important. I was looking at a system's designer, instead of a player's point of view. That everything has to be in scale. Plans have to be huge, update in size. I was thinking that a RPG was a realistic simulation of the world. My new game will have smaller planets. Challenges will be more intellectual, they won't be over-sized. In fact my philosophy has changed a bit – a bit since Sentinel Worlds.

Right, after that session, I did think that the interaction was well done. How was it developed?

I was not overly impressed by the yellow/grey system seen in many games. I wanted to have much more of a representation system. When you look at that you realise that a conversation is just a set of possible questions and another set of possible answers. Once you pass through one answer, that answer's going to lead to another set of questions. Forming a natural tree system, giving a set of paths which lead to another set of paths.

One of the most enjoyable aspects of the interaction system is the atmosphere. Development of characters is a most important (and often overlooked) feature of RPGs. Sentinel Worlds makes an effort to inject some much needed atmosphere. The atmosphere is even more essential in a scenario which is, by default, so vast. Karl said that his new game will have an advanced conversation tree. In fact he described it here as a network where you can go down a conversation path, come through back-up again (and so on) as you



▲ There's a little house on the planet, and if I see that little girl with the piglets, I'm going out 'em off!

issues... So was there a need for a SF RPG to try to resurrect some form of balance? Maybe offer some form of choice?

"Computers and science-fiction go hand in hand. You need some kind of browser, which is not a need – it's a convenience. I need it. I think that my new product will address most of the RPG's true science fiction-type games. Has anybody really addressed the true science-fiction customer? People who read Asimov and those kind of books. There has been a lot of effort to create games which star an evil antagonist. But in the true science fiction sense there isn't always that evil antagonist. Sometimes there is a concept of good versus evil involved in the story, but not in the plot. An industry of true science fiction is largely an unexplored market."

By technology, Karl means that the story involves it to a high degree. Not just introducing technology by using objects but the

be-an element of action to spur the adventure. However, too many RPGs rely on combat to see the player through the plot. This form of game is generally the product of a barren imagination. I've played too many RPGs of this nature and, generally, they bore me stiff. Yes, even killing gets boring after a while. Another head bawler of Yovan. Is that the genre that Karl wishes to distance himself from.

Returning to Sentinel Worlds, for a sec., I was most impressed with the game. However, no game is perfect, so now was the time to get all of those point-up modules off my chest. Who better to discuss them with than the author. One of the major attributes, in Sentinel Worlds, is "Chaos". My query was "does it do anything?" – it didn't seem to matter if the attribute was high or low, a bug or an unused attribute, the same or what?

Very subtle, it extends the logical cooperation that you may have with each individual. It's something which is hard to analyse



FLIMBO

And in this age of violence, jelly toes, violence, and sea, what juicy morsel has System 3 thrown into the proverbial bowl of fruit? A game so sure that the bottom of your stomach will touch the roof of your mouth in an effort to empty its contents.

What is this game about? Well, sit back dear reader and get a bucket handy, you may well need it.

Flimbo had a gorgeous girl who cared for his every whim, and they skipped and danced merrily amongst the butterflies and tulips, singing and hollering in the sunlight. Unfortunately, there was one who did not enjoy granting his dainty toes around meadows, for he was mean and, most

inconspicuously, dying. And being such a grinch, this fellow did kidnapping poor Flimbene and took her in his laboratory.

The reason behind this dearly died was that the evil one was wasting away and he needed the life juice off of a ruble female to restore himself. Flimbo, however, had other plans for his girlfriend (probably involving foam animal and rubber tubing), so he has vowed to win her back, no matter what the odds.

Fight your lurch? My word, are you hard. If that you've been lifted on a diet of Zippy, Bungle and Daggoul! Anyway, as Flimbo you must save your sweethearts using all your powers, even though



your head seems to be malformed, and this is not going to be easy, especially because your head seems to be malformed.

Now after the beat-em-up boom, the shooty craze, and the diving game frenzy, the latest addition (apart from the obvious "World Cup" reworked money grabbers) to the cure game. And why not? The success of games like Double Trouble, Beatable, Rainbow Islands, and Super Wonderboy cannot be overlooked, and seeing as these are all coin-up conversions, they have been far longer in development than we can imagine. Flimbo's Quest, on the other hand, is totally and fully original, and brings a new currency money character into the fray.

There are five levels to go through, each one being a different area of the land which you must

progress through. On each level, there is a shop, where you can buy things and, most importantly, deposit a password that allows you entry into the next deep, and the next



o's

Supplier: System 3
Price: \$9.99 Cass.
\$14.99 Disk

QUEST



level. This word though has been broken up into individual letters, and they are scattered around in the shape of mutants.

Luckily you have an ability to know what mutant holds each letter, so you must search the level that you're on and find the mutant, kill it and a scroll will appear. Collect the scroll and deposit it back at the shop for a letter.

There are also other objects scattered around in the shape of mutants, and once that you will find such things as money

bags, invisibility, and extra lives. The money bags can buy you extensions to your firepower, etc. (much in the mould of many of the game).

There are also extra rooms where tonnes of cash can be won, if you collect it in the right order. It is very Japanese in style and in this case it is good to see that Europe can match the best of them.

Although Timbo's a platform and ladder style of game, it has certainly brought the ancient medium right up to date. The gobs in the walls have parallax scrolling, and the monsters are sometimes made up of much more than one sprite (the slow lumbering Woodhouse kind of creature, for instance).

The graphics are nothing short of excellent, and being of the cute variety, are bright even when the backgrounds may be very evil indeed. Timbo himself is set to become a cult hero (like Dizzy, Manic Miner, and Rockford) and System 3's first solo release (without the intervention of Activision) not only deserves, but is set to become a classic.

Maybe when the sequel arrives and

everybody has Timbo's picture on their wall you'll get my vote it's just a shame that he's so awfully, painstakingly cute!

BT



96%



RAINBOW ISLANDS

Supplier: Ocean

Price: £9.99 (Cass) £14.99 (Disk)

Bub and Bob are back! Yes, Bubble Bobble fans, dust off your joysticks and prepare for more marathon gaming sessions! The good news is that the game is just as great, just as addictive and just as cute as it's predecessor. The bad news is that Bub and Bob, intrepid bubblebers of the prehistoric world, have been changed from dinky dinosaurs to chubby cherubs. The scenario is thin as fly paper. It looks as if the programming was the priority because there is no real reason for the famous duo to be there other than to face the fresh challenge. Sounds good to me...

In case you missed out on the original Bubble Bobble game, Bub and Bob had to take on myriads of evil monsters and eat as much food as possible. It was a game of real high scoring action. Rainbow Islands remains the same atmosphere of frantic action and pain grabbing antics. Bub and Bob had to walk their way to the top of each island. There are seven islands in all and each has a different theme, insects or monsters or whatever. The

game loads level by level but this doesn't take very long and you'll hardly notice the pause.

The islands are made up of platforms. The idea is to reach the guardian of the island at the top of every fourth screen. Whenever here you are

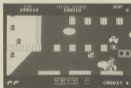
you'll find that they are extremely easy to control. They can run around and jump as usual, but their weapons have been changed into rainbows. These take some getting used to. Rainbows can be run along and jumped off to reach higher platforms. They can walk on top of one another to form ladders. Casting a rainbow along the ground

sometimes reveals extra fruit to collect.

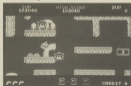
Monsters are knocked out by being hit with a rainbow. These then form fruit, jewels or powers. Falling on top of rainbows breaks them and sends them tumbling down the screen. The shower of rainbows kills any monsters or collect any treasure food for you. Finally, rainbows can be cast or food or objects to collect them. There are seven different jewels to collect. Grab one or more of each and you will be awarded a bonus life.

There is a set time limit on each screen. Hang around for too long and the 'Hurry up!' message appears. Then water starts rising up the screen and the monsters turn an angry red and move faster. So hurry die or combat with a monster and they can't swim either! Reaching the top of the screen is awarded with a huge chest of goodies that falls down to grant its contents all over the place. These can be collected for bonus points.

The powers are very useful indeed. Slow speed up your movement considerably. Yellow power pills speed up the eating of rainbows and red ones add to the number of rainbows cast or once (up to three).



▲ Looks like he's got a case of sunbath!



▲ Go above the trees and houses...

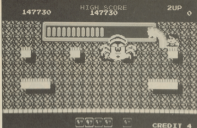
There are also super powers that pop up from time to time. These might grant huge bags of cash for big bonus points or a really deadly power to destroy large amounts of monsters. Iron explodes when collected and the shotgun kills any monsters it touches.

Fruit and veg lines each screen. Collecting gigantic amounts of it is the way to massive scores and more can be found by careful use of rainbows. The game is a frantic race for points in the two player mode. Gameplay wise Rainbow Islands is dangerously addictive. Once you get the hang of the subtleties of rainbow use you'll be absolutely hooked. The island's guardians are suitably tough and a worthy challenge to Sub and Bob's rainbow eating skills.

The game has been beautifully designed and programmed. Every character, from the monsters to the fruit is superbly drawn and brilliantly coloured. The whole game bears an uncanny resemblance to an explosion in a jelly roll factory. The screen scrolls upwards very smoothly and there are no flicks, no glitches, nothing. It's very hard to fault a game which is so great all round. My advice is to buy it once you've finished reading this. Then get it home, load it up and prepare to play for hours and hours. Oh, the sound is good too. If you only ever buy one game for your 64 make it Rainbow Islands.

ACC

97%



▲ In Dory... There's a big spider in the boat

► It's a good thing!

▼ This guy looks a remarkable resemblance to Ash!



Pipe Mania!!

Supplier: Empire
Price: SEE OUR OFFER

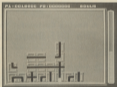
86%



If someone gives you a piece of piping you have three choices. You can get out and mug someone, become a plumber, or play Pipe Mania. I would recommend the latter, as mugging is criminal and although being a plumber may be lucrative it is unlikely to be as much fun as Pipe Mania.

The water has started to journey and in a mad dash against the flow you must lay pipes which give you points and keep the water moving. Placing any connecting pipes on to the grid would be all too easy as the program selects the pipes and you place them. Forthcoming pipes are shown in a vertical list, the next pipe to be placed at the top of the column. When placing pipes you must ensure that you do not lead yourself into a dead end. If the pipe you require is not within the list you must place a lead and place the piece elsewhere or place the new pipe over the top of the current one. Doing this throws a time explosion and a small loss of score is incurred. The problem with placing pipes in places you hoped to gain that or needed of the game is any placed pieces which have been placed on the grid are deducted from your score.

There are several ways to gain bonus points. The easiest (and only option available on lower levels) is to place a cross pipe and lead the water



flow back through the pipe at a ninety degree angle. On later levels, sections of pipe are placed on the grid by the computer, running the flow through these sections gains points at double using the reservoirs which also slow the water flow when filling. The higher the level the faster the flow and the more should be gained. You do have a limited amount of time before the flow starts but this also changes as the level increases. On

higher levels you also find obstructions such as fish or damaged sections of the grid, both obstacles making that section of the grid unusable. Other unusual features include ending points for the flow and holes in the grid walls (leading the flow into one of these causes it to enter the screen via a similar hole on the other side of the grid).

When two players are participating each seeks the advantage while ensuring that the flow



continues (if it stops both players lose). The winner in the two player game is the one with the most full pipes when the flow stops. A useful tactic is to divert the flow away from your fellow player's pipes and with any luck they won't notice until it is too late.

A fun game with some nice touches and the two player mode is likely to lead to many a poke in the ribs. A worthy offering, one that aims and does please.

AP

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Supplier: Activision
Price: £9.99 (Cass) £14.99 (Disk)

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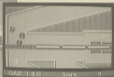
FUN ★ 1

The tension mounts. Three jelly rats stand between you and the World Championship. The first red jelly rat lights up. Then up the engine. The second red jelly rat and it's time to check the gear. The green jelly rat and you're away! Squel and scream of tires as you leave half of them behind you on the grid.

No, I'm not describing the rush to the newsgeneris when the new YC comes out. I'm describing the latest arcade conversion from Activision. The game has little resemblance to a packer of jelly rats, other than the fact the graphics are brightly coloured. Don't let this primary fault in the game put you off though, because it's otherwise a great little wheelie.

For added the game can be played by up to four players. This brings the spirit of competition somewhat to the level. To fully utilise the four player option you're going to have to invest in a joystick splitter lead, and of course find three other maniac drivers with no sense of sportsmanship. The idea is very similar to the Super Sprint arcade game. You have to beat the opposition over the finish line (in which way you can). This needs to be done as quickly as possible, because you not only have a limited amount of time but you also have a gauge fuel supply as well.

The screen splits smoothly around the lead car. This means that anyone is slightly out of focus behind it is going to go off screen. This is bad news for the person of the back because they lose fuel and get jumbled



HOT ROD

at the front again. Which is bad news for the leader in turn because the back marker now has a reasonable chance of becoming the leader. On each track there is a shortcut. This is always a dangerous option because the shortcuts generally consist of narrowways or gulleys. Get hit by a companion and you lose more fuel.

The cars that manage to finish the course get awarded with cash. This

can be spent later on in the spares shop to soup up the Hot Rods. Spares available include improved tires, engines and bodywork. This in theory means that you have a better chance of winning the next race and so on. As well as winning spares, extra cash can be picked up on the track (by eating fuel for your car) as well. Any fuel you have left at the end of a race gets carried over to your total in the next.

Activision has done a good job on Hot Rod. From the graphics to the sound it's all reasonable. Not specifically original or particularly glaring, but the four player option makes for potential family feuds and the gameplay is gripping enough to keep you at it for days (and). Car racing games grab it now, then leave up for the joystick splitters. Worth (at least) a weight in jelly rats. **ADC**

OUT



Supplier Rainbow Arts

Price: £9.99 (Cass) £14.99 (Disk)

It's 2019. You're a top-flight pilot who has just been laid off because of old age. Who said that life begins at forty? Anyway, the chances are that life as we know it will never be the same again. This is because of a jolly nasty bunch of aliens who are living under the Pacific Ocean. They're not content to wait for the greenhouse effect to drown the whole Human Race. Oh no, they're going to speed up the process by making the sea rise from below.

Now this is good news for drought-tormented third world countries but bad news for everyone else. That's why they've contacted you: after all, being down on your luck, broke and unemployed you're the ideal candidate. As well as being a damn fine pilot

so the fate of hundreds of megabucks has convinced you (beyond the pose of claiming to have saved the world) that you should do the job.

The very nice then or the UN being kindly left you 15,000 credits to buy equipment with. There is a great build-your-own-underwater death machine ship to spend it on. This appears at the beginning of each level (and the points which you have accumulated can be spent to credits. There are four different ships. These can be between three and seven thousand credits, and differ in design and the amount of extra bits you can add to them.

These extra bits are very varied and quite interesting. These are three types of cannon,



and three variations of each; four types of missile; four special powers; unintelligent droids; and eight types of modules. The droids get the bulldozers, flying in straight lines and blowing away. The modules fly in set patterns, like circles and lines and destroy anything that hits them. The powers are atom bomb, flamethrower, lightning ball and claw arm.

All of these extra features add greatly to the game's appeal and lasting interest. There is plenty of action in the game proper, with loads of flying and atomic hazards (ricocheting into bits of dogfood). There are very large tubs that blast big bits of energy at you. Missile launchers let you amounts of folk in your waterpocket. At the middle and end of each level there's tubs a power

above all others. These guardians will do their utmost to stop the deadly tubs from your guns.

The game is technically superb, with terrific sound and great graphics. Although they are quite dull-looking, and the missiles are jerky, the scrolling of the screens and the general movement is very nice. Although I tend to avoid comparisons with Amiga versions, this is very much to its elder brother and strains almost identical playability.

Shoot em up fans will love this game. It's the best ever blaster on the bit and very good value for money. Amazingly addictive and extremely playable. Get it, seal you off into your bedroom, draw the curtains and blast off. ACE



94%



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YCS

CLOUD

YC
FUN #1

KING

Supplier: Logotron

Price: £9.99 (Cass) £14.99 (Disk)

There is the current trend of cute games comes Logotron's Cloud Kingdoms. As well as being similar to several games from the past, it is also extremely addictive and highly playable. You take control of the world's first injection-moulded, eight-way rolling rubber-bottomed software hero. Despite his work title he looks incredibly similar to Constrictor from the Bird's Eye pea advert.

True to his name

however he rolls, bounces and bounces around each of the sixteen playing areas. These kingdoms all have a different theme, like Ice Kingdom or Flying Kingdom. Each one is deviously constructed to cause you as many problems as possible. The basic idea of each level is the same: to snap up every little diamond, power and fuel before the time runs out. At the start of each game you are given 99 on the timer

with which you must complete all sixteen levels.

If you think that this sounds like a tall order then you'd be right. Every time you fall through the floor into space you lose a life, and prolonged contact with the insects that infest the levels also kills you off. Every life lost also deducts ten from the timer. Luckily for completion's sake you can get extra time back. These are alarm clocks in various

places which give bonus seconds, and completing a level also tops up the timer.

Starting each game is done by selecting from a choice of four levels. This begins on 00, 06, 09 and 10, but as you advance the range of levels to choose from also advances. This option lets you travel back levels as well so if you're confident enough about a level you can do it all over again to get some time.



See that mean ball stop mainly over meadows and mountains? It's built through the clouds for our mental chum. ▶

Stop, hoistly top, the ball goes, place the ball, bounce, with walls around, to store ▶ from the drop!

Your bouncy chum is extremely responsive to your control. To a limited degree he can be steered in the air. Getting into the air in the first place is done either by jumping or rolling over a wing. These catapult you into the air and you turn gray, plus you can fly around for a few seconds. This can be bad news because the chances are you'll fly into a sealed chamber and not be able to get out again.

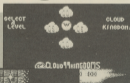


Various items are impossible to reach without the point pos. These let you show in extra floor to run over. You may even find that you need to use several of them in a row to complete a level. Other physical problems are pinball bumpers, ice, rebounding fences and disappearing squares.

Cloud Kingdoms is a very nice piece of programming indeed. Everything is well

IGDOMS

Clouds surround the goofy hero to add here in level choice. ▶



designed, from the rubber hero's drooping down to the animated title pages. There's a wicked soundtrack on the high score and title pages and the in-game FX add to the atmosphere. As for gameplay, you won't be able to put the joystick down once you're started. Look, the cute games are copying the honour the sh. Buy it. ACC.



93%

HAND OF GOD

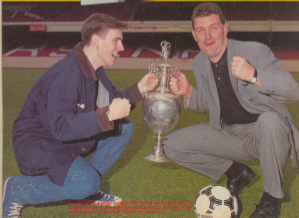
The YC World Cup Round-Up of the Most Memorable Foxy Gammas

GOALA
GOALA
GOALA

GOALAAAHH!!!

The United Cup Ceremony
FIFA's Highest International
Football Manager
Football Director
Football Manager
Germany's Football Federation
Manchester Soccer
International Football
Player Statistics
World Cup Game

Plus - Gaspard Gajon, Paul and George, Flairhead of the Royals and loads more...



Two of the most famous players in the world, Cristiano Ronaldo and Lionel Messi, are shown here celebrating their victory at the 2010 World Cup. Ronaldo is on the left and Messi is on the right.

CONTENTS

FOOD NEWS

A new 20-ounce can of
L'ARTISANAL BOTTLED
FRUIT & VEGETABLE
SAUCES (12% COCONUT
OIL) is produced INTERNATIONALLY
IN THE UNITED STATES
BY THE GREAT BRITAIN
INTERNATIONAL CENTER
IN THIRSK, ENGLAND.
SAUCES ARE FROM SANDHILL, WASH.
STATE.

AN ASSOCIATED COMPANY
OF THE UNIVERSITY
OF MICHIGAN, ANN ARBOR

THE L'ARTISANAL CENTER
OF GREAT BRITAIN
INTERNATIONAL CENTER
1000 UNIVERSITY T

THE L'ARTISANAL FRUIT & VEGETABLE
SAUCES ARE MADE
IN GREAT BRITAIN.
THEY ARE MADE BY THE
L'ARTISANAL CENTER

PAINT AND GRAVY

You don't get it just as another
product. You get it just as
another product.

Paint, water, water, water. Or paint
or water. It's a real product. It's
not just water. It's the "real" product
and water.

Gravy, water, water, water. Or
gravy. It's a real product. It's
not just water. It's the "real" product
and water.

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50000 gallons for the Company. Or
gravy. 500000 gallons for the water,
for water.

Paint, you do it, for water, for
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50000 gallons for water.

GRAVY NEWS

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50000 gallons for water.

Paint, you do it, for water, for
water, for water. Or paint. Or water.
50000 gallons for water.

Supplier: CDs



BRIAN CLOUGH'S FOOTBALL FORTUNES

Football has been the big business of the 20th century. It has become a multi-billion pound industry. It has become a global phenomenon. It has become a way of life. It has become a passion. It has become a religion. It has become a way of life. It has become a passion. It has become a religion. It has become a way of life. It has become a passion. It has become a religion.



The book is a biography of Brian Clough, one of the greatest football managers of all time. It tells the story of his life and his career as a player and then as a manager. It is a must-read for anyone who loves football.

No career story ends, and no career ends. It is a story of a man who never gave up. It is a story of a man who was always there. It is a story of a man who was always there. It is a story of a man who was always there. It is a story of a man who was always there.

The game itself is an art form. It is a game of strategy and skill. It is a game of teamwork and individual brilliance. It is a game of passion and dedication. It is a game of love and hate. It is a game of life and death. It is a game of everything.



95%

- 1) Brian Clough's Football Fortunes
- 2) Brian Clough's Football Fortunes
- 3) Brian Clough's Football Fortunes
- 4) Brian Clough's Football Fortunes
- 5) Brian Clough's Football Fortunes
- 6) Brian Clough's Football Fortunes
- 7) Brian Clough's Football Fortunes
- 8) Brian Clough's Football Fortunes
- 9) Brian Clough's Football Fortunes
- 10) Brian Clough's Football Fortunes

FORTHCOMING GAMES

ITALY 1990
The first of the World Cup games, which must be subject to a lot of speculation. The game will be played in the stadium of the Italian national team, which is located in the city of Rome. The game will be played on the 1st of June, 1990.



These are the games that will be played during the World Cup. They are the games that will be played during the World Cup. They are the games that will be played during the World Cup.



MANCHESTER UNITED
As early as the 19th century, the game of soccer was already being played in the streets of Manchester. It was a game of skill and strategy. It was a game of passion and dedication. It was a game of life and death. It was a game of everything.



KICK OFF 2

Although the game's graphics don't look too fancy, they do hold up the fact that you can play the full matches. It's a lot more fun than some of the other soccer games out there.

The sequel, the eighth in the series, is a good game to play if you're looking for a challenge. It's a lot more fun than some of the other soccer games out there.

EUROPEAN SUPER-LEAGUE

One of the most interesting aspects of the game is that it's a lot more fun than some of the other soccer games out there. It's a lot more fun than some of the other soccer games out there.



WORLD CUP SOCCER '90

This game is a lot more fun than some of the other soccer games out there. It's a lot more fun than some of the other soccer games out there.

FLAME HEAD



FOOTBALL MANAGER WORLD CUP EDITION 1990

The latest in Kevin Tomes' array of management games, and it's possibly going to redefine the football manager genre.

No matter what the game is like (as we've not seen it at time of going to press) it is going to satisfy all the FM fans that were unimpressed by the stupor

ENGLAND

Men an awful lot is known about this game at the moment, apart from the fact that it has been announced by Granddaddy as the follow up to their Liverpool game.

The most that can be said about it at this stage is that it is based on the ethos of the England lads!

The games that didn't quite make it into this issue for some reason or another are: Adidas World Championship Football (Ocean) which is the first time (to my knowledge) that a sportswear firm has been licensed; Audiogenic's (Dave Bassett, Lou Macori) Superleague Manager, which seems to be in direct competition with European Superleague but offers the owner a chance to link it with Emlyn Hughes, International Soccer; and Ocean have still got Liverpool on their books too!





Fiendish Freddy's Big Top O' Fun

Supplier: Mindscape
Price: £9.99 Cassette £14.99 Disk

▶ 87%

Dear collection with a smile, a mutation and a whole lot of fun. The circus has one performance to earn enough coin to pay off the lease, but Freddy has his own designs and they are fiendish to say the least.

Roll up, roll up, up to five players can roll up. The events are still performed individually but the competitive edge is there. The first performance is Horace the High Diver. This perilous act has Horace diving from increasing heights into decreasing receptacles. On his downward journey he must spin (wobble the stick), and perform the requested moves (memorise these, reading the instructions during night can be dangerous). At the termination of the dive Horace must be in line with the receptacle or the performance ends. Freddy has the nasty habit of appearing with a fan to blow Horace off course.

Next, Jelly-Joe the juggler with his sea lion accomplice performs juggling feats upon a unicycle. Drop too many objects and you're off but watch out for Freddy as he tempts your accomplice with a fish and then introduces a little explosive (power to rap your performance). Fail to return Freddy's gift and you are out for the count.

Finals of the Flying Fuller Family is a short lived performance as the leopards leap to the trapeze. Catch enough ropes and she will



encounter the burning hoops but hang around too long and Freddy will haze your downfall.

Winey Willie has a roll and a half, as the reels upon the spinning wheel you throw your deadly blades or balloon rockets between her limbs. Freddy throws bombs between you and Winey to distract you and, at the end of the act, she is unbolted, which makes the performance fall flat.

The persnickiest performance takes place on the high wire with Tony

Tiprow. Balance is essential but so is speed. On level one, Freddy wheels out the cannon but level two sees the advent of the circular saw blades. When Tony falls he grabs the rope but Freddy appears to prise open his fingers.

The final act is Fernando the Human Corncribb. Examine the powder level in the cannon and then position the target, set the cannon angle and away you go. If you manage to avoid the posts and the ground you may just hit the target. On this final

performance Freddy places a bomb in the end of the cannon with disastrous results.

After each performance you are judged by the downs. The more entertaining your act the more the downs abuse each other and the more money you raise. If you don't raise ten thousand the circus is doomed and Freddy has his wicked way. An entertaining game with some excellent humour but in places the graphics could be a little stronger. **AP**





THE

HEWSON

POSTER

CRASH
CUTS

CRASH
CUTS

CRASH
CUTS

CRASH
CUTS



DAILY DOUBLE

Supplier: CBS

Price: \$9.99 (Cass) \$14.99 (Disk)

You've heard it a thousand times... Dead end. Twenty-five thousand times, you can't lose.

Swiped home, forty miles dead end the line... And it's not blowing the mortgage payments.

Yes, Daily Double returns the thrill of a day at the races. Take out your life savings and risk it on a pair of horses at the track in the hope that one of them won't collapse before reaching the line. Ever wondered why horses are nicknamed jacks? That's because it's what the wife does when you get home after blowing off your day.

The game is packaged brilliantly. CBS, so the box is nothing special. Nor is the disk and so you don't get a wind up your horse (home). You do have to get a weekly newspaper, the racing form, form sheet. No doubt as a protection there to deter piracy. The form from over three hundred races is printed and the horses do run true to form—most of the time—just as in real life.

Unfortunately the horses are fictitious so you can't try to recoup your losses on Deere Cashed in the Cheltenham Gold Cup incident. Fortunately the big losses that it won't let you down again either. Deere Cashed's obnoxious you can still lose oodles of money though. The graphical representation of the game is about as good as Deere's form or the cup. ACC. However, this pair of any horse game tends to be secondary to the gameplay.

Designers: Let's make the horse do

it (I bet the ones you haven't looked do). The sound effects of forty horses at the racetrack better not go blind and deaf as you bet bet and so on. Neither graphics nor sound are as important as the form of horses and this is a nice touch for a game about racing.

There's no denying the fact that this game is based upon pure greed. You'll see the odds for no reason other than to gamble and make money. There are nine types of bet to use, from the Daily Double to exotic bets like Quinella and Parlay. Quinella is a bet where you predict both the finishing places (not easy). Parlay is a bet over two horses in different races. These are on top of the normal win place and show.

Your current betting that can be collected, or you can view present or other races. A certain amount of forward planning can thus be used to budget your future. You can take between \$100-\$500 with you and after each race any wins you might have will be displayed plus the divided outcome of Parlay.

And that's it. Nothing very special but quite computer friendly and horse-racing. Not nearly as cute as many of the other games this month so if you don't like gambling you're better off spending your money on a fully featured horse game. ACC



65%

**COME ON
YOU
GOONERS**



Are you ready to show off your soccer skills with your very own goal? You'll get it all at the Official World Cup Carnival! You'll get to play soccer, watch the action, and even win prizes! It's all yours for only \$5.00! So come on, you gooners! It's time to show off your skills!

At the Official World Cup Carnival, you'll get to play soccer, watch the action, and even win prizes! It's all yours for only \$5.00! So come on, you gooners! It's time to show off your skills!

Send your answers to:
Official World Cup Carnival
 P.O. Box 1000
 New York, NY 10001
 Attention: World Cup Carnival
 10001-1000

THE QUESTION

Who scored the goal at Anfield in the last minute to secure Arsenal's Championship in the 1988-89 season?



THE OFFICIAL
WORLD CUP



CARNIVAL

SPORT-BILLY PRODUCTIONS 1984

SELECT -

1. PRACTICE HOOPS
2. TOURNAMENT

ALEXICORP



Supplier: US Gold

The Official World Cup Carnival is the only place you can get your very own goal! You'll get to play soccer, watch the action, and even win prizes! It's all yours for only \$5.00! So come on, you gooners! It's time to show off your skills!

The Official World Cup Carnival is the only place you can get your very own goal! You'll get to play soccer, watch the action, and even win prizes! It's all yours for only \$5.00! So come on, you gooners! It's time to show off your skills!



WEMBLEY

VENUE OF LEGENDS



WE'RE ALL PART OF EMLYN'S ARMY...

Where's going to be the best? It's a question that we at Emlyn's Army believe in. We're the army of the future, and we're here to help you win. We're the army of the future, and we're here to help you win. We're the army of the future, and we're here to help you win.

Where's going to be the best? It's a question that we at Emlyn's Army believe in. We're the army of the future, and we're here to help you win. We're the army of the future, and we're here to help you win. We're the army of the future, and we're here to help you win.

THE TEAMS

- 1. AC MILAN
- 2. BARCELONA
- 3. BAYERN MUNICH
- 4. BOCA JUNIORS
- 5. BURNLEY
- 6. CHELSEA
- 7. FC BARCELONA

THE COUNTRIES

- 1. ITALY
- 2. SPAIN
- 3. GERMANY
- 4. ARGENTINA
- 5. ENGLAND
- 6. HOLLAND
- 7. BRAZIL

Send your answers to: Emlyn's Army, P.O. Box 100, Wembley, London W12 0HU. Tel: 020 8996 1000. Fax: 020 8996 1001. Email: emlyn@emlyn.com. Website: www.emlyn.com. All rights reserved. Emlyn's Army is a registered trademark of Emlyn's Army Ltd. All rights reserved.

Compo Compo Compo Compo Compo

LIVERLY KIT!!



1) Which of the following are Manchester United?
a. The Red Devils
b. The Red Devils
c. The Red Devils
d. The Red Devils

2) When was the last time they won a trophy?
a. 1988
b. 1989
c. 1990

3) What position did they finish in the league in the 1997-98 season?
a. 1st
b. 2nd
c. 3rd
d. 4th

4) How many followers in the South West?
a. 100,000
b. 200,000
c. 300,000
d. 400,000

5) Which year were they founded?
a. 1878
b. 1888
c. 1898
d. 1908

6) Which year were they founded?
a. 1878
b. 1888
c. 1898
d. 1908

7) Which year were they founded?
a. 1878
b. 1888
c. 1898
d. 1908

8) Which year were they founded?
a. 1878
b. 1888
c. 1898
d. 1908



FOOTBALL DIRECTOR



Topper: B & B Soccer

Now this is the game you'll want to play. B & B Soccer is the best of the best.

It's the only game that's been designed by a professional soccer player. It's the only game that's been designed by a professional soccer player. It's the only game that's been designed by a professional soccer player.

PLAYER	POSITION	AGE	HEIGHT	WEIGHT	SKILL
John Smith	Goalkeeper	23	5'10"	160	8
Mike Jones	Defender	25	6'2"	180	7
David Brown	Defender	24	6'0"	175	6
James White	Midfielder	26	6'1"	170	9
Robert Black	Midfielder	27	6'3"	185	8
William Green	Forward	28	6'4"	190	9
Richard King	Forward	29	6'5"	200	8
Thomas Lee	Forward	30	6'6"	210	7

It's not just the complexity in the system, you see, it's the way it's designed. It's the way it's designed. It's the way it's designed. It's the way it's designed.

It's not just the complexity in the system, you see, it's the way it's designed. It's the way it's designed. It's the way it's designed. It's the way it's designed.

The game is an enormous challenge. It's the way it's designed. It's the way it's designed. It's the way it's designed. It's the way it's designed.



A top end soccer player in action.

TECHNICAL MANUAL

1. Player 1: John Smith
2. Player 2: Mike Jones
3. Player 3: David Brown
4. Player 4: James White
5. Player 5: Robert Black
6. Player 6: William Green
7. Player 7: Richard King
8. Player 8: Thomas Lee
9. Player 9: John Smith

DATE: 6-1975

93%

PLAYER	POSITION	AGE	HEIGHT	WEIGHT	SKILL
John Smith	Goalkeeper	23	5'10"	160	8
Mike Jones	Defender	25	6'2"	180	7
David Brown	Defender	24	6'0"	175	6
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William Green	Forward	28	6'4"	190	9
Richard King	Forward	29	6'5"	200	8
Thomas Lee	Forward	30	6'6"	210	7

DATE: 6-1975

WHO FRAMED ENTERTAINMENT INTERNATIONAL?

He's Back. Yet another astonishing YC world exclusive! The weird... The wacky... The wonderful... **Simon Power** has been dragged out of semi-retirement to write almost exclusively for the fun magazine. You read his stuff here, and you read his stuff **FIRST**.

"**T**raveling down to that oasis in a jungle full of naked women... London, on a mission to meet the jolly nice people at that good ol' sunny Entertainment International software house." He murmured to himself with glee.

"Visions of a depressing looking pre-kid, conjugated ruffly." "I wouldn't run a business from their images!" started to appear in my mind." He continued merrily.

"On arriving at launch (p'd 3), parking my new little run around, I drew, from its sheath, my blade and stroed to hack a path through the foliage to the Entertainment International front door.

"Shock, horror, gag, wew, could I believe my eyes, it is really happening to me, etc. etc. all that crap. These people that give us such visual delights as Space Ace and Dragon's Lair are, and this is as true as all the puns about the Pope releasing his bowels



in the woods, anyway), in true, ol' the guys and girls that work there are cartoon. Fog, Robbie step aside, the Entertainment International team is here!" Becoming over zealous he falls from his seat in convulsions.

"All our cartoons or 'Toon' proper one. And her name is Goldilocks... Sorry wrong story. Her name was Mario. Mario wants to be a short one-day, or a dog called Rex (More of that later) but

is quite happy for now to deal with all the annoying interviews with the press."

"Mario is as skummy as a bowl of cherries on a cold winters night. And was extremely keen to pass on lots of hot juicy information about the going on in their camp. So here goes. All you ever wanted to know about the people who put out games under the Empire and Trus labels." Please forgive him for the rather corporate last sentence.

"The company was founded in October 1987, by two floppy game boys — Simon Jeffrey and Ian Higgins. Operations began in a small dark, cluttered room, but being fun boys who liked to boogie on down to the later hours they soon had the place rocking.

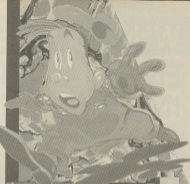
"In between all the partying and food fights with their soon buddies (it is rumored that one of these such drops is Sir Bugs himself.) They managed to start producing some amazing action games for all Commodore machines (C64, Amiga and PC)."

"The first game was under the Tinted label and was 'Crazy Cars'. 'Crazy Cars II' was next to follow, which gave them their home base, wicker, bigger seller to date. 'Crazy Cars III' will still sell on the budget label 'Hirequad' and give the player a choice of smashing up a BMW, Porsche or a Ferrari, while trying to see some of America's biggest and bestest super highways. Speed is the name of the game — which was so addictive even the Government tried to ban it!" He becomes hysterical and raises his voice to an extreme level.

"But will the 'Crazy Cars' duo soon be flung from the Entertainment International number 1 spot? They seem to think so because they know what is going to be the early sensation of the nineties. Due for release in the beginning of March is the game that will hit the nation harder than a gale force wind. It is so exciting that even the band of merry fools who work there can't stop playing. After the game was first seen by them, a party bigger than no other resulted — which was the biggest, the best, the longest and the loudest one ever... The label is thus — the game is Pipermania." A squeal of excitement emerges from him as his role is read.

"Okay, so maybe that is a slight exaggeration. Maybe the party didn't last as long as I implied. But, what the hell. The game is good — I should know — I've played it, so here. There's no need to be jealous though. Old Uncle Simon will tell you all about it." He begins to calm down.

"The graphics are neat and are what some may call — simple. The background music could become a little annoying with time, but we all have volume controls on our



mixers or TVs. The gameplay though is spot on. The idea is to connect together large amounts of drop pipe. 14 pieces in all have to be lined together in order to clear the screen."

"Sounds simple? Well it isn't. The pieces you are supplied with don't

automatically attach to the already laid pipe. And the wacky gunks which run through will soon spurt out of the end and ruin your chances of ever winning reasonably decent again. Pipermania was shown to the big bad gun-slinging guy who owns America's huge

Pipermania™

Pipe Mania!!!

Lucasfilm software label, they were to shut down by its addictiveness that they offered to help in the programming of it. Making it an even more awesome bit of entertainment," he becoines heavily.

"With Gazzo (who in their right minds calls somebody Gazzo) still doing well promoting Gazzo's super soccer (Gazzo is not a team), which is Entertainment International's stab at the Popy game field under the Empire label. And Space Ace" taking the fifth place in the Christmas chart - while only on one format. Amiga, who knows what these amazing rooms will do next," he says in a fatherly tone of

voice.

"With a good selection of adventure, role-playing, car racing, footballing, piping and cartoning games under their belt - anything could happen. (But what ever it is, however it looks, it's bound to sell.

"The toons have got it right this time. It seems that they can find time in-between all the mega film making with old Bob, H, and Rog, B., the partying with marvellous Mario, and gameplaying of Piperman to keep all of us - the punters - happy." He finishes with a sigh of relief, removing himself from the large tree and climbing back into his snug looking bed.



Here comes... Ten... Amazing fact about...the marvellous...the mechanical...Mario Pauwels.

NUMBER ONE - Mario eventually wants to be a man - preferably funny - preferably named...Clare Eastwood.

NUMBER TWO - Mario, being slightly corporate, cuts her role nails in the bathroom.

NUMBER THREE - If Mario could be a fish, she would be...A Shark. Why? Who Knows?

NUMBER FOUR - Marvellous Mario doesn't own a computer. (Tur, Tur)

NUMBER FIVE - Being sweet natured Celia is she trying to lead? Mario would like to smell like a rose.

NUMBER SIX - Mario was born in Belgium.

NUMBER SEVEN - Mario prefers ketchup.

NUMBER EIGHT - Mario is good friends with a dog named Rex, who lives in Belgium.

NUMBER NINE - Mario's favourite TV AD is the Guinness series, which stars some bloke who once appeared in a nondescript movie about a teacher.

NUMBER TEN - Mario is extremely cute - and very cuddly.



90%



Grand Prix Circuits

This is a several gear race, and is a simulation rather than an arcade game. Don't let that put you off though, cause once you are racing the adrenaline will be pumping like crazy. There are five levels of difficulty, and a choice of 10 cars.

is offered, except to Nigel, if you can take part in a full season of races. New cars are available for your personal collection.

in Amiga format last year, and that version was absolutely brilliant. The Commodore 64 version, dating from 1985, is also fab. The actual racing is the perfect balance between arcade style hacking along the track, and the more realistic simulation style driving on the corners and when trying to overtake. It's difficult but there's nothing as much fun as overtaking the top leader and shouting 'Dar rubber hood Mr. Johnny Hopkins Racing driver', or the monitor as you do so.

It takes a bit of getting into, particularly the ultra sensitive steering, but once you've been playing a bit for a hour or so, you'll find it difficult to put down. This is my favourite racing game of all time, and the Commodore 64 version is every bit as good as the other versions that are around. Lots of thought have obviously gone into producing as realistic as possible a version of Formula One racing as you're gonna get. It's fab.



63%

Ferrari Formula One

I've included this one because it's one of the latest to come under the arcade order. In addition, my view of it seems to differ from everyone else's, and there's nothing like a bit of arguing to keep reviewers happy for hours when they meet up at the various shows. Like Grand Prix Circuits, this one's a simulation rather than an arcade racer. It goes even further than GPC however.





and attempts to take in the whole of a typical season. Thus the player has to rest and modify the car between rounds, participate in the four-hour practice session and literally plan the whole of the season. There's absolutely loads of options, race theory, stats, but they include chaffing for wind resistance, altering the engine components, altering the tyres—just about everything.

Unfortunately, in the attempt to squeeze in much realism in as possible, it ends up resulting in a lot of the playability that's been left out. The actual scenery of the driving is horrible, the screen often flicks slightly about twice a second, and there's no real impression of speed, and apart from the loading time, the sound is horrendous. Even with the disk version there's a lot of wailing and disk flipping, and I don't care to imagine what it would be like on cassette. A creditable attempt to provide an insight into what real Grand Prix racing is like, and a highly regarded simulation by some. Not enough playability for my money though.



Chase HQ

Another arcade conversion, this time courtesy of the programming times up at Ocean. This one has almost got a seasonal You are a traffic cop armed with an armour-plated Porsche, with the aim of chasing the roads of naughty criminals. They seem to drive similar cars to you, so catching them can be a little frustrating, but you are armed with a hot gasp turbo which can be blamin' useful in your pursuit of perps. You chase them up hill and down dale, round the corners and along the road, but



when you catch up with 'em, you 'ave' to take 'em out. And for me the 'chase' part is what you're really going for. You've got to be as smooth and quick as all the rest, trying not to take too many corners out while you drift.

As a conversion of the arcade machine, this one isn't too bad at all. The graphics are good, and the car can really buzz. The loading isn't too bad, however, and there isn't too many corners of speed, except the turbo burn, it does seem a little slow, and I suspect that it's going to be a shame for it, there'll be quite a few that'll finish it within a couple of days.



Stunt Car Racer

This one is an arcade game. Well, it's a sort of simulation. Erm... it's a bit of both really. You are in a league with two other drivers, and must race both of them in turn on two tracks. Should you be in the league, you proceed to the next with help from both drivers and rough roads. The odds are the set of things you'd find on the average racetrack, with huge jumps, hills, cliffs, dips, go up, down, very high up, very low down, and from very, very high to very, very low in about two yards, making it a totally sick making trip. There are four leagues, making a total of eight different tracks and



erm... fly seven... no, hang about... twelve drivers. This one's to be different from all of the others, in that the graphics are vector, surely the future of the fastest racing games.

The car is rendered pretty well, and the track moves pretty fast as well. This game is really competitive, and for anyone who wants arcade style speed and fun mixed in with some seriously difficult situations, it simply can't be beaten. How about a... whoa... whoa... whoa... MicroProse, or Stunt Car Racer too? Aw, go on... please... it's the process.

Still in Testing

Not content with that lot? Well, luckily for you the future holds some pretty hot poop releases on the old Contingent 64 racing front. Amongst the forthcoming attractions are, for example, Devil's Force, by Digital Magic. Devil's Force allows you to race all sorts of vehicles, from formula One cars to Mercedes round loads of Power Delt style motorbikes. This one is a magnet on the screen for machines, and Digital Magic have been inundated with requests from dealers for a Commodore 64 version. At the time of going to press it was still in the very early stages, but it's bound to be a corker if it's anything like the other versions.

Hard Devil's, the arcade licence converted by Gornok, should be hitting the shops at about the same time as this issue of TC. Most of you will be familiar with the arcade version, in which you rock around various tracks and smash into cars, amongst other things. It'll probably be a pretty hot conversion, but one criticism of other versions has been that it's a fairly easy to complete and doesn't hold much appeal once it is finished.

What's to say what's going to happen beyond that? No doubt someone like Ocean will be announcing the rights to Chase HQ in some time. And another thing, Super Monaco Grand Prix has been around in the arcades for last six months now, and no one has announced the licence. Whosewater falls? Too speed of such an awesome conversion huh? At least let us know what's got the home conversion rights.

DOWN IN THE DUNGEONS

The YC lads truck down to Chislehurst, wave rubber swords and plod back to the skip! (Photography by

Paul Down)

The Labyrinth is a live roleplaying game based in a real cave system in Kent. Live roleplaying is like playing a fantasy game for real. You take the part of a warrior, wizard, scout, priest or whatever and play them as if you were that person. This extends to the casting of spells and all of the combat your character gets involved with.

No magic will the chance of success or failure depend on a dice roll. If something goes wrong it's because you made it that way. The original YC team of Adrian Boris Pumpshley, Rikki Tills Henderson and the infamous Eugene

"Chomov" Comer-Cains denigrated upon Chislehurst with reinforcements to give it a bath.

There is little actual danger involved in live roleplaying. The weapons are generally a combination of polymer and silver rope and are on the more post soft. Needless blows are not permitted, nor is misuse of the shield. The worst you can do is run into a wall or trip over. The caves are very chalky though so you'll need to take old clothing. Cosmics can be as elaborate or as simple as you wish. It's your character after all.

First timers will be given a training session and a lesson in safety. The age limit of sixteen will be strictly adhered to but younger players can arrange special dungeons. Don't go expecting to be half-hearted about it - you're in and involved 100%. But the

emphasis is definitely on roleplaying enjoyment.

The adventure, as told by Comelius the Grey Wizard

As I entered the town of Emryn, I felt weary and in need of refreshment. I noticed that many wizards were heading towards a dingy tavern called the Skull and Ferns.

Normally I avoid such watering holes, but this one seemed to have a certain character about it. Anyway, I needed work, so I was essential to any

adventure.

I entered discreetly. It was unlikely that anyone in there was a mage, for my power but anyone could get in easily that. I found a table, empty but for a busy woman died in furs. These seemed odd and thin, with many places unlikely to offer any real decoration. And why not? He could have easily snatched me if he'd given the chance. He eyed me suspiciously, and I smiled disarmingly in return. To put him at his ease I asked him his name.

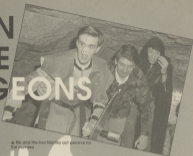
"Don't know", he replied roughly.

"What?"

"Don't know? I'm a wizard."

"Oh? I'm Comelius the grey

Magician
climbs the
wall that he
was destined
to



"Wizard."

He gave a little whimper and got up to sit on another table.

Narrowing the search, I looked around at the other occupants of the tavern. There were another couple of wizard types, including an Eastern fighter called Kinross, one or two priests, a smelly Half-Orc called Gornad and a Hobbit. This little guy must have about 5' tall and introduced himself as Stryveth Daggel-picks.

The atmosphere was quite cozy while we got chatting. However the air was broken by the entrance of a strange wizardly character, he walked in and I could almost see his aura of power. He said that his name was Sards and that he needed a party of adventurers. An earthquake near the town of Morge had uncovered an ancient scroll. This needed bringing back and we were offered the sum of 150 Gwils per person. This price was too low for me so I negotiated a fee of a new spell cube.

The others were quite happy with his offer so off we went. He gave me a map which detailed the location of Morge and the Quanta Caves where the scroll was known to be. It took us several hours to reach Morge. Having seen the news about the map of extremists called the Arwe, we were suspicious, maybe on the journey, and we found it a mon-
tan up to us

and threatened to sell us out to the Arwe, unless we paid him large sums of money. We soon choked him off though.

Approaching Morge, the Half-Orc began jumping up and down and making pleasant snuffing noises. When we asked what he was up to he said "Can't ya smell it?" Then the wind changed direction and the stench of rotting corpses hit us. As if to punctuate this smell, three rotting Humanoids approached us. Outward the priest roared off some harsh guttural sounds, powered as if screaming, and told us they were undead. At this point DR suddenly went mad! The blows seemed to glimmer bounce off him as he madly slashed at the living dead.

Once they fell (quite quickly actually) he turned and charged into the sea of the party! We all hit the deck, except for the hapless Bob. He stood his ground. Bonecrunching blows smashed into his shield and the force threw him down. Clearly DR was possessed by an overwhelming urge to crush, bash, smash and maim everything in sight, so we tried to calm him down. Eventually his bearing

again, flailing sword and mace wildly. None dared to reach the bodies for fear of the plague.

After a while we met a madman. He ambled around playing silly jokes on us, pulling imaginary doves out of people's ears and pretending to do odd tricks. But he made the mistake of calling DR stupid as the inevitable happened! While his bewitching joke was occurring I crawled away to a safe place I nearly bumped into Stryveth as he was returning to tell us about the tunnel. Looking at the map I ascertained that it was the right tunnel.

The others eventually caught us up. On inspection the tunnel proved to be very low and dangerous-looking. It also smelt of air and death. While the priests were administering maps I took a look at the map. It was a bit of a debate. Arguing in both our minds who was going in first. Eventually the Hobbit was chosen as our guide. Ahead of it was his job. He dived down the hole and began to crawl away. Silence... then three loud explosions and the Hobbit screamed! We heard shuffling noises and he emerged. His leg had been blown half off by some rock and his sword was shattered by them.

The priests couldn't afford to care his leg as he could still use it. But he wouldn't go back down no matter what we tried. So Kinross went down instead. He came back very pale and said that he thought there were undead in the tunnel. More arguments. I tried to scare DR into going by shattering a huge chunk of wood in front of him. It scared him but only into a corner. So I went. On the way I mended

DR powers in a corner with eyes full of fear. Little does he know, with his fear of the darkness, that the staff which he holds is immortally magical

slowed and his eyes for their mad look.

We then heard a plea for help. Three people emerged from Morge, and asked me to lead them from the plague. I led them to Mogodon the priest and sneezed that I'm not sure how the fight broke out but DR was in there

the Hobbit's sword. I came back once I heard a his and saw a roared face. Ghoul Jothus confirmed the description of it but the priests were too weak to effect it with their power.

Gornad finally opted to go on his own. DR said "We, said it" and dived down after him shouting "Out of the way" - a phrase!



impossibility! We all began to follow. A few paralyzations later we dispatched the ghoul and sat huddled in the tunnel while DR argued with a shimmering snake. The argument ended with the snake spraying him with a deadly poison while he smugged the girl. He felt very ill afterwards as the poison worked through his veins. Faced with the prospect of his death, I forced him to drink five healing potions while the priests cured his additional damage.

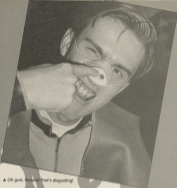
DR was up on his feet again. Gonod and I began searching a crypt, only to find a number inside a coffin! The undead really shook us up. He hit me in the chest and the arm, and my staff healer armor only partially stopped the blows. I dodged aside. Meanwhile, an shimmering appeared on the ceiling of two beings on the wall of the crypt. A figure emerged from the eastern wall of the crypt, a Druidic figure holding a stone staff. He said that his name was Herwick, rolling to get out then shouted a word I'll never forget and a bolt of energy hit DR in the chest!

Being of the magic persuasion, this frightened him away back down the tunnel. However, I looked forward to this confrontation – someone to match my powers against. Muttering words of magic I wove a spell of magic aimed about myself. Then I gasped in shock as he produced a *Grime* – a sixth level spell! This was too much for me to face alone; I cast another spell which camouflage me with the wall (raising my hand to indicate that I was invisible).

Gonod took on the *Grime* in pure darkness with me in support. We soon dealt with it, and the Mummy, the duid was on his own now. Faced with Gonod, Kinara and me he soon succumbed to the odds. Not before he crippld my arm though. As he fell I used my good arm to grab the staff away from him.

Then it was hurt the priest time. They had all buggered off down the tunnel, except for the Hobbit, who was unconscious on the floor. The priests were out of spells soon, and I still needed healing, so we all meditated for their injuries.

Having got some power back, they were able to heal my arm. While they ran around healing the others I cast a spell and began



▲ Oh god, Gonod! That's disgusting!

rolling to the left. It was quite willing to talk and I found that it held a lot of power, but the quartz for today was used up. I decided to hang onto it. Three of the orches who were able to walk climbed over a high wall and made their way across a very deep pit. After another meditation I was my turn

to follow.

The wind threatened to blow me right down the pit to my doom. I found the others sitting to a two-headed monster. The mised up being kept boggarding itself. After a brief conjurment concerning the whereabouts of the *Kenosa* a fight broke out. The monster was

▼ Smag him!



causing damage with one hand and pushing it with the other! DK made short work of it. I found a nice piece of treasure, found it for magic. I found that it was tenth level plus it had to be the trigger to a firewall. And we found it blocking the entrance to another tunnel.

I gingerly touched the treasure against the wall. Success! DK (who had of the last mission of magic) was looking for what Kintaro dived down the tunnel. Meanwhile the priests had cured Snytooth's legs and he was making his way back across the pit. A few others went down after Kintaro then I followed. Yells from Kintaro told us that he was stuck in a giant spiderweb. The woman began hacking away at the spider which ran away, then DK got to them.

We besieged the spider in its lair. It soon died, despite some of the woman getting stuck in the web. I cast a location spell to find the scroll but it didn't work because of the arcane power around me. But Mogodon and I went into the lair and looked for it. The scroll was found! Mogodon got it stuck to the web. I got the scroll stuck too. They looked black, but I got DK to

barrel away while holding the other end. I paid him with two items of treasure I had found.

We got back to Emryn and found Sorcis. He was very pleased with our success and granted our awards willingly.

A message from Sorcis who is trying to get in touch with Melph, Roger and Graydon. He says to seek out the Watcher on the edge of Forever as he has new information for Heidrick.

In conclusion

We all thoroughly enjoyed ourselves, and anyone who has never had live roleplaying should give it a go. It's relatively cheap at £6-7 for a three hour adventure, and is great value for money. You can live out your dreams or your nightmares and have a jolly good laugh drinking things with large rubber warts.

A free information pack can be obtained from the Labyrinth club at the following address -

The Labyrinth Club (YCL)
PO Box 375
Ovington,
Avee D66 75d
Phone: (05609) 35601

The YCL team from left to right: Bob, Gomer, Deshworth, Snytooth, Roger, Graydon, Josiah, Mogodon, Corneilus, Kintaro, DK

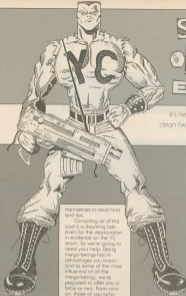
The YCL Labyrinth team

BOB - GOMAD THE HALF ORC
WARRIOR
AGH - CORNEILUS THE GRAY
WIZARD
ADRIAN - GOMD THE WARRIOR
RAY - SLYTOOTH DAGGERMORNS
THE (WELL-COOKED) ROBBIT
RAFI - KINTARO KUMASHI THE
KENSAI
MARTIN #1 - MOSADON THE RUNE
PRIEST
MARTIN #2 - DUCKWORTH THE
WARRIOR, PRIEST
MARCUS - DK THE DESERVING
JOSHUA - JOSHUA THE WARRIOR
PRIEST



SCUM OF THE EARTH

It's new, it's mean, it's squeaky clean (well, not really)! Get ready for even bigger rips



themselves to read hints and tips.

Compiling all of this and is a daunting task, even for the deputation in evidence on the YC team. So we're going to need your help. Being mega-beings has its advantages you know, and as some of the most influential of all the mega-beings, we're prepared to offer you a bribe or two. From now on, those of you lucky enough to become SCUM OF THE EARTH will receive all sorts of orange artifacts as a reward:-

BRIGHTLY COLOURED BADGES (showing just how tacky a dimer you are)
LARGE DECORATIVE T-SHIRTS to eat your diet of empty lager cans in
THE BEST SOFTWARE FOR YOU to get your teeth into
DAY TRIP LIVE ROLEPLAYING when we can be bothered to organise it

and anything else we can imagine that just low down burns as you check out there would enjoy. So what you may see, do you, a mere mortal, have to do to join the SCUM OF THE EARTH? It's easy. Just send in as many hints, rips, jokes, cheat codes, back doors or solutions as you can. Everything we peer will be rewarded in some way or another, depending on how long it

is, how well it's presented, and how slimy the dud that you send us really is. Don't expect the forms to be sticky on you, though - all of those people running up to you in the street and asking for your autograph!

Get those snippets of time down on paper, parchment or freshly removed human skin, and post them to this address:

DOCIN' EUGENE'S
SCUM OF THE EARTH
YC MAGAZINE
ARGUS HOUSE
BOUNDARY WAY
HINDLE HEMPSTEAD
HERTS HP2 7ST

And don't forget to put your name and address (unless you're too embarrassed) on every piece you send in. Even if it stinks!

The caveat for the first ever SCUM OF THE EARTH goes to Jamie Sulfus of Cornham, Wiltshire. Well done, you little dimer! Jamie says that he'd love a copy of BLOODWYCH. Too bad! You'll be getting a copy of CHERNOBL, as well as a few other bits and pieces. This is what our James had to offer:-

Greetings, dimers, and welcome to the darkest bowels of YC magazine. It's Docin' Eugene here, King of Slime City, for all of you greasy whelps who can't sit themselves up to get anywhere in your computer games, we're starting up SCUM OF THE EARTH. These pages are for the total stumps who just are no good at games and have no lower

For these poles, you're going to need either a rear switch or a carriage with a pole option. Read text after loading, bung in the poles and off you go!

A couple of dials there. Now, level codes for Diamond:-

CODE-	LEVEL-
RACE	8
RAT1	5
USA	24
IRON	40
LEAD	45

And, a program for infinite time and energy in Robocop. Type in and run them load as normal.

```

10 FOR B = 368 TO 438: READY: C = C+F: POREX Y: NEXT
20 IF C = 8371 THEN PORE 157, 108, 375 368
30 PRINT "DATA ERROR"
40 DATA 1,141,86,3,96,73,77,80,72,169,96,141,147,173
50 DATA 32,86,245,169,32,141,84,3,169,134,241,85,3,169
60 DATA 141,104,173,169,32,141,38,245,169,160,141,39,247,169
70 DATA 1,141,40,247,104,173,32,208,96,73,169,96,141,36
80 DATA 177,141,147,168,169,173,141,125,176,141,336,167,76,156,1

```

Thanks for your help, Nice CYBERBALL and other stuff see-on their way to you of great expense to us.

Well, that's it for now, oh silly ones. Keep the sledge pointing in, many thanks to Nigel again for his maps of Robocop, level one is pinned. Poles bribes or whatever, see on their way as you read this, to the two lucky gits who produced these vile tips. May they grace you with their goodness!

GDGM EUGENE

POKE!

TO HELL AND BACK:
POKE 32483,173
375 30454

BOMB JACK B:
POKE 7033,200
375 3303

LIVING DAYLIGHTS:
POKE 4390,336
375 4352

MUNSTERS:
POKE 2176,3 speed
POKE 6432, 308 energy
375 3048

GHOST 'N' GODLINS:
POKE 2240,0 time
POKE 3401,0 inf time
POKE 7080,0 death
375 2126

OPERATION WOLF:
POKE33351,565
375 16963

GHOST DUSTERS:
POKE 38454,96
375 24567

COMMANDO:
POKE 14621, 0 lives

GARLID:
POKE32496,173
3754099

MADEX:
POKE 3426,173
3752809

HESSIE:
POKE 5668,255
375 5678

MIKA HAMSTER:
POKE 19460,173
375 16425

OMG:
POKE 31250,173
375 36696

REDON:
POKE 5731,173
POKE 63303,173

SUBLE BOBBLE:
POKE 1240,169

CRYSTAL CASTLE:
POKE 41624,163

POKE 16420,96 speed
375 2126

An article for Countler. Select two player mode and get the second player killed by the Death, do the same to the first player to get 9999 health.

Domin the Movie. Clear level one, do a reset. Load level two and get killed. Repeat to the top of level two and load. It will load again but with infinite lives.

Roverleft. When going up a hill, stay in the middle of the road and you won't be hit.

Finally, 'Wobbit. Type 'WOBBIT on the info page for instability.

Next time a NIGEL of 'Wifford here in good old Hertfordshire, he also has poles to offer-

TIGER ROAD:
POKE5749,165
37514848

THUNDERBLADE:
POKE 6000,44
POKE 13135,44
POKE 13622,44
375 4096

DROPOOME:
POKE 3660,173

BOMB JACK:
POKE5112,0
3732101

PAIDMIA:
POKE 26530,165
37514336

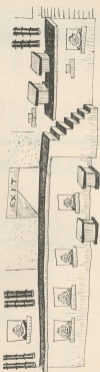
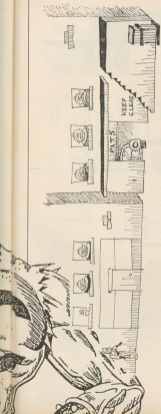
FLYING SHARK:
POKE 7929,173
375 3061

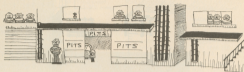
DRAGON MIKA:
POKE32690,0
POKE43120,0
375 32768

MIKA SCOOTER:
POKE 18460,173
375 29696

SLUDG:
POKE 2831,173
POKE 3649,173







ROBOCOP



LEVEL ONE



BADIE
AT WINDOW

MAPPED BY
NIGEL WALLIS



BADIE
ON GROUND

DRAWN BY
RIK HENDERSON



STEPS
(CANT GO
UP THEM)

FLAME ON

Stuart Green looks at the comic renaissance, while Rik Henderson reviews the latest in mainstream

CALIFORNIAN'S WITH ATTITUDE

It's hard to believe now, as we slowly recover from the media feverish that was the Batman movie, and with several more major million-dollar comic-based movies in production than ten years ago the comic industry was on its knees. In America a hardcore half-million readers were supporting an industry that in the fifties and sixties had been quite used to selling a million plus of top-selling titles. And in Britain the anthology comic, that had been the publishers' mainstay since time-immemorial was slowly going to the wall to leave 2000 AD probably on its last in your local newsagents.

Despite what you may read elsewhere, it was not fancy re-reading of the superhero myths that kickstarted the new fashionable comic renaissance, but the pioneering philosophies of independent publishers both here and in the States.

LOVE AND ROCKETS

First among the independents is Fantagraphics Books of California. In 1982 they started to publish their first regular comic, *Love and Rockets*. Quarterly, for \$1.95, written and drawn by Mexican American brothers, Gilbert and Jaime Hernandez, who had spent much of the seventies on the dole,

hanging out at LA pub gigs. Always big comic fans - their mother had collected them and passed on her enthusiasm to her sons, they'd read everything, from a staple diet of Marvel, DC's, Archie comics, to the more left field experiments of the series underground ones. In 1981

this all started to come together in the first issue of *Love and Rockets*, the local punks and purveyors, the music, the Southern Mexican heritage, the comic chronoscope, drawn in an elegant clear line.

Jaime introduced two female characters, Maggie and Hopey. In the title strip, as part of a futuristic world replete with the usual comic sci-fi paraphernalia of Hover Cars, Spacehips and discoun. Even then it was so much imaginatively conceived junk, unnecessary padding to the most charming, sexy, smart-mouthed cast of characters since Stan Lee first said 'make mine novel', when five issues much of it had been jettisoned in favour of a series of stories that revolve around Maggie and Hopey and the people they know in Höppens 13, Los Angeles. It's like all the Rebel movies Francis Ford Coppola always dreams of making, that John Hughes couldn't even conceive of.

Gilbert focused his attention on creating the mythical Mexican village of Palomar with a series of stories that go under the collective title of *Heartbeat Soup*. His cast that ranges from Taranstan who set himself on fire in protest against the world's starving, to Luba, owner of the local cinema and mimes of the bath house. It's a rich and complex (but not difficult) collection of tales that weave together with all the myth and magic of Mexican folk tales and comic fantasy.



NEAT STUFF

Then there is Joanie Tomk Girl Hewlett, and Philip "Mind World" Bond's favourite comic *Neat Stuff* (quarterly, b/w), by Peter Bogge's a humour comic that contains some of the funniest and most accurate comedy of the previous decade. Bogge concentrates his vision on the loonies who populate the Great American suburbs. For instance, *The Broodays*, *Mom*, *Pop*, *Buddy*, *Dads* and *Outch* the all-American family: spiteful, small-minded, petty (and hysterical). A picture of a group of people held together by nothing more than blood, they don't like each other at all. When they erupt, Bogge's cartooning does hallucinatory comebacks, his characters darting into filatious vicages of shark's teeth, and evil popping eyes.

SINNER

Sinner (quarterly, b/w £1.95) by Jose Munoz and Carlos Sampayo mines the more familiar territory of the private eye. Originally taking its cuts from the hard boiled pulp of Raymond Chandler and Dashiell Hammett, *Sinner* has developed into an investigation of the Big City, any city, any place but New York. The detectives, the drunks, the parahandlers, the bar and the lonely, all get a look in at *Sinner*. *Sinner* tries to come to terms with his own demons as well as those of the city he loves to hate.

Love and Rafters graphic novels: *Methodist* by Jaime Hernandez; *Love and Rafters* by Jaime Hernandez; *Huacabaco Soup* by Gilbert Hernandez; *Duck Feet* by Gilbert Hernandez; *Human Disasters* by Gilbert Hernandez.

All Titan Books £5.95

From *Sinner*

Joe's Bar (Titan Books £7.95) by Jose Munoz and Carlos Sampayo

Taken from *Neat Stuff*

The Broodays (Paragon Books £5.50) by Peter Bogge
Swish Kirby (Paragon Books £5.50) by Peter Bogge

DA REVIEW BIT

NIGHT BREED #1 Epic Comics

This is an adaptation of the forthcoming horror shocker from Olive Barker, and if rumour are true, it seems as if the comic may do better than the movie itself. This is a shame though, because the film looks as if it could be truly stunning, whereas John Woodner, Alan Grant, and Jim Dake's version falls very short of the mark we have come to expect from comics with Mr. Dake's name attached.

It's not as if it's bad, just when compared to some truly horrific tales, like *Hellbiker* and *Sandman*, *Night Breed* owes far too much to the gore aspect than the ability to shock the mind. Also Jim Dake's artwork does not lend itself to this side of the comic industry.

Not so much as let down, more a third buy after *Hellbiker* and *Sandman*.

84



A1 #3

Acornika Press

Being edited by two of the industry's most respected comic art critics, Gary Leach and Dave Elliot, there is can be no doubt that the quality inside this compilation of short strips will be very high indeed.

There are two strips inside from such upstanding members of the trade as John Bolton, Eddie Campbell, and Glenn Fabry, but the whole issue, for me, is made by a truly excellent *Bojangles* by Alan Moore and Steve Parkhouse. It is everything that mature comic humour should be. The *Bojangles* Ballard Arena and the *Bojangles* (b/w) by far one of his best personal work since his old days on *Judges*. *Dread*.

Maybe a bit expensive at £2.50, but by far the best way of optimising yourself towards today's glowing new wave of art stories.

84

92%

RIPPER #1 Aircol

Ripper (Aircol) is best known for its 'crazy' art style. Leitch and Ellis, and perhaps, on the 'frightening' front, the 'shockingly' in the book. *Ripper* is a variable comic, and certainly the best and most...

75%

See if you can imagine the idea behind this: A guy has someone very close to him murdered by street punks (in a rather brutal fashion), so he donnes a dash leather/PVC outfit, together with cowls, and vows revenge on the scum who have done this deed. Now if that reminds you of a slightly more well-known job, better, then you may be pleased to know that the similarity ends there. I said 'may be' because instead of leaving criminals tied up, beating police, the hero hurls traps, slashes and maims his way through a plethora of sadly stereotypical black youths, until you know down the comic reading.

say, the latest Spiderman epic.

The artwork is in a striking form of mono, and pencilled by (I think, best known for his work on *Tomb Raider* in *Deadline*). And this latest issue starts a new story where the bespectacled being gets to meet his master.

I've never really had the desire to come across *Walter B* before, but now that I have, I feel that my head has been doused in the waters of enlightenment. I have converted and will Superman's underwear ever look the same to me again?
RH



▶ 12%

MISTER X #7

Vortex Comics

Mister X is an acquired taste, but what if told you that that it is a very successful horror-themed, it's one of the more abstract comics in the world. *Mister X* features should not be seen as a subliminal message. It's a horror comic, and it's really, it's, it's.



feeling that this is as original as the fun should, it seems to me that Epic (a subsidiary of publishing giant Marvel) is trying to cash in on the violence/Punisher boom (Boom with a capital B), there is high on blood from cover to cover, and although the artwork looks like a cross between Klaus Janson and Bill Sienkiewicz, there seems to be no intention to make

this of Epic Comics usually high quality.
RH

▶ 91%

STALKERS #1

Epic Comics

There's this group of SAS style soldiers who not only had troubles with their bodies against terrorists and the like, but also inner conflicts within themselves. Now I can't help

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Answers: 1000; 2000; 3000; 4000

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He was battered!

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pint of milk, a large tin of biscuits
and a bottle of foxy liquid, but
when he got there he had lost the
shopping list. What did he get?

Answer: A thick ear when he got
home!

What's the difference between a
cat and Judge Puddles?
One licks it's paws, the other licks
his towel!

These are three marshmallows, can
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Answers: 1000; 2000; 3000; 4000; Answer:

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