

BRITAIN'S BEST SELLING COMMODORE 64 GAMES MAGAZINE

OCTOBER 1990

# Y&C

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Who the hell are EMF? What possible link could they have with the Cid? Absolutely none mate, but they're a rather spiffing top-'90 you have a heart attack rock and roll, stinky kind of band with rather lousy clothing!!



18 SOLIDFON - Media Eastern mayhem as you march by into Iraq and deliver Saddam Hussein's satisfaction. Wow at the graphics. Be stunned by the sound. Cringe at the brutality of a Hitler style fanatic!



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...it's dynamic!

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#### YC

Alphafile Publications Ltd  
20 Potters Lane, Kite Farm  
Millan Keynes, MK11 2NF  
Tel: (0262) 562813  
Fax: (0262) 252229

#### Editor

Rob Henderson

#### Assistant Editor

Ashley Cotter-Cairns

#### Group Editor

Paul Sims

#### Designer

Malin Saunders

#### Publisher

Massimo Majo

#### Editorial Consultant

Stuart Cooke

#### Publishing Consultant

Paul Goodier

#### Contributors

Paul Acropolis, Jeffrey Davy,  
Cezayir Eugene, Purple Riddick,  
Beverly Gardner, Stuart  
Henderson, Dave Hughes, Sean  
Holly, Alan Luffwell, Paul Myles,  
Carm Smith, Mr Squam.

#### Advertising Manager

Cass Gilroy

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# But First This..

☛ Cots... I've gotten all nostalgic. Why? Because I've just been flicking through the old YCs and Your Commentaries that I was connected with. Did you know that since we changed our name and style, we've given you (including this issue) 2 free demos, 1 free utility, and 57 free games. And did you know that we've reviewed 147 games (an average 18.275 games per issue), and all this is on the C&A only, you get the best service here.

But enough headle baffle and onto some real JUICY subjects. Now that everybody has gotten over the World Cup, what better thing to talk about but the new football season! Here are my predictions for the honours for the season 1990-91. Division One Champions: Liverpool. FA Cup Winners: Liverpool. League Cup Winners: Liverpool. Eurovision Song Contest Winners: Liverpool. They'll do the lot matey, they'll do the lot.

And we've only got a couple of months until the end of the year and I still haven't got a calendar for this one yet, haan... I'll have to do my shopping pretty fast. The YC Wobbly Awards for 1990 will be run in January's copy, you can then vote for your favourite games.

Not an awful lot left to say apart from a couple of staff changes. Ashley Cotter-Cairns is now my second in command, which still means he makes the tea, and we welcome back an old face in the form of Mark Newton, our old designer at Argus. His transfer fee has only just gone through and he'll be doing his old thing on the magazine in the future, probably.

I'm off for now, but keep your ears to the ground, a few big things are happening and you're gonna want to be here when they happen.

*Rob Henderson*



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# DATA

With Mr. Spam

## MUNCHY BOX

Goa, Commodore has joined the rest of the computer world in announcing a brand spanking new console, and this one is based on our very own C64, ooo.

For those of us with C64s this means very little, apart from the fact that companies will now be producing games on cartridge too, at a pretty high price I should imagine. The console itself, you see, has exactly the same specifications as our favourite machine but without a keyboard, just a dirty great slot in the top to stick your

games.

For the outlay of £99.99 you get the machine itself, a "game controller" (a joystick to me and you), and a four-game cartridge containing Klex, Fierdick Freddy's Big Top O'Fun, Fimber's Quest and the old favourite International Soccer. Another 100 new cartridges are expected before Christmas, and these will slot in the back of your C64 or C128, if you could be bothered.

So what does the future hold? An Amiga console? The eventual phasing out of our Conary 64? A cartridge stuck in the front of YC? Who knows!



## STUMP COLLECTING



Challenge Software, most famous for YC

Fun One's Table Champions and Cricket Master, has now announced yet another cricket game, but this time with the sponsorship of that world famous England and Hampshire batsman, Robin Smith, who?

Err... Well, he's got a beard and he played rather well against the West Indies in 1988, and apparently he's got a wonderful sense of humour and is respected in cricket circles, er... yes!

And in order to capture the market at just about the right time, Challenge is releasing the game around... Christmas, just when the cricket season is in full flight? Yep, we're baffled as everybody else! It'll be a stonker of a game though, if it's any bit as good as all the rest of Challenge's games.



## MAN YOO, MAN YOO, ERM... MAN YOO!



On Saturday August 18th, our own Rick and Peter Calver from Audiogenic Software took Alex Moad from Brixham, South Devon and his mother to the Charity Shield at Wembley. Why? Because Alex had won the Emile Hughes compo that we ran in the June edition of your favourite magazine.

Luckily Alex was a Manchester United fan



and they all had a slap-up meal and then sat in even-so-expensive seats in order to watch the team draw 1-1 with Rick's team, Liverpool! Great fun was had by

all apart from the fact that they were in the Manchester end, so when Liverpool scored Rick had to celebrate in silence. A good result on a brilliant day.



**ARTY FARTY** 

 So who's this **INGONEU** peacenik then? What does he do? Well, if you take a look at some of the artwork on this page I think you'll get the idea. Yes, that's it. He's an artist.

But not an ordinary artist, no siree. **INGONEU** performs his art on the Amiga (yaint dat one of dem expensive computers) and prints it out using an inkjet printer, and I think you'll agree with me that it is very effective. It sort of gives it a Cyberpunk effect.

He's recently had exhibitions in West Germany and Austria, and some of his paintings have been sold for loads of cash by an Austrian museum! What we want to know is, when is it going to come here so we can buy some with our 'YC expenses? Erm... HOW much?



£9.99 on tape, and £14.99 on disk.

Another September release for Domark is **TNT**, a compilation of five Tenpin titles. **Hard Drive** (never released on the C64), **Toobin'** (Erm... Not too hot), **APD** (pretty cool), **Dragon Spirit** (Okay), and **Lyboko** (pretty hot people stuff), are all on



**IT'S THOSE DOMS AGAIN**

 Who's the blinking 'ip are these two? Oh no, not the Doms again? Oh yes! And isn't that a Lotus Esprit they're standing in? Coo, things

are certainly looking up in the world, so much so that they have even had to take their shoes off to stand in the car, peccoy!

All this malarkey is in order to promote the latest board game to come from Domark, **The**



**Eggy Who Loved Me**, as revealed in YC August 1990. Further news is that the game will be released in September sometime and will cost

£, and it must be worth it to see why **Hard Drive** was never released alone. It'll be £14.99 on tape, £19.99 disk.



**NEW... ER...  
OLD  
DESIGNER**

YC gets itself a new designer in the form of its old designer Mark. It's NOT in a panic! Newton. What does this mean? The team are **BACK** in force!! And you'd better believe it!

**BREEDING KIDS**

Activision has had a few, how do we put this in order to sound positive, a few probes recently, but not being ones to lie down and wring the company has two new mega games coming our way.

Dragon Breed is a companion of the wicked Iron arcade machine where you get to ride a big, wobbly dragon who is made up of 13 segments to give it an even more wobbly effect. It is a sideways scrolling cutesy game,

with a definite Japanese feel, and if it is any bit as good as the coin-up we'll be shouting yipes until the cows come home!

Another big arcade hit was Atomic Roboid, and this too is coming our way. There are 21 levels of, alas, Japanese flavoured fun where you fly, walk and blast loads of meemies. And you'll be able to read the review of the game in next issue!

Both will be available in November at the prices of £9.99 for tape, and £14.99 for disk.

**COIN  
OPERATIONS**

Do you spend all your dinner money in the local arcade? Do you hang around the neon fountains looking for cheap thrills? Do you hassle your parents to subsidise your addiction? Well, here's further chance to do so in the shape of a new arcade.

Electrocin, arcade supplies and software house, has opened a new arcade on Tottenham Court Road

entitled the 'Casino Leisure Centre'. The company promises that it will house the latest in games, and the new Neo Geo system, it will even have some games that'll take months to appear anywhere else.

If you're in the West End, pop along and spend all of your cash, it is indeed the only way to preview games that'll soon appear on your Comidy anyway.

It is based at 69 Tottenham Court Road, right next door to Godege Street tube station.

**THE DREAM TEAM**

So what does the YC dream team like to eat in the morning, before they crawl out of the house...

**File "Yard Barco" Henderson**

File likes Corn Flakes because "they even turn the milk down", that and a can of coke, few packets of M&M's M&M's, and couple of Tracker Cars. When he was asked why he was so often he replied "Oh, I don't eat them, I put it on my chest to see if any hair grow!"

**Joshay "Joe Cruise" Colter-Caine**

Joshay is a much more healthy breakfast man, being Honey Nut Loops, Kellogg's Raisin Bran, Shredded Wheat, Honey Puffs, and several other types of breakfast, all in the 20000 bucket!!

**Beverly "Bessy" Gardner**

Beverly is a more conservative breakfaster, she likes a basket full of Raisinners and a can of caffeine-free coke. Occasionally we see her munching on some bran fibres, but you're likely to catch her with a chocolate croissant in her gut!

**THE SCOREBOX**

Each game is given different ratings in the form of a wonderful/froody skorebox (you do the change of letter from 'C' to 'S' in order to make it pronounceable).

**1** Graphics (out of 10) - This is what we think the games appeal is presentation wise and graphics.

**2** Bonus (out of 10) - Does the main goal? Do the sound FX come across as realistic?

**3** Fit Factor (out of 10) - This is what we think the nature appeal of a game is like. Does it grab your attention straight away? Or is it too hard to get into?

**4** Staff-As (out of 10) - How well will the game retain your interest/minutes/hours/days?

**Overall (out of 50)** - This is the personal rating given by the reviewer of how good they think the game is.

**50-25** This game is so average that the only reason anybody would want to look it is for novelty value.

**25-50** Incredibly bad, and not interesting in the slightest. Please "miser and her" and don't get the general idea of what I'm talking about.

**51-75** Not too work, and probably somebody's cup of tea, although we'd rather think it's gutter tea.

**76-90** A good game with more going for it than most. It'd be best to check these ones out in the shop/Casino/you/you/you.

**91-99** Go out and buy immediately these games are hot. Be hot in fact that you'd be done for taking them into a swimming area. Any game getting the score are announced at YC Fun Days (the YC year of acknowledgement).

**100**

No game has ever got this rating, and any game to see get this would be the best that anybody could ever do!!-the coming 94. You'll know when a game the good scores around because all the games players in the world would wonder around and compare trophies and things.

**skorebox**



**overall 84**

# U.N. SQUADRON



**US GOLD -**  
\$9.99 Tape,  
\$14.99 Disk

**The Middle East is not the most friendly of**

places at the moment, and according to U.N. Squadron the World demands an end to the bloodshed. Who do they send? Well we don't know, but we sent Mike!

**T**alk about timing! There's old Saddam Hussein munching around the Middle East

preparing all kinds of business and UN Que decides to release a Middle Eastern battle shoot-em-up. But I suppose it's not really their fault, I mean it is an arcade conversion after all and anyway there's not a single mad dictator in sight, no British hostages in hotels, or refugees fleeing to other countries. This time there's a more evil force behind this (if that is indeed possible).

The arms dealers (the guys who make large and messy weaponry

out of old cereal packets and washing up liquid bottles, not people who deal in sweetly litas) have taken over. This is because there's looked like an end to the old war and conflict that has been taking place in the Middle East for many years. I think it's a little worse now, don't you? And they can't have that, nobody would buy their latest megadeath machinery, so they've built loads of big tanks and other assorted nasty whatevers and they plan to take over the entire world so that people will have to buy their assortment of weaponry from them alone. Done... you can't shoot anybody these days, can you?

This is where the three bravest men in the world come in. Hot Larry in his A-10 Thunderbolt (a speedy little number with big blasty guns), Ben Kazama in the F-20 Tigerhawk (a speedy little number with big blasty guns), and Greg Gale in his A-10 Thunderbolt (a speedy little number with big blasty guns), and they have to fly into the battle zone, kill just about everything and fly out again without, hopefully, a scratch (otherwise they'll probably have to pay the gossams that they're fighting for new equipment).

How do they do this? With great difficulty probably! But try they must and try they most certainly will do. Or at least you will, because surprise surprise it's Gila'era, you get to



Breaks, breaks, and fuel refuelling



Now come on! How about some rather smashing legs too? A real target, see I say it's full of human technology, not! Look, I've gone out on a limb to get hold of these! I've stuck my neck out, the least you could do is give me a hand! How about a fish finger?

# Fax

## There's No Arm in It

Arms are not often found in second-hand shops, they are normally kept in an armory, which is no mean feat.

Running around with your arms extended, and whistling the tune to The Dambusters will not only make you dizzy but will probably end up with you locked in an institution, so it's probably not a very good idea.

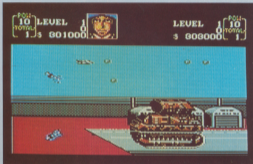
## skorebox

1 8 9

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overall **87**

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choose which character you wish to play in this horizontally scrolling wrap-the-flag-out-of-everything-er.

At the beginning of the game you see three guys grinning chaotically (they haven't seen what's coming up) and you must choose one of them. The plane rolls out onto the runway and you find yourself shoved out into the action with a pair-shooter to fend off the enemy. And it is here that you realize that this is really a blood-splatter-are-up-in-freery. There are waves of moanies that come towards you, ground moanies that fire missiles up at you, icons to be collected in order to later swap it for better weaponry, and end-of-level buggers that are several times bigger than yourself, and essentially that is about it.

But what makes a good shooty is

the gameplay, and Y.C. Squadron has copies of that. The attack waves are fast with a capital 'fast', and the levels get very demanding indeed. The core weapons, which you buy in a shop at the end of each level, allows you to do some really funky fighting, and there is the added bonus of being able to have simultaneous two player action (a la the Silencers) with each player with his hands firmly grasped around his joystick) taking the role of different characters.

And the graphics are not half bad either, with smooth scrolling and speedy sprites, and the main end-of-level guardians are very well drawn indeed. Sound is fair, and the entire game, although offering very little that is new, is a very good little. Now run along and buy it if you amaze me! You'll!

# MEGABLAST

Got holy fingers? Bored with genre games and flight sims? Worry not at all! The 84 had it's fair share of classics over the years and here with a helping hand and a ready trigger finger is Sean Kelly's guide to some of the best 'blastin' ever released for your mean machine.

**W**hat is a Shoot 'Em Up? That is a question that has vexed many a philosopher over the centuries. Well, this is a bit. It's a bit of a stupid question really cause the answer is obvious. It's anything that involves blubber all brain power and trillions of joystick mashing. Oh, and killing things too. There's got to be lots of things dying, exploding, bleeding, having limbs ripped off or being forcefully ejected off their mortal coil in some other equally violent but entertaining manner. And a bit more carnage on top of that for good reasons, otherwise it's no use. You can be flying along, walking or even floating, but as long as everyone around you is being blasted to bits, it's a shoot 'em up.

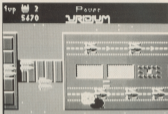
#### So what makes a good Shoot 'Em Up?

Lot's of killing, loud noises, big aliens, massive levels, tons to do and or ... that's about it.

**So how can you tell if it's good?** Simple. Check out this guide. There are several factors that contribute to a good shoot 'em up, five of which we will match the games featured here on.

#### GRAPHICS

Do the aliens look menacing, or do they look like they could be given a good kicking by the Acornian and District over Seventies Handing Society and Crupper Club before they'd water their Wurlitzer? If the answers yes, then bin it.



MegaBlast - One of the best shoot-em-ups in the world, probably!



#### SOUND

Do they sound like a bad recording of someone talking down a dodgy telephone line, or is it a case of 'Whoope there go by sardars. I don't expect I'll ever see them again matey' wherever you blast one away. If it's the latter, then the game's passed! It's awful exams.



#### SCROLLING

Although it doesn't appear in every shoot 'em up ever, in those where it does it's mega important. What we want here is something smoother than a Fat Ring Cole record, as opposed to something with more jerks than the Kyle Minogue fan club.



#### ENEMIES

There's nothing more boring in a shoot 'em up than aliens that are easy peasy lemon squeezy to beat cause they always follow the same flight pattern, or cause you only get two on a screen at any one time. What we want is seventy-two thousand aliens, all heading for your ship,

and all firing homing missiles at you. That way, when you clear a screen of them, your mates feel worshipping at your feet rather than saying 'Only level six? I got to level four hundred and seventy-two on my first go. You're crap!'



#### FIX FACTOR

Does your hand become muscular to the joystick? Do you come out of your bedroom so rarely that your pet dog starts to attack you 'cause he thinks you're a stranger? Do you set your alarm clock to wake you up during the night so that you can have one more go? Is the only way to get you away from your computer to prise your fingers from the joystick and take a hammer to the power pack? If the answer to any of these questions is yes, then the game has a high fix factor. However, the game results in the more thought of going within ten yards of your computer bringing you out in a cold sweat, then the fix factor is round about nil.

# ONE DAY AT SCHOOL...



AND MR JONES IS SUCH A ROTTER!!



WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT.



# £1000 REWARD

FOR INFORMATION LEADING TO A PROSECUTION & CONVICTION

THIS CAMPAIGN IS ENDORSED BY



ANY INFORMATION ON PIRACY SHOULD BE PASSED TO F.A.S.T. (THE FEDERATION AGAINST SOFTWARE THEFT)

TELEPHONE 0628 660377



PIRACY IS THEFT



**Finger  
aim  
what they used to be**

O yes they are, except they're not so old. In the shoot 'em up stakes though, it's a fact. Some of the best shooters around are a bit past their sell-by date. This is no bad thing though, cause this means that some of the best adrenaline purgers are to be had for less than three quid.

**THREE QUID!** That's the price of two pints and bag o'nuts at my local, so there's bargains to be had and no mistake missus. So, without further ado, let's get straight into the blaster biz.

**SALAMANDER  
The Hit Squad £2.99**

This one, for those not in the know, started life as a pretty but Konami Coin Op a few years ago. It's a no messing, fly to the end of the level before encountering the big nasty type game with absolutely tons of action. Destroying a wave of enemies will leave a bonus weapon, most of which are useful, and some of which are absolutely essential. In addition to the usual left to right scroll, it's even got some sections which are vertical scrollers.

Salamander's got just about everything you'll need to keep you blasting for ages. If you haven't got it, there it's absolutely unmissable at three quid, and if you have it already, dig it out again and you'll be surprised at how totally fab it still is.

**Salamander - Now on budget!**

-  **7** They won't stun the world, but are perfectly suitable for the game.
-  **8** The tones okay, and the in-game effects are fine.
-  **8** It scrolls just fine.
-  **8** Some crucial and imaginative bad guys and hazards to negotiate.
-  **8** It's fab. A totally spot on conversion of a good arcade game that's a massive bargain at just three quid.

**TURRICAN  
Rainbow Arts £9.99**

This one is epic. It's enormous. You needn't bother with the scenario, but checking out the instructions is a must, cause this one needs so many hands on so many buttons even an octopus would have trouble. That's normally a bad sign with a shoot 'em up, but in this one's different, cause after a while getting the right weapon for the job is intuitive. In Turrican, the aim is to work your way through the world of Turrican for some reason or other, negotiating the literally hundreds of hazards and enemies as you go. You'll find yourself leaping over mountains, piling caves, jumping over waterfalls all within about five minutes of loading up.

There's hidden bonuses all over the show, and a quick swing of your laser beam should be exercised of every possible instance in order to reveal them. This one really is state of the art and no messing, it combines rapid shooting and






hacking, and statesque hidden bonuses. An absolute 'Must Buy' even if I have to call my hamster into 'stevey'.

-  **8** Tons of colour, tons of variety and tons of excellent.
-  **8** Pretty excellent on this count too.
-  **8** Smoother thanilk after a couple of pints.
-  **8** Tons of 'em, and all after killing you.
-  **8** You'll be playing it from now until Christmas.

**CYBERNOID  
The Hit Squad £2.99**

Another bargain, this time an aging classic courtesy of Matt Cosco and Hawson. This one differs somewhat from the standard, in that instead of scrolling along and hacking your way through wave upon wave of badies, you negotiate a number of rooms. It also deviates from the norm because instead of starting off with one basic weapon and collecting others as you go, you start off with five different weapons, including homing missiles, mines and bouncing bombs. As you work your way through the rooms, you'll need to figure out exactly which weapons are best for which particular room, and how best to use them all economically.

It's got some brilliant graphics, really sound effects and a brilliant tune. If you like to use a little-but not too much-brain power along with your shoot 'em ups, then Cybernoid is the one to go for. A classic. What more could you want?

-  **8** Nothing stunning by today's standards, but some brilliant effects all the same.
-  **8** A fab tune, and some good solid chunky explosions.
-  **8** It doesn't. Not even in the slightest.
-  **7** Not particularly clever, but the sheer numbers and limited space make the going tough.
-  **8** If you allow yourself to get addicted to this one, like your social life goodbye.

## ROBOCOP Ocean ES-99

This one's a bit odd for a full-price game, but was round about the top of the charts for ages, and justifiably so. The controls are a bit awkward at first, and take some getting used to, but once you've figured them out the game's a lot more straightforward. It's an out and out shooter, in which you, as Robocop, stroll along a sideways-scrolling street, blasting the badies who hang out of the windows and approach from either side of the screen. At the end of the levels you'll have to blast a huge G2000, so easy to beat, believe me. After each main level, there's also a couple of mini-games thrown in for good measure.

The tunes are pretty excellent on this one, and there's even quick-sampled 'Robocop' themes in for good measure, although it's not exactly stunningly clear. The graphics aren't exactly crystal clear either, but there's tons of colour, and the animation on the G2000 and the Robocop character is pretty impressive. An all-time classic.



**6** Fairly dull, but the mark's bumped up by some excellent animation.



**8** A good tune, and some good beastly effects.



**8** Nothing special, but good enough for the job in hand.



**7** Not exactly the most difficult of them to kill, but the sheer numbers keep you blasting.



**9** Although not scoring massively in any particular department, the whole lot goes together to make an excellent game.

## DELTA Thalamus

This one is another blast from the past, but one of those games, like *Uridium*, that was completely revolutionary for it's time, and wiped the floor with all the competition at the time. And, unlike it's sequel *Servicio*, this one really has aged well.

It's a left to right shooter, where blasting a few complete rooms of aliens will accrue a number of power-ups, the number dependent upon how many you blast. One neat touch is that all the power-ups that you can't access will appear on the screen, but you must avoid bumping into them otherwise you're dead. The graphics look fairly uninspired now, and a bit boring, and the sound effects aren't exactly earth-shattering, but the tunes are good, and it's still fairly fun with heaps of playability. Still a surprising good game, and it's available on a *Thalamos* compilation along with five other classics including *Amalyte* and *Servicio*. Another 'no self-respecting Commodore owner should be without' game.



**7** Some good touches, but lame for the most part.



**8** Average sound effects but good tunes.



**8** When it needs to, it shifts the plot at a massive speed.



**8** Lots of different ones, and some unusual hazards to negotiate.



**9** Yet another classic.

## URIDIUM Newson

This is another of those games that was absolutely revolutionary for it's time. It followed the usual Newson formula of having each level of the main game

alternating with a short sub-game. The sub-game is nothing to write home about, but the main game will blow your socks off. It's left to right shooter, with you in command like an aircraft carrier. The aim is to survive for as long as possible blasting the waves of aliens that attack you, before being given the command to land, at which point it's a race to get the ship docked before the whole lot expires.

The game's negated, and has some (fairly) smooth scrolling and ultra-high quality graphics. This game provided the Commodore 4 with one of it's finest hours.



**9** High resolution and brilliantly done.



**9** Some high quality noises complement the game.



**10** The best.



**9** They are mega fast, if a little stoney after a few hours.



**9** Another one that will keep you glued to your console.

## SILKWORM

### Virgin Mastertronic

This one is apparently an arcade conversion, although I must admit to never seeing the arcade version. It's not half as good as the *4* version though, it must've made lots of money.

The aim, its usual is to guide your ship, in this case a helicopter, along scrolling scenery blasting everything in sight. Some of the bad guys in *Silkworm* take some real beating, and this one really requires an ultra fast trigger finger. The helicopter theme works surprisingly well, and the graphics are excellent. This one has the advantage of a two player mode where the second player gets to drive a jeep along the bottom, and doesn't even work-converts a great difference in how far you can get in the game. Simply brilliant.



**8** A good theme well done.



**8** Lots of cheesy karlamoney explosion noises, and all the usual stuff.



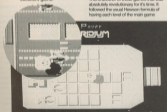
**8** Not stunningly fast, but it doesn't need to be anyhow.



**8** Some really obvious enemies keep you on your toes.



**8** Not the most brilliant of the bunch, but the two player mode adds a lot to the game.



# ON THE TAPE

The YC tapes are getting even more radical, bodacious, wicked and other terms of complete funkiness. And you even get the playable demo promised last month!

## RUNNING ORDER

Side A: *Dominoes, Liberte*  
Side B: *Time Machine Demo*

## Championship Dominoes

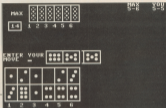
While sitting in the comfort of your home you can have a game of dominoes with Max and Joe at one of the two levels available in this excellent domino game.

The game uses a double six set of dominoes and takes out all the drudgery of shuffling and starting the game as the computer checks who holds the highest double, or the highest value, if no doubles are held by any of the three players. Player three is the human contestant of course.

To make the game as realistic as possible redefined characters are used to display the dots of the dominoes including colours.

As the screen area available is limited certain changes to the game layout had to be made but these were carefully considered so as not to detract from the pleasure of the game. Only the last domino played at either end of the line is displayed, however, as a domino is played the value of the domino is added to the appropriate column on the right of the screen. This allows a check to be kept of all dominoes that have been played helping you to decide on your move.

The block at the left of the screen with a number in it indicates the number of dominoes left in the pool which can be drawn if necessary.



An excellent game of strategy and cunning wit, both wouldn't be able to play it themselves!

# LIBERTE

By Paul Eves (the Ed of CDU)

Back in the early days of the 84, adventures had a large following. The big problem with writing adventures however, was the large amounts of memory required for the text. All sorts of techniques were employed to overcome this. One day, a software house called Gilsoft produced an excellent program called THE GULL. Suddenly, the world opened up to all sorts of adventures. Unfortunately, like DRUCK system, people did not really

use it to its full potential. LIBERTE is one of my offerings. Please remember, this program was originally written way back in 1985.

Liberte employs the usual verb, noun input but you can use extended commands for effect. For example, you can say either "take gun" or "take the large machine gun".

The scene is a prisoner of war camp in France. Your job is to use cunning and stealth to break out of the

camp. Once safely outside however, your task is not over because to succeed in your escape, you are required to join up with the Resistance and help them destroy the local Gestapo HQ.

All your powers of concealment will be required to complete your mission for during the day and night, German patrols rove the countryside at random. Do not get picked up more than once - you will not be able to carry out your escape if you are. (Hint!)

As in real life, it sometimes helps to be in the right place at the right time and it always pays to have a good tool around first. (More hints!)

As is standard on all adventure games there is a save game option. Good luck to you, may you be



SIDE A: DOMINOES/LIBERTE  
SIDE B: TIME MACHINE DEMO

DOMINOES/LIBERTE/TIME MACHINE DEMO

YC TAPE 9

DOMINOES



LIBERTE



TIME MACHINE  
DEMO



YC  
TAPE 9



## TAPE PROBS!!!

If you've got probs loading your rather spiffing YC tape then you'd better return it, lickily split, to: YC TAPE 9 RETURNS, INTERCEPTOR GROUP, MERCURY HOUSE, CALLEVA PARK, ALDERMALSTON BERKS., RG7 4DW.

## TIME MACHINE PLAYABLE DEMO

Er... Not an awful lot of room for this one, so well, go and read the review in last issue for you possibly to read well!



```

YOU CAN'T .
> EXAMINE CASE
THE CASE IS FASTENED BY A BRASS CLIP .
> OPEN CLIP
YOU CAN'T .
> EXAMINE LOCKER
THERE'S NOTHING UNUSUAL ABOUT IT!
> OPEN LOCKER
OK .
> I
YOU HAVE AT YOUR DISPOSAL . . .
A PKT OF CIGARETTES
AN RAF FLYING JACKET (HORN)
>

```

successful.

### MORE HINTS

In addition to the standard commands listed in most adventures (N, S, E, etc) you may find some of the following unusual commands useful (Nite, Salt, Out, Say, Throw, Get, Help, Board, Walk, Fix, Remove, Cut, Fill, Blanket, and above all - brush up your French.



**IMAGE WORKS**  
- £10.99 Tape,  
£14.99 Disk

Hey, what's this? Have I gone back in time, to 1985, or is this just another lukewarm film tie-in?

**O**n boysie boy. With the big films of the summer come big name releases. Back to the Future II is just one of these great licences. Will the same sell the game or is it going to fail, just like Michael J. Fox's book?

Well eddy enough the film wasn't the phenomenal success that everyone expected it to be. This is due in part to the fact that BTTF II was released about six months after part I, causing confusion and a seeming lack of interest. The game comes right at the end of the whole commercial that the film caused so perhaps it's a little late to make the most of the interest generated.

Whether it is or not, I suspect that after your film tie-ins people in the street (that's you) will wait for reviews to appear before buying the games. I hope so at least, or else you may fall into the trap set by games like this one.

After BTTF I the wild professor, Doc, comes back to the present to tell Marty that his future children need his help! But in going back Jennifer (Marty's future wife) gets into the house and comes close to meeting herself. This could be really serious so you're going to have to save the situation.

The game comes in five levels, which seem to be very thingy connected indeed. The first screen is okay, a swirling skate-board section. You have to get Marty to the house, avoiding the various hazards. Other boards try to kill you but these can be punched out. You can jump over



Microsoft is crap game horror! Back to the Future II wasn't that bad as a film but it doesn't quite cut it as a game.

Blind you see can't have everything can we? I mean, we've already got Bloodbath and the Teenage Biker! Ninja Turtles!

# BACK TO THE FUTURE II



One strike and you're outta here! Marty is so toothy shock!!

## Fax

### Sticky Moments

A cassette that has had the tabs removed can be written over by sticking bits of sellotape over the holes. This may come in handy if you've already bought this game.



# THE FUTURE II

the hazards either forwards or backwards, and items turn up which can be collected for bonus points.

The problem with the level is that almost everything - including boulders, bits of meat and drains - drains your energy. The game area isn't really big enough to avoid the obstacles so you'll end up dying more often than not. It's a very frustrating level of the game, it's also repeated later as level five, only harder!

Many 'average' games players won't even have the patience to get past the first level. However if you do you are rewarded by a logic puzzle. In this level you have to get Jennifer out of the house. This is done by guiding her through one of a choice of doors and by watching what the rest of the family do as a result. After such an arcade-based sequence this doesn't come easy, as it requires basic work.

It can be very frustrating to have battled all through the first level only to fail the logic puzzle and have to restart. With a bit of thinking you will probably spot the pattern and get through. Now it's back to the arcade for a bit of ninja-style

fighting. This section is a little like Dragon Ninja and similar games. You have to fight through Jeff's henchmen.

The screen scrolls from right to left, and soon you'll be punching your way into various crates. The level is quite fun at first but it soon gets dull as there is no variety to the action. Once you've beaten up a few hundred very similar-looking bad guys you have to complete another logic puzzle.

This fourth screen is like the



Small urban apartment, fitted best: (only one previous owner) does thousand miles and several fishers, living room and patio balcony!

game is. Apart from the skateboard sequences, which could be said to bear resemblance to the film, the game is a Dutch of rehashed game ideas (mostly jet level) tied in with the theme of the film. If you manage to get to the end of level five there is apparently another sixth level. Somehow I doubt that anyone will bother.

If you're a fan of Back to the Future you'll be very disappointed, if you're not you'll be very disappointed too. And if you appreciate value for money then you'll feel ripped off by the whole thing. Avoid.

## scorebox



overall **56**

sliding puzzles that were very popular with kids at one time. Marty has to play his guitar (there's the connection with the film, don't think or you might miss it) and to let him do this you have to complete a sliding puzzle. Obvious isn't it? No, I don't think so either.

What a complete coop-out this



# KICK OFF 2



**AMOD - £9.99  
Tape, £14.99  
Disk**

**Rik has just  
gotten over  
THAT game.**

and look what's come along! No well, the sequel has got to be better. It couldn't be worse, could it?

**Y**ep, this is the sequel to THAT game. Yep, this is the foxy game that everybody wants to see. Yes, this is Kick Off 2, just when you thought it was safe to go back to the foxy fields.

And the good news is that this sequel is far, far better than THAT game, which to be honest was rather a floppy cucumber when it came down to it. All the errors and bugs that made the predecessor unplayable have been sorted out and once dry the game is whiter than

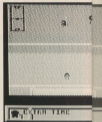
white and biological too, but then again it's not THAT good.

Seen from a top-down view, the action is mighty fast and furious, and the scolding matches up to the speed. You control the closest man to the ball, but sometimes this control falters slightly, and you can jump, slide tackle or kick (if you see the ball at your feet). And that is about it for the controls on the field, although this will take some mastering as, unlike most games of this ilk, the ball is not stuck to your foot like you'd just trodden in a remarkably stretchy piece of bubble gum.

You can also have your players chipped down like bricks in the Amazon that stand in the way of fast foot hooves, or indeed you can perform the fouling yourself. You can even have players sent off, although at times it seems as if your players have miraculously reappeared on the pitch in an effort to prevent you from losing 53-0.

There are loads of options, and several types of competition you can

play in, including the World Cup (aarrngggghhhhh!), and you can have all the teams as computer controlled, or human, it's up to you. The options allow you to play on different types of playing field, each



And the players are on the pitch, the crowd thinks it's all over!

of which have varying effects on the bounce of the ball, and weather, which effects the wind (by taking a

## THE COMPLETE GAMES CENTRE



**CDS -  
£12.99 Tape.**

**10 games in  
one collection?  
How on earth  
could Rik**

emerge from this software overdose? He finally came out with a smile on his face!

**C**DS isn't particularly a company known for its variety in games software, tending to dedicate its range towards games that require a little more cerebral matter. Blue Ribbon, the company's budget label, on the other hand had many such games and just about all of them are collected in one compilation along with the best game ever (in my opinion).

Wizard's Lair is a game much in the mould of the old Space classic Arco Attack, and if you've never heard of it before then you have certainly missed something. It is a

top-down view, very fast arcade adventure with tonnes of things to kill, and not a lot else to do. The graphics are very Spectrum like, but the game's not half bad.

Hi-Q Quiz is very, very similar to Trivial Pursuit, so if you like that sort of game then you'll be well away.

The Ice Temple is one of the weakest games of the pack, and is an arcade adventure that I could do without. It is like many budget games before and beyond it.

Then there's Stone Gears Snooker, a game that's been knocking around for quite some time,

and until recently it has been the best snooker simulation to appear. It is still a milestone though and is a great addition to anybody's classic game collection, and to this compilation too.

Football, which has previously appeared under the name Macadam Dumper, is a simulator of that flashing light machine that resides in most beer's clubs up and down the country. Not only that but there is a construction kit too to allow you to design your own stadiums (I would say later at this point if I were so inclined).

## Fax

### Wizardry

Brian Clough is the manager of Notts Forest football team and although he has a lair, he is yet to prove himself as a wizard.

Steve Davis has about as much charisma as the Ice Temple.

power or something), but essentially these don't seem to alter the game much at all.



A close up of the action, erm... rather boring really!!

mean. The sound FX too have very little to offer.

This is not the best football game,

## skorebox



overall **77**

but it's certainly worthy of being on the pitch. I think I'll wait for Kick Off 3 until I get my kicks (yeah, yeah, wash cooht)

## Fax

### Ooer!!!

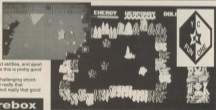
Kick Off sounds surprisingly like a very well known swearing phrase that we cannot abhor in this neighbourhood.

If you kick somebody in the shins very hard you may very well hear this phrase repeated many times.

The graphics are very fast admittedly, what I won't admit to though is my liking for them. They are more abstract and look as much like footballers as they look like cattle found on the dark side of the

Star Billiards is neat up and is an excellent version of that sport that was once a popular pastime in pubs when real ale was REAL ale. It is sort of a cross between pool and darts, and apart from the graphics this is pretty good fun.

Syntax is a 'challenging shoot-em-up' that's not really that challenging and not really that good



## skorebox



overall **92**

so it's probably best left well alone.

But although I'm not the greatest fan of text adventures (apart from Infocom ones) Coast Blackstar seems to be reasonable, but I didn't get far so I can't really say much.

Mulpack is a wargame based around the second world war and submarine warfare in the Atlantic in that era. It's not bad, and is pretty playable with lots of different kinds of gameplay to be encountered.

And now to my most favourite game ever... Star Clough's Football

Fortunes is superb. It is everything one could ever want in a computer game. For those without knowledge of it, it is a board game whereby all of the "chance" cards and match results are controlled by the computer. Superb stuff even if you hate football.

So a compilation of ten games for the price of what Football Fortunes is worth. This is possibly the best value for money you'll ever get outside of YO, so I'd give up reading this review and...

**STARRING OZZIN'  
EUGENE AND  
SOMEONE WE  
CAN'T QUITE  
REMEMBER.**

**H** i gang, it's Eugene  
here again. Yep,  
the time of the  
month when slime gets  
dished out at breakfast,  
dinner and tea is back, and  
I'm frankly disappointed  
with your response. Not  
only did I get barely a  
dozen letters but not all of  
you used the full address  
that I gave you, and so the  
few letters I got took that  
much longer to reach me.  
Well, perhaps I should  
will-draw my OZZ-...

No, don't panic. **SCUM  
OF THE EARTH** is here to  
stay! Well, close to those of  
you who get printed last  
on, and for anyone who  
wants to send in stuff this  
month (please) here's the  
address:-

**ONCE UPON A TIME,  
THERE WAS A LARGE  
SLIMY CREATURE. HE  
LIVED IN A LARGE HOLE  
IN THE GROUND JUST  
OUTSIDE OF  
ROSBUTTON. EVERYONE  
THOUGHT THAT HE WAS  
A HOBBIT THAT HAD  
RUN TO EXT, BUT NO...  
YC MAGAZINE,  
33 POTTERS LANE,  
BURN FARM,  
MELTON KEENE  
MK11 3JF.**

And another thing. Don't  
**ANY** of you send your  
photos printed alongside  
your tip? Just think of the  
fame, the merchandising,  
the embarrassment in  
public. Come on, get  
snapping! The rewards for  
appearing in YC are just  
irresistible... on a more  
serious note, please  
sharpen up the presentation  
a bit. On the whole it's not  
too bad but I'm having  
trouble reading some of the  
more obscure scripts that  
the scum is coming in on.

Any software  
companies who feel the  
need to give away lots of  
freebies. In return for **FREE**  
publicity can feel free to  
contact the Games Ed and  
let him know. Our  
amazingly generous  
sponsors this month only  
happen to be **ANCO** who

# Oozin' Eugene's Scum Of The Earth

And you'd  
better believe  
it!!!



will happily give some  
amazing **NIKK OFF** t-shirts  
to the lucky mortals on  
these pages. **OCLEAN** who  
have got up some really  
neat badges for you to  
fight over and

**ELECTROOZZIN** who will  
give the best of the bunch  
a copy of **TIME SOLDIER**.  
Right. Before we go  
any further, I'd just like to  
say that we have received  
the very first extract for

**OZZIN' EUGENE'S ALIEN  
SCUM MEGA FRIENDS  
FROM HELL**. Yes, your  
favorite place to be when  
brogging about your  
massive high scores starts  
**THIS MONTH!** Wait for it-

# OOZIN' EUGENE'S ALIEN SCUM MEGA FIENDS FROM HELL

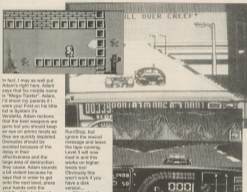
**RED HEAT**  
126,833

Adam Taira,  
Waterbury, Portsmouth.

**CABAL** 209,615

Ben Fokuda, Cheltenham,  
Gloucestershire.

Wow. Not exactly overwhelming response was it? Well, thank Adam and Ben, it's nice to know that you care. There's also to Adam for the "laughter", but send us in a real one next time, it can't look any worse than the editorial staff around here! Your tips appear elsewhere on this page.



In fact, I may as well put Adam's right here. Adam says that his middle name is "Mega-Fighter". Adam, I'd shoot my parents if I were you! First on his list is a system's

Veranda. Adam notices that the best weapons are guns that you should keep an eye on ammo levels as they are quickly depleted. Grenades should be avoided because of the delay in their effectiveness and the large area of destruction they cause. Adam sounds a bit violent because he says that in order to get onto the next level, press your hands onto the middle of the keyboard including the space bar until the screen goes black. The next level then loads in with all of the current level's items collected! On the driving section, pressing a reset button three orders will give you another chance at it.

Now onto Dossel's Operation Thunderbolt. Adam lets us know the wonderful multitasking cheat. Can past level one with a couple of credits left. When level 2 loads, shoot by pressing F1 and

Run/Stop, but ignore the sound message and leave the tape running. Level 2 will now load in and this works on higher levels too! Obviously this won't work if you have a disk version...

Other cheats from our Portsmouth-based team. Dossel's New Zealand Strip. Type in "TRY CHEATING" for infinite lives, and to skip a level press the back arrow key. Accolade's Test Drive 2. Press G whilst driving and the game will finish itself, plus you'll get an extra life!

A few points from Adam now.

**RAINBOW ISLANDS**  
POKE 295,128

**FANTASY WORLD DAZZY**

**POKE** 682,170

**CHASE HQ**  
POKE 38762,170

**DRAGON NINJA**  
POKE 32880,170


**STRIDER**  
POKE 33288,170

**SABOTEUR**  
POKE 58325,255  
DYS 08735

All of these points should be entered with a cartridge.

Finally, codes for Empire's classic Pipernoia.  
LEVEL 5: HAMA  
LEVEL 9: GFAH  
LEVEL 13: REAP  
LEVEL 17: 5800  
LEVEL 21: GROW  
LEVEL 25: TALI  
LEVEL 29: TALI

Many thanks to you Adam, you are indeed a mega-fighter and can from now on call yourself amongst the ranks of the Bergantil Street. Look out for your copy of TIME SOLDIER.



**MAP ONE**

↓

# MAP ONE

↓


Head into the head bunker is Karl Rose of Chatterbox, Yorkshire. His maps for Zombi were so impressive that we hardly had to alter them at all! Many happy returns on your birth as Sergeant Sims, my friend and get us some more wicked maps in! Enjoy your copy of TIME SOLDIER by the amazing software house ELECTROGON.

↑

# MAP TWO

**MAP TWO**

↑



**WHO ARE  
YOU  
LOOKING  
AT, PIZZA  
FACE?**





Kev Marshall (that's his name, not his state) from St. Peter, Leicestershire, is here with a few handy tips using the cartridge again. Well done Private Marshall (good how confusing). Anyway, Onwards and downwards into the Sims:

**FLIMMO'S QUEST**  
POKE 5029,173  
POKE 10290,166

**TURKICAN**  
POKE 3030,173  
POKE 10894,165



Wowwwww! Sluggish this for a laugh. It's a complete solution to Times of Lore, it's here in SCUM OF THE EARTH, it's free and it's from the wonderfully-named Ben Flimmo! Are you fat or is it a nickname? Anyway, on to your brilliant solution (but don't sell it, that's all). You start in a pub. Go downstairs and have a chat with the guy at the bar. Go to the small room where the Clerk is and accept his quest. Buy

**RETROGRADE**  
POKE 60374,173

**1942**  
POKE 34864,166

**BUFF & READY**  
POKE 13200,166

**DEMAND**  
POKE 13820,173  
POKE 13824,173

Thank for that selection Kev. Let's have some more and enjoy your OCEAN badges.

some food and leave the inn. Follow the road right until a road leads up. Follow this new road until you get to a hut.

Go inside the hut and get the knife, then ask the man for directions to the Oro Camp. Follow the directions and when you get to the camp find the urn and go back to the inn. Give the urn to the Clerk and he tells you to see the Knight. Go into the castle and speak to the man in the chair. Accept his

mission, go to Larkwell and a man will sell you an axe for five gold pieces.

Take the road South until you find a bridge called the Black App (green - Up). Ask him about the high King and he will give you a confession. Take this to Genevior, stay at the inn there and in the morning go downstairs. Activate the trapdoor by bumping into a switch. Go through the door and you will be in a prison.

Go up the stairs then up and left to another flight but avoid the guards. Up three stairs on a chair is a scroll. Give him the scroll, then go down onto the next floor and find the tablet of truth. Question the guards. One will reveal so kill him. Pick up the robe and go back to the inn.

To rescue the Prince go North from the city and find a hut in the mountains. Get the green scroll from inside and go upstairs. Kill the guard and get the key. Set the Prince free. He will tell you to go to the Archmage who is to be found North of the Enchanted Forest across the bridge.

The Archmage will tell you to go to the Plains in the desert. First of all teleport with the green

scroll to Flychee, kill the Clerk and get some Holy Water. Walk to the Hums and smoo them by hitting the blue stones. Go through the doors. When you find the Lychee (a red block is a chest) hit him once and use the Holy Water. Get the red potion and get to the Humpkin and get some supplies.

Go back to the Archmage who will give you a key to the blasted spot. Go there and find your way through until you find a chime. Go to the temple of Angar in the mountains. Go inside and upstairs. Kill the Blue Monk. Get the white key that he drops. Go downstairs and into the room with a white Monk. Kill him and go down the trapdoor to the dungeons. Rescue the prisoner there using the white key.

Go upstairs to where the blue Monk was. Stand by the bed, pick up a sphere and go down again. Find the grey Monk, hit him once with a sword then use the sphere. Pick up the Medallion and watch the finishing sequence!

Private Cheers for that one my round friend, it really cleared the air...and I R A Sarge! Enjoy your copy of THE SCUMM by ELECTROCCON.

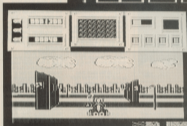
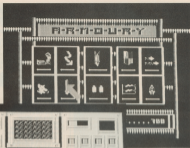


**TIMES OF LORE** - I think he's got the scroll!!! (Bad Scott John No. 255)



A new Corporal crud is in town! Asad takes of *Blindage*, *Barstons*. What a level! Still, he's not all bad. Here's his batch of items for your personal. He does have very good handwriting, mind you.

**Batman the Movie: Blow!** Everyone seems to be playing this one. Here's a fairly neat item from Asad. Clear level 1 (even I can do that) and load level 2. Get killed, then reload level 2 again. You now have infinite lives for the rest of the game.



**BUBBLE BOBBLE**  
POKE 17488,0  
POKE 1340,100  
**DRAGON NINJA**  
POKE 02895,173

**FUTURE BIRD**  
**EMULATOR**  
POKE 0719,185

**SANDON**  
POKE 1442,173

Well, what? No need to elaborate any further is there. Now onto *Double Dragon II*, which on the whole wasn't my favourite game of all time! However, with an autofire joystick you can have lots of fun at the expense of the baddies. Just activate your autofire and keep the joystick forward. Asad says that you shouldn't lose any energy until levels 3,4 or 5!

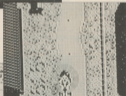
On level 2 of *Licence to Kill*, shoot at the jeep a couple of times then jump onto it by pressing forward then up. Now you can sit back and watch the landscape because the baddies can't kill you.

A few gobski-pokes from the Corporal follow now. He don't mention how to put 'em in but I reckon that

they're cartridge pokes.

**VEGAS JACKPOT**  
POKE 09154,173

**BEYOND THE ICE PALACE**  
POKE 12755,173  
POKE 13495,173



**SPLIT PERSONALITIES**  
POKE 7893,173

Many thanks to you Asad, but why is your name a cunning diagram of a famous chain of high street supermarkets? Wait in anticipation of your KICK OFF T-shirt from ANCO.



# Quickjoy

Joysticks

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# NEXT MONTH

Reviewed:

## **ATOMIC ROBOKID**

Activision's Cyber Coin-Op Conversion

Also:

## **KNIGHTMARE - THE GAME**

Free on the cassette!!!

Plus:

## **GRAPHIC RAVE!**

Interviews with Coldcut and Jason Kingsley about graphics in pop videos!

And:

Flamehead, Post Apocalypse, Scum of the Earth and over 30 pages of reviews!!!

(Out 26 October - Almost as much fun as Stars in Their Eyes!)

# POST ACROPOLIS

Hello matey peeps. Of Postie, my couz from Brit, he on his summa holz innit. So is me, Post Acropolis wot's doing the lettaz this munf. Wotta lotta tripe! Never read anythin like it, know wot I mean? Anyway, is cool. Gettem lettaz into me at this postbox wotzit:-  
**POST ACROPOLIS, YC MAGAZINE, 20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 3HF.**

## YC (YOUR COBAL)...

It's good to see the return of YC64 (wotazit? I think that woz waz YC is another mag to read? - PA) to the newstandz after a (prolonged) gap. Magazines for the 8-bit machines are increasingly few and far between. However...

What puts me (and presumably other "older" readers) off buying computer magazines these days is the fact that the tone of YC (and other mags) seems to be aimed at people with a mental age of about twelve (that old? - PA).

Leave the silly cartoons, tone up the editorial content and provide wider coverage of other issues (programming, games, technical, news etc.) and you will have a magazine which would appeal to a far wider audience (remember that increased circulation pays wazit!).

Not all of us out here use our 84's for playing games exclusively...

B. Northover, Walthamstow.

**PA:** Oh lordy God. Natta never serious reader, if we had stayed put waz serious mag then the prob of 8-bit mags being worse would be one more mag worse - ud' Rag, the mental age is about twelve, and seeing as our readers are mostly eight, they must have braind dead you'll want articles on Cobal, C and the state of Greek databases (and they ain't good

innit).

But seriously, if you don like YC waz is not serious enough then got COU. Maybe you ain't gotta disk drive, but most serious users don't bavez why the 84 waz is old hat. They all got Amigaz now innit? I agree wiv you, I don use my 84 for just playing games. Sometimes I like to use it wazz slowstop, dig? Yawn. Gotta go type lessa lettaz...

## WORLD CLAZZ

This is about the tenth letter I have written to different computer mags over the last twelve months. So far none of the editors have bothered to reply to me (YC refused the postz waz mag cannot reach - PA).

I know just by reading your mag that you are different. Computer mags in my area don't come into newstandz on a regular basis, your mag YC I can

## LETTA OF THE MUNF!!

### WHOOE HE TALKING TO?

Now listen PA (Whozz Rag? - PA), if the best team in the world Manchester United (Proz! Galapagos FC, is better innit - PA) were as rubbish as you say they are they wouldn't have the England skipper Bryan Robson, also known as Captain MARVEL, and Scotland's no. 1 keeper playing for them (Jim Leighton). And take note they have a museum full of their trophies and they also have been in 11 cup finals (But how many did they win? - PA).

By the way, Man. Utd. beat Arsenal 4-1 at the start of the season and then Arsenal were the Champions. And the day that Liverpool or Arsenal become better than Man. Utd. will NEVER come.

Alan Mead, Duxham.

PS. Please please please send me a Man. United 84 computer game on tape.

**PA:** Now listen innit. Captain Marvel? Captain GB is more like. He's only wiv Man. U. coz no one else wants him And the bestest keeper in Scot is easy coz none of them were here to catch balls. Their museum of trophies is probably nicked and Liverpool have won 18 league Champaz ill!

As for winning Arsenal 4-1, is easy. They a buncha losers too, just like Man. U. An how come Man. U. almost got relegated if they so good? I think that you should make like 007 and never say never again. Cool.



think I've never heard of it. Can any peeps help? Getting a subscription is a good idea if you can afford it can you'll get the mag quicker, dig? is cool.

### WHATZ SYS?

I have just bought VC August edition and I think it is a super mag. The price is just right for us kids. I'm not sure that I like the new format of mag but it still is a great mag.

I've just come across the Fake section and found that all the pokes given didn't have a SYS number to restart the game, so they are not a bit good. Please could you print SYS numbers in future issues.

Dave, Dagenham.

Plz Dave, getya head screwed on right, is a cartridge pike if there's no SYS number on the pike, innit? You gotta getta cart to plug in the back of your 64. Then it restarts the game for you. Sorry but that's all there is to it.

Thanks for your comments. The new look mag is one the VC game on Desk Top Publishing syst on Apple Macs. Looks clean innit? Like hospital ward, dig? Mag comes fromna hospital ward too, so we wanted you to get the feel of the surroundings. Hope ya continue to like us in fut-oo coz we're gonna get better.

### WHY DON YOU...

I have been buying your mag ever since you started your new look and I think it's brill. You've improved the mag even more with your new look, with the fax on each review and the interesting add-books feature and my mouth waters at the idea of a regular place for Flame Head (don't he ever leave?) - RA.

Unfortunately I have a few games:-

1) Please, please, please could you

include more colour in your mag, which is the only flaw to your CD4 counterpart.

- 2) Please could you put some better games on the tapes, I agree you have some good games like Pipeline II, Microdot and Gibraltar but the rest is really a load of crap, eg. Frogs in Space. I think that you should include a stereo on each tape and then one or two good games instead of the trash that you normally have that has the playability and addictiveness of Pro Mountain Bike Simulator.
- 3) You could enlarge the mag, as around 70 pages is just not value for money. You should include a regular preview section, a larger tips section and have a few more reviews.

Please could you also tell me where I can get a book or tape about machine code.

M.C. Nicker, Basilton.

Plz Well, Write lotta things you don't like. Is good that you can air your views but I don't think that you have looked at the mag from the other point of view. Maybe a life in Galapagos islands has made me a bit strange but I thought that if you put in more pages, more colour and better games on the tape it costs lessna dash?

The new look will help see it could less to do mag on an Apple. Things will improve, with loadsna maga games and games in the runup to Christmas. But to do what you want overnight would mean putting up the cost of the mag and nobody wants that. Be patient wiv us. The Stars of the South will be getting bigger every month as more peeps jump on the bandwaggon. Send us some tips and who nose? You might even get in the bestest 64 mag again! is cool?

### MULTILOADERZ...

I am a new buyer of VC, I've only had my 64 a few months. I've always liked arcade games although I am 30 years old (Lordy God! That's old! - RA).

only get from one newspaper in the centre of Sydney. I am still trying to persuade my wife to let me order an annual subscription but until then I guess I just have to get it when I can.

I thought that I would add a few comments. A lot of products that appear in your mag are not available on the Aussie market, eg. data recorder with adjustable tracking on the most cartridges, and many others.

To be honest the reason that I am writing is a cry for help. I need help with a simple old game that I bought three years ago called Frankenstein. With read adventures, I have no problem but in this one I cannot even get past the boss. If you know the game can you please send a few hints as it's driving me crazy.

Last of all I would like to say that you put out a great mag - the best we get in Australia for 64 users.

T. Creed, Ringwood, 3088, Australia.

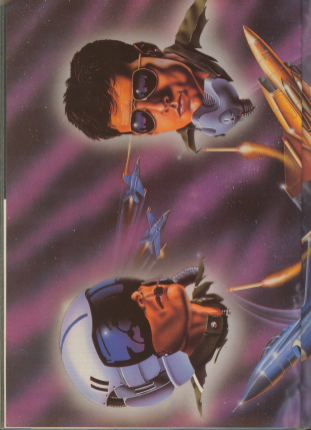
Plz There's proof that we can cross the globe wiv our brilliant life Britz (well, you Britz anyway coz I'm Greek) get Neighbours and the Aussiez get VC. Anyone want to make a swap opera out of us?

As for Frankenstein I don't











YG  
★  
POSTER



# BARGAIN BUCKET

Encore  
\$2.99

Ancient flight sims often get repackaged, but never two in one budget cassette. This is not people stuff, because to my knowledge Ace and Ace 2 were both considered pretty cool games.

They were programmed by a company called Cascade, who seems to have disappeared without a trace.



disappointment in comparison, but it could still hold its own.

But doesn't flight sims all feel the same and boring? Well, in a nutshell, not too far off there are, Fighter Bomber yes, but not all of them. In fact they are both more arcade games than simulators, with smooth scrolling landscapes and easy controls (not too many options, so how I hate spreading my fingers over twenty keys at once).



SCORE  
0000000  
PRESS ON  
PILOT 100  
PLANES 03  
SCORE  
0000000



at a time when its only other release was a dodge pack of 50 basic listings that passed as games. Ace changed all of this because it was so playable. Ace 2 was somewhat of a

The first is a tad like most of the plane games on the market today as it allows you to perform many missions. Ace 2 on the other hand is a head to head for two players, with split screen action allowing both pilots to get a proper viewpoint.

A very good game with a few bugs, but what else can you expect for \$2.99 money?

PH

# ACE/ACE 2

SCORE  
87

# MATCH DAY II

**The Hit Squad**  
£2.99

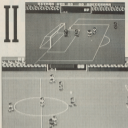
Um... I remember this... I wish I hadn't though. It wasn't particularly good then and it's not particularly good now. In fact I'd go as far as to say that it's cruder (not like certain other magazines that would rather not speak anybody).

In theory it should be very good indeed. Programmed by Jan Nilsson of Head Over Heels fame, and featuring many exciting eye doctors, should have made it the definitive footy game, but alas it was not to be. Why? Because it was so slow you could go down the shops, buy a jar of coffee, some milk, and some sugar, go home, wait for the kettle to boil, make yourself a cup of coffee and the

opposing team will still have found it very difficult to score a goal.

And this is not all. There were so many bugs and graphical glitches that it looked as if it were a goofy Saturday dinner Millwall, and not a game of football like we'd all expect.

On the plus side, it has no plus sides. This is not a very good game and the only reason somebody might want to buy it for the sum of £2.99 would be to keep it in their



library of ancient paper

041

SCORE

35



**Cartoon Time**  
£2.99

Olli and Lissa are back in another Spooky-like arcade adventure, and quite jolly good fun it is too.

This time Olli wakes up one day to find that some social host dismantled his toaster (his car stopped) and had scattered it around a spooky old castle inhabited by big bosses and Ashley

lookalikes. When he had finished sobbing (the big party) he found himself a candle and decided to brave the dark.



Olli can traipse around the castle and pick up objects that are bound to help him. He needs a magnifying glass to find a piece of car, and a spanner to build it again. Other objects also lie around that will help him in some way, although he can only carry one at a time, and there is some food that helps to restore his sagging energy.

Telephones are also liberally placed in order to help



him in his quest. But there's no sign of Lissa, the cat!

This is a little similar to the Trap Door games, and is quite a good laugh because of it. The entire game will certainly need mopping before you can really get anywhere though.

SCORE

89

041

OLLI & LISSA 3

# WIZARD WILLY

Cartoon Time  
\$2.99

Now if this isn't a silly title I don't know what is! And unfortunately for the Codex it's also a silly game. Not a bit bad, but rather silly.

For a start, if you go by the graphics on the back of the cassette tape you'll see rather spiffing Amstrad screen shots, and although the Conroy graphics aren't THAT bad, they're like a Spacey in comparison. But the gameplay is all here, and that's what essentially matters in the long run.

You are Willy (literally not mislead) and you must collect magic spells that lie around the landscape, whilst



avoiding big chunky gothic kind of things. You do have a limited spell that allows you to shoot them, although the shots look as if they are coming from the small of your back. Also scattered around the landscape are big, fat letters that'll eat your life away before you can say "Great

Balls of Fire".

And in order to comply with every other game currently on the market, there are enormous end-of-level questions that take big gobbs of time at you. And that's it really.

It quite a good game, not as good as Prince Clumsy, not as bad as Pro Mountain Bike Simulator. It's a case of you pays your money you takes your choice.

PH

SCORE  
75



the obstacles set before you. And finally there is AT's Simulator that is not really that good but is



# 4 QUATTRO POWER

Codebusters  
\$2.99

Not on the heels of 4 Quattro Sport comes 4 Quattro Power, original names or what, and although it is not quite as strong as the former

to its difficulty level and mediocre graphics. The gameplay is pretty addictive though, and it's a sort of Kickstart for one player.

Super 8 Man is a little more weird, being a horizontal scrolling collectible because am-up. You have to leap and bound along the scrolling landscape whilst avoiding being squashed against the edge of the screen and collecting all the little pots and things.

Pro Powerboat is like Spyhunter for two players as you clean up a river in your speedboat avoiding all



more like Kickstart than Moto X. Not a bad collection and seeing as you're getting cash game for a little less than 75 pax, you should be damn well grateful.

PH

SCORE  
86



game, it's another 4 games for a bargain price of £2.99.

Moto X isn't too hot, mainly due

# MISADVENTURES

The adventure column is back!! But alas, poor Cedric snipped his one day when a giant slug mistook him for a lettuce leaf and well... But now you've Paul "Twenty Pints" Nigby doing his own thing. Lead on Paul, lead on...

.....Hew!... I'm Ce? Oh what? Let me tell you I've never toad... Oh Oh! Eves, yes, right. Here grab this feather and the pen of Beantson Pictos while I make myself presentable ...

Hi! A big welcome to the first of what will probably go down in the annals of history as, the most amazing, magnificent, stupendous, and not 'til' bad adventure column this side of Waking-on-the-Wild.

So what, as my rather trendy Editor might say, is "going down", here? Well, we've got lots of adventures from the capitalist, Thatcherite deindustrialization workhouses and reams of other independent adventures from the loyal brothers, down in the pit, who produce them with the likes of the GAO (Graphic Adventure Creator to you) at home, during their spare time. We've also got lots of RPGs for you from home and abroad. Plus, or should that be PLUS!!, one or two real gems that are not available over here as yet - check out Minstrel's The Magic Gem for a start. Bit of a stunner, that one. Then there's the art... well actually that's about it.

Okay, that's what I'll be throwing at you lot - what can you do for me? So what if you think this is a... Butlers? Letters, meek braves. I want you to send me lots and lots of letters. Now I'm not interested in the ones addressed to your Auntie Doris saying what a nice time you had in Basingstoke. What I want are letters asking for help (I am here to serve) what did you think about the last "mega-game"? Totally frothy or utter twaddle? Write in and tell me. If you disagree with my wonderfully panned reviews say so. If you have



Your new master of the dark and dingy, sock smelling, cavernous is Paul "I don't know what all these pints are doing in front of me" Nigby!

any ideas for an adventure game or an RPG say it on me and I might just give a prize for the best idea. Write in and tell me about your most favourite (and recent) hated! Adventures/RPGs. Also, don't worry if you need help on some game

which is so old the cassette may include a free offer for the new Marc Bolen album. No sweat (well maybe just a bit) - I can handle it. I'm like, an experienced, no warts man!

Right, that's that. Row over to Described in the studio ...



# SECRET OF THE SILVER BLADES

## SSI/US GOLD -

Imagine. There you are, down the mines digging a living and creating a glorious face-pack, everlovingly sick and tired of villagers yelling at them to do it. Just as impressions, Arthur Scargel sitting in the Pit Cafe shouting his head off - cause he wants more pay to buy another Jaguar - and someone's shovel goes right through the bottom of the pit and opens up a hole that appears to lead into a gigantic cave of some sort.

"Oh, Frank, was it 'we'?"

"Oh you know what that this don't ya?" says Frank with an air of someone who always pretends to know everything about anything - even when he doesn't.

"Er ..." said Ed Bollock. Careless of not showing his ignorance, even though he said.

"Well," continued Frank, "what you've got there is yer secret vault

that has laid undiscovered for thousands of years, like. Probably contains untold riches and lots'n lots of very vicious monsters'n things."

"How?"

"I'm tellin' ya! See them all the time in the papers. Orcs and Dragons and all that stuff. Common knowledge isn't it? Stands to reason that we should have one. Remember the hell hounds at Upper Thengtoons?"

"Oh, yes."

"Well, if they can have an ancient evil - so can we."

At which point a rather nasty Margyle appeared out of the hole and appeared both Ed and Frank, with its very long and very sharp body spikes. Now Margyle was in a spot of bother, it seemed. What they needed was a few (fool) handy adventurers to sort out the mess. This is where you step in ...

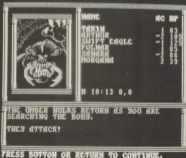
Secret of the Silver Blades is the

third in the Forgotten Realms series. Besides the floppy disks you get a rule book (which includes an explanation of the game manual and an Adventurer's Journal that lists the game world characters - good and bad - of like paragraphs, that the game will instruct you to read for extra info and quite a few reference tables that list weapons, spells, levels and so on.)

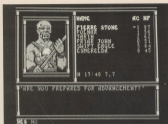
As for an actually playing the game, well if you have played any of the other AD&D RPGs such as Pool of Radiance or Curse of the Azure Bonds you'll know what to expect.

The main window onto the game world is stuck in one corner and your character stats are squeezed into another window. Moving along the bottom is a text window that tells you things like - "Oh my God! Look at the size of that monster! You haven't got a hope in hell's chance of smothering that, never mind killing it!" Well - play - it doesn't actually say that. Alright, yes, I made it up. Look, I'm trying my best, alright? What if you think I am? Well, soldier, Shakespeare or summat? Here? The game? Oh, right, yes, you'll also see a few special full size graphic screens for when you do something, well, special I suppose.

Combat, hasn't changed from the earlier releases. You're still transported to the tactical-pseudo-



YOUR BULKS TO RETURN TO CONTINUE"



3D-standing-on-a-20-foot-wall-and-looking-out-up-the-side-on-and-not-quite-looking-down-either standpoint. Movement, in combat, is still in eight directions, and you still choose from Aim, Move, View, Cast, Quick (for speed), computer - controlled, combat, Use (to use an item) and so on. Magic hasn't really changed, you still have to memorize and scribble spells and, of course, cast the things.

Actually, looking at Silver Blades, you have to say that apart from the

### SCORE 46

addition of a couple of extra character levels and a few monsters, there is absolutely no difference between this game and the last. Forgotten Realms release depart from the plot, of course.

Why? Why is it the same? Why haven't we seen an improvement in the combat and magic? Why isn't there more animation? Why is this game such a kug-out?

Maybe TSR are a bunch of lazy bloggers who can't be bothered to make an effort with their new releases. Maybe they think that the gaming public (in your will be so grateful to see an AD&D game that you won't notice that there has been next to no improvement in the game system). Then again, maybe TSR said to TSR:

"Look mate, either you produce 10 million AD&D RPGs every year or we won't give you heaps you cash anymore, alright?"

So TSR have no choice but to honour the contract and churn out the goods.

It doesn't really matter what the reason is, actually. What is important is that, while everybody else - like Origin for instance - are busting a gut to give you, the loyal Commodore 64 owner, the best RPG they can produce, TSR - well - aren't. Should you support such a company, by handing over your hard earned cash, probably so they can rip you off again next time? Well, I wouldn't.

It really gets my back up when I see a company like TSR get so complacent and so bloody smug that they can't be bothered to make an effort.

My advice is to leave Secret of the Silver Blades on the shelves and save up for Ultima VI, which is currently being created by those nice people at Origin.

## ADVENTUREMAG ROUND-UP (PART 1)

You've read YC. You just can't wait for the next gasp-worthy issue. So what do you read in the meantime? Well, there just happens to be quite a few nifty adventure mags produced by small teams of dedicated adventure enthusiasts that any self-respecting adventurer would do well to track down. Here's the first.

Mandy Rodriguez is a foxxy lady. There's no doubting it. This Welsh stunner, the focus of every eligible bachelor in Llandudno, produces the longest running dedicated adventure magazine the world has ever seen. Called Adventure Probe, the A5 size magazine is packed with reviews, previews, the odd



solutions, hints, tips, trivia, readers letters and other stuff that I can't think of just at the moment. Incidentally, Mandy is also the creator of one or two adventures of her own, written especially for the dear of C64, she is also the exclusive distributor for Incentive's G&C Plus adventure creation utility for the C64 (all of which are well endeavour to cover in future issues) - so there's a couple of more reasons to support Probe! This mag is always an excellent and informative read, entertaining and friendly (dit like YC). Adventure Probe is packed with over 45 pages and is available for a puffy £1.50 from - Mandy Rodriguez, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2PR.

# JACKET AND CHILL

**WIN! WIN! WIN!**

YC and US Gold have gotten together and come up with a real leather-bound idea to allow you to win some splendid goodies.

**WHAT YOU  
MUST DO TO  
WIN SUCH A  
STIFFY PRIZE!!!**

Answer the three simple questions below and send your answers (on a postcard or sealed envelope) to us at Jacket All in Campo, YC, 20 Potters Lane, Kilm Farm, Milton Keynes, MK11 3NF.

- A) Who starred in Top Gun?  
B) What colour was the infamous German Pilot who went by the name "Babe"?  
C) Who is the fictional pilot who has a friend called "Ginger"?

Closing Date: 15th Nov 1990



Jacket shown is replica of jacket worn  
Modelled by the gorgeous  
Janina "Sis" Henderson.

## 1ST PRIZE

→ A Leather 'Flying' Jacket (and we don't mean that it flies money!) worth over £300, and made to your exact measurements (and we mean EXACT!!)

→ A copy of U.N. Squadron on cassette or disk

## 10 2ND PRIZES

→ A copy of the game on cassette or disk

**NORMAL  
COMPD RULES  
APPLY!**

# LORDS OF CHAOS



**NEWSLIS -**  
EP-88 Tape,  
£14.99 Disk

All form a  
circle, join  
hands and start

chanting. Don't get  
arrested...

**A**nyone who started their computing life on the ZX Spectrum may remember the Granularity of this game. The original Chaos was one of the first ever games to utilize most of the 48K memory when the first 48K Spectrum appeared. Unfortunately, despite its brilliant gameplay and eight-player option, the game didn't do very well due to poor marketing and its eventual withdrawal from the marketplace. Original copies can be regarded as collector's items.

However, Lords of Chaos joins up where the original left off. Some six years later, the game is easily

improved, looks very reminiscent of games like Laser Squad, and is superb.

The game has been increased in size and complexity. The original featured a single screen which played host to all eight wizards. The idea was to cast spells which created creatures. These creatures then did combat, and the wizard that was the last to die won. Lords of Chaos is very similar. Your wizard has to strive to be the last survivor in a battle of magical forces.

At the start of each game you

have to select your options. You have a certain amount of development points which may be spent on your character or your spells. Your characteristics include spell points, strength, movement points and combat skills. Upgrading these costs various amounts of development points and will effect your ability to cast spells, move around the complex, and success in battle too.

Instead of being given a random list of spells like the original, you have to choose your own in Lords.

BIK	EP. \$12	COST	LEVEL
ENCHANT		10	0
SUBVERSION		10	0
CURSE		0	0
MAGIC ATTACK		10	0
MAGIC BOLT	↓	6	0
MAGIC LIGHTNING		12	0
		16	0
		8	0
		6	0



Many spells at your command. Paul Daniels would give his right magic to get hold of this enormous collection probably!

Selecting a spell costs a certain amount of points, and selecting multiple spells of the same type costs extra points. The spells come in various types. There are the damage spells, that effect enemy wizards or creatures, the beneficial spells that have a good effect on your wizard, and creature spells that (probably) create a creature for you

And there was I thinking that I'd hit rock bottom!



WIZARD (WIK)	LEVEL 1
EXPERIENCE) 459	COST
WARRIOR) 91	9
ACTION POINTS) 40	10
STAMINA) 34	4
CONSTITUTION) 34	3
COMBAT) 5	2
DEFENCE) 5	2
MAGIC RESISTANCE) 70	4

What a character! We've always said that this was rather special, well... this one's unique.

## Fax

### Creature Feature

When playing this game with friends, if things start going horribly wrong there are ways out. A) Try saying "can someone tell me what I'm supposed to be doing please?"; B) Say "Offside! Ref, the Minotaur was offside!"; C) Unplug the computer and ask to play a shoot-'em-up instead.

to command.

Each spell has a chance of success depending on its difficulty and your skill. Then the game proper

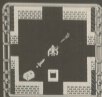
starts. You appear in a room of a complex. Any objects in the room are described in 3D graphics. Control is similar to games like Laser Squad.

You select an icon to give a command, for example move, or pick up object. Then you select the location by positioning the cursor over the place you want to affect.

With practice this becomes easy and quick. Then the fun really starts. You can cast creatures up to form an army and start moving around looking for other wizards to kill. When two opposing creatures battle their respective power and skills are compared and the outcome is decided.

The game becomes a frantic struggle for power and survival. With multiple Human players there can be loads of scheming, alliances formed and broken, and general mayhem. The computer wizards can be a little predictable at times but the game is still fun to play alone.

I was a fan of the original and I am a fan of this too. Fantasy freaks or strategy fans should give it a look. You won't be disappointed.



I LOOK

WARRIOR



## skorebox

7	10
2	8

overall

86

# THE PURPLE PUZZLE PAGE

## JOKE

Once when injun was injun, and the cavalry was... um... the cavalry, there was a sergeant and a private in a fort. In the distance the sergeant could see a speck coming towards them so he sent out his private to the nearest ridge to see if he could get a better look at him. He told him to stand him up to see how far away he was and to see if he was an injun.

The private rode to the nearest ridge, sized him up and rode back to the fort.

"Well?" said the sergeant.

"He's about an inch tall, and I can't make out if he's an injun or not!" said the private.

"Oh, that's okay," said the sergeant. "He's about five days away tomorrow you'll do the same!"

The next day came and the private once more rode to the ridge, sized him up, and rode back.

"Well?" said the sergeant.

"He's about four inches tall, but I still can't make out if he's an injun or not!" said the private.

"That's okay!" said the sergeant. "He's about four days away tomorrow you'll do the same!"

When the morning came the private was once again sent to the nearest ridge, sized him up, and rode back.

"Well?" said the sergeant.

"He's about 18 inches tall, doing sit-ups and he's naked. He's definitely an injun!" said the private.

"Okay, tomorrow you'll ride out to the ridge and shoot him!" exclaimed the sergeant.

"Oh, I can't do that!" said the private.

Bloop! It's me again, The Old Purple Codger From Outer Space, and have we got some puzzles for you? Well, no, we haven't actually!



"Why over the hill, red?" argued the sergeant.

"Well, I've known him since he was tiny!"

## CONSOLATIONS By Rik Henderson





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Having firmly established itself as the top CGA/TDS publication, YC is every 84 gamers' dream. It is crammed pack full of incredible competitions, wonderful features, free posters, exclusive reviews, wacky articles and quizzes, and more in EVERY issue.

As if this wasn't enough, on the front of each and every magazine is a free cassette full of games, games and more games making the YC the best magazine for Commodore users around!

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COMMODORE DISK USER is the answer to every Commodore computer owner's dream. The disk, supplied with the magazine contains a variety of ready to use, high quality computer programs - no more lengthy typing in of listings. The scope of the programs is wide, varying from games to business software and high-powered disk utilities - and the disk would retail for at least £30.00 if bought independently.

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# YC READERS SURVEY

Remember the page we asked you to rip out of your May editions? Well, here's the results!! Sections A & B this issue, Sections C & D next...

## SECTION A (PERSONAL)

### 1. SEX

Male	95.7%
Female	4.3%

Not surprising although rather upsetting. Go on lads get your girlfriends, sisters, or any other female to read YC too... Erm... Except your mothers!

### 2. AGE

Under 10	4.3%
11-13	44.4%
14	17.1%
15	5.9%
16	5.1%
17	1.7%
18	1.7%
19	0.9%
20-22	3.4%
23-25	0.9%
26	0.9%
30	0.9%
Over 30	12.8%

Hi kids! At last Rick has a majority readership who really understand him!

### 3. EMPLOYMENT

At School	73.5%
At College/University	4.3%
Working Full-Time	17.1%
Working Part-Time	4.3%
Unemployed	2.6%

Some people still at school also work part-time (Saturday jobs, paper rounds) thus the percentage is higher than 100%. I wonder how many of you have had your copy of YC confiscated by a teacher!

### 3b. WAGES (POCKETMONEY?)

£5 or less	46.4%
£6-£10	18.5%
£11-£30	9.3%
£31-£100	6.2%
£101-£200	16.5%
£201+	3.1%

Some of you earn far too much!! Everybody in the office is in a talk now!

### 4. UNDERWEAR

Briefs	72.6%
Y-Fronts	5.1%



Kinky Lace Knicks	6.8%
Briefs	14.5%
Thongs	1.7%
Don't Wear Any	0.9%
Other	0.9%

Some people wear more than one type of underwear (at the same TIME?). An unhealthy amount of you are into kinky lace knicks, and those of you who don't wear any, remember we've got your names and addresses.

<b>5. SPAM</b>	
Yes	63.6%
No	45.3%
Abstain	0.9%

The big Spam debate ends with a thumbs up for the sweetly comestible!

## SECTION B (HARDWARE)

<b>1. OTHER COMPUTERS OWNED</b>	
Spectrum	7.7%
Amstrad CPC	0.9%
Atari ST	0.9%
Amiga	2.6%
Games Console	10.3%
Other	15.4%
No other computer	62.2%

The majority of 'others' that were listed were C16s and BBCs, although we asked for other COMPUTERS.

<b>2a. NEW COMPUTER IN NEXT 12 MONTHS</b>	
Spectrum	0.9%
Amstrad CPC	0%
Atari ST	3.4%
Amiga	17.1%
Games Console	3.4%
Other	3.4%
No other computer	71.6%

Over 20% of you are going to buy a 16-bit computer in the coming year... Hmm... I hope you'll not be giving up on YC though!

<b>3. DISK DRIVE</b>	
Yes	13.7%
No	86.3%

This is a surprising result, although with the 1541s and 1570s I've come across I think it's fairly justified.

<b>4. MONITOR</b>	
Yes	15.4%
No	84.6%

The weirdest thing about this is that more people own a monitor than a disk drive!

<b>5. C64 OR C128</b>	
C64	97.4%
C128	4.3%

Some people own one of each, therefore taking both boxes! Lucky beggars!!

# TURTLE POWER!!!

**EVERYTHING YOU EVER WANTED TO KNOW ABOUT THE TEENAGE MUTANT NINJA TURTLES BUT WERE TOO EMBARRASSED TO GO INTO THE COMIC SHOP TO ASK!**

## 40 Stunning Turtle facts sure of Dave "Half Shell" Hughes!

**W**hile discussing comic book day, a friend once remarked that "if it doesn't have a shell and a sturteas, I'm not interested!" Less than a year later, Hollywood has much the same attitude. And why not? The **TEENAGE MUTANT NINJA TURTLES** movie is already the most successful independent movie of all time, with reorchestrating all over the world reaching even flat-proportions. Whether you go, whether they're "senses" or "ninja", turtles are everywhere. And unlike the short-lived (but reuniting) Batman, Turtle-mania looks set to stay. They're hip, sexy forces in a half-shell. They live in sewers. They eat pizza like a terrible shortage might be only hours away. They like girls. They shoot "Cowabunga!" unashamedly and without provocation. Does any of this sound like Batman to you, dudes?

When the **TEENAGE MUTANT NINJA TURTLES** movie hits your town towards Christmas, you may need the relevant turtle trivia at your fingertips. So here, especially prepared for '90 readers, is the comprehensive guide to all things teenage or turtle...

- 1) There are four turtles in the gang. Each wears a different colour headband to identify him.
- 2) **PARTNERS IN KRYME's** international number one hit



They're here, they're green and they're quite delicious!

**TURTLE POWER** gives Raphael as the leader of the Turtles, but the comics favour Leonardo. Michelangelo is the team's party dude, and occasional cock.

- 3) Raphael is the fighter, and can sometimes be frustrated.
- 4) Donatello is a pacifist, and also likes anything mechanical.
- 5) The Turtles were mutated by a secret chemical called Mutagen, which was poured into their sewer homes by a company called T.C.R.L.
- 6) The team's human pal, April O'Neil, is a news reporter, although she was once portrayed by one of the **TMNT** comics as a computer hacker.
- 7) The Turtles were trained in the Wing arts by a rat "sensei"

named Splinter.

- 8) There are currently around 70 million **TMNT** ads of all descriptions around the world.
- 9) The Turtles began as a doodle on Kevin Eastman's office notepad in 1983.
- 10) It took a \$7,300 tax rebate to launch the first **TEENAGE MUTANT NINJA TURTLES** comic book series.
- 11) The movie took 100,000 times that amount in just over a month.
- 12) In 1988 **TMNT** toys were launched, \$25 million worth were sold that year.
- 13) Surge licensing, which handles **TMNT**, receives an average 30 requests for new licenses every day. "Everything from folding musical pens to underwear that turns into shoes!"



- 15) 98% of license applications are rejected.
- 16) Surge currently sanctions 250 licensed products, and estimates that 100 times that number of products are available without an official license.
- 17) **STING'S 1986** album **THE DREAM OF THE BLUE TURTLES** is unlikely to be a tribute, since the Teenage Turtles are green.
- 18) Both DC and Marvel Comics reprinted Rayn Eastman and partner Peter Laird's idea for the TMNT comic. Almost every major studio in Hollywood did the same five years later in connection with the movie.
- 19) There are three regular TMNT comics, published by Mirage, Archie Comics and Fleerway. Mirage also publishes **TALES OF TEENAGE MUTANT NINJA TURTLES** in black and white.
- 20) The 1987 movie **TURTLE DIARY** is about nature conservation, and not a dramatization of Leonardo's memoirs.
- 21) The BBC decided to change the Ninja Turtles to "Hero" Turtles to avoid confusion for British kids. Confusion has reignited ever since.
- 22) Official TMNT merchandising sales stood at \$668 million before the movie opened in the U.S.
- 23) Eclipse Books' TMNT tribute,

**ADOLESCENT RADIOACTIVE BLACK-BELT HAMSTERS,** completely failed to become a cult hit.

- 24) A turtle dove is a bird named for soft cooing and affection. It is therefore unlikely to be related to the Teenage Turtles.
- 25) The TMNT movie was made by an independent Hong Kong studio, Golden Harvest.
- 26) The movie cost \$12 million to make. It broke even in 48 hours, taking \$21.4 million in its opening weekend.
- 27) The movie holds the record for the biggest ever non-holiday opening in motion picture history. It is the sixth biggest opening of any kind.
- 28) Mock turtle is a kind of soup made of calf's head in an ill-favored cuisine these days, since Menge trained Turtles take less than kindly to being mocked (or made into soup).
- 29) The Turtles' usual enemies are Shredder, Krang and Baxter. Shredder's real name is Oroku Saki.
- 31) Krang is from Dimension X. He lives in the Technodrome.
- 32) Baxter was originally portrayed as black, but is now Caucasian.
- 33) The TMNT movie hit the \$100 million mark after 34 days.
- 34) Movie industry analyst Michael Malvern described the movie's enormous take as "the most amazing gross in history, especially as a large part of it is reduced price (children's)

admissions."

- 35) Financier New Line's normally-accurate tracking system predicted that the TMNT movie would take \$6 million in its opening weekend (about the same amount that **DAYS OF THUNDER** took). The highest prediction in the New Line office was \$14 million - still about \$11 million shy of the actual two-day take.
- 36) The movie's special effects were handled by the late Jim Henson's Creature Workshop in London. Their work accounted for more than half of the movie's actual budget.
- 37) A turtle-necked garment is one with a tight-fitting collar, not one that is green and rubbery with a suspicious lumpy smell.
- 38) The **TEENAGE MUTANT NINJA TURTLES** roleplaying game is published by Palladium Books. In it, players can become almost any kind of mutated animal; they can think of.
- 39) Arcade and computer games starring the Turtles are now very common. It has been announced that a "Turtle-park", similar to last year's "Bat-park", will be released at the same time as the movie.
- 40) The TMNT movie opens in the U.K. on November 6, a mere nine months after its Stateside opening. The sequel is already in pre-production.

(With thanks to Splinter, Leonardo and Jim Mueselwhite)



"When they met it was DOWNRIGHT The Teenage Mutant Ninja (Hero's) Turtles, many merchandise's delight!"



# O d D b O ds ❁

There's more to life than the Conroy 64! But what? Well there's Doc O'Conner records, Refresher chains, and Stars in Their Eyes on TV! Erm... Here's a few other things that are currently around too!

## MUSIC

### SOUP DRAGONS Town and Country Club August 1990

I don't know. Just find a funky drumbeat, a wah-wah pedal, an old Stones track (that's Rolling, not Roses) and a reggae toaster (no - I don't mean the pop-up sort, I mean the ones with the dreadlocks, y'know) and you too could turn a dodgy indie band into a dance sensation.

It'slops. ... It's ... They were dancin' all along, right?

Well, they proved at the T+C that they can certainly bash out a good tune for ten) and put off the indie-dance business with no profits. In fact, there wasn't a dry armpit in the house (laugh!) after Sean Dickson and the boys



had restored through such corks as Lovegod (much flailing of fists and pointing of fingers during the chorus) and Mother Universe, a track at least as long as I'm Free. So laid back, in fact, that it was almost horizontal.

This was not the case for the crowd, who - whether they'd seen Sean Dickson on the telly looking gorgeous or whether they were hardcore fans who'd been with the band all along - insisted upon bouncing up and down and around into each other, into photographers (crouch, oil) and others, to the strains of the bouncy new-style 'Scopps' songs.

Everything stotted together with I'm Free. The crowd topped up the groove (plus, lots) and just allowed their swinging part which they roared while Dickson rolled his tambourine and the band played their ensemble indie hearts out.

So it's definitely a good thing that the Soup Dragons were free to do what they want any old time! and experimented with dancey stuff, or we never would have been treated to such a great gig and that would have been even worse than handbag-jumping. (Joke, boys? Er... put down that crowbar! That...)

Jeffrey Davy

## F I L M

### TEENAGE MUTANT NINJA TURTLES '12'

And here they are again, but this time in the flesh! And what amazingly agile flesh it really is, or at least the guys in the suits must be.

You all know what the turtles are, but no matter what hype you'll have been dealt nothing can prepare you for the coolness, funniness, and downright cuteness

(?) of the heroes in a half-shell. They are so today. Ninja/tea whilst on skateboards, pizza slotted down the drains into their sewer home. And this is why the film is so good.

Unfortunately it has many bad points too. The effects aren't THAT good, and the actors' sequences are obviously marred by the immense weight of the turtles costumes, but who gives a flying frag! The movie is funny, fast and furious, these are heroes we can relate to. They do not have any

emotional problems, they don't have to dress up as bats or any other such creature, the only

problem they have is that they are green, bald, and sniff a bit.

The Teenage Mutant Ninja Turtles movie has taken its time to get here but it was well worth waiting for!!

Rob Henderson





# ALL TIME CLASSICS



**ACCOLADE -**  
£19.99 Disk

Pool, boxing, tennis and then a quick dash around the

block in the tank. After each activity Rick takes a breather and decides to stick to computer games.

**F**irst we had All Time Favourites, now All Time Classics, what next? All Time Big Stanky Ones? All Time Party Fun? Probably, but I wouldn't mean, not if Classics is anything to go by.

So what's on it then, I mean a compilation is just a few disks and a manual without the games, and nobody would pay £19.99 for that would they. Well, the games are all Accolade ones, three of them are sport sims and the fourth is a tank sim (and not a fish tank if you got my drift). "But what are the games like really?"

Well... Serve and Volley is a

simulation of tennis, and to be honest it's not that spectacular. In theory it should be the best you're likely to get. The controls are fairly easy to follow on, and there are many, many options (like most Accolade games) and different kinds of shot that can be performed without much skill involved. But that's the problem, although you can play it at three difficulty levels, the skill factor is more a question of timing, not a response or reactions one.

Also the graphics are seen from a side-on view, which is not very practical. And when stood up against International 3D Tennis, this is very pale in comparison.

TKO has a similar problem, although it is far more fun to play. Whether or not this is because it allows you to pummel somebody's face and actually make it bruise and bleed (the graphics do show this) is neither here nor there, I enjoy it because it is just about the most accurate sim of the sport of boxing.

Another unique feature that distinguishes this from the rest of the boxing games around is the fact that not only is the action shown in 3D (from first person), but it is split screen so both players, if indeed two players are playing, can have a face-on view of their opponent. But unfortunately, although there are many many options before the fight, there are not so many during and the play can get a tad monotonous. Ho well.

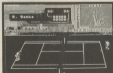
Back Em is about one of my favourite pastimes though, and is easily the best version that has ever appeared on the coming. Yes, it's about pool, snooker, and many other table sports. And this is worth the price of the compilation on its own.

It is seen from a sort of top-down view, and it is the way the balls roll that puts this in the highest grade. Also it has a rather special way of selecting the power and accuracy for each shot by a pictorial 'throwing of the cue'. And there is even an option



If one man rather seems and oh so righties, one might say that this game was a loads of balls. Now we say that it's a loads of coppers!!

Serve and Volley is not very good really, two legs man building it out over a ball that moves as fast as a Rolland. Plain with or without car trouble. Makes no sense to me. I'd rather sit at home and watch the real thing while looking into a large bowl of strawberries and some rather spiffing champagne.



# Fax

## Title

TKO stands for Technical Knock Out, but it could also stand for Two Killed Otters, Tasty King Orange or a multitude of things.

Steel Thunder is what you get if you fart in the bath.

Serve or Volley is not a game about a stupid

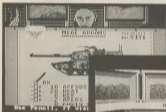
German waiter.

Rack 'Em was also very popular with the Spanish Inquisition.

for beginners that allows these new to the game to aim where they want the ball to go, and this in turn determines where they'll hit the cue ball. A great game, although I've not figured how to have only one player, so I think you're stuck with having to get a friend to play too.

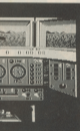
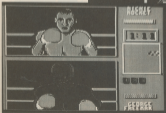
And these three are capped with Steel Thunder, a game reviewed not too long ago, and it is a non-at-P-10 Control Pilot in a tank. There are tons of missions to be completed by yourself and the one which you command, and allows you four different tanks to take control of. Simulations don't normally come our way that are this good, and to find this one on the same compilation as Rack 'Em is a positive bonus. One thing though, the instructions aren't very clear and the keyboard overlay given with the game on its sale release is speakingly missing.

All Time Classics aren't. But they are great games all packaged together, and disk drive owners have certainly got a treat on their hands here.



When the ball's got going the gleaming cueball over that placard. If I was cruel I'd say that looks just like my old French Teacher, and I am so I will!

Two men fighting over a rather stupid ball, sounds like a good excuse for a blood-spilling thrash up to me.



**skorebox**

G	MIA	8
S	MIA	8

overall **85**

# FLAME HEAD

By Rick Henderson & Cam Smith







# MEAN STREETS



US GOLD -  
£14.99 Disk

Tom Murphy, the only man in the world with a sillier name

than Adrian Pumphrey, is back!



IT'S BEEN THE SO THIN LINE OF THE  
BALLON. COLLECTING THE BALL. MOVING IT. AS BEST  
AS YOU CAN. THE DEFENSIVE TOO BIG  
KEEP A STRONG, HOLD INTO TOP OF THE  
NET. IT MADE BY TRENCH DON'T SHUTTY.

Standing inside the LA Raiders football ground I get a feeling that like the home team I'll never get a result. Not a winning one anyway.

## Fax

### Arrribaal

Tox Mex is not Murphy's brother but a kind of spicy Southern food. It consists of things like Tortilla Chips, Chili and Nachos. But if someone offers you a Poncho then don't eat it because it's a kind of cloak.

**Y**ou've read the exclusive preview in last issue (at least I hope that you have) and now read the exclusive review! Tom Murphy (he of the very silly name) is back in the action adventure game that dreams are made of. Well, if

your dreams are made of this then I'd go and see a psychologist. As the infamous Tom Murphy, you are a private detective extraordinaire. With your name it was either that or become an oil baron: so there was no option really. It is the future to your



LA'S PLACE IS BUSY TONIGHT. WITH THE  
MUSIC AND THE YELLOW LIGHTS FLASHING  
AND A STREET CARDS WORKING ITS WAY  
THROUGH. I GET A TABLE NEAR THE FRONT OF  
THE STAGE. I TELL A WAITER I NEED A

This looks just my cup of tea!

car to your office, I've heard of people being in love with their vehicles before but this is taking things just a tad too far.

Anyway, your car can drive joddy enough, and it can also fly (now that really is odd). It also has an in-car fax so you can lay claim to being the world's first Tuppie detective. Using your car/office you have to solve the mystery of the dead professor Linkin. Linkin's sinky daughter Sylvia Fry saying that with your mouth full of razor blades) has come to you with a very odd case. Her dad the prof has apparently topped himself but she reckons that he was murdered. As for the Private Eye you have to get to the bottom of the whole mystery.

You can fly to various locations around the area. This is done by inputting co-ordinates into your navigation computer. This sets your navigation equipment for you but you have to fly the beast yourself. As with any tight section of a game this is more difficult than it sounds. Luckily for the thinkers-without-reflexes amongst you there is the option of autopilot. This takes you to the scene much faster and without the usual fatal accidents.

When you get to the location there will be a building of some sort. This might be a flat, private apartment or warehouse. The info

## skorebox



overall **72**



THE BROTHERS WANTED ME TO FIND OUT IF



LIKE AN O. J. WIZARD, HE'S THE TYPE OF  
 ADDUCTANT MY PARENTS HARRIED ME ABOUT.  
 TELL ME ABOUT: HE DID  
 SORRY CAN'T HELP YOU THERE.

2003/10/01

EW.COM



What an ugly mug!! It'd be more pleasant extracting information from a hippo's bottom with a straw!

are a handful of clues, and need to be searched stringently for hints. Apartments are the homes to suspects and witnesses and they need to be questioned.

Manifaces are the hangouts for the criminal elements of society. They will shoot at you with machine guns but you can retaliate with a handgun. It's a tough arcade sequence to beat but you'll have to get through to complete the game.

And that's about all there is to it. Flying around, searching for clues,

getting new locations, examining objects and questioning suspects. The clues are quite well hidden and the mystery will not be easily solved. However real die-hard thinkers will find it too arduous for their tastes. You need to be a multiple game fan to really get the most from it.

Graphically nice, somewhat a little dull, but a big game that you will either love or hate. Me? I'm sitting on the fence with this one. Try before you buy.

**EMF - Egg Mayonnaise Fillets? Eat More Food? Nope, your mother wouldn't like what it really stands for, but you'll like the band, nay love them! Rik did and he was whisked off to Subbarania to meet them and do lots of silly things after their finest gig to date.**

**E**MF have just kicked some serious stuff on stage and the VC team are awaiting on the dance floor, when the meganote, Linda (manager of the band) comes on the air and informs us that the lads are ready for the verbal onslaught I've prepared. After a short while we all decide that not only is their dressing room small, damp and incredibly noisy, but the heat is completely searing and even in his baggy shorts and T-shirt Dery keyboards and spokesman for the band, is burning up. We all truck outside and sit on a wall in front of the venue.

Soon after, it becomes apparent that these lads, these seven radical ravers are absolutely off their trolly, so much so that they even understood what the heck I was on about. Apart from this wicked gig they've also played the Town and Country club (one of Britain's most radical of venues) in support to big

# FOREST



rappers The Boo Yaa Tribe, which they came out of with a bigger following than before. But the band have only been going since Christmas 1989, and were formed through a rather strange source.

Dery explains, "I had a shop in the forest, like a surf/skate shop, and I used to write EMF all across the back of the shop, and Zak (Glas Guitars), James (band vocalist) and myself used to get together and talk



# ST RAVE

their A&R guys for who was the wildest. Mick came down and chose it. He ran around the streets naked and then he jumped into a lake in the middle of the night," says Derry.

And now the band has signed to support Adamski on his nationwide tour. Derry once again, "It starts on October 12th in Bath, I think, and finishes on November 28th. It includes three nights at the Town and Country."

What will they be doing when they have free periods during the tour?

"They'll be visiting arcades of course, and not snogging girls or nothing, or at least that what Mill will be doing. 'I'll be playing arcade games, can't go without it.' This is the stuff we like to hear. What's Mill's favourite game? 'All the martial arts ones.'"

And they even use a computer for real purposes. This is Ian's case, who was in the act of "flogging girls" (Mill's words) when asked, "Alan 1 00007", but that's not what we're interested in. Things can miraculously change though. "Alan 200 is it? Is that the one for the



about starting up a band. EMF. We started off just jamming around in Zak's living room wearing about clothes. Then we met Ian [Louis Gutter], we took him out and situated him in a lake in the middle of the night, and we said 'are you going to be in this band?', because he was in a previous band, and he said 'yeh, I'll do it'. And then we got Mike [Drums], and Mill [DJ] and Mike [Bass] was the last one."

Like I said, out of their tree, and



but Alan? The only person to end up in the lake. When EMF wanted to sign EMF, they had fierce opposition from other labels [Twenty seven], claims

Derry) and the reason why they signed also had wet connections. "It was 'cause Mick, their A&R guy, he

came down and we tested out all

games? What? The Commodore 64 is that what you said? That's the one we use! Hum, dodgy!

But what every kid who's ever picked up a guitar or drumstick would want to know is how they could get into the pop biz (apart from getting thrown in a lake). Ian again, "I dunno, just do it, go for it! Stick to your dreams!" That and writing brilliant songs, of course, like EMF.

And their favourite joke? "Why didn't seven want to stand next to six? Because seven eight nine!" What is a way to go out? It was one o'clock in the morning and we said our goodbyes, but I should imagine we'll be seeing a lot of the band very soon.

Photos by Jeff "Hot Head" Davy

## HEROES



**DOMARK -**  
\$14.99 Tape,  
\$19.99 Disk

**Sexy babes  
dolls on her  
peroxide wig  
and puts in her gruff mode  
voice box. Will she find the  
ultimate hero or was Bonnie  
Tyler calling out for a wrimp?**

**C**ould I believe my luck or  
well? Bond, Barbarian,  
Schwarzenegger and  
Skywalker all of my very own  
finger-tips. And who not? They're all  
body dudes, always around when  
the going gets tough, they always  
get the pretty young goodies, nifty  
with their weapons (oo-ah), go to  
bedy building evening classes and  
obviously eat 3 Shredded Wheat for  
breakfast. Yes, they're definite  
heroes and more importantly all meet  
up in Domark's latest chiller  
compilation.

Remember Sanchez the drug  
smuggling villain, this is your first  
test as a hero in *Licence to Kill*, from  
the masters of Bond licences, the  
Doms. This action-packed, three-  
part adventure has more gun shots,  
explosions and high-flying stunts  
than the film itself. Your skills will be  
tested to all heights in the first part  
as you take control of the helicopter  
chasing Sanchez and try to gun  
down that geek's jeep. Then its down  
to ground for the commando style  
action as you duck and shoot your  
way to the helicopter with your 15-  
shot Beretta. Your joystick agility will  
come to play finally as you lower  
Bond out of the helicopter into  
Sanchez plane (a lot harder for the  
stuntman). You'll need more than  
100 metre doggie paddle for the  
second part as you battle  
underwater armed only with a knife  
against dodgy divers. If you're lucky  
enough to Harpoon the seaplane's  
portcaine you could finish yourself a  
high speed water-ski (it's safety,  
Back to land but not safety in the

third and final chase sequence as  
you destroy every tanker in sight  
until that Sanchez boat is found and  
killed.

What better hero than  
Schwarzenegger (if in talking muscles  
not acting staling) would you pick to  
get through the toughest game-show  
on earth, a game show with a  
difference - where the ultimate prize  
is not a cuddly toy or a fridge freezer  
but life! *The Flaming Man* the  
computer game from that good old  
software house in the sky,  
Gameloft, closely follows the film of  
the same name in a smash-the-  
face-in kinda way as you manoeuvre  
hero Ben Richards through the 4



Arnie flexes his very blocky muscles, or at least he would if he didn't seem as if  
he were made of Legos!



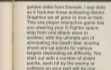
Fantasy troika with bouncing Maria  
and her well endowed chest!



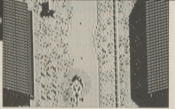
game zones defeating all the  
stalkers, guards and badies. And  
coz are there some wacky buddies,  
how about a gossier with a razor-  
sharp hockey stick called Buzzers or  
Buzzerz armed with a 50-tillion  
chambers, Dyzant a buran  
christmas tree or Frestall a red hot  
Sams thrower. It's not badies or  
quit those gameplay but computer  
gameplay that this one lacks.

From muscles to Sci-Fi as  
Skywalker comes into play in *Star  
Wars*, the famous Atari Coin-Op and

# BARBARIAN II



be Barbarian or Princess Marlene and fight and find your way through four levels of horrific monsters, blood, gore and sweat. There are numerous magical objects to collect and help you on your quest. For a quick giggle and monster barge let



golden orb from Gernoth. I say orb as it features those endearing Vector Graphics we all grew to love or hate. This one player interactive game has you steering your X-Fighter space ship from one attack wave to another, with the ultimate aim of eliminating the Death Star, scoring shoot-ers-up points for various targets depending on difficulty. You start out with a number of shield points, each hit by the enemy or collision on your part will be one point closer to an exploding space ship, if this is your type of blast then "May the Force be with You Always. Otherwise steer the X-Fighter onto the final game in the quadrilogy.

Barbarian, the Palace creation is by far the most successful leap to emerge onto a computer screen and Barbarian II certainly earned more publicity by using Maria Whitaker dressed in a golden bikini bottom and two mini dubbin lics on a string as a

top than the Sun did using her topless. However, I bet more time was spent playing this masterpiece than time spent steering over the box tops too it's superb. The graphics and animation are mind-bogglingly awesome and as smooth as Michael J Fox getting out the toughest of scrapes. Ignorant and unlucky gamblers read on. Barbarian II is an arcade adventure with back-it-slay qualities. You may

the monster shop off your head! As completions go this one is pretty damn hard as none of the above are available on budget, so if you haven't already got Barbarian II or Licence to Kill under your roof then it's a bargain as the other two are not that bad either. I'd award it a Victoria Cross!

## Fax

### Mean Pie

Three of the games are based on films. Barbarian II is not a movie, although it sounds much like one.

Other famous heroes include the bloke in the corner shop for saving some refreshers for me, and my mum who cooks a mean shepherd's pie.

## skorebox


overall

80



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