

BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

NOVEMBER 1990

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TEEN IN A TIN CAN!**

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Summer Camp

Nightbreed

Plotting

St Dragon

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TNT

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Chris Jay, 1998

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4 IN A ROW
SURROUND
JETTRACE 2000

8 free games, 2 free tapes! See coupon for your second!! Are we good to you? Of course we are!

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54 A BUNCH OF OLD PROSE

We sent Andy Banner down to Microprose to dig some real dirt on the company with more labels than releases (probably).

Did he manage?
Did he emerge alive?
Do you care?
Of course you do!



NIGHTBREED - There's a sting in this tale! And there's a sting in her tail too, I think she wants to use it as well, so your sorry scurriers.



NIGHTBREED - Down right it hurt! If you do that again I'll sob, better still I'll leg it! Those who got up and leg it return again to reality smog it!

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YC

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But First This..



Well frag me with a large water main, if we ain't got loads of wicked
FULL COLOUR games reviews. And not only that but TBC free
cassettes full of BGM? complete games and loads of COLOUR throughout
the rest of the magazine. But if we fade back into the realms of seriousness
for one brief nanosecond I think you'll agree that this issue of YC is a little
different from the rest. IT'S A WHISPER!

So how did this incredible change come about? This is a rough
description of what happened...

I was twiddling my thumbs one day when I suddenly realised that YC
would be even more rad, even more fabulous, if I had even more colour. So
I invited into the publisher's office and said "I want more colour NOW!"

When I came round, I picked myself off the floor outside the said office
and went to Woolys and bought a packet of crayons. When the mag came in
the office I stayed awake for a couple of weeks, drinking loads of cans of
cola and tonnes of tea, and coloured in all the more pages, and most of the
screenshots.

Now I'm going to go to bed to sleep for a year, and if anybody disturbs me
they'll be very sorry!

Zzzzzzz..... Zzzzzzz..... Zzzzzzz..... ("Wake up! Wake up! WAKE UP!" -
The resident)

Oh err, sorry, before I go I'd better explain that next issue will have a
completely free comic with it, called POWERS COME, and it features strips
about Post Apocalypse, Flame Head, Cedric The Barbarian (before his recent
 demise) and a few other YC favourites. And also that January's YC is the new
look, bigger magazine than ever before! See ya in thirty years...

Phil Henderson



DATA SPECIAL - DERE



And so the CES passed for yet another year. And Rik was the poor sucker that suffered the onslaught of the bubble gum brigade. He managed to stay conscious long enough to bring us this report...

MiniMillwall supporters on drugs was how I first described the crowds at Earts court, and there were so many that on Saturday afternoon the doors were forcibly closed and around five thousand of them were turned away, heaven only knows what it'd been like if they were let in too. Apart from this slightly marring fact, and that the floor-space this year was obviously a lot more restricted (I was tiny, mate) a lot of juicy games were on show, and all the coin-ops were on free play. Head on for a few snippets from the best stands, and details on the games to be released up until Christmas and beyond.

OCEAN

The Stand

Possibly the weakest stand they've ever had. A few arcade machines scattered around, and a couple of employees flinging starter bags into

the crowd. There was no new fangled munchy bits, just a long wall with a couple of video screens and a wackin' great jolly of Robocop, ham... not very impressive but the kids still flocked around it like wasps around a jam jar.

The Games

Flirting - According to the Star's this is an obscure puzzle game (where have we heard THAT before?!, but no gur honest, it's flamin' obassocassuummeed! You've got this fluffy helper (who said "coer"? Come on, over up!) who, well helps really. This is "cause these blocks come pouring down in formation from the top of the screen and you must eliminate them by hitting each one with a block of the same peculiar type. Simple? Not on your nolly, if you want to know more go check out your local arcade, it's been a damn-rip for a while. Also it'll be one of the first

games being released on CD-ROM cartridge only. (See review in this issue!)

The Nightbreed - Based on the Clive Barker directed film that has been put back from release since last October (the film, not the game) and unfortunately only adults can see it because it's a little on the gory side. Expect the game to be much of the same. (Also reviewed in this issue!)

Total Recall - Another film license of another gory movie that only adults could see. This'un will be very gory as you play the part of Arnie as he travels to Mars to find his real identity.

Special Criminal Investigation (Chase HQ II) - Much the same as the first coin-op, Chase HQ II though has big munchy weaponry to allow you to shoot at the other cars as well as ramming them. Expect it to be right-on perfect as it's being

quick thinking is to be had here.) (See review!)
Robocop 2 - The biggott! And one of the tips for Christmas no. 1. You see Robocop again and you must do your thing against another Robocop (a nasty baddy Robocop). Cartridge only.

December Taki - This is a very Japanese style casino



programmed by Probe. Also on cartridge only!

November RARC - And another arcade license, this time set in the depraved world of hard drugs (hope they're not smart), expect this to be HUGED!

Puzznic - Another puzzle game and another coin-op conversion. There are more blocks to be manufactured and more

arcade machines that is once again due to be converted to the console 64. There are wackin' great end-of-level monies to be destroyed too. Cartridge only.

Ring - Yep it's an arcade license, and yep it's cute. You have a harpoon and you must shoot



RE'S NO BIZZNIZZ...

balloons, hums... And guess what? It's cartridge only!

To Be Announced
Moby S.E.A.L.S. - Based on the title of the same name with Charlie (Platoon) Sheen and Michael (Alamo) Biehn. As the heroes you have to enter the Middle East, kill loads of nasty people and come home again, just the sort of fun



Atomic Robobot - Go and read the review, we'll wait...

November
Dragon Breed - An arcade conversion of the teen hit. You fly along sitting on top of a huge dragon and you smug just about everything, and it's even got anti-of-level monsters. (See preview)

Early 1997
Beastbusters - Truly the most violent and bad taste coin-up of them all, and now it's to be converted to the common 34. A bit like Op Blob, but you wander around killing zombies and other assorted undead, and boy do they explode when you shoot them.

R-Type II - Well, it had to come didn't it? R-Type was so successful that the sequel is to follow just

over two years later. It's got even more chunky bits too.

STORM The Stand

Again Storm didn't really have a stand, but their wife was easier to find.

The Games

October
Saint Dragon - The first product to be released on The Gates Game's own label, and what a slander it is too. Five levels of shoot-em-up action that has even more to offer than R-Type, and is smoother too. (Reviewed this issue)

November
SWIV - Not Silkworm II, but flipping close! This time the action is vertically scrolling but you still have a jeep and a helicopter to control. The action is fast, fast, FAST! Expect it to be a winner. (See preview)

Early 1997
Fool-Land - More cutesy characters, saamgggghhh! A coin-up game that offers simultaneous two-player action, and that can't be beat.

Big Ben - A conversion of the excellent driving arcade machine driving as in '70s drives us round the bend, road? That proved so popular 8 months back.

Double Dragon III: The Sacred Stones - Expect this to be the first Double Dragon game that is any good.

Solar Jetman - The hero of those ancient classics Jetpac and Luna Jetman is back.

Asylum - Described as a top view three player interactive heavy metal fantasy action adventure coin-up, hum...

Brute Force - Best-anti-to-bits action in a big city only titled 'Big City'!

VIRGIN The Stand

This was right near the entrance, and stood tall it was too. All the games were on show, and available for the public to play, and there was a wicked trumpeting beat blaring from a few camouflaged speakers. There were loads of

that you'd want on cartridge only! Previewed in 'Things to Come'!

ACTIVISION The Stand

Yes... Er... Didn't really have a stand, just a lovely suite where jounos could go and scoff sandwiches.

The Games

October



goodies being given away too, such as Mega bubble gum and posters, what a laugh eh?

The Games

October
Super Off Road Racer - Obviously known as just 'Ironman' Stewart's Super Off Road Racer. This was a humungous arcade hit, and I used to spend so much money on it that's true! I was no good. It's a bit like Super Sprint with dirt and muddy bits.

Judge Dredd - Based on the immensely popular comic strip hero (anti-hero?) of the same name, and has you patrolling the streets of Mega City One, keeping crime levels down and wasting those tattlers.

Mokey Puffin - Reviewed a couple of issues ago, remember??

November
Golden Age - A truly awesome arcade conversion of one of the best slice 'n' dice games ever. Again coded by Probe.

Early 1991
Yo - Passport! This is the big one (best). You can play Johnny Fartsports, Buster Gosard or Billie Macan in this game based on the best comic ever, yeeeah!

Spot - All we know is that it's gaudy, it's addictive, and it's not about acne, heeee...

Supremacy - Already available on the 16-bits. This is one big, big, BIG

strategy game, that is again coded by Probe (they don't get about don't they?)

DOMARK

The Stand

One of the better stands. It had a great core effect (some people calling it a grillo) and was covered in excellent Tengen arcade machines, all on free play. It was also one of the rare stands that was selling it's back product too.

The Games

October
The Spy Who Loved Me - The Bond game that has been promised for so long is finally upon us. It should be a tad like Licence To Kill but tonnes better.

Wheels Of Fire - A compilation of the three top driving games last year and one that has never been released before. Chase HQ, Turbo Outrun, and Power Drift were all in the Christmas charts last year, and Hard Drivin' finally makes it into the C&A.

November
Wings Of Fury - The Groundwork game where you, in your Helicat plane, can bomb little Japanese huts and strafe the little lighties, as they come running out. Great animation here!

Backlots - Super Sprint with weaponry and munchy bits. A conversion of the Tengen coin-op.



S.E.M. Runner - Also a Tengen coin-op, is the Hard Drivin' version. It's got vector filled graphics, bit of a wet fish in the arcade but promises to be an accurate version.

Early 1991
3D Construction Kit - You too can design your own Freespace game with this construction kit. It allows you to do things that even the games using it in the past couldn't do.

Mid 1991
Skull And Crossbones - Pirate inspired Tengen coin-up fun in a back 'n' slash genre for two players.

Hydra - Another Tengen game, and this one is a water based driving game. It's roughly the same mood as Chase HQ, 'cogn with hoverboats.

Thunder Jaws - A most-ent-up as you shoot loads of things that reside underwater. And surprise surprise, it's a Tengen



coin-op.
R.I.L. 2 - A baseball sim, and that's all you need to know.

GREMLIN

The Stand

A cool stand indeed. Made even more cool due to the fact that they had the Lotus Esprit Turbo Challenge Challenge (if you get what I mean). This meant that two people at any one time could race against each other whilst Sean Kelly (PG contributor, and Gremlin employee) lurked above of them in his own special way. The top time of the day won D&S.

The Games

October
Lotus Esprit Turbo Challenge - A racing game with smooth graphics and split screen two player action.

10 Pack - An ultra cool compilation of T&E games, read them and weep...
Butcher Hill, Footballer of the Year 3, Easy Leader of the Year 3, Easy Leader of the Year 3, Side Arms, Street Fighter, Super Scramble, H.A.T.E., Road Runner, Dark Fusion, and



Skate Crazy!
November
Supercars -
More Super
Sprint style
gameplay, but on
a larger scale and
tonnes more fun.
Switchblade -
Arcade style

It's being coded by Probe
(my God those boys'll
drop!)

US GOLD The Stand

Very, very, VERY big! Not
a Ferrari in sight, just a
winking great
Lamborghini, and loads of
graffiti art everywhere.
Tonnes of arcade
machines all on free play,
and there was even a
graffiti art demonstration
to announce US Gold's
latest launch.

superior mashing is what it
offers. A coin-op
conversion naturally. (See
preview)

Line Of Fire - Based on
the ever popular Op Wolf
style arcade machine, as
you just shoot, kill or maim
everything in your way.

ACCOLADE The Stand

A humdrum but exciting
stand. Everything on show
was on the PC too.
Accolade are moving into
that area but the games
were great. An enormous
picture of King of the
Mans, Elvira, was draped
along the back, proudly
displaying that Accolade
had won the license. And
the video of Elvira the film
was playing for those who
were too tired to move on.

The Games

October
Accolade in Action -
Another of those Accolade
compilations (although I
thought they should have
called it 'All-Time Big
Stanky Ones') this time
featuring Grand Prix
Circuit, Fast Break, 4th
and Inches, and Blue
Angels.

November

Star Control - A strategic
sum shoot-er-up game (SD
dealer, in space. A little for
everyone.

December

Stratego - Based on the
ancient MB games
boardgame that gets
everbody arguing and
usually ends up with the
dug wandering off with the
pieces in it's gob and my
sister having the board
forcibly slammed down her
throat.

ELECTRONIC ZOO

The Stand

In the corner of the stand
was a dummy holding a
ball and standing on a
plastic base. At one point
Steven God (another MB
of the company) decided
to stand on the base too
(and dummy, ball, base and
Steven) all fell, base and

their separate ways, a real
source of mirth and
entertainment.

The Game

October
Sobolov - Erm... This is
just about the only release
on the CD4 for some time,
but it's finger flicking good
(great!)!

OTHER GAMES TO BE RELEASED

As I couldn't get around all
the stands, here's a few of
the other games that were
announced and are to be
released...

October

Mecanicon (Linux)
Helter Skelter (Amiga/Genie)
Emily Hughes Arcade Quiz
(Amiga/Genie)
Lovers (Amiga/Genie)

November

Colossus Dual Pack (CD)
Kaiser (Linux)
Over The Hill (Genie)
Dragon's Kingdom (Genie)
Extremator (Amiga/Genie)

Early 1997

Dragonlayer (Linux)
The Neverending Story II
(Linux)
Warm-Up (Genie)

To Be Announced

**European Superleague
(CD)**
Super League Manager
(Amiga/Genie)
Sword II (Eita)
Tournament Golf (Eita)
World Championship
Soccer (Eita)

OTHER ATTRACTIONS

Well... the turtles were
slaps, so was Dirty Bob,
and Frank Stone. Either
Ransom and a few dressed
up, nobody opened the
white caboose. And of
course, I was there wasn't I?

A BIG apology to all those
that I missed out, I am
but small and you are so
many!



slap-on-up, with a little
bit of weapon collecting on
the side.

MIRROSOFT The Stand

TURTLES, that's the
catchphrase for Mirrosoft,
Turtles and lots of them,
apart from that there were
games on display and
Jonathan Ross presenting the
company's promotional slides.

The Games

November
Teenage Mutant Ninja
Turtles - Cowabunga!
Need I say more?

Early 1997

Predator II - Based on the
film that is the sequel to
one of my favourite films
ever so I think I'll leave it
here.

Back To The Future II -

This has got to be better
than I, it's based in the
wild west, based on the
movie, and guess what?

The Games

October
Dragonstrike (SD)
Dragon-in-up as you fly a
dragon and breath over the
nestles.

Buck Rogers (SD) -
Biddy biddy biddy, it's
Buck and his chums in a
Role-Playing Game that is
based on a Role-Playing
Game.

November

Platinum - A truly
wicked compilation
containing Ghoul and
Ghosts, Sinner, Forgotten
Blonds, and Black Tiger
which has never been
released on CD before.

Strider II - Based on
the excellent original game
that was so good that
Capcom have decided to
make it into an arcade
machine. This'll be a coin-
op too.

ESMAT - Elite Special
Weapons And Tactics is
what it stands for, and

ATOM

ROBO



ATOMISION -
 \$9.99 Tape,
 \$14.99 Disk

Rick Altman inside a tin of spam and bounces around making Kerblain roared when we let him out. He goes straight onto the computer to review the experience.

These Japs are pretty intelligent ain't they? I mean look at all the splendid games that they've designed over the years, but I'd like to know what the heck the guy was on when he thought up Atomic Roboto.

Think about it. This is a small lump of metal that bums around spouting laser beams from his hands, and farting fire out of his backside (think about the slow back, yeah). His eyes are made out of Radiant Robin headlamps and his nose is stolen from Nelly the cybernetic elephant. But his appearance is not the concern here, because somebody has decided to send this misshapen lump of scrap up against robots that look like Arnold Schwarzenegger's mother (flogging big, I ain't mind telling you).

This means that our teen from tinville is gonna get his fire spouting ass kicked from here to the scrap heap in no time at all. Don't be surprised if you find a tin of spam that occasionally bestows a flame or two in an effort to get off the ground, or a Flareoff II that blasts traffic in order to avoid a hold up.

So, as unbelievable as the match up may be, Atomic Roboto, that small fire farting, laser spouting,



◆ He's small, he's bold and he's made from old Robot Iron cans. Due to the wonders of modern science, you can now have a small that costs \$249!!

headlamp faced hero of the can factory is the main subject of an arcade game, and now a home computer version,

invented by the oh so clever Japs! But then again look at the fresh record of shoot-em-ups. It-type plunged a tiny pinhead of a ship against some billoggy mutants.



MIMIC

OKID

Narcosis the same, and even Space Invaders had some unbelievable odds, although none of these stretched the frame to include



• **Um, you get the most exciting screenshots here in '92! Do we, does something!**

siblings.

Then again you're in control of said Robokid, and you'll have no probs whatsoever will ya? Those big energy monsters ain't got no say when it comes to your happy trigger



• **Awgh, I'm being attacked by two large spherical things! It's a hystericalomy nightmare.**

fatal. And that's really what it's all about, is it not?

You're really hard to be on the ball though as there are no less than



• **If you go down in the woods today, you're sure of a hot leaden supporting!**

Fax

Foiled Again

If you ensnared yourself so it is hot and so aimed in the sun shooting 'Tio Atomic Robokid', the chances are that you'll be hit by lightning and become an Atomic poe of ash. Alternatively you could be evaded by a failed particle to a customer in Spud-U-Like and even with a Collector side salad.

twenty-one levels of blasting and maze rearing to be done. But at least your objective is pretty clear: destroy absolutely everything that gets in your way!!! Even the extra weapon pods need to be smuggled before you can build up your arsenal (which is strange 'cause George Graham managed it with £5.00 and a luncheon voucher).

The aim is to fight to the end of the level, but not in typical horizontally scrolling fashion (well, not all the time anyway). There is a bit of exploring to be done for you to find the right route too, but without the blasting it'd be a pretty boring game. There's small enemy robots to frag, big robots to frag and gigantic robots to frag, and at the end of every three levels there's a screen high robot to frag.

But apart from the frantic gameplay and the many varied sprites, it is the graphics that are mega impressive. In the arcade the

and of level guardians are really very big indeed and they look well worked in their detail and colours. Unusually the comic 88 version does the job right on as good. And the scenery and backgrounds are very colourful whilst not deleting too much from the foreground sprites and Robokid himself.

The action is finely tuned, with varying weapons available for use (some of which are very impressive indeed) and the multi-level doesn't take too much away from the intensity of the play.

A good little product, not enough variation to make it great, but it'll keep you on the edge of your joystick for a fair while. A worthwhile addition to any aspiring tin can's game collection.



skorebox

9	9
8	7

overall

85

ON THE TAPE(S)

Not one but TWO free tapes this month (see the coupon in this section to claim your second FREE cassette) and that totals (gotta use calculator) ooo... 5 free FULL games. By the way because of this wicked offer Nightmare will be appearing NEXT month and not this as was mentioned in last month's Next Month page (geddit?)

CRIBBAGE MASTER

It's time to roll out the green tapes, because your CIB is waiting to challenge you at Cribbage. I am sure most readers are familiar with at least the basic rules of Cribbage (I'm not - lol), but for the complete novice here's a short introduction to get you started.

A Brief Introduction

Cribbage is a card game played either between two players or four, playing as two pairs. The program does not support the doubles version, so this complication can be ignored. The object of the game is to score 121 points before your opponent. Traditionally the score is indicated on a pegboard, but if you

find this confusing, the computer also shows the score in digital format.

You can score points in two ways:

1. Scoring combinations in your hand
2. During pegging

Before looking in detail at the scoring of points, we will look at the format of a game. At the start two players put for deal. The Ace counts as a low card and the player who cuts the highest card deals first. The dealer then deals a hand of six cards to both players. Each player examines his hand to try to calculate the highest score which can be achieved with any four of the cards and the other two are discarded. The four discarded cards form a third hand called the 'box', which becomes the second hand of the dealer. When

RUNNING ORDER

TAPE 10

Side A: Cribbage Master, Drafted
Side B: Scorpion, Fortress

TAPE 11

Side A: Wabbit, 4 in A Row
Side B: Surreal, Jetross 2000

both players have discarded, the non-dealer cuts the pack and the top card is turned face up. This will be used later with the cards in the hands, but if it is a Jack the dealer scores 2 points. This is termed "J for his heels".

The next stage of the game is the pegging. The players take it in turn to lay cards starting with the non-dealer. Points can be scored during pegging as follows:

- If the total sum of the points of all cards played = 10 (all picture cards count 10), the player who played the last card scores 2 points.
- If the last two or more cards played have the same rank, the player who played the last card scores 2 points for each pair (eg. three eights = 6 points).
- If the last *n* cards are consecutive, the player who played the last card scores *n* points (*n* being a constant).
- If the total sum of points of all cards played = 31, the player who played the last card scores 2 points.

This process continues until the total reaches 31 or no player holds a card which can increase the current total without exceeding 31. When 31 is not reached the last player to lay a card scores 1 point, the cards are then turned face down and the process continues until both players have played all their cards.

This probably sounds rather confusing (probably? - lol), but the program won't let you make illegal plays and you should soon get the hang of it.



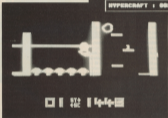
ORBITAL

You are trapped inside a base on an alien world known as "Orbita". Your objective is to escape this unfriendly environment.

You start at the base exit (that seems logical) which must be unlocked by collecting the numbers 1 to 6. These numbers are scattered about the base in no particular order.

Once you have collected all nine numbers, you make your way back to the exit which will now be opened, enabling you to escape to the outside world. This is not easy feat, because the numbers must be collected in ascending order. It is advisable to search out and locate just where the numbers are, before you start collecting them.

Control is quite simple. Plug a



SCORPION

Big plane, the galaxy. But not big enough.

It's all summed up in Semionovich's First law, a sociological corollary of the famous Lorentz-Fitzgerald equations. Semionovich broadly stated that, just as it is completely unfeasible to achieve the speed of light within the constraints of normal space-time, it is similarly impossible for any intelligent lifeform to obtain the point at which it is satisfied with its supply of resources and living space.

Of course, just as the Lorentz-Fitzgerald equations were overturned by Galilei's Hypergeometry Theory in 2343, so Semionovich may yet be disproved.

Tell it to the Space Marines. Our job, as an unbiased multi-racial peacekeeping force is to keep those lifeforms who insist on obeying the Semionovich dictum in line (the

joystick in port 2, left and right axes accordingly forward and back when on orbiters. The fire button will enable you to jump. To pause the game, press **RESTORE**, and press the **LEFT ARROW** to reset.



While flying through the fortress there are some obstacles which have to be eliminated. To do this, fire your laser at the blocks which will then disappear.

There are also several small gaps which your ship must manoeuvre through without touching any of the side walls, as this will make the fortress unstable, resulting in the demise of your ship and crew.

An extra ship will be gained on the third level, and if all 6 are completed the speed at which the fortress moves is doubled, making your task a heck of a lot harder!! The **RESTORE** key will abort at any time, and **RUN/STOP** will pause the game until fire on the joystick is pressed. Joystick in port 2.

regression "blowing them away" is frowned on in the modern era. We prefer "keeping the peace with maximum prejudice". The finest tool of the Space Marines is the galaxy fighter Scorpion.

Now you too can sample the danger and excitement that a spell in the Space Marines offers you. Just drop in at your local recruiting office and ask to try our Scorpion simulator. You will incur no obligation.

We stress that the brain-to-computer input techniques used in the Scorpion simulator are entirely non-violent - only the sensory centres of the brain are stimulated. The fact that 99 percent of simulation users subsequently join up can simply be

attributed to the excellent tones and conditions of service contained in our standard 99-year contract.

Well what are we waiting for, kid? Hit that simulator, we'll see you in the Marines.

To use the simulator, a joystick in port 2 is required. All potential recruits are required to achieve total joystick functionality for themselves.





WABBIT

There you were, minding your own business when suddenly, out of the blue, you get obliterated by this huge boulder. When you come round, your winter stock of rabbits have been nibbled. What are you going to do? Without an adequate supply of winter food you will surely perish. There is only one thing for it. Put on your best running shoes, and travel the world in search of your best loved food... Carrot!

Unfortunately, nothing comes easy in this world. You are going to have to fight for them. Not in the

usual way of blasting everything that moves. No, mine, your only chance of survival is by being the most agile and nimble rabbit around.

The phantom carrot thieves have placed all your winter stock in very precarious places (each carrot being protected by a rather large and very heavy boulder)...

As if that wasn't bad enough, you have to travel around a vast empire of caves that are not known to you. If you are sure that you want to go on, insert your joystick into port 2 and let the carrot crunching commence...

to be won to win the tournament. This has a maximum of fifteen.

Start

This starts the game. Throughout the game, the computer converses with you through a variety of noises. The first one you will hear is like a gunshot, and it precedes every game. It is asking who is going to move first, player 1 or player 2 (decided by pressing 1 or 2). The other gameplay noises are...

Ping - Player 1's turn.

Twang - Player 2's turn.

Seven Pings, each one lower than the last - The computer is thinking.

SURROUND

Surround is inspired by that early 18th century English game, "Reversi". The game is played on a normal chess board, and each player has 32 counters or discs. Normally black and white are used, although they can be any two colours. The object of the game is to capture as many of your opponents pieces as possible. Ultimately, you want to gain control of all the squares on the board. The game starts off with the four centre squares being covered by 2 white pieces and 2 black pieces, of diagonals to



steadily descending pitch - Game over.

If you forget whose turn it is, press the speaker to hear the noise again.

To drop a counter down a column press the number of the column you have chosen (shown in the blue bar just above the column). Pressing P0 will abort the current game in progress.

If you play against the computer, which is not hard to beat, you will notice that it can take some time for it to make a move. To speed this up considerably use a C208 in 84 mode.

4 IN A ROW

4 in a Row is a reproduction of that popular game where you have to get four of your pieces in a row, complete with tournament facilities and an optional computer opponent.

When the program has loaded you will be presented with the screen displaying the following options:

- S - Start game;
- O - Change options;
- V - View current options.

Taking the above in reverse order, this is what they do...

View Current Options

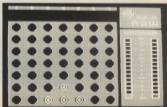
This displays what options are currently selected for the game, chosen by the 'Change options' section. The default settings are for a 1 player game.

Change Options

Number of players - Press either 1 or 2, if there is only one player the computer takes on the roll of player 2.

Tournament or Single game - Press either 'O' for just one game, or 'T' for a tournament.

If a tournament is selected, you must specify how many games need



JETRACE 2000

Jetrace 2000 can be played by either 1 or 2 players. The idea behind it is very simple. You race against time, and against another player in 2 player mode, to get your jet from the starting grid to the finishing line, represented by black strips with chequered flags on both sides. There are 21 screens in total which are all fairly difficult and challenging.

You use a joystick in port 1 for 1 player mode and in 1 & 2 for

2. Control has been kept as simple as possible. Move the joystick forward to increase speed, pull it back to decrease speed. Move the stick right to rotate right and left to rotate left. And that's about it!



banked in a move, then all are captured and their colour reversed.

The game can be played against either a friend or the computer. Press F1 on the title screen to change player options. The computer player has three levels of intelligence which can be selected by pressing F2. After both these options have been finished with press RETURN.

To select where to place your piece, control the cursor with a joystick in port 2. Alternatively, type in the coordinates of the square (eg. A7, Q1) followed by return. If you cannot move, press F1 to forfeit.

themselves.

The idea is

simple, on your move you must place a piece next to one of the opponent's pieces thus trapping it. This piece will then turn to your colour. It is permissible to capture more than one man per move. Should an untrapped line of two or more opposing men be

TAPE PROBS!!!

Put either of your cassettes into the tape deck and it won't read? Well, you've either got a dodgy tape deck or a faulty tape. If it's the latter, pop it in a jiffy bag, along with a description of the problem and send it well fast to: YC TAPE 10 (OR 11) RETURNS, INTERCEPTOR GROUP, MERCURY HOUSE, GALLIUM PARK, ALDERMINGTON BORNS, PG2 40W. We'll send you a replacement!

CLAIM YOUR SECOND FREE TAPE!!!

So you want your second free tape with Wabbit, 4 in a Row, Surround and Jetrace 2000 on it? You'd better fill in the coupon below and send it straight to us at: YC TAPE 10 OFFER, 20 POTTERS LANE, RUSH FARM, MILTON KEYNES, MK11 3NF. Only the real coupon will be accepted.



BEEN WAITING FOR! COMPLETE CHANGE IN FULL CO

FLAME HEAD

THE STORY SO FAR... FLAME DISCOVERED THAT HIS SO-CALLED PARTNER, THE MUTTY PIGEON, HAD BUILT HIM, HAD BEEN KIDNAPPED BY MURDERERS, AND BECAUSE OF HIS LOYALTY HE DECIDED TO SET OUT TO LOOK FOR HIM. SO FAR HE HAS RESCUED A FAST FOOD TOWNSMAN ASSISTANT, HAD A STUNT IN THE POLICE FORCE, AND KILLED THE PRIME MINISTER. HE IS NOW ESCAPING THE COUNTRY WITH A HEARD AND FOLLOW...

HEATHROW AIRPORT...



TRY NOT TO LOOK THEM DIRECTLY IN THE EYE, CUNNING DISGUISE YOU ARE WEARING SHOULD WORK, YES?



BWA HA HA!

LOOK AT THIS ONE SHE CAN'T EVEN FIT IN THE BAR!

HE'S GORGEOUS! I DON'T LOOK ANYTHING LIKE THE PHOTO IN THIS MAGAZINE.

KEEP YOUR HEAD DOWN, BOB!

WE'LL TAKE YOU OUT OF US!

BEHOLD EN? YOU'RE NOT A TERRORIST ARE YA?

ERM... NOPE...

THAT'S A SHAME, WERE COMING FOR A NEW CUTTING OFFER!

NEXT!





NEXT: WHAT YOU'VE ALL BEEN WAITING FOR! COMPLETE CARNAGE IN FULL COLOUR!



Ship From Hell" some games get rather stale when your slunk on a certain point, so it's better to progress onto something else for a while. And ST Dragon is the best bet for doing so at the moment.

Why? It's cooler than an Eskimo's latest ring (have you ever sat down on a toilet when it's cold? Think what an Eskimo has to go through) and faster than Dee Johnson's chemistry. It also offers a little more than the average with the addition of a tail to the main body of your craft (more on this later).

Another similarity this game has to countless others in the genre is a plot that sounds like something George Lucas may have written on a fog roll the day after a savage Nintendo. The roots of the galaxy (your?) have been attacked by an evil force of Cyborg monsters, cunningly called The Cyborg Monsters, and until now they've rambled around converting planets

ST DRAGON



STORM - £9.99
Tape, £14.99
Disk

Don't these things drag on. Oh ho ho, very

pretty... Rib looks at the latest game with Dragon in the title.

Storm? I ain't heard of that label before! Sounds more like something BBC weathermen ignore than a label for excellent computer games, but a label it is and excellent software it produces. Does this sound a little pompous? Tough, I've seen ST Dragon (and you haven't, so there (tongue-out... and rasping sound caused by vibration of said organ).

But does the world need yet another "collect the icons" style of

shooty? Probably not, but it doesn't do any harm does it? I mean, while not everybody can boast that they've completed "Psycho Ninja Space

into Ford car factories and other such fancying things. But these are of the Cyborgs decided that it'd be far more interesting to fight its own



Fax

Hit And Myth

Dragons are big mythological creatures that from today's green skin and brown fire. It is also rumored that they used to rule the country with a reign of terror. Any resemblance between those and the current Prime Minister is only coincidental.

Saint George was famed for killing a dragon, so they named many pubs after him. It is very doubtful that there'll ever be any pubs named 'The Kinnock'.



■ You can't see me! Nah no see nah nah!

kind instead of fleshy things that break after just a couple of plays. So off it goes trying to fight the fights and turn things back to normal (ie. Poll Tax, high interest rates, rampant unemployment, get the picture?)

This heroic Cyborg warrior is half machine, half dragon, and although he doesn't use Listerine, he's rather a jolly robot indeed. This is because, although he's got loads of weaponry to collect during his

goodbye to one of your lives.

St. Dragon is a horizontally scrolling affair with mainstage levels (five in all) that feature not just the normal attack waves of loads of

monies, but very large

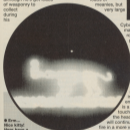


Cyborgs made up of many sprites (like the robot Pumas that pourer upon your smaller ship). At the end of each level is a generous guardian that does a tad more than the average end-of-level monsters in other games. For instance, at the end of the first level is a giant bull (with a touch of EGG) that once the head has been shot of will continue to spout laser fire in a more vigorous manner.

And although St. Dragon doesn't offer THAT much that's new, it offers much more than most counterparts and concentrates on quality as well as quantity. And it's from the same programming team as Silkworm, Kings Warriors, and quite a few other arcade licenses that emulated the coin-op counterparts very adequately. St. Dragon was one of the better arcade machines in the past and the current version is just as true to the game.

Graphically it offers a heck of a

lot, sometimes the gameplay slows down when there are tons of sprites on the same screen, but it copes admirably most of the time, and when it does it can be VERY fast. The action is all there and so is my faith in Storm's ability to come up with many more games. THAT good. Oh and you up fans need look no further, it'll be hard to better this new successor to the bleasty throne.



■ Er... nice kitty! Here have a topper, no nut me. I'm not a fish, I'm a big metallic dragon. Ugh, you haven't even brushed your teeth!

dangerous travels, he's also a cut above the norm with a big, wobbly tail that flaps behind the head (which is the only part of the body that can be hit) which you can use as a shield if you curl yourself into a ball. Although there are some big boos that fit through your tail like a hot spoon supply through butter, and upon contact with your creature it's



skorebox

	9		9
	9		8

overall

91

19

NIGHT BREED



OCEAN - £5.99
Tape, £14.99
Disk

Gareth Rhys tries to take off his Nightbreed mask, but he finds out that it wasn't a mask after all.

Night Breed isn't a description of what goes on in the back of Ford Cortinas down back alleys off Holloway road, but a film written and directed by master of the macabre, Clive Barker. In it lots of nasty horror types live in a world under our own called Midian, how they don't particularly wish to bother us seemingly normal people as long as we do not bother them. Unfortunately the public eye has finally been drawn to them and like the pig headed race we really are, because they are alien and seemingly not normal, it is deemed worthy to eliminate the Breed.

The film flopped a bit like a soggy lettuce leaf in the states, now that it's been released in the UK (finally after much trouble) I can't see that it'll do much better, and therefore the game may suffer a little.

But this would not be right as Night Breed the arcade game is a rather delicious nugget of arcade adventure, in which you have several levels to perform before you, and the rest of the Night Breed can escape

It looks like a bridge too far!

from the hell of which mankind has created for them.

You are Beorn and through a spot of adventuring and more than a tad of fighting you must collect the keys to Midian, defeat the evil mass murderer 'The mask', be baptised by Saphorot (the keeper of Midian), enter the Berserkers' lair, free the Breed, and finally kill 'The mask' in the final battle, when you have transformed into one of the Breed yourself.

This is done on three levels, each containing loads of locations, all of which must be mapped before you can really do much. And although that's about it, it'll take you absolutely yonks to even think about completing. Not only that, but there is a facility to allow you to enter a level in order to allow you to go straight to a higher level of the game.

skorebox

6	7	8	8
8	8	9	9

overall **87**

In some ways the piece of software is better than the movie.

It keeps your interest for a longer period, and would not turn your stomach as much in the gory stakes. The graphics can sometimes be a little too gaudy, and not macabre enough for my liking, but the intensity of the puzzles makes this a grade A game for those who don't mind playing awake at night, my week in order to get somewhere constructive.

Fax

Book Him Darn

Night Breed, the movie, is based on the book Cycle by Clive Barker. Contrary to popular belief the name of the film was not changed because Ocean had already released a game of that name.



BARGAIN BUCKET

A few budget games that
are coming our way...

POCKET MONEY PREVIEWS

The Hit Squad

Operation Wulf - The first of the shoot-em-ups with 3D first person perspective. A great blast at £2.99.
Fl-Type - Excellent shoot-em-up, first released two Christmas ago.
Batman The Gaped Crusader - Not to be confused with the movie game. A very good arcade adventure featuring Mr. Winky costume himself.
Graysen - Arcade conversion that didn't do too well at full price.
WUC Le Mans - Not too good driver' game based on the big hydraulic arcade jobline.
Real Obstacles - Erm... A load of poop really!
Target Renegade - Good level-em 'em-ups.
Empire Strikes Back - Sapsal to Star Wars on screen, in arcade, and on home computers. Unfortunately as slow as the process.
Renegade III - Much the same as the other Renegade games.

Encore

Airwolf - Again! Ancient arcade adventure/shoot-em-up that still cuts it.
Bombjack - Again. Superb arcade conversion that other magazines gave an undeserving hard time.
Frank Bruner's World Championship Bowling - Good old Frank, isn't it a card eh?

Kixx

Centur - Classic racing game that did far too well at full-price for its quality.
California Games - Probably the greatest of the boys games series.
Tiger Road - Good arcade conversion with tonnes of goodies.
Delta - One of the best shoot-em-ups ever, honest!
Gun Dem - Absolutely, stonkingly, fantastically, excellent third em-up!

Zeppelin

Arcade Trivia - Aaaaah! Not another 'triv' game surely?
Dod The Duck - Cute Rainbow Islands style platform game featuring that squawky toy from the Bees.
Conanquest: Team Smoother - What can I say? A smoother game!
Sunny Delphic Soccer Manager - Average management game that doesn't live up to its sponsor.

G.T.I.

The Manager - A soccer management game that offers more than the norm.

Erm, thanks to lack of space and absolutely tonnes of budget of games released this month, the reviews are tad shorter than normal. Ho well, on with the show...

OPERATION HANOI

Players
Premier
£2.99

I know Op Wulf when I see it, and this is undoubtedly Op Wulf in every respect.



They've

not even tried to disguise it, and even the title is a dead giveaway isn't it? Mind you, it's a very good Operation Wulf clone but that still doesn't say much because I thought that the original sucked! If you've been out of the country for a very long time, Operation Wulf and Operation Hanoi

scrolls horizontally while enemies (who are spraying lead everywhere) run onto the screen and you must mow them down using a sight controlled by joystick, and that is essentially it. The joystick control is too sluggish and the game is mediocre!

RH

SCORE 62

RASTAN

The Hit

Squad £2.99

A rerelease and one of the poorest that The Hit Squad has in its library, but that said it's not THAT bad. It's a sorely hack-aim-up kind of arcade adventure, with very little adventuring to be done. You've got to make



your way towards Karg, a wicked geazer who has opened a portal which has spawned loads of baddies

into the land and therefore blocking your path to get to him. So that's it, stroll, smog, stroll, smog! The graphics are pretty poor to be fair, and the gameplay, although monotonous is based on an arcade machine that was just as monotonous, so we can't blame the programmer for that. An okay game that would be more attractive at a pound cheaper.

RH

SCORE 73

CLASSIC PUNTER

G.T.I. £2.99

This is another of those horse racing betting games that you're meant to get a friend round for and see if you can bet on the nice horses. Unfortunately I've yet to come across one of them on budget that makes me want to



do

so, and this is no exception, although G.T.I. do make an attempt. The most annoying thing about Classic Punter is the lack of options, if there were more, the game would



be

more

fun to play.

It was also all too easy to lose your money at an alarmingly fast rate, and the tipsters were useless if you ask me.

This would be okay if you only wanted a quick strategy game, but otherwise it's probably better to wait for something else.

RH

SCORE 68

DALEY THOMPSON'S OLYMPIC CHALLENGE

The Hit Squad £2.99

Remember those games that made your arm ache, and your wrist throb? Yep, this was the best of them, and it does no better now, upon it's rerelease, for your joystick limbo than any of the others did.

What you have to do is compete in the Decathlon, much the same as the other



games in the ilk. Although in this one, before each event you have to choose the right Adidas trainers to wear, or else your performance will suffer. And there are Lucozade bottles (more energy) to be won if you



wish to indulge in some serious waggling in the gym before hand.

The 400 metres is still the killer, but if you think your muscles could stand up to it, this is one crackin' game. RH

SCORE 83

STARWARS

The Hit Squad

£2.99

This 'un was reviewed as part of the Heroes compilation last issue, and that was as scathing as I'd



like to be. The game is based on the arcade version of the film, and although I spent many many days in my misspent youth recording high-scores on it, the comms 64 version is a bit too slow for my liking. This doesn't mean that it's any easier, or that the graphics are any worse (they are nigh-on identical) but the speed of the game reflects very badly on the playability, and it has a very high yawn factor.

At a budget price it is probably worth the cash, and for somebody who's looking for the 3D-variety gameplay that it offers £2.99's not too much to pay.

SCORE 76

BARBARIAN II

Kixx £2.99

Also part of the Heroes



compilation and was undoubtedly the highlight of that affair. For those that were comatose last month and missed the review I shall recap. Barbarian II is absolutely brilliant. It's a hack-em-to-bits with some great arcade adventure playability thrown in, and not only that but you get to play Maria Whittaker too (I said play, not play with), although this was, on its first release, a very thin excuse to have her and her hub-caps displayed prominently on the packaging, although Kixx has quite rightly done away with such flagrant sexism. This all detracts from the game though, which of course is excellent.

The graphics are very well animated and the action is a good variation of search-and-collect and sheer violence. Roll on Barbarian III. RH



SCORE 92

RUN THE GAUNTLET

The Hit Squad
£2.99

If it wasn't for a completely useless tape loader this game would be absolutely excellent, as it is it's more than a tad annoying. And this is a shame because the gameplay is spot on. There are three types of game here, one is



similar to Super Sprint, one is like erm, Super Sprint, and one is not like Super Sprint, it's a little bit original.

Also it's based on the TV Show of the same name (first released when Martin Show presented it) and it's a dam sight better as a game

than that. But the tape loader is diabolical and you are not only subjected to long waits, but a large amount of tape reversal and position finding is called for. If you're a very patient sort then you might find something you like at a cheap price, but if not **AVOID!!!**
RH

SKORE 50

SALAMANDER

The Hit Squad
£2.99

This was featured in last month's guide to shooties and I have to agree with Sean, Salamander was and is one of the best shoot-em-ups to be released (or rereleased for that matter).

And the strangest thing is that this passed on full price with a bit of a whimper, luckily though, thanks to The Hit Squad, you can rush out and grab one of the best slices of arcade action for a very small sum of money indeed. We all know the format by now, icons to be collected, meemies to be shot, end-of-level baddies

to be destroyed, and bigger munchier weaponry to be used. It's a multi-loader but that

SKORE 95

hardly notices, and the levels are so varied and fiendish that it'll keep you going for ages and ages. It's the sequel to Nemesis and it's the best shoot-em-up to be released on budget ever!!

RH



U.S. G

CEM 64/128 & Amstrad cassette & disc
Spectrum cassette, Amiga & Atari ST

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CEM 64/128 & Amstrad cassette & disc
Spectrum cassette, Amiga & Atari ST



awesome
firepower in your

GOLD[®]

RIER II™
2
STRIDER



AFOM[®]
USA.

QUADRON



QUADRON



IBM PC/128 & Amstrad cassette & disk,
Spectrum cassette, Amiga & Atari ST

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ESWAT™, IBM & Amstrad cassette & disk
Spectrum cassette, Amiga & Atari ST

ist this
Christmas!

GREG NORMAN'S ultimate GOLF

There's no sport more boring to watch on tele than golf, apart from bowls, cricket (and possibly snooker, but you give me a set of clubs, a rather natty V-neck sweater and some hi-tech shaggyed flats and away I go. In fact there's nothing more relaxing than a good game of pitch and putt, although I'm probably soon more often down Margate with a windmill between me and the hole.

And as for computer games, golf is a very enjoyable sport to be converted, and we need only look at the success of *Leaderboard* to realise this. And since that, now ancient, game was released, there has been nothing that has even attempted to better it. A few tries, but they've all fallen down on some feature of gameplay or whatever.

But now Greg Norman's *Ultimate Golf* comes along, and for once *Leaderboard*, and any other sport sim come to think about it, can lie in the shade of somebody else's shadow. To say the game was lag is putting it mildly (no pun intended, well maybe a little bit), the club is certainly clacker with files. There are two 18 hole courses to be played, and a large database of players that can be used.

But before you can flap your wide trouser legs and shout "FORE!" to down the fairway, you have to choose your options. You can practice, play matches, strokeplay, or singles (and it's variations). You can choose to have up to four players, any of them being human or computer controlled, and also set



their handicaps. The weather effects can be chosen too, as can a caddy, ball effects, and the wind (it builds up in the breeze).

When you get out on the green though, you realise the first (and really only) fault of the game. It takes quite a while to draw the current scenery, but it's so beautifully detailed that you'll soon get used to it. And you will also notice that there are tons of options, like swing alteration, map, club choosing, absolutely everything is there for the club for a quick bonny afterwards.

The graphics are truly gorgeous, and it is so like the Artiga version in every aspect that you would be

GREMLIN -
£14.99 Disk



Golf games come and golf games go and some hang around for a little, like *Ultimate Golf*. It discovers what sort of golf game would risk the byline 'Shark Attack'...

mistaken for confusing it. And it plays as well as *Leaderboard*, what more could you possibly want?

Fax

FOREFRONT

The software *Golf GTI* is often associated with guppies, who probably wanted a car that is just about as big as their *Infiniti* or *Porsche*. The gulf is in the middle-east, and as far as we know, Greg Norman has never been there.

scorebox

6 10 8

7 9

overall 96



MISADVENTURES

Hah, heh, heh, and I said to her, "Look here, you might be the meanest bitchiest Traffic Warden in Upper Blankingsa, but you touch this Turbo V12 Mini, with gold plated roof-rack, spoilers with matching suspensions and I'll get my big brother onto you. She went as white as your unlined Hoesel! There's not many peep... What? Who? Oh, good grief is it that time of the month already? Oh, alright, Cuck, grab hold of this bacon buffet and don't touch my pint till I get back, alright? Ahem. Hello dearest readers, I trust I find you well? (Suffocating) Why? Because I have been delayed, ray swamped, by your letters! Thanks, chaps, I'm sorting them out even as you read this, look out for the best next month! Also, watch out for an exclusive review of a brand new role-playing game and the first in a new series of "golden stides. As will be revealed next month!

ADVENTURE PROBE CONVENTION SPECIAL REPORT

Remember the very wonderful Adventure Probe farside mentioned last month? Well, on September 15, the first Probe Convention was held within a plush hotel in sunny Birmingham. Bringing amongst the thousands of attendees was yours truly. All the stars of stage and screen were there. Mandy Rodrigues, illustrious editor of Adventure Probe; Sandra Sharkey, the very first probe editor and columnist for the glossies, who is now looking after the ST's STOS PD section; the Baring, from Anathal Action, who I looked in the box until he admitted that PC was a far better deal; Tom Free, well known adventure author on something called a Spectrum CD? No, never heard of it. I'm afraid; Dion Peake, graphic artist for Level 9; Mike Dratford, editor of Spellbreaker (see next month's issue for details on this excellent mag) and, of course, hundreds of thousands of other celebs who didn't pay me the required five needed to give 'em a mention.

During the convention a number of events were given out. They are significant as all of the voters are

Riggins plays Adventure! Paul is back with this month's prize into the YC dungeons (we've got Shengar down there you know!)

adventure players, also the voters were cast on games actually played in the last year, which accounts for one or two old titles creeping in. Again, this is significant as it gives you an idea on what games have stood the test of time. They are as follows:

THE MOST HELPFUL ADVENTURER OF THE YEAR

This award was given to those wonderful chaps who run a phone line help service from home and who



also respond to adventure queries by post. In third place was Jeff Boleton, second was my old master Walter Peoley (well done Walt) and first was a lovely lad by the name of - Joan Percott. The prize being presented by Mandy Rodrigues.

THE BEST TEXT-ONLY GAME OF THE YEAR (30 BIT)

In third place was PFP's Magnific Moon, in second place as another PFP adventure - Starship Quest, and in first place was a game written by Ram Bond called The Test. This adventure was written for the Anathal CPC but I believe there is a strong possibility that it will be converted by the buddy Gid. It

keep you posted on that one.

THE BIGGEST GAME LET DOWN OF THE YEAR

In third place was Level 9's Lancelot. I agree with this wholeheartedly. Lancelot was bug-ridden and lacking in a decent plot-line. Strange considering Level 9's assertions that they'd researched the Arthurian legends thoroughly. Second was Domark's Not a Penny More to a Penny Less (total and utter disaster) and the winner was Midnight: A confusing game that came packaged with a poorly written novel. The "prize" was presented to Joan Percott - and she is the only living soul to have actually finished Midnight!

BEST GRAPHIC/TEXT GAME 3 BIT

This was a game from Zenobi software called Crack City. Second was Apollo's Polly. The winner was Level 9's Scapagoast. The prize being presented to Dion Peake, the Level 9 graphic artist.

THE MOST HELPFUL SOFTWARE COMPANY OF THE YEAR

Third was Topologica. Second was PFP but the winner was Zenobi software who are establishing themselves as a growing force (by about numbers alone) in independent adventures. Krazy New Gray (editor of Spazz) - see elsewhere - and cartoonist accepted the prize on behalf of Zenobi supreme, John Wilson.

THE LEAST HELPFUL SOFTWARE COMPANY OF THE YEAR

In third place was Amageddon & Ocean, who've established an unhealthy reputation recently. In second place was Adventure - a reaction to their dropping involvement! But in first place was good 'ol CRL. Probe reader, Alan Phillips, was going to present the award to CRL at the recent GCSHOW but true to form - they didn't show up!

THE BEST GRAPHIC/TEXT ADVENTURE (16-32 BIT)

Third was Whiplash and Wagonwheel (BT) from Zenobi Software. In second

POST APOCALYPSE

Had I've been, that hairy
greenball cousin of mine
has been shipped back to
his home (North Fynshley) to
set up a small Kebab
empire. Sanity reigns once
more kiddies....

WHITER THAN WHITE

I am a new reader of your, what I
think, terrific mag and I have a small
favour to ask. Please could you try to
use Street Surfer as one of the
games on your tape? I would be most
grateful.

Ross Dawson, Nowhere in particular

PL Why are you so preoccupied
with household cleaning
equipment, Billa Pads and Surf
Washing powder? Next year'll want
us to stick a pair of Marigold
rubber gloves to the front. Maybe
you should be buying Billa
instead!

TOTAL POWER

I have just started to collect your
wonderful magazine and I think it's
totally brilliant! When I saw the ad on
page 1 I immediately sent away for it.
It was, of course, the Power
Cartridge.

After 2 weeks I got it, and being
new to computers I did not
understand much of the instructions.
As far as I can see there are no
instructions on how to enter pokes,
so that is what I want it for, at least. So
please please please could you give
me instructions on how to work
pokes. Thank you.

Person Power, One

PL Get name. Why is everybody
so fond of using the three
identical words "please please
please"? Hum... I can't help you
for now, it's as thick as a bear's
backside, but why don't you try
phoning BDL on (091) 890 1975,
they'll be more than willing to give
you a few pointers on how to use
this excellent utility (it's got more
uses than just for pokes you
know!)

LOGICAL SOLUTION

Hi there! If you're answering problems on
Logic don't be selfish, spread yourself
about a bit!

You may be dealing with the same query
- how comes the answer for getting the
right answer is to have to re-load?

I had the tape replaced but still no
joy - second copy was same as the
first - got the answer right, try to type
in your name and what do you get? A
crashed out Commodore!

Could be a bit more readers with the
same problem - think about it!
Eric, Sloughwell, Northampton

PL I've had a chat with our
Technical Adviser and he says that
because the game was originally a
disk based one, after one load and
one game it tries to access the
disk. Not finding one it immediately
crashes, therefore there is no
solution to the problem, and
anyway nobody likes a smart and

GOVERNMENT ELF WARNING

I am only 13 and I am just learning to
compute (Please please please can I have
some hints and tips on Elf/Winter?)

Kevin Yates, Nowhere in particular

PL If somebody could send them in
to us, good Luck-out for some in the
Scum of the Earth section.

IRANGATE

I want to subscribe YC magazine.
If it is possible, please send me a
preforms invoice of the magazine.
Thanking you in advance and looking
forward to hearing from you soon.

Amin Nagidi, Kermita, Iran

PL Er... We'll try but don't be
surprised if it hasn't been opened
several times, debugged, defaced,
and had quarantine messages
stamped all over it before it reaches
you.

KRON AND ON AND ON...

I have just bought September's issue
of YC, everything is brill apart from
the games tape. It's not gone wrong
it's just that I have a problem with
one of the games, Kron, that brilliant
text and graphics game. The problem
is that I can't get off of the first
screen. Would you please send me
details telling me what to type in so
that I can get somewhere?

Tony Giffant, Norwich

PL Hoped Oh all right then, check
out the Misadventures column
and Uncle Paddy will give you a
few pointers, that IS what he's
there for you know!

LETTA OF THE MUMF!

JUST IN CASE

'n Pooty with the ultra cool mag, I've just read September's YC, great
Bang in the tape, wicked (had some trouble getting it) I've got a couple of
suggestions:

- 1) Why don't you put the tape in a case?
- 2) You should have a tip line for people that need help or to send things in.
Graun Parrish, Bristol

PL Here's a joke. How do you kill an elephant that's been bitten by a
werewolf?

Shoot it in the heart with a silver peanut.

PL Here, I've got a few suggestions too... 1) If we put the tape in a
case then we'd have to change more money for the mag, consider
the case closed! 2) To have a tip line, we'd have to charge you 50p
per minute peak and 25p per minute standard rate (like certain
other magazines) just for the privilege. What's wrong with Scum of
the Earth? 3) As for your joke, why don't you... (OUT - Ed)

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TNT

DOMARK -
\$14.99 Tape,
\$24.99 Disk

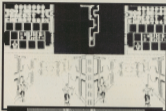


Another mix-em-up? We let our Bony delve deep into the suspicious crate of games to find out whether it was too hot to handle or a dud!

Wo-yeah! Wat a mix-em-up of explosives this turned out to be, everything from diving, blasting, rickety cranes to water warheads class - all the Tengen arcade conversions.

I always thought *Hard Drive!* was getting my poor old Renault up Maxwell Hill until I test-drove the computer game which has been kept in Domark's garage especially for the compilation and no wonder! The controls were frustratingly difficult enough without having to cope with maniacally programmed traffic which came at you last minute with no warning and the wily wasty chunky columns, speckered quality graphics gave me quite a headache. My BONY revealed the conversion to be a bad abridgement from an arcade smash to a Robin Williams simulator.

Onto *Dragon Spirit*, the vertically scrolling shoot-em-up with an Oriental flavour. You play a fiery Dragon with



shun, your mission is to penetrate the complex, picking up energy pods, coins and keys and finally to overcome the master Kyoel. At the end of each action-packed level you can trade in coins for a multitude of goodies to help you on route. More fun can be had

with two-players (co-op), turning it into a Gauntlet style game of co-operation.

A starting role in *Police Academy* is yours in *APB* - a fantastic conversion from the cartoon-style chase-em-up in the arcades. You play poor Officer Bob who is set a daily quota of offenders to nab from litter locs, drunks, and hitch hikers in the toughest of all crims. It's sure tough out on the streets acting out wild Stansky and Hutch car chases, however there's always detours and detour shoes to earn you extra credits. It's fun if it's fun and you may make Miami Vice by the way!

Toaster! is a unique water rave-up as you play Jeff or Jan, two cool tube skaters as they cruise the baddest rivers in this world. Against the clock you paddle down streams picking up

cars to check at, babies like punks, fly fishermen, saving monsters and even kankakee penguins who get in your damn way and cruise through gates for extra bonuses. *Toobin'* is a wiff'n'ink, fun and mega addictive splash-em-up!

Apart from a few duds TNT is a pretty hot Tengen mix-em-up, and well worth the cassette price.

Fax

Drink!

TNT is a highly dangerous substance and should not be made at home with a chemistry set. APB stands for All Points Bulletin not Approver Pig in Blue.

special powers, by shooting the enemy and collecting their eggs (points), the more the power or extra feeds you gain, and the closer you will be to saving a classmate in distress. After each of the eight levels you will have a really to bloody. For a good of shoot-em-up the graphics are shoddy, the playing area is so small that you cannot avoid the enemy fire and it has as much spirit as fat ginger beer.

Kyoel in comparison is a jolly good of blast, set in a huge underground maze and equipped with a laser gun to 'wipe out' and Zappee to

scorebox

B	NA	8
NA	8	8

overall

82

33



SIMCITY



ATARI 520E



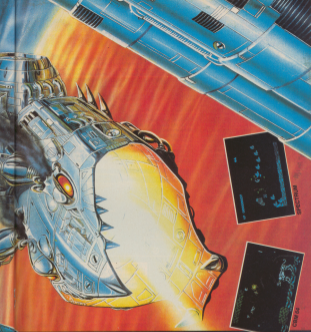
SIMCITY



STORM

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DRAGON

THE SALES CURVE
IS LEONARD BOND
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COMP 64

SPECTRUM

HELTER SKELTER



AUDIOGENIC -
EVBB Tops,
£14.99 Disk

Balls, balls,
glorious balls.
Yet another

game based on that most
 bouncy of objects,
 Ash Investigates....

Guess what, I've seen another
 pair of balls. This time they
 are dead set on destroying a
 load of nasty monsters. This time it's
 going to be different. No one's going
 to push this spherical duo around,
 not without a damn good reason
 anyway.

What is Helter Skelter? Well, it's a
 silly name for a bouncy ball arcade
 puzzle game. Why Helter Skelter?
 Who knows. Presumably the idea of a
 helter skelter simulator was too
 far fetched to be workable. Anyway,
 same aside, you have to control one
 of the balls to wipe out loads of
 monsters.

Monsters really have it tough. Not

only are they the villains of the piece
 (at least) but they also have arrows
 pointing to the one who you have to
 kill next. You do this by bouncing
 heavily upon the hapless creature,
 whenever it vanishes. Some people
 are born unlucky. Fortunately for
 monsterkind there are disadvantages
 to bouncing on the wretched monster.
 What happens then is that the
 monster splits into two halves. This
 is obviously painful because he
 carries on running around regardless
 of his new shrunken size. Some
 monsters can only be split once
 (while others have many splits if you
 give them the chance of course).
 Each of the eight screens is made
 of platforms. The balls (because you
 can invite a friend to control your
 other ball) fly around the screen,

the task that little bit more exciting.
 Oh come on, hitting the monster
 doesn't kill you, so there's got to be
 some drawback to it all.

Another drawback is the rather
 fiddly control method. This is a
 problem at first, but after a while you
 pick it up. Pressing fire at the bottom
 of a bounce makes the ball leap ever
 higher. To get bouncing in the first
 place requires either a steep drop or
 a small ledge to run. Flaming a
 ledge makes you jump just a little but
 it's enough to get you started.
 The other thing about the controls is
 the inertia. You have only limited in-
 flight control of your ball as the
 speed it was travelling has an effect
 on the direction that you use. It
 feels 'yesh' in that you can't just
 change direction without a bit of
 slowing down and
 acceleration.

Some screens
 have a really nasty
 time limit and one
 ending move can
 spell disaster.

Others have
 plenty of time but
 loads of tricky
 monsters to get
 to. So the game
 always keeps you
 on your toes. With
 eight to play
 through I don't
 think that Helter
 Skelter is going to
 be completed
 overnight.

Good graphics, great sound and
 a very addictive game. Once you get
 used to the controls, of course,
 things get better, and you'll want to
 come back for more. Try playing with
 a friend and watch the competitive
 spirit start flaring out...



after getting in
 each others' way,
 racing to grab
 the points. On
 each level
 there is a
 bonus score.
 This is halved
 each time you
 use the option
 to make the
 ball bounce
 unaided, so

it's wise to use gravity and rebounds
 as much as possible.

For each monster killed there is a
 bonus score, so in theory the more
 monsters you create the more the
 score that can be obtained. But
 there's the chance that you will make
 a slip and miss out on the last
 monster before time runs out.
 Didn't I mention the rather strict time
 limit? Well, there is a rather strict
 time limit on each level. This makes

scorebox

	7		7
	5		9

overall

83

Fax

Clawing Around

A casual city is not a harmful
 food. Softballs are a franchise's
 accessories. Claws fly in Lightning
 Buzzard Hot dogs are sausages in
 rita. Do no account attempt to heat
 up your pet Liberator.

O d D b o d s ❄️

ODDBODS

Comics only this month as *Flame On* returns as *Speakeasy's* editor Stuart Green once more graces us with his cunning wit and bag of goodies...

FLAME ON with Stuart Green

JUDGE DREDD: THE MAGAZINE #1

Forbury, £1.50, various

Avoided the reach of new titles from the Galaxy's Creative Publishing House (well, that's what they would have us believe) the option of publishing a comic featuring the nation's favourite fascist seemed to have been overlooked. But not for long. Here, at last, in full colour (and we Dredd and the other denizens of Mega-City One) comes Judge Death and our Kenny, the fearless would-be artist, with the Angel family-to-come account.

Best stories are, Annelka, John Wagner and Colin Muir's further exploration of the Conspiracy theme, started way, way before Dredd took the Long Walk. It's a scene setter, like most of the mag, but its promises good things as Dredd belatedly examines his role as a Judge, jury and executioner. Cam Kennedy returns to drawing Dredd after what seems a decade long wait in 'Our Kenny', ironically, with a satirical tale that takes creator rights as its theme as Kenny again seeks work in Mega-City One. Chopper, the playmate last seen supposedly fatally injured during the climax to *Supersm! 11* (available in book form, £5.95 and worth every cent), rises phoenix-like to clean up the Co Redback.

The other two stories, Muir's Children and Young Death haven't really clicked in yet, so I'll suspend judgement (ie, spare thoughts just forever). Overall, it's a hit and should see Dredd into the twenty-first century, when time's not to catch up to the old gaggle I suppose.



LOBO #1

DC, 50p, Keith Giffen, Alan Grant, Brian Blythe

Well if Alan Grant can't quite get himself excited about writing another Dredd story just yet (he wrote Muir's Children) he certainly comes up with the spine-tingle on this one. Potted by Giffen, who gives you the intellectual context of the Justice League, Grant is left with the simple task of coming up with the most absurd one-liner.

Lobo is one-mean misanthrope who puns the spaceways in his bog. Lobo killed off every other inhabitant of his home planet just for the sheer hell of it. Except one. His grey haired, disciplinarian fourth-grade teacher who just happens to have written a florid biography of the "Assassin to Royalty and Scourge of the Cosmos". His task? To escort his teacher across the galaxy to safe keeping. In one hilarious scene she looks off the last guys for using the word "isn't". Lobo's not pleased.

Simon Blythe is. Travelling in the luxury of Grant's script, he turns in at that swings from the planned perspectives of Kevin (Mantel Law) O'Neil to the outright insanity that is Gary Larson.

Buy Two Double Bag One.

HARD BOILED #1 (of 4)

Dark Horse, £2.95, Frank Miller, Geoff Darrow

This is a less serious affair than Miller's current collaboration with Dave Gibbons, *Give Life Liberty*. Whereas Liberty is all '60s spy-slog with a social conscience in the same way as *Cool* (that's *What's My Hill* square suit is for) is all '40s noir. There is a higher body count in the first two pages of the first issue than in the whole of *Total Recall*, as Nixon, a cyborg whose programme to believe he's human, or a fume who dreams that



he's a cyborg, goes on a killing spree downtown. The story really is as simple as that, with Miller panning down even further to his normally terse script to allow new art wunderkind, Darrow, the space to really let rip.

Darrow's art is the really exciting thing here. Every strand of leather-glass, latex and oiling and lying build is meticulously detailed. An obsessive filling every corner of every page, Darrow gives new meaning to the phrase "Wow, sheer carnage!" Another issue in a bumper month for great comics.

CADILLACS AND DINOSAURS #1 (of 4)

Epix, £1.95, Mark Schultz

Maybe not to everyone's taste this one, helping back to the dawn of comic art with a definite thrills look to it. But then that's what's brought Schultz heaps of comic awards.

The twenty-sixth century, Earth is recovering from The Events that has reaped huge and total environmental mutation on the planet. The age of Dinosaurs has returned.

Originally published as part of Kitchen Sink Press' *Anteater* tales, the three stories that comprise this issue provide the perfect introduction to Mark Schultz's world of twentieth-century technology meets pre-historic life forms.



DARKMAN #1 (of 3)

Marvel, £1, Martin Hall, Texeira

Much more of your standard Marvel comic this, but it does its job of adapting Sam Ramo's latest horror smash into comic form admirably enough. The Darkman has been miraculously defigured in a chemical accident (like a certain Swamp-creature, I understand) and is left at the end sweating raindrops on all those mosquitoes for his new found ugliness.

As I say, it's okay but nothing to run out and buy for extra pocket-money for.

All titles available from Forbidden Planet, 21 New Oxford Street, London.

SUMMER

SUMMER CAMP



FEELING
CONSCIOUS
MOUSE

THALAMUS 1990



THALAMUS -
\$9.99 Tape,
\$14.99 Disk

Awake, ain't he cute? Likkie cutesy wootsy pookama. Nik isn't but he looks at the cutest game intro, probably!

Cute games, don't they make you puke on? They certainly get on the wick, that is, unless they're as absolutely stankingly good that I have to lock myself in a room not to emerge for three million years. Summer Camp is a right stonker, make no mistake.

But it's so damn cute! The main character, Maximo Mouse, looks a tad familiar to fans of Tom and Jerry, although this mouse doesn't have a tricksy cat running after him with a frying pan. Nope, he's got bigger problems than that indeed. You see, he's found himself in one of those Summer Camps, you know the centres that American parents send they're kids to each and every summer in order to get them out from beneath they're feet (sort of a cross between Sudria and Nuremberg). Now, the kids themselves absolutely hate this sort of concentration camps, so a small, cuddly, cartoon-like rebel isn't going to find it any less tasteless or anything but completely tacky.

So what would you do? Yep, get wite thow! But the great question is,

how? Scattered around the many platform-like screens are ADAM crates, each containing a part of a mode of transport that would help you get away from this hell in backwatersville. You must collect all the parts and you will find yourself faced with a sub-game in blueprint of the vehicle that must be arranged, which earns you bonus points, and then a new level with another vehicle

to collect and a different setting.

There are four of these levels, but you'd better concentrate on the first, because it's no easy job grabbing crates, you have to earn them and sweat (although the game's so cute, you probably sweat anyway) for it. There are many hazards on each screen, and absolutely tons of enemies will to stop you from leaving. These mainly come in the form of other animals (anything from snakes to chickens), but there are also killer helicopters, airplanes and the occasional insect or two. And



CAMP



you must try your hardest to avoid them while bouncing around the landscape. Another hazard is that you can't fall too far, else Maximus Mouse becomes Maximus Spud!

Fortunately, also scattered around are items that can be collected and they'll either have a bad effect on you, or a darn good one. For instance there is a piece of molot, when once in your inventory, you can shoot the pigs at the enemy. There's a parachute too, that allows you to make one lethal drop without



Fax

Complete And Utter Filz
I once had an uncle who used to be the mace in a racket built out of old cereal packets and egg cartons. Then he decided Mould Borealis is a ballcock open together using Mums' titty smites. He he didn't really. I made that up! He cried! Most Bare.

becoming a mouse burger.

This game is predominantly aimed towards the younger market, with excellent graphics in a very Warner Bros. cartoon style, and as such has the handy facility to offer

hints along the way, so that you get help in sussing out what you should, or should not, do. The computer does not control the joystick though, that's completely down to you, which is just as well as you'll be addicted very quickly indeed.

If you're old enough to remember Mario Bros, or Jet Set Willy, you'll recognise the style of gameplay immediately, and Thatomas has succeeded in doing a great job in bringing that theme to the 90s. A gorgeous game that has such breathtaking graphics and great playability that it could be the biggest stock this Christmas.

scorebox

10	9
8	8

overall

95

PLOTTING



OCEAN - £29.99
Cartridge Only

It's plotting the downfall of the poll tax, but while he's doing

so he gives Ocean's first cartridge game a whizz...

So it's arrived has it? The first commercially released cartridge is here, and boy is it a luxury compared to normal loading. Just plug it in the back of your machine and Bob's your uncle and Fanny's a ricki word. It appears immediately on screen as soon as you turn the computer on. Not only that but Plotting contains billions of levels and there is absolutely no multiboad whatsoever, no sides, it all goes with the flow. But is this luxury worth the extra cost? I mean, it's easy to take a learner for an excellent game, but 25-30 quid? That kind of cash only comes around birthdays or Christmas time.

Fortunately, Plotting is released around the festive season so many people WILL be able to afford it, and quite rightly so because it's a bit of a stinker. And in fact, compared to Puzzleo, it's the most playable puzzle game since Tetris (and I mean that most sincerely bloid).

The idea is also quite original in the fact that you have a screen of a block of different types of small blocks, all with different kinds of symbols in them. You also have a small funny helper who can move up and down the left side of the screen. What

you

must do is shoot the same kind of block with a block that the helper carries, but it's not really as simple as that.

Once a similar block has been shot, the block ends to, or underneath it will then become the next block that you carry, so you must avoid shooting a block that will create a block of a type where there is no suitable match. If you do so you will lose a life and be given a super block



Fax

Pocket And Roll

Guy Fawkes was one of the men involved in the famous gunpowder plot. He, and a few of his rhymes, tried to blow up the house of Parliament quite a few years ago, and for his trouble he ended up being hung, drawn and quartered, with his head impaled on Traitor's gate.

If he was alive today he'd probably be funding his contributions, along with the rest of the population, in a battle with an ally of Charles the first sitting on top.

Remember the famous code word?

(This one shoot any type of block). If this is getting confusing to you you're not the only one, Mark is currently walking around the office in a daze after reading this...

The way to get more points is to shoot a row of similar blocks, and you get a bonus score. And as the levels get harder, the time limit decreases and the screen changes slightly so that you cannot access as many of the vertical rows of blocks. The graphics are very reasonable indeed, and far above the average set for this type of thing, but the music is slightly irritating.

Playability is where this little baby cooks, it's a real delicious gem of puzzling and action, and it's the addictive thing to appear on the market since Jetty. I just can't get enough of them. One would be wary though of such an outlay in money though, but at least the product is completely brilliant.

scorebox

6	8	10
5	7	9

overall **92**

MIDN

RESIST



OCEAN - \$9.99
Tape, £14.00
Disk

Although the title may suggest a game based on the troubles one may have getting into a nightclub, *Resist* finds that it's a rather spitting arcade shoot-'em-up.

W e've been waiting for years for this, or, haven't we? I mean, it's been out on the other computers for ages, and owners of inferior machines have all been singing "mah, nah, nah, nah" to our faces for quite a while. But at least it's now arrived, and it's our turn to turn our buttock cheeks towards them and principally pull our trousers down because it's not just good, it's mean worthy.

But why was it so late? Ah, this is because the programmer said, when he was half way through the C64 version, "listen, I think I'll do something else for a while and make loads and loads of lovely cash!" So he did, and now that he's finished that project, he's also finished the last version of the coin-op conversion, and we're rightly grateful that he has.

Midnight Resistance is a game and a half, and it's that extra half that makes it a whole (there goes my GCSE maths). But the plot certainly does not add to the game, that again they writers do, do they?

A scientist has been grabbed by the unidentifiable beings (ears to your eyes) who are dead keen on running what we so affectionately call the World, and they aim to extract things from him (this gets more painful by the second) in order to get his plans for a super weapon with which they'll hold us all to ransom. Unfortunately for them, you've sprouted muscles in places where you've never had them before, and a large gun has found its way to locate underneath your arse (I wouldn't smell it afterwards though). This allows you enter the badasses' base and blow the smog out of everybody and everything, single file!

Well not really, because there are nine enormous levels to be completed in a multi-directional

kind-of-way. And if you smog the right kind of people you



can collect keys (up to six) that allow you to buy weaponry at the end of the level.

There are some splendid large tanks and other municy machinery which you must defeat before you progress, and these are scattered everywhere, instead of at the end of the levels like most other games. But

fortunately, just like the arcade machine itself, there are safe points which, when found, allow you to dissipate your own form of justice without receiving as much as a small taste to your otherwise perfectly toned body.

Unlike the coin-op though,



RESIST... How what big and mean and municy and lethal and offensive and cruncy and heavy and long winded get on with it - **BUY** what I choose?



WING T TANCE

and the other being computer enemies, there is only a one player option (simultaneous two-player action is in the original) but this does not take anything away from the excellent gameplay or frantic shoot-em-up action.

The graphics also have small

glitches every now and then, mainly when there are thousands of sprites on screen at the same time, but this hardly ever bothers as you'll rather concentrate on the stream of hot leader mega death that is spawning your way.

Sound is a bit on the weak side when it comes to FX, but the music compensates for this and is a bit unique due to its low oration level, you could leave it on for quite some time and you'd still find it pleasant.

This is the best of the new *Conan*

Fax

Allo Allo

The resistance, during the second world war, did not go around France saying "I will pay any price". They did in fact shake bombs and fangs at the jokers and blow up trucks and what have you. They also did it at midnight quite a lot, those dirty French people!

releases to come our way this month, and is possibly the best *Conan* release this year. It had me grogged for absolutely ages, several hours at least, and I was only drawn away from it because I had to write this review. It's my favourite game this month and I'd recommend it for anybody who likes to use their computer to play games on (which is, of course, all of you).



• Run awayyyyyy!! If he gets you you're a small bag of Pringles



• Along came this large and mean, vocal, spraying mono/visually! I tried to blow off my nipples and roast my nuts! I had a bag of RP in my pocket, and all I wanted to do was get my tribble back!!



skorebox

8	8	10
8	9	9

overall **95**



STUCK EH? GOT A PROB WITH THE GREATEST OR LATEST? CAN'T RELEASE THE DOOFER FROM THE GOJAMAFIIP? CONSULT EUGENE'S BIG BOOK OF SLIMEY TIPS AND YOU TRUBBS WILL BE OVER...

So sorry, think you're clever eh? What are you reading this for then? Clever people don't need to cheat at games, they're clever 'int they! But those that have contributed to this new look Scum of the Earth, well they get prizes don't they! If you want prizes then you'll have to get it together won't ya.

RANKINGS

Private Fred - The lowest rating for Scum, they get a badge if they're lucky! (Goo... it's a bit like Blue Peter 'int it)

Corporal Erud - We're moving into T-Shirt territory here.

Sergeant Glenn - A free game on cassette or disk for those rising to this unattainable level. This month

MANCHESTER UNITED (Krisalis)

Here's Glenn Bryant with a blatantly obvious tip that's almost worth asking him to send US some goodies just for printing it, but seeing as he also supplies the Tarricon and Power Shift tips that follow I suppose he gets a copy of E-Motion for being a Sergeant.

If you're losing with only seconds to go (especially in a cup match) just plug a joystick in the other port and press fire. Now the other team will stand still and you can boot the ball in at the other end, yesssshh!!!

thing...

Here is a list of the course tunings for this stonkin' drivin' game. All you have to do is memorise them for that course and anticipate the course. Dead easy, huh?

Course A

1. R2
2. R-L2
3. L2-R-L
4. (L-R)-(R-L)-(L-R)
5. L2-(R-L)-(L-R)-(R-L)-L-R2-L

Course B

1. R-L
2. L-R-L
3. L-(R-L)-(R)-(L)-(R-L)
5. L-R2-(R-L)-L

Course C

1. L-R

OOZIN' EUGENE'S SC

It's the truly awesome E-Motion from US Gold.

Captain Colestony - Two free games (we are being generous aren't we?)

General Gange - If anybody produces tips this hot I'll eat my own spit (joke!) A day out live roleplaying awaits for those that get to this level.

MYTH (System 3)

Douglas Myrthier supplies us creepy fellows with a few choice nibbles that no Myth player could go without. Welcome to the rank of Private, Douglas, and enjoy your very stinky badgerrooms.

Tip One - While loading in level 1, have Shift Lock down. When it has loaded, hit yourself (what really?) - Oooh and this will put you on the next section. Keep doing this all the way through with Shift Lock still down until you reach the end of level 1. Take it off when you start to load level 2.

Tip Two - From level 3 onwards you should hold down the A key and press Y. This'll give you most of the weapons you need for almost everything.

TURRICAN

(Rainbow Arts)

Glenn again...

WARMING2 - Only people with three hands from the planet Fudgie can get this cheat to work!

When you start the game (or on any level come to think of it) press the pause key (Control) and hold it down (Better still, use some solotape). Now hold the fire button down as well and you can go roaming around the levels with no aliens to bother you! But you still have to kill the big end of level (guardians (Well, nobody said that life was a cheap 'n' tacky Neighbours set).

POWER DRIFT

(Activision)

You may have been thinking that this game is ancient, but it's on the Wheels of Fire compilation from Denmark, so Glenn, about your funky

2. L-(R2-L2)-R
3. R2-L-(R-L)
4. L-R-L-R-L
5. L-R-L-R

Course D

1. L-L-R-L
2. R2-L
3. (L-L)-(L)-(R)-(L)
4. L-R-L-(R2)-L
5. R-L-R-(L)-(R-L)

Course E

1. R-L-(R)
2. L-R2-L2
3. R2
4. R-L-R2
5. L-R-L-R-L2

KEY

R2 = Two right bends
(L-R) = Two quick bends together
(R2-L2) Two right bends & two left bends together

MATCHDAY II

(Hit Squad)

Come on, this is a put up! Nobody is called Glen Drinkwater surely? Not even sound Oh, well... Welcome

Private Drinkwater, we'll send you a Scum of the Earth badge for this little effort!

Load it up, reset it and type the following:

10 FOR WA=4096 TO 4117: READ 2:
 POKE WA,2: NEXT 2
 20 POKE 56507, 75: SYS 4096
 30 DATA 130, 108, 95, 141, 21, 3, 169,
 18, 149, 38, 3
 40 DATA 88, 98, 23, 1, 26, 32, 1, 192,
 78, 4, 6, 328

Run the above and enter POKE 48152, X (where X=1 or 2).

Erm... That's all very well but what is it meant to do, now I'll have to load up this over so many games. Turn... turn... turn... load, hearing noises, followed by a little typing sounds! Oh I see! Hurm...

LORDS OF CHAOS

dangerous enemies and it is a good idea to always have a couple of Vampires or Spectres as guards for your wizard or party. Ghosts can travel through walls and make excellent scouts. Zombies are no good. Demons are extremely dangerous, although it is possible for a Spectre to kill a Demon. Misc. Animal (Crocodile, Giant Bat, Bear, Lion, Gorilla, Spider) - Crocodiles are sturdy fighters. Bears and Lions are extremely dangerous enemies and useful allies (the Lion has a very high A.P. and can run very fast). Bats and Gorillas should not be used, as they are no good. The spider is very powerful and should not be tackled by anything less dangerous than a Gryphon.

Spells

Magic Fire, Goody Blob - 2 very useful spells which can destroy large amounts of enemies. The higher the level the

able to locate Trenzamada in the second round) by looking at the map at the other houses and finding the one with at least one open door. He will make 2 goblins, 2 samurai, 1 troll, 1 bear, 1 elephant, 1 giant bat and 1 cougar for his army. Beware the vampires.

Once you have killed him search the level for 4 steel keys and 1 door key. Then go to the house with four locked doors, but beware. 2 giant spiders roam through the wood, and there is one in the house. Unlock the four chests, grab the treasure (make sure it's your wizard that is staying in) and get in the portal. Experience - 100000.

3. Slayer's Dungeon - Ticky this one. Split your party into 2 and search the place for a door key. Before doing this make sure each part of the party has 1 or 2 powerful undead guarding them as Elbo Smogg will make a demon and there are many spectres wandering around. Beware of the invisible and make sure your wizard

SCUM OF THE EARTH

(Blade)

Thanks to another Sergeant, is certain K. Smith, here's loads of wicked tips for the YC Fan One that impressed those nabbit in the office last wk...

Creatures

Dragons - The fiercest of all creatures! Although they are hard to summon, their strength is worth it. Their fire spreads fast, but be careful when using it on the ground. Humanoids and Weapon Users (Warrior, Giant, Troll, Goblin, Dwarf, Pixie, Centaur) - These animals can use weapons and most of them can ride other animals. Gnomes, Hoppers, Trains and Goblins are the only worthwhile beings here. Pixies may be invisible but they are useless. Mounts (Elephant, Gryphon, Pegasus, Unicorn) - The horse-likes of L.O.C. Elephants and Gryphons are very powerful and high stamina helps them cover large distances. The Pegasus and Unicorn should not be used continually as they will get tired rapidly. Undead (Demon, Ghost, Zombie, Vampire, Spectre) - Undead are very

powerful, but the blob is tougher and is harder to destroy. Do not cast these spells near objects as they too will be destroyed.

Tangle, Vine, Flood - Useful, but only on higher levels. Flood can be fatal as creatures may drown.

Rebound - get it! Always have a spare rebound spell so that you can deal with unexpected undead.

Subversion, Magic Attack - Pretty useless unless above level 4, but don't count on it.

Curse - Very good, but save it for undead. Make sure it's above level 2.

Magic Bolt, Lightning - 2 very good spells, at high levels they can be devastating. When casting make sure your army is well out of the way of lightning as it covers quite an area.

Teleport - Incredibly useful spell, but make sure the target area is a clear space, away from walls as the spell is inaccurate at low levels.

Magic Fire - Quite useful, but short range. Magic Shield - Could save your life, but doesn't last very long and weakens early.

Scenarios

1. The Many Coloured Land - An easy task, but a tight time limit. You will be

is mounted, preferably on a gryphon. Take the key to the locked room with the ring of lava and enter it. Kill the 2 vampires, open the chest, take the keys and go to the other locked room. Kill the demon, cross the lava, get the treasure and FRUIT N.B. Kill Elbo Smogg before he casts goody blob, as this will prevent you from reaching the portal without the aid of a teleport spell.

2. Ragar's Domain - The last, and hardest, of the scenarios. Do not attempt it with a wizard below level three. When you first appear go straight up and right, but do not walk into the middle of the room between the corridor as it fires a tangle weed trap.

Get the key from the second room and go to the room with an altar. Put a white creature on the altar. Next turn he will be gone.

Unlock the 3rd door, open the chest and take the key. Break the glass cases and arm your soldiers. Ignore the flashing floor (not hearing) and go to the room with the head - never enter the middle of a square room - and hit the head. Walk on and magic ball or shoot the creatures over the stream with bows.

Go up and unlock the chest then kill the three zombies in the small rooms. Go through the walls (search for the fake ones) until you find the transporter. After you have been transported get the diamond and flood the fire. Go right and set fire to the floor. Fly down to the room with four circles and kill Pagat.

BLOODWYCH (Image Works)

Here's another bloody obvious tip, this one from Simon Pestell, who earns himself a badge and the rank of Private.

To get extra armour, gold, etc. in Bloodwych all you have to do is choose a 2 player game, do the selections as usual, then make one of the greps drop all their possessions. The other character can now pick them up and wander off (this is not advised when 2 people are playing)

LASER SQUAD (Blade)

David Walker, the latest Sergeant to earn our way and the latest scout to earn himself a copy of G-Motion, deals with another excellent Blade game. And these are "the most comprehensive tips ever"...

1. The Assassins - This scenario is, to be blunt, simple and should not pose any trouble for even the poorest player. However, if you're really stuck or if you are playing against a good human player that this will help to complete the mission.

The only problem is that you only get the basic guns, but then so do the enemy. Give your Corporal a 4 armour, then give him a rocket-launcher with at least 3 extra rockets. Give all the other men maracas if you can, but if you can't afford them go for M-4000s or pistols if you really have to. Don't forget a few grenades! It really doesn't matter which side of the house you start, but for some strange reason I prefer the right side. The first step is to pump a few grenades into the house. Then, when a few druids poke their heads out, blow them away with rockets if possible, if not use grenades. Once you are out of rockets, smash your men into the house moving slowly to keep your men on opportunity fire. When you are in the main corridor of the house throw a few grenades around, this should kill Steiner. If not just hunt him down, he usually ends up in the top left room.

2. Moonbase - In this scenario it is far easier to wipe out the

opposition than destroy the computers and other objects. Head for the central room and chuck a few grenades around, this will draw the enemy to you, and as long as you have men looking in all directions you should be able to pick them off with ease. If you cannot see the last man and time is running short send about 3 of your men off in different directions. When one of them gets shot you'll know where the enemy is and send all of your squad after him. The best weapons are the matedo or, for the purists among you, the M-4000. The sniper rifle can be handy but only take one or two of your men with these. Grenades are vital, of course, and you need loads of them.

3. Revenue From The Mines - This is the first mission that makes life hard for the beginner. A few attempts are needed before you can kick ass. The enemy seem very good at picking off your men with their inaccurate guns, and your men seem to lack the skills needed to match them. It takes a lot of practice before you can beat them. One of the best methods seems to be to speed as little time as possible in the long tunnels. If you stay in the short ones you can beat them at their own game. Another problem is the explosives. They are very heavy so only carry 3. Swap the explosives round so not just 3 people get overloaded.

Don't put the processors straight into the lifts, it hardly ever deposit one. I just use them as reinforcements while I wipe out the enemy. Grenades are once again vital, it would stick with the marines but bring along one rifle for long range combat. One handy tip is that one of the enemy has a security key. Use this to turn on the screen in one of the large rooms to the right of the map. As long as he is standing in front of the screen you can see all the enemy!

4. The Cyber Hoards (This is an Expansion Kit along with scenario 5. The order here is in the back of your manual) - The big problem in this scenario is the Duffle Dead, it's very, very tough. The only way to dispose of him that is even slightly safe is to drop one of those spinning saw AP-75 grenades right on top of his.

To make things more difficult is that all the mineral druids only earn brownie points on destruction. You have to destroy the battle druids a number of times.

Also, why not try out a few of your new weapons? The MG-Auto Cannon is very powerful, but you should be careful in thin corridors as you could blow away half of your team (I don't usually bring along this gun as it's missing). The other new gun is the

Mk 1. This is one accurate gun, and it's pretty powerful, it makes the matedo auto cannons. But you must not forget your mission. You must protect those cores, meaning you'll have to fire loads of AP-75s.

5. Paradise Valley (Expansion Kit) - This is a tough scenario, although I do find it a tad easier than number four. The first part is easy. Move your men to the first transporter and put them all down it. Now, if you are on level 1 go straight to the underground lake, you do not need to be on opportunity fire until then, but if you are on a high level you need to be careful from the start. If you encounter the water decoder in the first lake, kill him! He may look harmless enough but, although he can't fire, if you let him get close he will kill your men in close combat. Then you must get out of the water as fast as you can. If you encounter the water decoder in the first lake, kill him! He may look harmless enough but, although he can't fire, if you let him get close he will kill your men in close combat. Then you must get out of the water as fast as you can. If you encounter the water decoder and splinters, will reappear after 3 turns.

Shoot all the scroids before going up onto the river. Keep all your men in a circle around the man carrying the security device, while moving slowly. If you keep your stamina up you will make it.

Choosing your gun in this scenario is very important to your survival. Give everyone an M5 auto-cannon for the surface of the planet, but give them pistols for the easier underground section. Keep Hansen at the front so he can use his Mk 1. When you are on the surface use your M5 cannons to blow away chunks of bushes and splinters even if you can't see them.

This is the first and only section in which you don't have to take grenades in order to survive.

6. The Standrive - (This and scenario 7 are on Expansion Kit 2) This scenario, to the experienced player, is not too hard. It is only the second in which you can use a rocket launcher, but don't give this to a corporal. Give it to someone who has little or no armour so they don't have too much weight to lug around. Give your corporals the brand new lethal Mk 2s, these are very accurate and powerful. Give your men either HP-60 bases or banner autos, these are both good guns and the banner is very cheap. The pumps are getting, by this time, very outdated so don't bring them. Also grenades are not that vital so don't bring many.

When going through the sewers keep moving but go slowly, while picking off druids from long range if possible. The rocket launcher is great at this as it does not actually need to hit the druid to kill it, and it will kill it with one shot. Try to avoid shootcasts with the druids as they normally come off better. And watch out as they do

reappear after a few turns.

Once inside the complex, hunt down all the men and search them for the starliner. One thing, the laser cutter is needed to get into the complex, and don't attempt to give anything else to the man carrying this as the cutter is so heavy. Also, don't try to shoot anyone with it as it only fires at a very short range.

7. Laser Platform (Expansion Kit 2)
- This is, as the manual suggests, the ultimate scenario. It is also one of the hardest.

The main thing that you need to do if your team are getting blown away is run off into hiding if you can survive long enough you will receive reinforcements. Another important tip is if you have got the opposite scored don't be frightened to go into attack.

Try and put a few quants near to where the enemy reinforcements come from, this way you can pick off the storm commandos before they even get into combat. I always fight in the central room (the one with the pillars) because the pillars get in the way and you can pick the enemy off before they even see you, but they can do the same to you.

You must make your reinforcements take the weapons off of their dead buddies as you cannot expect them to survive with just their rifles.

As before, the 2s and karateas are important and most of your team should have these. H-30 lasers are good. Give 2 of your men M5 auto cannons, and they should get behind the armoury door and pump about 4 rounds into it. Don't try to shoot it from the front. Grenades are quite useful.

One other point, when deploying reinforcements, just make them sprint towards your men. As long as your main squad are keeping the enemy's hands full, they shouldn't experience any problems. This does tire them out though, so when they get properly armed up you should put them on a bit of guard duty to get them relaxed.

General Tips - Arm all corporals with 4 rated armour and a good, but light, gun, don't load them down too much. Give the troopers no armour but heavier guns. Probably the most important and vital tip, and I can't stress this enough, is that whenever possible you should leave your men on opportunity fire. If you don't your team will just get blown away. Also when you go through barriers always cover your back, you'll get some nasty surprises if you don't!
I normally spend more money on guns than armour, and just remember to keep your cool and move slowly.

As a new part of Scout, we'll be

printing loads of pokes in alphabetical order, and to start us off here's loads that have been supplied by a Dan Lane, or should that be

POKE 3613, 73
SYS 2994

Chuckie Egg, 255 Lives

THE YC A TO Z OF POKES

Sergeant Dan Lane, Enjoy your copy of E-Motion Dan...

POKE 16951, 255
SYS 14648

All of the following will need a reset switch.

UL = Unlimited Lives

A
Action Bikee, UL
POKE 19287, 47
SYS 13313

Acipital, UL
POKE 18879, 173
SYS 18334

Attack Of The Mutant Cannels, 255 Lives POKE 11626, 255
SYS 4294

B
Back To Reality, UL
POKE 20109, 173
SYS 16384

Ball Blasts, Unlimited Bats
POKE 6106, 173
SYS 2660

Big Man, UL
POKE 4170, 250
SYS 19072

Black Hawk, 255 Lives
POKE 8290, 255
SYS 8162

BME Sins, UL
POKE 13937, 0
SYS 4096

Bomb Jack, UL
POKE 5112, 0
SYS 3101

Bomb Jack II, UL
POKE 7983, 260
SYS 39712

Brave Star, Unlimited Time
POKE 14599, 173
SYS 7236

Buck Rogers, UL
POKE 32182, 250
SYS 32782

C
Challenge Of The Goblins, UL
POKE 25796, 80
SYS 16384
Chabby Grizzle, Unlimited Men

Chuckie Egg 2, UL
POKE 24577, 1
SYS 16698

Commando, UL
POKE 16402, 96
SYS 2128
Faster Game
POKE 14831, 0
SYS 2128

D
Draconus, Unlimited Fire
POKE 3426, 173
SYS 2058

Drop Zone, 255 Bombs
POKE 2316, 255
SYS 8936

Droid, 255 Lives
POKE 36271, 255
SYS 9129

E
Elidon, UL
POKE 2811, 173
SYS 2364

Escalon, UL
POKE 7427, 173
SYS 2081
Unlimited Grenades
POKE 6620, 173
SYS 2081
Unlimited Ammo
POKE 7651, 173
SYS 2081

F
Falson Patrol, UL
POKE 16705, 260
SYS 16640

Foed, All Ingredients
POKE 16404, 15
SYS 16394

Fighting Warrior, UL
POKE 57687, 166
SYS 49276

Front Byte, UL
POKE 4388, 166
SYS 2825

G
Ghostbusters, UL
POKE 38484, 96
SYS 24576

Gilligan's Gold, UL
POKE 17093, 0
SYS 26532

H
Haunted House, UL
POKE 7609, 204
SYS 8536

Howkeys, UL
POKE 7455, 173
SYS 23533
Unlimited Weapons
POKE 8185, 189
SYS 23533

He Man (3/5 Gold), UL
POKE 8513, 173
SYS 18560

Hyper Circuit, UL
POKE 31352, 250
SYS 25624

I
Imhotep, UL
POKE 36264, 201
SYS 36443

J
Jeep Command, UL
POKE 32827, 241
SYS 19384

K
Karnax, UL
POKE 32991, 193
SYS 32768

Kang, 255 Lives
POKE 12176, 255
SYS 12128

Kung Fu Master, UL
POKE 34142, 129
SYS 32768

L
Light Force, UL
POKE 11547, 5
SYS 6713

Living Daylights, UL
POKE 4398, 239
SYS 4352

Lazy Jones, UL
POKE 4983, 173
SYS 2081

M
Mega Apocalypse,
Indestructible
POKE 33417, 173
SYS 22662

Motor Mania, 255 Lives
POKE 6646, 255
SYS 6600

Mutant Mandy, UL
POKE 21647, 173
SYS 22639

Mutants, UL
POKE 8273, 230
SYS 4095

N
Nemesis, 255 Lives
POKE 5569, 266
SYS 5769

Ninja Hamster, Unlimited
Energy
POKE 16480, 173
SYS 16433

Ninja Scooter Sim, Stops
Clock
POKE 31336, 173
SYS 39999

O
Obit, More Rubbish Men
POKE 39322, 165
SYS 16384

Oil And Lisa, Unlimited
Power
POKE 6604, 168
SYS 7427

P
Pac Man, UL
POKE 5737, 254
SYS 2664

Pandora, Stop Timer
POKE 7188, 5
SYS 3887

Parallax, UL
POKE 5796, 96
SYS 319

P.O.D., UL
POKE 26364, 173
SYS 26112

Poster Poster, 255 Lives
POKE 17826, 255
SYS 27674

Q
Quintic Warrior, UL
POKE 6547, 173
SYS 6333

R
Real Max, UL
POKE 8547, 173
SYS 8233

Robin Of The Wood, 255 Lives
POKE 36391, 266
SYS 16364

Ryder, UL
POKE 9051, 165
SYS 2025

S
Saboteur, 255 Lives
POKE 56225, 266
SYS 36735

Sabre Wolf, UL
POKE 45216, 173
SYS 2081

Scooby Doc, UL
POKE 7450, 96
SYS 2560

Sentinel, No Energy Drain
POKE 6684,96
SYS 16128

Sky Jet, UL
POKE 27792, 250
SYS 28320

Spracey, More Time
POKE 58325, 266
SYS 31766

Space Harrier, UL
POKE 8010, 173
SYS 2128

Spy Hunter, 255 Lives
POKE 25914, 266
SYS 32768

Stealth, UL
POKE 30686, 173
SYS 30630

Start Bike Sim, Unlimited
Attempts
POKE 5526, 173
SYS 2664

T
Terminator, UL
POKE 8323, 255
SYS 8704

Train Robbers, Horse Power
POKE 15768, 173
SYS 5871

Trap Door, UL
POKE 14914, 96
SYS 14328

U
Underworld, UL
POKE 24404, 46
SYS 26288

Up 'N' Down, UL
POKE 28103, 173
SYS 32768

X
Xenon, UL
POKE 36356, 173
SYS 20046

And so that's that for another night. Next issue Of The Earth we'll see the return of Winger's Corner and Mega Friends From Hell, but until then send your tips to Duke's Eugene's Box Of The Earth, 90, 25 Posters Lane, Salt Farm, Milton Keynes, MK11 3NF. Remember to enclose a photo of yourself, or they might not get printed...



PUZZLE



OCEAN - £9.99
Tape, £14.99
Disk

Erik looks rather puzzled when he notices that this is yet another block shifting puzzle game.

Do you know what I call puzzle games. Think-Em-Up, well they've got to have a star as there's so many of the buggers. And Ocean has got two on the way itself, with Puzzles being the slightly more adult of them (Plopping is the other, in case you hadn't guessed). Another similarity is that both games are based on arcade machines and they



• *See Dory never had problems like these!*

to the force of gravity. Each level is mainly different from each other, with the playing area a varying shape. There are also all sorts of obstacles and moving blocks to be encountered too. But the idea, no matter how complicated the extras sound, is still very simple.

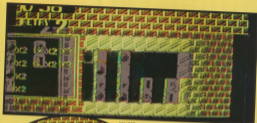
To match a block up you must move a similar block beside or on top of it and they will disappear, either hampaging if you've done the screen in the wrong order, or helping to release another match-up. Sometimes a row of three or

both owe an awful lot to the success of Tetris.

Puzzles is more adult than most puzzle games because it requires an awful lot more cerebral activity than arcade reflexes, although those are required too because the whole caboodle is based on the clock (which ticks away too damn fast if you ask me). The idea is to match up blocks of the same kind, they've all got different sorts of symbols inside them to allow you to distinguish (even on a black and white TV) by moving your controller over a block and moving it from left to right. You cannot move a block up, and if there is nothing underneath it it will fall due



PZZNIC



you can start that screen again.

Otherwise you have to wait for the time to run down and it is game over.

Fortunately for those who become very addicted, like most of the games playing

damn... Just one more go, I'll get it right this time!" kind of addictiveness, it's advisable that you don't play this too close to your bedtime, so you won't be up half the night trying to right the silly mistakes that you make (and if you're like me, you make these same mistakes when you're slightly doozy).

Graphically it's not as impressive as its stablemate, but is twice as cunning. If you into the more arcade kind of game, I'd probably steer well clear; it'd only infuriate you. But if you liked Tetris, Klax, or any of the current breed of puzzle games, you won't get anything more stimulating than PZZNIC.

Some people are meant to become doctors, lawyers and other such high pressure occupations, others just play Finnish puzzle games in the small hours of the morning, we call these 'vegetables'!

our will need to be done to complete a screen, and possibly even more on the later levels. If you find yourself having done the screen in the wrong way, and therefore not being able to complete it, you get two retries, so

population, there are also extra credits allowing for a same screen restart anyway, but when they run out it is beginningville for you.

There are absolutely tons of levels, the first few being very easy indeed, all split into real levels and sub-levels. There are 8 real levels with more sub-levels being available per real level (i.e. level 1 has 4 sub-levels, level 8 has 84) so there'll be plenty of brain sapping fun to be had for those with a rather masochistic taste.

But PZZNIC, on the later levels, is so fiendishly difficult that your head can really start to ache, and the worst thing about this is that it has that "Oh



Fax

Puzzle Position

PZZNIC sounds like a Polish name, but would also be well at home in a Jim Carrey sketch. The term 'BOOK head' usually applies to people that spend all night playing Finnish puzzle games.

skorebox

6	7	8	9
6	7	8	10

overall

85

SUBBUTEO

Did you know that Subbuteo has been around for 47 years? Neither do I, so the question is why am I reviewing an old game? Well, the answer is... I'm not sure. But I am sure that Subbuteo is now more popular than ever before, and that I'm still not sure why. Electronic Arts has released a computer simulation of a table-top simulation of a real game. There must be money in it. Oh that's it, I know why I'm reviewing this product, I'm being paid to - that's it! That's what you think -ED.



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**Andy Banner
winks his finger
in anger and leaves it in
the oven to harden, now he's
undoubtedly at the game that
could have been titled Flick
Off...**

Fax

Load of Balls

Subbuteo is a table-top simulation of Football. Football is an international game which involves two teams of 11 players on a field marked with white paint. The players have a ball which they try to kick into each others' goal.

To limit the chances of each player, the game is governed by a time limit, both on the player (to prevent time wasting) and on the game as a whole. Each player gets 30 seconds to make his or her or it's kick and the game can be played over a selectable time of up to 90 minutes (45 minutes each way) but if you prefer you can play for just 15 minutes. If a player does not make a kick in the 30 seconds a penalty indirect free kick is awarded.

Once you have selected the player to be kicked you get a directional pointer which shows that player so that you position your "finger" for the kick. From here on you get to control the strength of the shot using a power bar which rises until you stop it. Then you get to control the spin on the player using another bar which rises. This one has a half way marker. Flick at this and your player should head straight. Below the mid point and he'll swing off to the right and above, to the left. The goal keepers in the game are computer controlled and will try to anticipate shots and try to save them.

Subbuteo certainly is a strange game on both the tabletop and keyboard. I quite enjoyed my few games against the computer but would much rather put my skills (whatever they are) up against another player.

Subbuteo - it's Bobby's paradise, mate!



Of course, one reason why these kind of games do so well on computers is because you can play the computer at its own game and don't need a friend to play against. Although Subbuteo offers human against human contests as well as human against electronic rivalry.

When playing against the Commodore you can choose the computer's level of play from amateur to international with league standard in the middle. I could just about manage to score a few goals in amateur mode. In league, I was a walk over and on international the computer just started laughing.

If you're not sure how you play Subbuteo, here's what you do. All the players are pseudo plastic characters mounted in small plastic domed bases, rather like Weebles. What you do is flick these players with your finger towards the ball and

free-for-all

try to score a goal or two. Each player takes turns to flick and it's not a

the real game with EA's and the rest of the boys (apparently the England team took a few Subbuteo games in the world cup so that they could play without Bobby Robson's stupid tactics). There's a trick to playing the tabletop version of the game and the same rule applies to the C64 game. Talking of rules, the computer version adheres to the rules as laid down by the Football International Subbuteo Association (F.I.S.A.) and will vary somewhat from those of the Football Association.

You can choose your team's formation from the few that are given by the computer. These are 4-3-3, 4-2-4, 4-4-2 and 2-3-5. The formation you choose at the beginning will remain throughout the game without any opportunity to change it.

attempt to score a goal or two. Each player takes turns to flick and it's not a



scorebox

6	5
6	8

overall **72**

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What's large and growing, resides in the wilds of the west country and has the initials MP? No it's not Michael Parkinson, nor the military police or a Member of Parliament - it is, of course, MicroProse. We sent Andy Bannister along to see what dirt he could dig...

And what better way to talk to them than through the local MP? Meet Martin Martin, one of MP's games designers. Martin is wearing a colourful number up-top, and is often overcome by the insatiable urge to take his scribbler off road and beat the hell out of a chicken farm. But Martin is a quiet fellow at heart, just don't let him near your drum kit!

From boy scouts, nighty nights grow. Well, Well Bill Stealy certainly shaved his needs well over here. MicroProse began in 1982 in the good old U.S. of A. Bill Stealy and Sid Meier were at their local coin-op arcade one day when Sid pointed out a gun-ent-down dogfight game. "I could write you something better than that," Sid claims, but in not much time Sid had come up with Hellcat Ace for the Atari 800. Bill liked it and placed a few classified adverts in computer mags. It's sold very well and one day his wife took a call from a "distributor".

"Can you supply 5000?"

"Well, yes I suppose so."

"What discount will I get?"

Cheese, what's this about discount? Micro Prose had been born. Hellcat Ace found it's way on to the shelves of computer shops in developed countries and Wales. What has happened since then? A bloody lot.

Micro Prose UK was started by Stewart Bell in 1988. It began as a one man operation from his home in

A BUNCH OF OLD PROSE



offices in the centre of Tetbury.

But Micro Prose UK was just a British agent for Yank (I sold Yank) software. Sure, us Brits can write games as well. After-all it was us lot that came up with the utterly brilliant 07 idea of Horace Goes Skiing! But Micro Prose were going to be no pushover when it came to accepting games for publication. Micro Style and Micro Status labels were launched in April 1989 to broaden the scope of the company. Games such as RVP Hoods and Start Car Racer were to become hits.

In an expected move, British Telecom announced it's plans to off load Teleconsort. The speculation mounted, seemed certain that Teleconsort would go to the plump Robert Maxwell his huge empire (and billions!). Some drops in writing and hard shaking later and Rainbow, Firebird and Snowford were securely in the hands of Micro Prose. This all happened in May 1989.

Take it away, Martin, "We then took over Teleconsort, and all of a sudden we had five labels, which is a bit much for anybody."

Five? Well, it's not that many actually. Hold on, Micro Prose, Micro



Chafford, just a few miles

from Micro Prose's new plush offices in the quiet and picturesque town of Tetbury, Gloucestershire. From those humble beginnings it grew and flourished and bedded itself into new





They might first. If the game is as exciting as a night out with Janet Street-Porter then the programmer is told so. One poor chap had been playing *Mid Winter* for about a month when I spoke to him, but he didn't complain. It's likely for him that he doesn't work at Activision! MicroProse also has a team of in-house programmers who work in conjunction with the games testers.

So no game leaves the MicroProse offices without having been thoroughly tested. While the

Status, *Micro Style*, *Reinited*, *Firebird* and *Silverbird*. That's six isn't it?

Marin, "Because we are not a budget company, we deliberately didn't have any dealings with Silverbird at all, so it effectively stopped trading when we took it over."

"Firebird was always a slightly budget label, we don't believe ourselves as being budget so we will be phasing out Firebird software."



flattering he said, "We will not be developing software for Firebird, those are a few games in the pipeline - like *Fire & Brimstone*." I get the feeling that there would not be a glut of Firebird games in the future as there was when BT owned it.

Are there to be any budget games from MicroProse? A straightforward "No, none at all" came the immediate reply so don't expect to be able to buy *Red Storm*. Having for \$2.99 in the next year, however, *Silverbird* software may appear at some time in the future but the releases will be of mid budget software and will not be cheaper versions of any MicroProse game.

Just as MicroProse UK publish software that originated in America, Bill's lot over there will publish games

developed over here, but only a choice few. Why? Ain't our stuff good enough that?

MicroProse has a reputation for producing quality games, games that are playable, enjoyable and addictive. Such is *Mid Winter*, and *Steel Dawn*. I can't comment how some software houses work, but I'm almost convinced that many don't test the games before they start charging loadshedding for a damn awful piece of tat. You won't get that from MicroProse. It employs a number of full-time games testers who's sole job is to sit on their arses and play the games non-stop. Don't get the idea it's easy either. They have directly with the software developers telling them how the game plays and report on any bugs

games testers sit over a hot computer every day, next door the design department sit at the drawing board, drawing MicroProse designs it's own posters, adverts and boxes in-house to improve an efficiency.

The rear of MicroProse's building boasts a huge stocking 20,000 square foot warehouse, piled high with software goodies. This gives the marketing and sales departments the necessary resources to be able to ship orders within the day.

Yes, yes but what can C&A readers expect to see now? Well, MicroProse has already released *Wood Gnomes*, the popular arcade fantasy game and *F47 Thunderbolt*, the *Jetco* coin-op conversion this year on the C&A. To come for the Christmas market is the utterly, utterly brilliant *Flick Dangers II* which is likely to hold away from the number one spot buy awful film licences and coin-op conversions.

The *Trail* should also be in the shops by Christmas. This is a bit of a power struggle in medieval times. It was described to me as being everything that *Defender of the Crown* should have been. There's a bit to the game and although it hasn't got all the pretty pictures of *Defender of the Crown*, it's got much more in-depth gameplay and strategies. Up to four players can play and optional arcade style battle sequences can be used to spice up the action.

So there you have MicroProse, a company who began with simulations

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YC and Storm, publishers of that truly excellent game *St Dragon*, have teamed up to offer you the chance to adopt a cockroach at London Zoo! You will have a plaque next to the cockroach's tank with your name on it, and we'll even chuck in 2 kids tickets and 2 adults tickets to the zoo to allow you to meet your own little scuttling chum.

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RICK DANGEROUS



MICRO STYLE -
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Right! Get down to Hyde Park, there's flying saucers dancin' know, Andy does!!

He's dating, he's dangerous, he's Rick and he's back. No, not the omnipotent ed, but Rick Dangerous, the intrepid explorer from Micro Style. Those of you who are old enough to remember this

Gordon, it's the blonde quiff that does it! The ardent explorer hasn't aged much though and he's still a ugly as dirt.

The storyline is that Rick has returned from saving London from a fate worse than the Tony party only to find that Hyde Park has been invaded by flying saucers.

Determined to get to the bottom of this alien visitation he tracks to the Royal park and infiltrates one of the ships. The defences on the underside of the saucer are a bit mean, especially for the first screen. A bit of experimenting here soon sees you to the boarding ladder where a robot in an patrol and determined to see off any unwelcome straps. Bang!

and he squeals with pain and leaps off the screen. Once in the ship, the puzzles begin, easy at first but getting progressively more difficult as you get into deeper in hot water. At the end of the level, Rick

blowes the crafted blades off for the planet Bert in search of the Fat Guy.

The cost of petrol was at an all time high when The Fat Guy filled up this spaceship and he only had a



Bouncing boarder!! Our hero Rick is about to be squashed to the thickness of a pancake.

here will appreciate the lengths that Micro Style have gone to to release Rick's second adventure. By the way, you only have to be about 18 months old to remember the original game.

Rick Dangerous II is the kind of platform game that I really like. Good graphics, great sound effects and a real element of humour. Matched with puzzles galore and a great deal of skill, Rick Dangerous II beats the life out of other platformers.

Rick II is bigger and better than ever before. Rick's dress has been brought up to date - well, he now looks like something out of a 60s rock group and bears more than a passing resemblance to Flash



**BACK IN A FLASH I
 AND AS DANGEROUS AS EVER...**

The most humorous of all the levels, *Mud Monsters* roars the caverns moving from place to place nearly invisibly through the mud and then slumps! The ice level contains the strange frozen clockwork kamikazi

Fax

Rick in My Neck

Rick is also the name of our staff's best editor. His surname isn't Dangerous though, unless you say it backwards when it becomes "Nosedrop." Why's it dangerous? Well, it won't do your neural chords any favors and he might hit you the hard. Rick with a P at the foot of it makes a real word.

First four levels all the way though. However you can play any of the other four levels in any order as you can choose which one to play at the beginning.

Rick Dangerous is just great, funny, stonkingly good in fact. You'll not find a better platform game this Christmas and unless there's a Rick III, I doubt whether you'll see a better game next year either.

■ Cos, that mean editor damn well strained my spine!



■ It didn't take long to fill that hole. It's the waterworks now!

perquins, while still in Hyde Park you encounter wind oil drums that suddenly get up and flatten you.

To make life easier, your bombs have been updated and you can now slide them along the floor before they explode. This means that in difficult situations you can hit the bomb and it will blast the guy on the level below.

The fifth and final level sees Rick inexpressively enter the Fat Guy's lair. From the first part of this level, it's tough. But to get to this stage you must have completed the

■ Maybe I shouldn't have had those beans last night, those bottom guys are getting dangerous!!

ever in his jeans so Rick finds that the ship runs out of fuel and crash lands on the ice planet of Frossa. At the end of the Frossa level Rick tries to teleport directly to the Fat Guy's lair but fails, miserably. Rick then finds himself falling through the trees of the world of Vegetabilis. Level four sees Rick embark upon his toughest quest yet as he heads for the Atomic Mud Mines beneath the Fat Guy's HQ.

In between levels, there's a short, funny, cartoon film of the real situation which is a great touch to the game. The real mines are great.

skorebox

	9		9
	8		8

overall

91

59



THINGS TO COME

DRAGON BREED



Activision

To add to confusion Activision will also be releasing a shoot-'em-up with Dragon in the title, others being Dragon Spirit (Dornak) and St. Dragon (Storm) and this one is more like the latter than anything else. But unlike St. Dragon, you're a little sprag who sits on top, and that's about the be all and end all of it.

Also the horizontally-scrolling

Cool, you aren't half lucky! Why? 'Cause there's loads of trill trill funky stookey games to come your way, and here's a few of 'em...



SWIV

Storm

This is the stookey to beat all stookeys (or at least that's what Storm said during a recent visit, and if it looks as good as it did when YC saw it we'll be forced to agree, it looks as if it'll be a real stonker 'cause it is the fastest, most frenetic blast-'em-'n'-tag that we've ever come across.

Taking the idea from Silkworm (but definitely not the name, so stow!) it allows two players to take part, one in a helicopter and one in a tank. The helicopter can fly over all the obstacles and the tank, as well. There are end-of-level battles, mid-level battles, and even start-of-level battles, and they all make a satisfying crunchy kind-of noise when they are conquered. But the sheer awesomeness, check that out for a word, is made by the fact that there are about fifty thousand sprites on screen at the same time. A real chiller to look out for, and it definitely isn't Silkworm IV.



landscape is made up of two screens on top of each other, so it also scrolls vertically, allowing for a greater play area.

Apart from that, it's pretty ordinary stuff. The dragon does not die if it is hit, only if you are, and it can use its green and slimy body as a weapon. Greater fire power is available, and the end-of-level messages need to be seen to be believed.

BADLANDS

TENGEN

The official sequel to Super Sprint, and another Tengen arcade conversion, *Badlands* is the one we've been waiting for for absolutely yonks! It is very like the original *Super Sprint* in the respect that you have a car, you are racing against other cars, the action is displayed from top-down and the whole of the track is seen on one screen. Apart from that there are many new features that make it even more playable than the original.

For a start it's based in the near future and typically after the robots have made wasteland of the Earth, Toxicity themselves, the poor apocalyptic inhabitants (before you even ask, Posty has told me that this is not the favourite spot in the future, he is flower pressing) have constructed large racing tracks, but these tracks are not the legal safe kind that you find at Silverstone.

To help you in this sport of imminent death, you've got missiles and extra things that you can buy in the shop to help you stay alive, and even win the races.

And that's about it. It's programmed by Teppo Ilmouso for loads of product, such as *Sosno Harrier II* and *Manchester United*, and we should see it in November.



NAVY SEALS

Ocean

YC recently got a look at one of Ocean's Christmas releases and boy, were we impressed. At first glance we were sure that it was the ST version of the game (based on the film with Charlie Sheen and Michael Gough, but some sitting there looked like trusty Sea Dirty Four was Johnny Messner (the programmer of *NS* and other such games as *Rastan* and *The Unchained*)). "Listen to the music!" he said, so we did and we were awed. "Look at the graphics!" he said, so we did and we were stunned. "Jump out the window!" he said, and because we were so awed and stunned we found ourselves lying in a Manchester back alley with blood and phlegm oozing to our faces. But seriously this is one-cocking platform, puzzle, shoot-'em-up with extra murety bits. There are six levels in which you must wander around and change

the single missiles that have been left, in order to blow a few undesirable off the planet. But you can't do this in any old order (you'll get your nipples blown off if you try), you have to find the pattern in which to complete it.

This game is only going to be available on cartridge, and therefore I a price of about £25. But if cartridge games allow them to be as good as this, I'll buy that for 50 dollars (following for fluctuating exchange rates).



E-SWAT

US Gold

I bloody 'ate acronyms mo, they fly around taking away peoples teeth and being mischievous amongst clauses and buffersups, at what was that? Oh that's what it means, I bloody 'ate them an' all!

Elite Special Weapons And Tactics, that's what E-SWAT stands for, why? Frantically Frank I can't give a poodles what's! What we do know is that this is gonna be one of US Gold's Christmas releases, and is most likely to be in the Christy top ten.

It's a beat-'em-up and shoot-'em-up and arcade adventure style of game all rolled into one and you must (along with a friend if you like) progress along the levels (18 in all) dispersed along the Gauntlet (as in all) and Pupper (Fragged Up Beyond All Recognition) the end of level guardian (let's face it he's Spanky).



CREATURES

Thalamus

Okay, let's face it. When whoever created the universe decided 'out the bodies, he was not all that fat, was he? After all, he wouldn't have made one lot of creatures more cute than another if he was. But that's what he's done to the Creatures in this cutesy game from Thalamus.

As a Creature with excellent tendencies, you take it into your head that you should be the one who searches for the food. So off you trek into the woods to pick berries. On your return, you find that a race of particularly nasty and anate Demons has kidnapped the entire village! Oh no!

Luckily you are also the bravest Creature in history and, armed with nothing but the barest of magic missiles, you follow the trail that the Demons have rather stupidly left you and decide to rescue the others from their lives of torture.

Creatures is basically another cute platform game. Your hero is a great little fellow who looks like a cross between a Gremlin and a teddy bear. He wanders around the landscape with a determined look on his little cheeks and lobes magic missiles with careful accuracy. They come into the ground quite close to the Creatures but upgrades can be bought, more on that later.

As you explore the landscape you won't be able to help but notice the myriad of Demons. Despite their Hellish upbringing they are fairly cute too, but don't let their looks deceive you - they are every bit as deadly as their fiery (and soft) cousins. Contact with a Demon means one thing - death - and an exclamation of disgust or pain or surprise (very much like FRAXI, for anyone who can remember it) from the heroic Creatures, before the next life comes in.

At the start of each level you get a quick glimpse of the map for it, giving you a slightly less slim chance of getting





LOOPZ

Audiogenic

Hello again from Creative Audiogenic. Ah, here again and, under extreme pressure from Gary Silverhead, I've been forced to tell you how good another of the Macintosh® games are. So here goes... Put the kettle down Gary...

Loopz looks set to make history as the first ever game to be converted to the Macintosh from home computer instead of the other way around. However, an all-time low game of mine, Mountainash, was the first I thought. Still, perhaps I won't say that whilst Gary's looking



so mean.

I think the exclusivity of it is that it's being made into a skill with no real game too. Okay, so that's never been done before. So what of the game?

Well, as you might be forgiven for assuming the game involves loops. Not just any old loops, these are special. How? Well, because you have to make them from what look like bits of old pipe. In fact the whole game's feel reminded me of *Pipesmania* (Joony Gato, but it did - just a little bit anyway).

According to the game type selected and the skill level, you have a limited amount of time to place each pipe that is randomly given to you by the computer. You can move it around the screen to place it and rotate it. Holding down the fire button and pushing right rotates the shape and pushing left drops it into place.

The catch is that if the time runs out before you place the piece you take a life. At the highest level you only get 1.5 seconds to think as you can see the problem! Completing a loop with the straight, corner, I-shaped and J-shaped pieces is rewarded by the loop disappearing and a score for the loop being awarded. This varies according to how big the loop is and how crowded the screen is. Big is beautiful in Loopz.



Demons with seriously bad breath, Demons with (good) warts and some that are even on wheels! A few even install! Demons hot air balloons and drop bombs onto you!

Getting through a level is rewarded with a rest to a shop. There a witch will mix up the baby Demons that you have collected from the level (what baby Demons? The little ones that don't move of course). Providing that you have enough baby Demons she can mix them up into a magic spell to grant you better weapons.

These include ones that fly straight, ones that curve upwards, swirling ones and a huge flame thrower that blasts them back to Hell.

Every so often there is a torture screen. This is where your efforts can really be rewarded, because one of your hats is being tortured. To rescue him you need to solve a graphical puzzle. In one, for example, there is a Creature on a platform that is being pumped up by a Demon. If it gets too high then the swinging axe above it will chop your chains. To remove the Demon, you'll need to shoot him with a cannon, but how do you get the cannonball into it?

Creatures are programmed by the same team that did *Petrograde* for Talarus way back at the beginning of the year. They are hopeful that Creatures will be more popular because it will appeal to platform freaks and cute lovers as well as shoot-'em-up fans.

The whole game features music that runs along behind it, and levels of levity graphics. Gameplay is very addictive, with just the right level of difficulty to playability. Definitely a game worth looking out for, though serious lovers will be nothing (literally) for the bucket. Look out for this one - don't let it get forgotten in the big names race at Christmas. Put Creatures way up on Santa's list and you'll be playing it well into 1991.



ATARI ST and AMIGA

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An annoying little ditty trills along in the background - in fact there are three tunes to choose from. There are also two other types of game. The first is not really like *Loopz* at all, and also is a bonus stage in the game proper. There is a pre-defined pattern that gets randomly destroyed, and you have to rebuild it. Looks a bit boring, that does.

The third is the most interesting because it's the one that the arcade console will use. Every time you complete ten loops the game speeds up. Every 25 loops an extra life is

awarded.

Loopz looks very nice, plays well and is quite astonishingly addictive. It's bound to wake up people feebly whilst they wait for *Scudrunner '91* and *Tennis 3* to appear.



EXTERMINATOR

Audiogenic

Boop, boop, boop. The *Audiogenic* sounds are full of them...

What was I doing in *Horror* on a cold autumn morning, armed with nothing but a joystick and a can of *Flozet*? Well, to be honest I don't really know what to expect when Peter Calver of *Audiogenic* called me up to be an *Exterminator*. Intrigued, I went off in search of some really nasty creepy crawlies. Peter wasn't in however, so I had to make do with Gary Sheinwald instead.

He was in buoyant mood, still recovering from an appendix op and in the process of moving office. Still, he was accommodating enough, despite the coffee which tasted like real - or worse!

Exterminator is *Audiogenic's* first ever arcade conversion. The game is basically a fantasy story set in modern times. The insects are fed up with being used as fish bait and, in some of the more extreme and barbaric Northern software houses, food, and are at last fighting back. Along the way they've recruited the help of toy tanks too.

Armed with nothing but your fists and a fly spatter gun you have to decimate all of the houses in a street room by room. On the floor of each room there is a chessboard style pattern. Well, you know what the ideal home exhibition has done for fashion. This pattern is yet stranger because it is

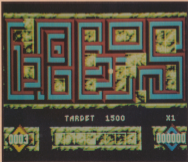
constantly moving towards you. When a tile hits the bottom of the screen it wraps back around to the top again, just like the escalators in *Marks and Spencers*.

As the nasties come in towards you, you can kill them in a variety of ways. Shooting them is nice and satisfying, and crushing them in your hand can be fun (and painful at times), but the main method of killing is the fist slam. This squashes the creatures onto the tiles, and turns the tile to your colour. If you complete a line of tiles then the level is over and you have to go to the next.

It's fun, hard and quite squirmy.

The graphics are great, with suitably creepy creatures running around everywhere. Sound is sampled directly from the 16-bit version which, according to Gary, is "Very rare indeed". So expect the squashes, screams of pain (as you get stung and your energy is depleted), and buzzing sound effects to be state-of-the-art.

If *Audiogenic's* first attempt at an arcade licence is anything to go by then they'll be doing a few more in their time. I wish the same could be said of most companies who do arcade conversions. Right on, *Exterminator*!



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