

BRITAIN'S LONGEST RUNNING COMPUTER GAME MAGAZINE

JANUARY 1991

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# YC

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CHIP'S  
CHALLENGE ★

ACCOLADE IN  
ACTION ★

SEGA MASTER MIX ★  
PLATINUM ★

TEENAGE MUTANT  
NINJA TURTLES ★

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DRAGON STRIKE ★

## LAST NINJA 3

EXCLUSIVE  
REVIEW

IT'S REALLY THE  
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YC TAPE 13 - UNLUCKY FOR SOME  
A REAL STONKER FOR YOU!

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SHOVE IT IN YOUR DATASETTE  
OR THE NEWSIE HAS GOT IT IN A  
RATHER SAFER PLACE. IF IT'S  
THE LATTER I THINK YOU'D  
BETTER HAVE A CHAT TO HIM.

1991 CDS PUBLISHERS



ISSN 0951-5629

THIS IS A PREVIEW COPY

SEE WHAT'S INSIDE

THE POST APOCALYPSE BOARD GAME INSIDE



FREE GAMES



STARGATE



# STARGATE DRAGON

AVAILABLE FROM JANUARY 2008 AT £19.99 (INCLUDES MICROSD CARD)



An evil force of monster machines has come to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyber Monsters. No race has the strength to stand against the power of the Cybergo. One lone rebel race from a distant realm of the merchant universe, the Pagan dragons, put together the Elysian Marine fight back against the feared monster. The Galaxy has a Hero. Pagan returns to the hearts of the people at the core of the animated franchise they call "STARGATE".

"I haven't seen a direct shooter up for ages so I sure did want to see this one. Now this looks set to end with a problem that the very same software programmers that could challenge the might of Apple itself!"  
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## feature stories

- 13 the darkman** *It's not Ed but that Chasen has snugged it up pretty steeply. Dave Hughes chats to the director of the movie.*
- 20 0898 numbers** *They cost a bomb, but are they worth it? Jeff Gray investigates.*
- 40 boardgame rules** *Everything you need in order to become a budding Post Apocalypser.*
- 61 catacombs** *Down in the dungeons there's a one force at work. Report by Ash Collier-Cole.*



**0 Last Ninja 3** - Chop suzy with the man in black, or is that red, or... it could be blue, oh god it. At least he's not green and rubbery, and there's no teenagers around here.

**0 Dragon Strike** (Things to Come page) - If there's another game with Dragon in the title (I scream, What's that? Dragon Strike you say? Aaaaarrggghh! I'm a lot happier now.



**0 Turrican II** (Things to Come) - What's really stanky and comes in two parts (part from an easy-build alpha kit)?



**0 Accolade in Action** - Poopy, I bet that stinky pillock smells!



**0 Sega Master-Mix** - Another compilation to feature Turbo Outrun?

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## on the tape

- 16 frosty, dartz, post apocalypse, super tact**  
*Four excellent games, all right??*

## poster

- 3 whatever it is**

## DATA

## IT'S SIMPLY



**M**ove over Robinsons of Ramsay Street coz Ocean are eating their underpants over their latest cartoon coo - yeah you've guessed, man ... The Simpsons. Cute dude, Bart Simpson and family are currently taking Sky TV viewers by storm (all three of them) and are already bigger than the Turtles in the States (wow, eat my pizza!).

I'm afraid you'll have to wait 'til the summer to see how the Simpsons shape up on your computer screen, until then you'll probably have seen the film, be wearing the T-Shirt and grooving on down to school swinging your Bart Simpson lunch box!

## MAIDEN BIRMINGHAM!

Have U 2 Gold got a "head fetish" or not? First they announce The Godfather and now they're head-banging with their new Iron Maiden licence. All you 'ivy metal fans out there

are sure to be already revving up your joysticks, spilling perfums all over yer keyboard and putting the sound button up extra high to prepare for the game which will feature Eddie the Maiden mascot along with loads of Maiden tracks. Definitely not the game to play when you're pretending to do the old 'ome work, eh?

## YC CHRISTMAS TOP TEN

1. Chrimbo's Quest - System 3
2. Little Donkey Kong - Nintendo
3. Speedbauble - Imageworks
4. Golden Socks - Virgin Games
5. Snowbocop - Ocean
6. Football Manger - Addictive
7. Teenage Mutant Ninja Turkeys Imageworks
8. Beach Holly - Ocean
9. Sleigher - Hewson
10. Judge Sled - Virgin Mary.



## WITH BEVY BABE'S

## HAPPENING MAN

## YC TIPS FOR THE CHRISTMAS NO 1

- ▷ Do they know it's Christmas - Band Aid
- ▷ White Christmas - Bring Crosby
- ▷ Mistletoe & Wine - Cliff Richard
- ▷ I wish it could be Christmas Everyday - Wizard
- ▷ Merry Christmas Everybody - Slade
- ▷ Gazza's Away in a Manger Re-Mix

Goops sorry Ed I thought you meant pop songs.....

## YC TIPS FOR THE CHRISTMAS NO 1 GAME

- ▷ Teenage Mutant Hero Turtles - Imageworks
- ▷ RoboCop 2 - Ocean
- ▷ Total Recall - Ocean
- ▷ Strider 2 - U S Gold
- ▷ Line of Fire - U S Gold
- ▷ S.T.U.N. Runner - Domark
- ▷ Last Ninja 3 - System 3

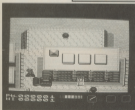
## YC TOP TEN ANNOYING THINGS ABOUT CHRISTMAS

1. The Wizard of Oz on Telly
2. A Brut Shaving Kit from Auntie
3. Turkey Sandwiches
4. Granddads snoring through Star Wars
5. Crackers that go "Phut"
6. The Wizard of Oz on Telly (Again)
7. Cliff Richard's new Christmas song
8. Turkey Farts (Pooley)
9. Having no batteries for your new Gameboy
10. Mum videoing The Wizard of Oz (aaargh)

## OCEAN REVEAL DARK LICENSE

Darkman, the action-packed, hi-tech film taking American by storm, is now set to reveal itself onto computer screens next

year. Compared to the likes of Phantom of the Opera and Batman, Darkman, starring Liam Neeson,





follows the story of Dr Peyton Westlake, a brilliant young scientist in love with attorney Julie and close to a breakthrough in his research on synthetic skin (which would only let you go out in the dark).

One night at the lab an unscrupulous gang of big bad badies, searching for a incriminating document written by Westlake's girls, beat Westlake to a pulp leaving him for dead and blow up the lab. But you've guessed it, just like many a good film script, the horribly disfigured Westlake, left with an uncontrollable rage and superhuman strength from hospital side-effects, emerges as Darkman, obsessed with revenge and one by one he plots his retaliation.

YC cannot reveal what the computer game will emerge like, but it promises to be a good old goney action-packed bundle if it's anything like the film! See our Dark Man Feature later in this issue!

## ARCADE ADDICTS

These people at U S Gold are never short of a 50p

piece cos they've just announced another four arcade biggies for their new year list of conversions.

The Sega coin-op Shadow Dancer, a best-



## EMPIRE ON THE TYNE IS ALL MINE!

Following on from Gazza's Super Soccer, now on the Addictive compilation Soccer Mania along with Football Manager (World Cup Edition), Microprose Soccer and Football Manager 2, Empire have put Gazza into his own limelight again in Gazza 2 or else he'd turn the waterworks on!

Gazza 2 according to Empire is about to kick off onto your screens shortly and is in fact a "Kick Off" overhead style game compared to the rather jerky side-on view in Super Soccer and wot with Gazza's stardom since the World Cup, Empire are sure to have a top ten computer hit at their feet.



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# COMMOBORE CHRISTMAS SHOW

om-up thing will be coming your way as will G-Loc, the sequel to After Burner which will be attempting to fly its way onto your screen as G-Loc stands for Loss of Consciousness due to Gravity - could be a bumpy ride!

A ride which certainly won't be bumpy will be the Sega coin-op Super Monaco GP, as it's being programmed by the wonderful Probe team whose driving hits include Chase HQ 3 and Turbo Outrun. Will we ever have enough of Gauntlet? No, course not! Well, a new and bigger helping of ghosts, mazes and the likes are being dished-up in Gauntlet 3 next year which is well-worth getting excited about! Shadow Dancer and Super Monaco GP are also featured in Things to Come!

On a dark November afternoon, I trekked off to the 1986 Commodore Christmas Show, hoping to brush shoulders with the rich and luscious of computer games people and trokled home again more than disappointed swinging my Robocop carrier bag.

Yeah some of the big names were there - Ocean had the nicest stand and I even met Mr Robocop himself, who told me that YC was his fave read and who was I to disagree, the Turtles were not there in person, unfortunately, but donned the Miramax stand and everything in sight in sticker and empty Turtle drink carton form. Conark were in Bedlans promotion mode and Elite were being Gremlins in a far-off corner. The most exciting person I met was programmer Terry Greenlee of Monty Mele and Bombuzal fame who chatted to YC about his non-C64 exploits. I suppose any YC readers who attended were to be found in the Games Arcade where all parents seemed to be dumping their kids to try to lose them whilst technician/nerd people could enjoy the most stands by looking at the new gadgets and ad-ons for their mean machines.

Unless you wanted to snap up a few games on the cheap or explore the bigger bytes of the Amiga computer, you would have been better off staying in and playing your own games!



#### Cover Illustration Glen Smith

#### Barcode Illustration Alan Latham

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**Favourite Film:** Back To The Future  
**Favourite Record:** A Forest - The Cure  
**Favourite Food:** Lasagne  
**Favourite Drink:** Diet Tangelo  
**Most Outrageous Thing Ever Done:** "A couple of friends and myself decided to walk around Kettering Town with just Towels around us, for a day. At one point we streaked down the road and were followed back to our flat by a fancy bloke who stood outside for ages. We were a bit crazy in them days."

**Favourite Food:** Taramasalata  
**Favourite Drink:** Foster's  
**Most Outrageous Thing Ever Done:** "Worked for YC - Where's me money you b\*\*\*\*ards"

## Cam Smith -

**Artist**  
 Cam supplies most of the covers for YC, and is the regular artist for Flame Head. His work can also be seen in Deadline and the Rogue Trooper Annual 1991. He's a busy little so and



## Jeffrey Davy -

**Contributor**  
 Jeff is the photographer Nix takes with him every time there's a really gubby job on. He also investigates just about everything in order to supply all the facts.  
**Full Name:** Jeffrey Karl Davy  
**Date Of Birth:** 4-8-71  
**Lives:** North London  
**Favourite Computer Game:** Uridium - Heisen  
**Favourite Comic:** The Boing  
**Favourite TV Show:** The Man From U.N.C.L.E.  
**Favourite Film:**



## Alan Lathwell -

**Artist**  
 Alan supplies the visuals to most of the YC characters like Peet Apocalypse and Gooie' Eugene. Maybe one day we'll pay him so he can buy a few colouring-in pencils.  
**Full Name:** Alan John Lathwell  
**Date Of Birth:** 15-3-69  
**Lives:** North London  
**Favourite Computer Game:** Ant Attack - Galaksia  
**Favourite Comic:** Heavy Metal  
**Favourite TV Show:** Blackadder  
**Favourite Film:** Easy Rider  
**Favourite Record:** Yoodoo Chile - Jimi Hendrix

**BO.**  
**Full Name:** Cameron Smith  
**Date Of Birth:** 31-10-62  
**Lives:** Welwyn Garden City  
**Favourite Computer Game:** Monty On The Run - Gamin  
**Favourite Comic:** V For Vendetta  
**Favourite TV Show:** The Prisoner  
**Favourite Film:**

## in drag." Ashley Cotter-Cains -

**Contributor**  
 Ash is the ex-Assistant Editor of YC and he is now seeking fame with Microsoft.  
**Full Name:** Ashley James Cotter-Cains  
**Date Of Birth:** 29-9-70  
**Lives:** Kings Langley  
**Favourite Computer Game:** Boulderdash - First Star  
**Favourite Comic:** Vic  
**Favourite TV Show:**



**Blackadder**  
**Favourite Film:** Dead Poets Society  
**Favourite Record:** Club Mekon - The Mekons  
**Favourite Food:** Lasagne  
**Favourite Drink:** Bacardi & Coke  
**Most Outrageous Thing Ever Done:** "I fell asleep at Activision when they were demonstrating a game to me. Lorna Smith (the PR girlie at the time) woke me up, it was all rather embarrassing!"



**other transport and at about 3 o'clock in the morning a small mini van rolled up and could only take 5 people out of the 40 of us stranded. I managed to get a place on it and I got home at about 4 in the morning. The rest trashed a local hotel and drank their bar dry, and were**

# VENDETTA



When you're using the power of the Commodore 64, you're always getting the most out of your system. And now you can get the most out of your Commodore 64 with the new game Vendetta. The game features a full 3D car race with a variety of cars and tracks. You'll have a lot of fun with this game.

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The game is available on the Commodore 64. It's available on the Commodore 64. It's available on the Commodore 64. It's available on the Commodore 64.

# NINJA



Craves through the ranks of time and space. The game is available on the Commodore 64. It's available on the Commodore 64. It's available on the Commodore 64. It's available on the Commodore 64.

REAL HATRED IS ENDLESS. It's available on the Commodore 64. It's available on the Commodore 64. It's available on the Commodore 64. It's available on the Commodore 64.

# HOT GAMES PLAY

# THE WARRIOR



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The present day is a time of great change and great challenge. It is a time of great change and great challenge. It is a time of great change and great challenge.

I don't think it's a bad idea to have a look at the world as it is now. It's a time of great change and great challenge. It is a time of great change and great challenge.



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# REAL HATRED IS TIMELESS

## L A S T NINJA 3

Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated light sequences ever seen in this type of game.



With a massive introduction sequence, incredibly detailed 3D background graphics and a more than generous helping of blood action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 - A game of real proportions.



For those who have never experienced the glory of a real Ninja, Ninja 3 is the most realistic and most intense of the Ninja Trilogy. It will take you to the heart of your enemy and joining as you do battle once again with the most deadly force anyone of evil, Kuroki.



Actual C64 Screens

Regarded as a license within itself, the Night acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER....

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Co  
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Ocean has kept the announcement of its new licence very close to its chest. Dave Hughes looks at the film that has inspired such a move, and even has a quick chat with director Sam Raimi.

"They destroyed everything he had, everything he was!" the poster copyline for **DARKMAN**, the most recent movie

regular action pic. It's a lesson, however, that **DARKMAN** manages admirably.

"If you direct a whole movie," Raimi says with a

# DARKMAN

— RAIMI KNIGHT



from cult schlock-horror director Sam Raimi. This is almost certainly true of the character of Dr Peyton Westlake, who becomes the mysterious, bandaged "Darkman" when *Bad Guys* blow him up in his laboratory, yet there's a certain ironic application of the statement to Raimi himself, since his first movie for a major studio (in this case, Universal Pictures) almost broke him.

The comic-horror genius that unleashed both *EVIL DEAD* movies upon the world found working under studio supervision a little difficult. There were few enough problems on the financial side - Raimi's *EVIL DEAD* pictures had never made a lot of money, and he needed \$14 million working dollars to make **DARKMAN** - but Universal were pleased with his "inflationist" action picture ideas about a hideously disfigured man able to change or mould his face to become his old self or, if the situation called for it, somebody else. The difficulties came in trying to laise Raimi's unconventional approach to almost every shot and the studio's need for a

wicked smile. "They can't cut your personality out of the thing!" He must be right, for the delightfully fresh camera movements and angles, the black humour and the grisly special effects that made *THE EVIL DEAD* and its sequel cult viewing in Europe ("My pictures have actually been very successful in the States," says Raimi. When I made the first *EVIL DEAD*, I thought it was going to die a miserable death in a jan somewhere. But then Palace stepped in and gave it a big push, and suddenly people in England embraced the picture!") are back with some new twists and turns in **DARKMAN**.

Liam Neeson (whose once-promising career becomes more doomed with every badly-chosen role) is far better than average Dr Jekyll to the special effects department's Mr Hyde. His dialogue and that of the other actors, lacks substance or credibility, but Neeson's performance takes the viewer back to the best of the Thirties horror pictures, when hideous monsters became sympathetic, if two-

dimensional characters. These movies were, it seems, the director's inspiration too:

"I used to really enjoy the old Universal and Hammer horror films where the monsters still had characters - where inside the hideous, repulsive form was a man plagued by an unfortunate curse." The early PHANTOM OF THE OPERA, HUNCHBACK OF NOTRE DAME and FRANKENSTEIN pictures all influenced DARKMAN, Raimi states. "That theme of the creature wanting to be loved is so powerful to me. In DARKMAN, we wanted to ask 'what makes somebody a monster?' Is it the terrible deeds which they commit, or the forces which drive them?"

All this sounds a bit tighthead for a fun, commercial picture like DARKMAN, but here and in the States, the movie was accepted and applauded by critics and audiences alike - the latter to the tune of a very healthy \$9 million opening-weekend gross. Is Raimi surprised that he's suddenly struck it rich?

"Money is a funny thing," he says, referring to the leap in budget from the first EVIL DEAD (\$400,000) to DARKMAN (\$5 million, about \$11 times that amount).

"The more money I have, the less thinking I do. The more toys I have, the less creative I am. It really changes the way a movie's made." But what about the surprising high box-office take of DARKMAN? "I'm just a director who's made one movie that'd made money out of four," he demurs. Modesty aside, however, Raimi is aware that he can demand more artistic freedom for his next movie which, it seems, will be a third EVIL DEAD, this time for another independent studio rather than a big

fish like Universal. Is this choice thanks to the problems and creative differences he had with Universal?

"It's the job of the studio to make things that appeal to the mass



audience," he explains, "not something that is special, or little. I understood that. I knew it was a collaborative process." Raimi's healthy devil-may-care attitude to making each shot 'realistic' caused a few problems with Universal executives. The director claims that this is because he based the visual style of DARKMAN on comic books:

"Comic artists tend to go for the most melodramatic angle and moment in each scene, which is often classically bold and graphic at the risk of reality - they mess around with perspectives and so on. I approached the camera angles in DARKMAN in very much the same way." The studio, however, didn't want things to become "too weird", afraid that DARKMAN would find its niche with the limited audience of the EVIL DEAD and its sequel. "I did try to restrain myself," Raimi grins, "but some people have said that I didn't do a very good job!" In another irony, Raimi was keen to keep the tone of the movie fairly tame so that it would reach a wider

audience (this from the man whose first movie was banned in Britain for nearly seven years before finally being re-released, albeit still cut, in 1995), while Universal steered him towards an R-rating.

few seconds were cut from the laboratory electrocution scene, and a highly entertaining sequence involving a gangster's fingers and a rival's cigar-cutter has been lost completely, much to Raimi's disappointment.

"This is my first studio picture and I don't have any say in whether they should cut it," he shrugs. "That's one reason that EVIL DEAD II: ARMY OF DARKNESS is being made as an independent venture". But maybe he won't be safe even with their more relaxed attitudes: already he has had to drop the previous title, MEDUSA, DEAD, perhaps because the joke was too clever for middle-American audiences.

Raimi remains philosophical, however. "Audiences love to get kicked in the face," he says. And Raimi is about the best kicker this side of Anfield.





## ON THE TAPE

**We wish you a merry Chrimbo,  
We wish you a merry Chrimbo,  
We wish you a merry Chrim-  
booo,  
And a boombastic new year!!!!  
The YC tape gets festive...**

## FROSTY THE SNOWMAN

Two player action in this highly seasonal jaunt into Santa's grotto. This is a completely original game that will keep you going well into the new year (it's got us by the Christmas balls).

## DARTZ

Another original game (it's only ever appeared on our sister title Commodore Disk User, and that was yonks ago), based on the very popular game that involves throwing sharp objects at a round board from a distance (sounds silly really). Can you consume twenty pints of lager and get a double top?

## POST APOCALYPSE - THE BOARD GAME

Here's the most original thing since erm... since erm... since Brian Clough's Football Fortunes and Tank Attack really! This is the program that goes with the board game free in this ish and is explained in the rules later on in the mag.

## SUPER TACT

This game has also only ever appeared in Commodore Disk User and is a very good Ludo variant for the commy. "What's Ludo?" I hear you all cry... Oh shut up and read on peasants.

## THECONTENT

**Side One: Frosty  
The Snowman,  
Dartz  
Side Two: Post  
Apocalypse - The  
Board Game,  
Super Tact**



### FROSTY THE SNOWMAN

**Programmer:  
Richard Taylor  
Type: Complete  
game  
Controls: Joysticks  
in port one and two.**

Can you deliver all the presents in Santa's Grotto to him before Christmas is just a rumour and all the

the suckerf)? But you are a humble snowman who will surely end up as a small puddle for some brat to stomp in, why should you do such a thing?

Well, it's fun for a start, and also there's another snowman who would love to get in favour with the fat, hairy old man. So it's a race between the two frozen fellows to see who gets invited to the Christmas' household for a slap up turkey feed. The only prob is that this is not altogether easy. For a start, all along the snow covered way are pits that are fatal to an aspiring Santa helper. And added hazards are mutant,



poor orphans have nothing to show for the time of year but a hole in their stockings (everybody now, aaaaah!!! BANG! Got

killer puddings and nasty, psycho brandy bottles. But when you've managed to get to the Grotto at the other end of the



landscape you must collect the present and go back from whence you came. When you have collected a sufficient amount of pressies Santa will reward you, and you can gloot over the sucker who took up your challenge. One other thing, collect the snowflakes, you never know when they can come in use.

#### DARTZ

**Programmer:** ??  
**Type:** Complete game  
**Controls:** Joystick in ports two or one

Get out your beer guts it's time to fling the old tungsten tips at the circle. You can grab a friend to thrash in this very accurate simulation of everybody's favourite pub game (what, synchronised paking?) darts. Even Jocky Wilson would be proud with this set up. You can play on your own (to see if you can hit that elusive nine dart finish) or against another, and it pretty much follows the rules of standard match-play darts. You must try to reach the target of 501 by throwing your arrows at the board and

hopefully scoring tables of everything. You must also finish the game on a double. To make this a little harder, the cursor that points to where you are throwing wiggles about as if you've a few too many Im Brus, so handy joystick manipulation is called for here. It's a fun game that is best played by two people.



**POST APOCALYPSE - THE BOARD GAME**  
**Programmer:** Richard Taylor  
**Type:** Supplement to board game  
**Controls:** Keyboard

The full details for this are explained in the



Board Game rules later in the mag.

**SUPER TACT**  
**Programmer:** ??  
**Type:** Complete Game  
**Controls:** Joystick in port two

This is a very funky variant of the ever so popular board game Ludo. What you have to do is guide four counters around the circular board and then up into your home base. There's many things that can make this a pig to do though, for a start you must roll a six to start one of your counters on the board, and if

anybody lands on your counter whilst it is in play, it will be sent home, and you have to start all over again.

All action is controlled via a cursor which you use to 'pick up' your piece (the computer will then move it the required number of spaces itself). Up to four human controlled players can participate, alternatively up to four of them can be computer controlled. An average game takes at least half-an-hour, and we can guarantee that this'll cause a few arguments in the household.

#### TAPE PROBS!!!

You've got a cassette that doesn't load? You think it's down to us? If so, pop it into a jiffy bag with an explanation of the problem and send it to:

YC TAPE 13 RETURNS, INTERCEPTOR GROUP, MERCURY HOUSE, CALLEVA PARK, ALDERMASTON BERKS., RG7 4QW. You should get a replacement faster than you can say antidisciplinary.. anti... (oh sod it!)



# THE AMAZING SPIDERMAN

Spiderman! Spiderman! Can do anything a spider can! Spins a web any size! Webs himself 'cause he's got no flies! Poopy, it's the smelly Spiderman! Rick Henderson in his lurid lights clings to the box of this'un.



There I was, sitting at my console 64 when I was suddenly bitten by a nearby joystick that was glowing. I feared at the time that it could have been radioactive, and my fears were founded when I realised that I had the power to mysteriously wobble myself in all directions. I had a 13 inch cord, no less than eight microswitches, and an auto-fire ability that allowed me to continually speed whatever it was I was wanting in the first place.

Dressing myself in a costume that was luminous green with yellow fleshy things for my eye sockets I leapt into the crime fighting arena calling myself 'Joystickman'.

Unfortunately my career was soon over when I realised that wiggling, auto-firing, microswitching, and a long cord, were really crap powers. I'm now patiently awaiting to be bitten by a radioactive sausage-making machine, then I may not be able to kick ass, but we'll enjoy a good sauh up ah?

Peter Parker, a good friend of the family (not my family of course, but somebody else's), was a lot more fortunate. He was bitten by a radioactive arachnid (a spider to you and me), and it gave him the ability to cocoon all his mates and then devour them by sticking his poisonous fangs into the top of their heads and sucking out all the meat. He doesn't do this very

often though (it'd ruin his street cred) so instead he uses his other powers to catch crims. He sticks to walls and ceilings, which would be a bit handy if you were, say, appearing in a Lionel Richie video, or for changing the lightbulbs or something. He also has spider-like strength, an acute sense of hearing, and 'spider-sense' which

is an inbuilt alarm system that clangs whenever there's danger about. But his ability to 'Spin a web, any size' seems entirely from his scientific expertise, and he's built two web guns that are fitted into the wrists of his costume.

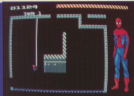
Now Peter has a rather lovely wife called Mary Jane and she's been



O Mysterio's wif! I think that's enough bottom jokes for the day, thank you very much sir!! But he sure looks cute though! (Joystick)



O My mummy would love to get her revenge after all the wacking up I've refused to do over the years. Boy am I mighty I deserve a good spanking (hee, hee).



Of course, you've got lives by the dozens. Both your web-slinging abilities and your web-slingers are limited, otherwise you may never have children, and that would make Mary Jane really sad!

kidnapped by the evil Mysterio. And in your Spidey guise you must venture into his lair and rescue her, and if this isn't a doobie then you should hang up your web-slingers and take up window cleaning instead.

Unfortunately this isn't a doobie, 'cause this arcade adventure cum platform game is huge. It is set in the Rockwell Film Studios, which is really an excuse for the programmer to have a multitude of different sorts of location, and instead of having a simple, normal platformy game, there are thousands of puzzle elements that must be completed before you can really progress.

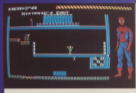
This is normally in the form of switches that must be thrown for certain

doors to open, and for passages to unlock. But sometimes the switches for a door on a particular screen will reside on a screen about five locations away. A lot of thinking must be done, and a liking for exploration is an essential property. The arcade factor is quite dominant too. There are tons of robots, machines and other minor denizens all roaming around, and if they touch you your energy bar is sapped faster than a forest visited by a glue manufacturer's concoction.

The energy bar also has chunks ripped out of it when you tread on a trap, crushed by moving platforms, touch electrified walls or floors, and generally when you do anything other than pack

your Spidey bag and go down the plot. Fortunately for you, although that Mysterio is literally a Mystery, the major villain has supplied a few healing rooms scattered around the building, they'll restock your entire energy and leave you with that glow that you'd only normally

scruffing off a well-designed look about them. The playability is where this little superdoobie cooks though. Once you've gotten used to the weird happenings of a man that can stick to even teflon coated surfaces, you'll be as hooked as the man who once exclaimed "Oooh, I've



get after using a very soft toilet paper.

And if you chuck in the fact that you can climb, crawl, and crouch anywhere - on the ceiling, floor and walls - and you can shoot webs at baddies and at other walls to help you ascend, you just about have it. The main character sprite is absolutely top, but he's better animated than anything I've ever seen ("256 sprites of animation" boasts the box) and the rest of the graphics, although basic, have



CREDIT CARD	GRAPHICS	FACTORY	HALF LIFE
	<ul style="list-style-type: none"> <li>Not really that impressive.</li> <li>Not as good as other games.</li> <li>Not really that impressive.</li> <li>Not as good as other games.</li> </ul>	<ul style="list-style-type: none"> <li>Not really that impressive.</li> <li>Not as good as other games.</li> <li>Not really that impressive.</li> <li>Not as good as other games.</li> </ul>	<ul style="list-style-type: none"> <li>Not really that impressive.</li> <li>Not as good as other games.</li> <li>Not really that impressive.</li> <li>Not as good as other games.</li> </ul>

NAME: The Amazing Spider-Man.  
 SUPPLIER: Ealing.  
 PRICE: £ 19.99 (box), £ 14.99 (disk).  
 RELEASE DATE: Out Now.

OVERALL **87%**

A very good platform game that updates the old genre with loads of features that'll keep the 90s console owner more than happy.

# 0898 NUMBERS AT NIGHT - BRITISH TELECOM'S DELIGHT

We all know that these 0898 numbers exist, but should anything be done about them? For a start, are they worth the enormous amounts of wonga that's spent on them all the time? We gave Jeffrey Davy a pocket full of ten pees and got him hanging on the telephone.

can get expensive very fast. Some other lines go on for much longer and it's very easy to get bored up listening to them so that you don't notice how long (and how much) you're spending.

It was difficult to miss the big kaffeeklatch about 0898 numbers last year. The media had their hands in the air, young addicts had their hands in their pockets and the line operators and British Telecom had their hands full of dirty dish ready to be washed in industrial-sized bank vaults.

There's a strict code of practice (a list of do's and don'ts) was slapped on 0898 operators and everyone forgot about them for a long while. But now they're back, **BACK BACK!**

In recent months there've been little adverts for 0898 services creeping into certain other shiny computer magazines (cross fingers, hope that **ik** hasn't sold loads of YC's advertising space to them this month) like **Excitementzap** and **Computer and Vegetable Games**.

So...what in the world are they, why, who are the shady Mr./Ms. Sigs that run them, who makes the cash and are they safe to call - or will British

Telecom come and take away your phone and get the Police to arrest you?

"I hear you,

Telephone Thing,

listening in ..."

- THE FALL-

"Telephone Thing"

When you dial one of those message-based 0898 numbers (not the dialtone ones) - and the range is astounding, from dial-a-doctor to dial-a-girlie - you get put through to BT's computers. In this computer are all the recorded messages for the lines and, after the computer files worked out which line you've dialed, the appropriate message is played.

At the moment it sounds much like ringing an answering machine (kissie, garble, grate) but as you read this, BT should have turned the system digital. In the case of, say the Mel Croucher Computer Fun Line, this means it will sound like

Uncle Mel is sitting next to you (shudder).

The main feature of them is the cost (which is, but the way, immensely too damn high). As the ads say: "Calls are charged at 25p per minute cheap rate and 38p per minute at all other times." Of the 25p of 38p, 17.5p goes to the person who runs the line and the rest goes to BT.

Some of the most popular lines have tapes that run for 3 minutes so, as you can calculate (or... 25p+25p=50p, 38p+38p=76p=£1.14) it

"Ring, ring, why don't you give me a call?"

- ABBA: "Ring Ring"

The lines themselves are an odd mix. They've got something of a reputation but really are, in the main, "mostly harmless". Especially the computer orientated ones.

Mel Croucher's line





contains a lot of computer industry in-jokes - it's a staid and satirical look at the industry news and rumours of the last week with Mel's words of wisdom and some neat sound effects and music.

Compared to this, the "Megatip Gamesline" was, yaaaaawn, boring. It lasted 15 seconds before I put the phone down. I suppose I wasn't looking for any tips but is it worth 75p to hear someone sayings things along the lines of "Spam Invaders: Drive your ship left and up the wrong way along the track, you'll hear a pinging noise, now head back again".

AAAAAargh! Boring. Perhaps the most interesting (apart from the damp squib "How do you score with girls?" line - wouldn't it be better to be out there finding them rather to talking to a computer? I know I prefer it) was the "Naughty Joke Line" - now that was funny, as were the truly relentless jokes advertising alongside.

Such games as (and you'll have to forgive me if I don't tell it quite right - this is from memory: "Bruce and Bruce go into town and win a talent contest in a pub, Bruce

wins a bogbrush. After returning, the two Bruces don't see each other for a while but one day, they meet in the street. Says Bruce: "Is that bogbrush any use?", says the other Bruce: "Haah, so I went back to using the too roof". Boons, boons, as Basil Brush used to say.

This line ran and ran. It must have cost a fortune to listen. Thank God YC was paying reg bill (what do you mean "No it's not", Rick?).

**"In-to, Freak-o,  
there is no end to  
what I want to  
know"**

**- JESUS JONES:  
"Info Freako"**

Bruce Evans, who runs four 0900 lines (Mel Croucher line, Megatip Gamesline, SAM Coupe Hotline, Tony (Mr. Police) Takoushi Console Line) thinks people surf them because of a "fringer for information". Much like that Jesus Jones song.

He says his lines get at least a thousand calls in the day and he doesn't like his service being

compared to 0900 "dial a woman to talk dirty 'parvo-lines'. "I provide a quality service" he says.

And just who are his lines aimed at? "With Mel's line, most or every game software house listens to it every week to see what we're saying on it" he reckons. (Mel Croucher, meanwhile, who claims he gets a "modest fee" for his three minute spots, says "It's therapy".) The SAM Coupe line is for those poor souls who have no support in the world for their abandoned

**"Telephone  
Operator, why can't  
I call you later ...?"**

**- PETE SHELLEY:**

**"Telephone Operator".**

The fact that they're so abnormally expensive makes them quite a dodgy bet for the consumer. The companies that run them love them, though. One computer related company's line is rumored to have made



computer, the Tony Takoushi Console Line has a self explanatory audience and the Megatip Gamesline is compiled by the people who make the 'Action Screenplay' mag-on-a-vid and is designed to be "authoritative". Hmmm.

Bruce runs all his lines according to the strict code of practice. For example, part of this code means that he has to put his name and address on the ads, along with the call costs and, if the line are aimed at under 18's, a line that says something along the lines of "These calls cost more than normal, please ask your parents before you call".

nearly £45,000. There could well be more money in these phone lines for them than in what they normally do!

My advice would be to steer clear unless you have a very firm idea of how long you're going to be on them and where the cash is coming from - and as for charities: the bill will undoubtedly be astronomical! Get out and about - do things, meet people.

Why listen to recorded messages at exorbitant rates? Answer on a postcard please ...

Look out for the Jeffrey Day Span line, to be followed by his purchase of a Rolls Royce and a holiday in Cuba.

# CHIP'S CHALLENGE

**W**hat do you get if you cross Pac-Man with a bit of Plotting, a bit of Curse of Ra, and some Bombuzal thrown in for good measure? Not Chip's Challenge because it's really rather more original than first impressions would have you think.

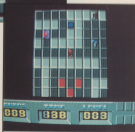
You are Chip, which is really a stupid name for a piece of potato let alone a strapping young geezer, and you are rather desperate to join the 666 Busters computer club.

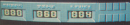
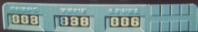
Unfortunately it's not like the reasons or anything and you'll not get in by just showing your right nipple and rolling up your trouser leg, nope this club is run by Mollinda the Mental Marvel.

Now she's a bit of an old cow who'd love to see Chip squirm in front of her, and he would because he wants to join the club so badly (especially to get his hands on a rather fetching St Buzzers T-Shirt), so instead she's given him a rather hard task to perform before he can become a member (anybody this stupid would have to be a member already, if you get my drift).

So what he must do is go through 148 (stupid number yes, lots of them certainly) levels of puzzling action. In all of which he must collect a number of chips (not the hot, sweaty kind that you find accompanying your slab of Ploice, but the computer kind) that are liberally scattered around the garf. But this is not so easy as it sounds, there's doors to be opened (with the right coloured key), ice to be avoided, along with fire and water, and more hazards than the M25 on a cold Friday night.

What we wouldn't advise you to do, unless you're either a technical wizard or a psychopathic maniac, would be to get a screwdriver and open up your commie. If you did though you'd find loads of black oblongy things that don't look anything like those fries you get down MacDonalds. RIK Henderson loses his chips with this fiendish new puzzle game from US Gee.





counts down while you're thinking and time is of the essence. Also on the score panel is the number of the level you are currently on and the amount of chips on the screen that are still to be scooped up. Fortunately each level also has a code word so that you can jot it down and return to that screen at a later date (there's nothing worse than losing all of your lives on level 148 and having to play through them all just to get the final one).

The graphics are not spectacular, they do little more than serve their purpose, and the music/SFX are as average as they come, but the gameplay is of the kind that'll grab you by the joystick and will not let go no matter how much you long to get into a lovely warm bed.

And you have to work out ways to collect them in a certain order. Luckily the first ten levels are fairly simple and allow you to just get a grasp of things, after that you are in handville, and it's no use running to nummy 'cause once you're in it's very hard to come back out.

And not only do you have to work out ways to collect them but it has to be done lickity split, there's a clock that



<b>CREDIT CARD</b>	<input type="checkbox"/> It has	<input type="checkbox"/> It's	<input type="checkbox"/> <b>400000</b>	<input type="checkbox"/> <b>400000</b>
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NAME: OCEP'S CHALLENGE  
 SUPPLIER: US GOLD  
 PRICE: £10.99 TAPE, £16.99 DISK  
 RELEASE DATE: JANUARY 91

**89%**

A very good puzzle game that offers as much more than the more original block-stuffing competition.

# CHEATS

Another new look and style to the cheats section, but then Eugene's so hard that could can do just about anything he likes. If you think altering a tip column is terrible you should see what he does to little kittens.

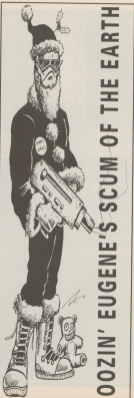
Oh you, come over here and listen to what I've got to say. Pk came over to me the other day and told me that things have got to change around here. No longer can we give away T-Shirts and Games to those who hail by the name of Scum of the Earth, nope we're giving away cash instead!! Although the ranking system is being thrown out of the window, and qualified scum will receive the amount of spondoolies that we think their tips are worth. Also I'll be analysing at least one complete game every month in full.

## MEAN STREETS

Here it is kids, the most comprehensive guide to this game ever to come out of

Scum city. I've been slaving over a hot kebab to bring you this so you'd better be thankful.

The main thing to remember about this game of mystery and intrigue is that you must thoroughly search every location in full, do not leave a stone unturned. You'll soon discover that the suicide of Carl Linsky was indeed a murder and that you're involved in a far bigger plot than first impressions. In fact you'll find out that Carl Linsky was a scientist working on project 'Overlord', which is a satellite that can completely control people. Behind this are the men in charge of Gideon Enterprises and the Law and Order party who are obviously out to get worldwide control. The only way you can stop them is to collect





## GENERAL HINTS

Always write things down, especially location codes, that pop up in conversation. Write down exactly who knows who at all times. Never threaten people, it'll only get you a bruised nose, try bribery instead. If you run out of cash you'll have to try a spot of Bounty Hunting, this gets far easier when you've got the knack. Big Jim Slade will be shot, you must hurry with your questioning. Robert Knott will also be shot, but only if

you ask him about Gideon Enterprises. Although there are many humorous elements to the game, it is a good idea to solely concentrate on the passcards, there are a lot of red herrings also (and a few wild goose chases). Never forget that you can't complete the game without the cards, so if anybody is shot, and you can't get their card all you can do is switch the computer off and go back to a point that you've saved. Lastly, save often.



eight passcards and the passwords that go with them from eight scientists that are (or were as Carl Linsky was one of them) working on the satellite.

The best way to get the passcards and words is by searching the scientists' apartment when they're not around, but if they steadfastly refuse to leave the premises the right type of conversation will force them to part with the necessities.

## THE PASSCARDS

These are the passcards and the words that go with them

Green - Pawn  
Yellow - Queen  
Grey - King  
Black - Rook  
Orange -

Checkmate  
Purple - Knight  
Blue - Bishop  
Red - Stalemate

When you have all eight passcards and words go to the main computer at Gideon Enterprises (4555). Here you'll be captured and put into a room with a furnace, you must get the mask from the panel and activate the furnace by remote control. A robot will enter the room to stop the furnace and you should run through the open door before it closes.

You'll now find yourself in the computer room and you have just a minute to enter all the passcards and passwords (saving at this point is a very good idea) before you're caught. Once you've done it you'll



be confronted by the end sequence, well

done, you've finished the game.

## THE COMPLETE LIST OF LOCATIONS

- 4680 Inspector Steve Clements
- 4670 John Richards (Medical Examiner)
- 4653 Carl Linsky
- 4660 Flat
- 4920 Delores
- 4657 Shoot-out Thug (Witness)
- 0439 A Ron Sternwood
- 4675 Warehouse - Blue Passcard in Band Aid can
- 7012- John Klaus - Green Passcard given to you by John
- 6231 Maurice Gribble
- 6211 David Pope
- 4635 Larry Hammond
- 5170 Sonny Fletcher
- 4763 Greg Call
- 3723 Cal Davis (House) - Orange Passcard in a box in the cage
- 3614 Detective Monroe
- 4650 Frank Schimming
- 3891 Giddens (House)
- 4621 Wanda Peck
- 4623 Jerome Milbourne
- 7312 Ed Brackley
- 4610 Arnold Dweeb (Football Ground)
- 4577 Brenda Perry
- 4590 Tom Griffiths
- 4589 Sanders Larson
- 4601 Jorge Valdez
- 2111 Della Langs
- 9932 Clark's Lab
  
- 5162 Big Surf Hotel (Hollywood)
- 5194 Bus Station - Black Passcard in a locker
- 6021 Prof. Jones' Lab - Yellow Passcard given to you by Sam
- 1898 Ron Morgan's Cabin (Star Trek)
- 6470 Ron Morgan's Beach House - Red Passcard in the Piranhas' pool
- 4603 Ms Lovetoy
- 4605 Lola's House (Blow Up Doll)
- 0132 Robert Knotts
- 1231 Harry Rice
- 5037 Law And Order (Office) - Grey Passcard

in the safe

- 4621 Big Jim Slade
- 2713 Basil
- 3199 Stanford Gurtman Demille
- 4122 Melba Weidbush
- 4500 The End Sequence (Mr Big)
- 8911 Lab (Robot "Warning") - Purple Passcard on the shelf near the vine
- 4525 Ron Mead
- 4421 Sylvia Linsky
- 4674 Pete Dull
- 1700 Gold Diamond Mine
- 1710 Deeded Property
- 1715 Blaze Wiener

## VENDETTA

Here's the complete solution to this stonkingly good game from System 3, care of Martin Pantil, who owns himself a cool £25 for his troubles (it pays to supply original tips).

### Level 1

Use knife to kill man, then collect the wire cutters. Kick door down. Collect the 3 grenades after killing man, then collect the AK-47 and the ammo. Exit room. Use AK-47 to kill man. Go to next screen and kill man with AK-47. Go to next screen and kill the man with AK-47. Then climb ladder and kick door down. Enter room, kill man with AK-47 and collect red tape, computer disk and car map. Enter next room and kill man using AK-47 and collect blue tape and computer code, which you can get by collecting the manual in that room. You will now have the weapons system for the car. Enter the next room

and kill man. Collect Uzi and car key. Enter next room, kill man, collect ammo, insert red tape into T.U. (System 3 logo appears), insert blue tape (doctor's daughter appears). Enter last room, kill man and collect necklacc. Exit all rooms until outside. Use a grenade to kill man. Enter next screen, collect bullet proof vest before you try to kill man and then kill him. Enter car using key.

Level 2 (Car Section)  
 R=Turn right at junction  
 L=Turn left at junction

R, L, L, R, L, L, R, L, R, L, R, L, R, L, R, L, L

### Level 3

Use Uzi to kill man, kick down door and



# LAST NINJA 3

First there was the Last Ninja and it did rule the land and did kick ass as arcade adventures go, and then came Last Ninja 2 and that did take over from its predecessor and it too did rip the googlies off all competitors, and briefly there was Ninja Remix, which was really Ninja 2 in a new Ninjing suit. But now here's Last Ninja 3. Erik Henderson checks out the latest and greatest of the trilogy of four...

**R**ight everybody, you ain't forget about green, raspberry suits that smell of fish, you can forget about apple sauce and cheese pizzas, you can forget about whiffy old sewers, and you can forget about crumbly animal rats (called "Splinter", the real plucked Ninja is back and he's gonna make you wish you'd never heard of the Teenage Mutant Ninja Cities.

For a start he wears a lovely Ninjistic shade of black, not a dayglo red mask, and he's more interested in saving the world than riding skateboards and dancing. Not once does he say "Yo dude!" or "Badassious", and it would be a sin to hear him utter

"Coveabunga!". Nope this guy would rather take an every-lad "duke" in the world than make a movie, 'cause he's the hardest that you could possibly get (apart from the knitting classes, of course).

But our man has been brought back from his early retirement, and home-made sweater business, by Kurotoki, his worst enemy. One minute he was in the shower scrubbing himself down



o The water level - if you decide to take a swim you're looking at a rather wet ending unfortunately. Some of the enemies are quite adept at pushing you into the streams, so you'll need to keep your back away from the water wall.

with Imperial Leather and singing "My Bitty Teary Werry Yellow Polka-Dot Bikini", when poof, he

koued himself stark naked and standing with just a bar of soap and a loofah to protect himself from the

rigours of the Tibetan mountains. Fortunately he managed to find a herd of Sasquatches ("Big Foots" to you and me) who swapped his soap and long poleay thing for a home-made Ninja outfit, and they led him to the gates of a rather big temple that has just appeared in the middle of their community.

And it is here that you find yourself when the game has loaded. And thanks to piece of Walt Disney like animation you watch as your Ninja guy stalks his way closer to the temple and finally enters. This is something that's not done very often on the console (it and should be because it builds atmosphere quite stunningly. But all said and done this is just presentation, it's when the real juicy meat comes along that your eyeballs leave your head and rent a Timeshare apartment in Beacon Regis.

The first thing that you realise (if you've played any of the previous Ninja games) is that somebody's taken the status area and completely redrawn it and jiggled it around a bit. The major changes to the area is the inclusion of a prayer wheel that spins to reveal if you are standing next to an object that you can collect, it also reveals what weapon any enemy is using against you. This is because of the second major inclusion into the status panel, the Bushido indicator. If you fight an opponent with the same weapon that he's using



you'll receive Bushido points, and you need a large amount of Bushido to be able to complete the game.

The rest of the panel is similar to before with the power bars, a "using" box, although for the first time there is a score box which gives the game a little more usability even if you've completed it, you can go back and try to do it again but with a bigger score.

The levels themselves are not just simple temple layouts, this time they're based around four elements and an extra one thrown in for good measure. There's Earth, Wind and Fire (not based upon the 70s pop combo who sang the original version of "Fantasy"), Water, and Lady Void, which is sort of based in space, but sort of not if you know what I mean. Each level has a very different graphical style, and different puzzles that



Q Huh! Huh! bubble toil and trouble! Don't go near the cauldron Why? Because it's completely ineffective and that's not a way to build a good reputation for a ninja.

long sharp suppository that reside at the end of each level, and only if you give them a good spanking can you get onto the next.

Last Ninja 3 is not just a heck of a lot better than the original games due to the depth, it's graphics are

and neatly wafts out of the computer like bluebirds on the wind (err... sorry, a brief parody attack).

For many people Ninja Remix (and the previous games) was the best game on the C64 ever (probably) so it's hard to adjudge

but absolutely everything has been updated, so much so that the abilities of the commie bit seem to have been stretched so far that nothing could possibly expand upon it (except, perhaps, Last Ninja 4?). It is for this reason that I have absolutely no qualms about proclaiming Last Ninja 3 the best C64 game EVER and I think I'll now be able to retire to a small cottage in Woking-On-The-Wild with the knowledge that I've witnessed the commie do things it's not meant to do.



what to give in the form of an accolade to Last Ninja 3. The graphics are superb, and better than ever before, the music is much better, the levels and puzzles are more involving, there are more variations of badley to encounter, the status panel is much improved, in



Q Go on my hero! But mind out for his big, long and hard stick thing, it hurts I don't mind telling you.

must be completed before you can progress. There are also big Shoguns that would like to give you a

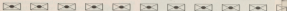
second to none, and the levels are absolutely humungous in size. The music is also gorgeous

CREDIT CARD	SCORES	GRAPHICS	NO FACTS	HELP
• 4	• 4	• 4	• 4	• 4
• 3	• 3	• 3	• 3	• 3
• 2	• 2	• 2	• 2	• 2
• 1	• 1	• 1	• 1	• 1
• 0	• 0	• 0	• 0	• 0

NAME: Last Ninja 3	100%
SUPPLIER: System 3	
PRICE: £8.99 tape, £14.99 disk	
RELEASE DATE: Early January 91	

The highest ever score for the best ever game, if anybody bothers this I'll eat my commie (and we'll need a new scoring system).

# THE YC GOODY



Loads of completely free items can be yours for the price of a stamp and a modicum of luck. All you have to do is jot the name of the prize you'd like to win on a postcard or sealed envelope along with your name and address and chuck it in the post to: **THE YC GOODY** **BAG, YC, 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF.** All entries will then be put in a hat and those drawn out win that specific goody. If you'd like to have the chance to win more than one gift you have to prepare a postcard for each separate prize, but you can stick them all in the same envelope marked **LOADSAPRIZES.**



## 10 LOTUS ESPRIT TURBO T-SHIRTS

Cool fashion victims wouldn't allow themselves to be seen without one of these funky, high speed T-Shirts, one of Greenin Graphics. If your chest hair needs covering these'll do the job with a certain amount of flair, but only if you write 'LOTUS T-SHIRT' on your postcard.



## 50 US GOLD POSTERS

These mega posters are just the job for hiding the large cracks in old, damp buildings. Alternatively, if you won all 50 of them you could redecorate your bedroom, turning it into a shrine of all things Gold. Write 'US GOLD POSTER' on your entry and you could be staring at one shortly.



## 30 E-SWAT BUMBAGS

These are so cool that you're bound to get a numb bum if you keep them on too long. They're extra handy to put your Semi-Automatic machine-pes shooter in when you're not terminating crime. One of them could be yours if you wrote 'E-SWAT' on your entry thanks to US Gold.



# LUCKY BAG

## 20 LINE OF FIRE HEADBANDS

You can wear them to parties, you can wear them to the local rave, you can even wear them when you are storming Saddam Hussein's Iraqi palace. US Gold are giving away 20 headbands with the wicked Line of Fire logo on them to the luckiest readers who put 'LINE OF FIRE' on their entries.

## 50 STAR CONTROL 1991 CALENDERS

Keep track of 1991 in style with one of these funky calendars from Accolade. Although the game is yet to hit us, you'll be able to pinpoint the exact date yourself, that is if you scribble 'STAR CONTROL' on that interstellar entry of yours, far out man!



## 10 COPIES OF TURRICAN

To celebrate the launch of Turrican 2 (see the review next month) Rainbow Arts are offering ten ever so lucky readers the chance to grab themselves a copy of the original game. Write 'TURRICAN' on your entry if you're del enough.

## THE BIG CODIES GIVEAWAY (A SONY DISCMAN EVERYBODY)

Codemasters, those wonderful people behind the Dizzy games and the ever so excellent Elephant Antics, have teamed up with us to offer one lucky reader a truly awesome Christy prezzy in the form of a brand spanking new Sony Discman (worth over £175).

As this is such a ginormous prezzy we'd like you to name four Dizzy games in order to be thrown into the lucky bag. Also (with the answers) jot 'DISCMAN' on your entry else it may just find the rest of its existence in the bottom of the 'YC' bin.



**MAKE SURE THAT ALL ENTRIES ARRIVE BEFORE 1 FEBRUARY 1991.**

# ACCOLADE IN ACTION

It's Christmas again and that means mass compilation time. All those games that you wish you'd got before and can't get hold of now for the price of one game, makes sense dunnit? Rik Henderson wades through the third Accolade collection in a few short months.

**A**ccolade seems to be releasing more compilations than it is original games nowadays, but who cares, the company's back catalogue is so comprehensive and has so many good simulations that the compilations are of a very high quality. And there's always a load of new users of the console that shouldn't miss such good games anyway.

## 4TH AND INCHES

This is the second best American Football game ever (second only to the more recent challenge of TV Sports Football) and is also one of the best sport simulations currently



available. It emulates the crunching spankiness of the hard hitting US sport with a more arcade feel, and from a side-on perspective,

For those whose knowledge of American Football is limited to adverts for chocolate biscuits the idea of the sport, and therefore this game, is to progress the oval football down the field and over the opposition's endzone. Of course they not only try to stop you, but also try to get the ball in their possession in order to score points themselves. The rules are many but the principle should be picked up with little difficulty.

Apart from the major arcade action you also get the chance to choose the players for your team, with a choice of two for each position. And when you get to the play screen you



realises that the whole game is structured around options and how you perform those options, and what a jolly option orientated game it really

is. You can play against the computer or against a friend, and both offer different variations of play. A great old game with enough violence to keep even turtle fans happy. **OVERALL 88%**

## FAST BREAK

This is the basketball version of 4th and Inches really. It's not as accurate to the sport as 4th and Inches is to its, but the Accolade trademark of cramming as many options as humanly possible into a game and then some is upheld yet again, making Fast Break



stand out from the many basketball games that the market was flooded with in '82.

Again you get to choose your team from a selection of two players per position, but there are only three players per team, which is not really too many

(unless they're a pack of blind mice, or French basketballers) compared to the five that play in a real basketball team.

The action is seen from a corner of the screen view and when you pass the ball way line, the screen flips to the other end. If three-on-three basketball is your thing then you could do worse, but Fast Break isn't the best game on the market and it's not the best basketball game either really. **OVERALL 86%**

## GRAND PRIX CIRCUIT

And now we come to what could be described as the best motor racing simulation game that has graced the console.

Again this is partly due to the amount of options that can be found before a race or season. You can choose what car you wish to race from a Ferrari, a Williams, and a McLaren, and there's a difficulty level that allows anybody from beginner to super stonky Nigel Mansell type to have the same chance of winning in the game.

Also when you get onto the track you realise that the game is still a cut above the rather more oily types available. The road moves realistically and at a fair speed for the console, and the other cars seem to have more intelligence than the blobs that you find in games like Chase HQ.



TWEET,  
TWEET!



This is one of the releases that, when announced, made me jump up and down and put on my big floppy Bermuda shorts. When I fell off the skateboard a few times too many I decided that it

definitely an excellent red parrot, and still does of course.

Skateboarding is there in the form of the wicked half-pipe which is a very special version of the sport. Surfing, foot-bagging, roller-skating, BMX taking and tripping freestyle are also all included and the only thing you need to get the whole thing together is a small pile of sand, a bottle of coke, and several toweled towels and lebers, all gassing in awe at your prowess.

What a great way to spend a dreary, wet, cold English winter.



was best just to wait for the game to come out 'cause it wasn't half as painful (unless you caught your fingers in the cassette and some large elephant came along and sat on it).

Another release, this time in the form of an imitating little boy who leaps around and plays with his plants (or other sorts of fruit).

It was originally an

Activision release, and was the last form of this sort of game to hit the shelves, which was peculiar as the arcade machine was completely original. It is for this reason that it looks ever so



California. Games was the next crucial of the Epyx games range because it drew away from the casual sports theme and focused

dated indeed at this moment at time. You are 'Wonderboy', a prepubescent teeny who has the hots for some girly



# SEGA MASTER-MIX

Just as Platinum is US Gae's Capcom coin-op collection, this is the company's assortment of Sega conversions. Rick Henderson looks through them to find the coconut flavoured one with the liquorice in the middle.

Just as Platinum is US Gae's Capcom coin-op collection, this is the company's assortment of Sega conversions. Rick Henderson looks through them to find the coconut flavoured one with the liquorice in the middle.

Another compilation, eh? Would've thought it with Christmas and all that? Erm... "All of you" you say? Oh well, guess who looks like he's just stuck his head in a bucket of pale coloured blanchings, and I've just had a blue rinse done in my hair. This time we can thank Sega for the inspiration to all of the games on this collection, and from the initial look I think we may have found ourselves a stiffy.

## SUPER WUNDERBOY

This was (and still is really) the sequel to that original nappy stretching Wonder Boy game (reviewed in the Budgie Column), although he seems to have gained a few facial hairs and a more gruff voice. Actually I just made that up because the main sprite's so small that there's absolutely no way of telling.

It is definitely influenced by the onslaught of Japanese style cutesy games, because you must leap, bound and stab your way across levels, whilst collecting cash and visiting lots of little shops. If this sounds familiar you

can choose any one game at random and you'd not be far off.

The graphics are small but cute, although the screen scrolls with more jerks than a bus stop when the M00CH is rolling in (a rather rare train indeed). The gameplay though, is nothing and should be banned for being so addictive.

**OVERALL 88%**

## TURBO OUTRUN

There's not many compilations nowadays that this 'un doesn't appear on, but who cares 'cause it's still a stonker.

All those who are slightly dim in the old mental cardie area come a little closer, a little closer still, even closer, right IT'S A DRIVING GAME. Now I hope you've got that because I shan't be repeating it unless I get a few tins of Spam delivered to the office to keep me in lunch for a week.

Not only is it a D-BL-W-I-M-G game, but it is and was the best ever on the console, so it really does make the compilation worthwhile on the strength of that alone. Not only that but the graphics are stonking, the sound is wadrum mashing, and the addictive injection is stimulating man.

**OVERALL 92%**





NINJA  
TURTLES





## CALIFORNIA GAMES

Kick £3.99

This is one of the releases that, when announced, made me jump up and down and put on my big baggie bermuda shorts. When I fell off the skateboard a few times too many I decided that it

entirely an excellent red pursuit, and still does of course.

Skateboarding is there in the form of the wicked half-pipe which is a very splendid version of the sport. Surfing, foot-bagging, roller-skating, BMX biking and frisbee throwing are also all included and the only thing you need to get the whole thing together is a small pile of sand, a bottle of coke, and several tanned hunks and babes. All gazing in awe at your prowess.

What a great way to spend a dreary, wet, cold English winter. ooooo



## WONDER BOY

The HI Squad £2.99

was best just to wait for the game to come out 'cause it wasn't half as painful unless you caught your fingers in the database and some large elephant came along and set on it).

Another release, this time in the form of an imitating little boy who hops around and plays with his plane, for other sets of fruit).

It was originally an Action release, and was the last form of this sort of game to hit the shelves, which was peculiar as the arcade machine was completely original. It is for this reason that it looks over so



California Games was the most crucial of the Epps game single because it drew away from the usual sports theme and focused

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This was (and still is) really the sequel to that original raggy stretching Wonder Boy game (reviewed in the Budgie Column), although he seems to have gained a few facial hairs and a more gruff voice. Actually I just made that up because the main sprite's so small that there's absolutely no way of telling.

It is definitely influenced by the onslaught of Japanese style cutsey games, because you must leap, bound and stomp your way across levels, whilst collecting cash and visiting lots of little shops. If this sounds familiar you

can choose any one game at random and you'd not be far off.

The graphics are small but cute, although the screen scrolls with more jerks than Euston station when the A550H9 is rolling in (a rather rare train indeed). The gameplay though, is riveting and should be banned for being so addictive.

There's not many compilations nowadays that this 'un doesn't appear on, but who cares 'cause it's still a stonker.

All those who are slightly dim in the old mental candle area come a little closer, a little closer still, even closer. Right it's **A DRIVING GAME**. Now I hope you've got that because I shan't be repeating it unless I get a few lines of Spam delivered to the office to keep me in lurch for a week.

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TWINK, TWINK!



## THE BUDGIE COLUMN

### THE BOXER

Cult £2.99

Guess what? This is a *Cult* game! And guess what else? It's a sports oriented strategy! Well brown my cottage pie in a double bake Microwave, that comes as a mighty shock or my name's not Percival Macolett! But my name's NOT Percival

stand opposite each other and take it in turns to smack the other in the nose with their hands in large rubbery mittens. Jolly



don't they have draw strings that keep them from losing them, like the rest of us? Why should we be the only ones to look silly? The object seems to be to see whose nose stays intact the longest, the one whose bone sticks out of their face is immediately rushed to hospital and emerges a while later to go through it all again with somebody else.

In *The Boxer* you get to manage one of those vastly intelligent individuals, and you have to take them from obscurity to winning a belt. Jolly you couldn't just pop down to Top Man and buy a fake snake skin one with large

add-on buckle, I don't know! It's not that bad, but it doesn't have enough options to make it better than the other management games on the market, and there are many I can assure you. **DDO**



Boxoal, well that's alright then, 'cause this isn't really a surprise either. At least it's not another re-release though, there's a whopping relief. But it is about boxing, a sport where two men



# PLATINUM

When US Gold decides to release a compilation you can be assured that you're gonna get a jamboree bag full of top quality software. *Platinum* is a compilation of Capcom coin-op conversions, which makes it even more interesting. *Rik Henderson* sorts out the wheat from the chaff.

US Gold's long term conversion deal with coin-op giants Capcom has been most prolific indeed. You'll need a jolly large number of hands, feet and other multi-digit limbs to be able to count how many releases are credited to the arcade machine specialist label. Now comes the decision to release four of the most recent licences, with a rather spiffy older one thrown in for absolutely no extra wrongs.

### BLACK TIGER

Correct me if I'm wrong, but *Black Tiger* was never released on the C64, due to the fact that certain people felt that it was a rather poor conversion. If this is true then I can only presume

that some form of forced pessimism drug was taken before hand 'cause it's not really that bad, I'd even go as far to say that I found it quite playable.

Apart from the fact that you play an over so clichéd muscle-trained hero/thing, the platform action is fairly original and ever so addictive. You have to get from A to B in a time limit and you have weaponry to help you wade through the plethora of meemies, and that's about it.

The graphics are pretty bland, and the sprites are lousy, but the game certainly deserved to have been released as a full-price game, but let's just be thankful that it's included here. **OVERALL 83%**

### STRIDER

This is the highlight of the pack, and it has to be damn good to receive that accolade.

Again it is a platform game essentially where you have to get from A to B in a time limit, but the sprites are a heck of a lot bigger than those in *Black Tiger*, and the animation is pretty nifty. I don't mind telling you.



The plot comes straight out of the Reds under the bed! Not that you must finally face the Grand Master of the 'Red' army,

simultaneous action. And there are loads of extra weaponry to be collected. The only major difference is that you are a whole



after slashing your way through the entire KGB, and Siberian soldiers. Fortunately you have a laser-sword which slices, slices and makes a mean Siberian salad, and you can somersault through the air with much prowess.

The game is superb, if a little small, and should be considered as the major selling point for Platinum.

**OVERALL 80%**

## FORGOTTEN WORLDS

From the best of the set to the poorest, although *Forgotten Worlds* has more going for it than, say, *Kenny Rogers Soccer Match*.

It's a shoot-em-up, and there's not much different about it than the many many horizontally scrolling shooties of the past. There are loads of enemies that stream in formation towards you. You can have two player

person, instead of a piddly little ship, and you can rotate your gun all over the shop, but this is the reason that the game is a little weak.

The gun swagging idea is a reasonable one in theory, but the controls don't really work, and you'd have to persevere to make it all worthwhile.

**OVERALL 71%**

## GHOULS 'N' GHOSTS

This is also pretty splendid as games go. It's the sequel to the equally wicked *Ghosts and Goblins* and uses much of the original gameplay ideas of the first.

As you may have guessed this involves getting from point A to point B in a certain time limit (this seems to be a tad too popular as a game idea amongst those who produce arcade machines). In order to stop you there are loads of ghouls who pop up all over the gaff and try to



score the wiles out of you (and generally succeeding). At the end of the levels are obligatory big munchy moanies and although it's all been done before its fantastic gripping gameplay makes this a game that hooked, and will hook, a large amount of those who are into this kind of thing.

**OVERALL 81%**

## LED STORM

This is actually free and is not included on the 16-bit versions, which just goes to show that somebody at least has a little bit of sympathy for us life-long coinbie lovers.

And the game's not that bad really. It's an

update of *SpyHunter*, based in a future time, with loads of extra funky bits that increase the playability ten-fold. There's not much more to it apart from the fact, yep you've guessed it, you have to get from point A to point B in the allotted time. Ho well, not bad for a freebie.

**OVERALL 85%**

So a collection of five games, none of them bad, most of them good, go to make up one of the better compilations around this Christmas. Platinum is well worth the greenbacks of anybody's wad.



<b>CREDIT CARD</b>	<ul style="list-style-type: none"> <li>50% OFF</li> <li>Save a pretty high quality</li> </ul>	<ul style="list-style-type: none"> <li>50% OFF</li> <li>Save a pretty high quality</li> </ul>	<ul style="list-style-type: none"> <li>50% OFF</li> <li>Save a pretty high quality</li> </ul>	<ul style="list-style-type: none"> <li>50% OFF</li> <li>Save a pretty high quality</li> </ul>
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NAME: Platinum  
 SUPPLIER: U.S. Gold  
 PRICE: £18.99 tape, £14.99 disk.  
 RELEASE DATE: next week

**OVERALL 85%**

Not often do you get a compilation with such a constant quality, and five games too.

**So you think you've got what it takes to be a postperson? You'll certainly think again when you've played this boardgame designed by Rik Henderson and Alex Bardy, with illustrations and help from Alan Lathwell.**

# POST APOCALYPSE-

## THE PIECES

- Gameboard
- 4 Character Pieces
- 4 Character Cards
- 32 Letters
- 16 Booby Trap Cards
- 16 Weapon Bonus Cards
- 16 Armour Bonus Cards
- Computer Game

## ASSEMBLY

1. Detach the Board from the cover of the magazine.
2. Paste the Pieces, Letters and Cards on the back of a cereal packet and cut them out where marked. (You can photocopy them if you wish to leave the mag intact).
3. Erect the Character Pieces by folding where shown and pasting 'A' to 'B'.

## OBJECT OF THE GAME

To be the first player to deliver his/her mail to the eight locations on the board, and to get back to the Post Office.

## PREPERATION

1. Load the Post Apocalypse computer

game into your C64 and make sure the computer is close to all players.

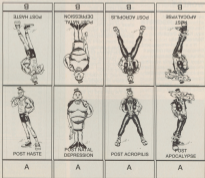
2. Hand out the Character Cards and corresponding Character Pieces. (Try doing this at random so that there are no fights around who gets who.)
3. Give each player one Letter for each location (the addresses are printed on the letters).
4. Hand each player a certain number of Booby Trap Cards according to the following rule:
  - If there are 2 players playing hand out 4 cards each.
  - If there are 3 players playing hand out 3 cards each.
  - If there are 4 players playing hand out 2 cards each.

5. Place all of the Character Pieces on the Post Office square and each player rolls the die (via the computer game) the highest number goes first, and play then rotates clockwise.

## PLAYING THE GAME

1. On your turn, roll the die, and move that number of spaces plus your Character's Speed Factor in any direction (with the exception of the 'One Way System' squares - more on them later).
2. You can only move from the outside street to the inside (and vice versa) by following the arrows that lead from certain squares.

3. Wherever you land you **MUST** obey the information on that square.
4. If you land on an address square (any one of the eight corners on the inside and out) you may mail the corresponding letter by taking it out of your hand and placing it on the discard pile. If you've already delivered to this address you can treat the square as a park bench (and take a rest).
5. If you land on any of the other location squares (Police Station, Post Office and Hospital) without having been sent there with a purpose, treat it as a park bench.
6. If you land on a square occupied by another player you can challenge





# THE BOARD GAME



his/her to combat (explained in the **COMPUTER GAME** section).

7. If you land on a space occupied by a Booby Trap card (left by yourself or another player) you must press the relevant key on the computer and act upon what it says.

8. When you have delivered all of your letters you must land on the Post Office square, and the first player to have done so

wins the game.

## **BOOBY TRAPS (Once Acquired)**

When a player has a Booby Trap card in his/her possession they can play it at the end of his/her turn on the square on the board that his/her has landed on. The next player to land on that square then has to select a Booby Trap and follow the results. If you have layed a Booby Trap and you land

on it yourself you must also follow the result.

## **ONE WAY SYSTEM**

If you land on a One Way System square, the next turn you must continue in the direction that you were going when you landed on it.

## **THE COMPUTER GAME**

The computer game handles the dice rolling, combat and the selection of Booby Trap and Mail Shot Cards.

## **DICE ROLLING**

This will select a random number between 1 and 6 inclusive.

## **COMBAT**

When you enter into combat the Attacker must enter his/her Attack Rating, adding any Weapon Bonuses, and the Defender his/her Defence Rating, adding any Armour Bonuses. The computer will adjudge the outcome and the relevant player must take note of what is printed on screen.

## **BOOBY TRAP CARDS**

Whenever a player has stepped on a Booby Trap Card his/her must find the outcome by selecting this option, and following what it said. If it is a dud, the player has escaped and the Booby Trap on the board is discarded, the player then follows the instructions on the square as per normal.

## **MAIL SHOT CARDS**

Whenever a player lands on a Mail Shot square his/her must select the Mail Shot option as many times as applicable, and follow the instructions each time. If the first Mail Shot selected sends the player elsewhere, and the original square requested his/her to take 2 Mail Shots, the second is ignored.

If a Booby Trap has been found the player takes a Booby Trap Card from the pile for his/her use at a later point in the game.

If a Weapon or Armour Card has been selected, the player must compare the type of Weapon or Armour received on the Armoury Table and take a Bonus Card with the suggested bonus.

## **ARMOURY TABLE**

**FLICK KNIFE** - +2  
Attack  
**BASEBALL BAT,**  
**LASER SWORD** - +3  
Attack  
**LASER PISTOL** - +4  
Attack  
**LASER RIFLE** - +5  
Attack

**HELMET** - +2  
Defence  
**RIOT SHIELD** - +3  
Defence  
**BULLET PROOF  
VEST** - +4 Defence  
**KEVLAR** - +5  
Defence

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**POST APOCALYPSE - THE BOARD GAME  
CHARACTER CARD**

**POST HASTE**

**SPEED** (3)

**ATTACK** (15)

**DEFENCE** (35)



**WEAPON BONUSES**

**ARMOUR BONUSES**

**POST APOCALYPSE - THE BOARD GAME  
CHARACTER CARD**

**POST NATAL DEPRESSION**

**SPEED** (1)

**ATTACK** (35)

**DEFENCE** (15)



**WEAPON BONUSES**

**ARMOUR BONUSES**

**POST APOCALYPSE - THE BOARD GAME  
CHARACTER CARD**

**POST ACROPILIS**

**SPEED** (2)

**ATTACK** (25)

**DEFENCE** (25)



**WEAPON BONUSES**

**ARMOUR BONUSES**

**POST APOCALYPSE - THE BOARD GAME  
CHARACTER CARD**

**POST APOCALYPSE**

**SPEED** (2)

**ATTACK** (30)

**DEFENCE** (20)



**WEAPON BONUSES**

**ARMOUR BONUSES**



# NEXT MONTH

IN THE ONLY  
COMMIE 64 MAG  
WORTH  
SPENDING  
YOUR DOSH  
ON

## A bigger kind of mag altogether

It'll be so big that you could prang ships if you left it floating in the middle of the Atlantic ocean. There'll be oodles of excellent features, reviews and regulars that'll make your mouth water and your eyes pop out of your head (or heads if you're just visiting this planet).



I wonder what's wrong with Mungo!

I've missed the latest issue of the stonking YC! Boo-hoo!

## A more wicked cassette

If it's indeed possible we'll be bringing you the best cassette you could have hoped for given away free with a truly awesome magazine. There'll be no less than four rather stonky full games, and at least two demos of releases so hot even the devil gets singed fingers when he tries to touch 'em.

## Loads of wicked prizes

Tonnes of prizes worth a fair load of wonga will be up for grab for the price of a stamp and a postcard.

## And more

Everything else we've ever promised you and failed to deliver in the past will be in the next issue probably, along with the compo results from last January to date (yep it's true).

YC Feb '90 - If it's not as stonky as an Abba single we'll eat our old boots!

## OUT JAN 25

The publishers of this highly charged organ reserve the right to change the contents of YC or the cassette if we see fit, so nah, nah, nah, nah, nah!

Oh sorry from so far,  
I haven't got a motor car,  
I haven't got a motor cycle,  
So please do not take the bike deal,  
All I've got is this little cassette,  
Reserve a splendid mag,  
So keep aside my YC each month or else  
my head'll sag.

MY NAME \_\_\_\_\_

MY ADDRESS \_\_\_\_\_

Give this to your local paper shop before it blows away!

# THE PURPLE FISH LORDS CHRIMBLE PUZZLE PAGES

So you think you know a lot about computer games eh? Get ready for the biggest Christmas quiz ever (probably)...

## NAMES

1. What was the 'Circuit' in Continental Circus originally supposed to be?  
a. Circle  
b. Circuit  
c. Circumcision

2. What animal was eaten by Codemaster's Rock Star?  
a. Dandel  
b. Vole  
c. Hamster

3. What was the 'Chaletto' in Twister - Mother of Charlotto originally supposed to be?  
a. Harlots  
b. Charlene  
c. Kyle

4. What word ends the following titles: BMX, Pro Mountain Bikes, and Fuel Machine?  
a. Sarcitis  
b. Simulator  
c. Crap

5. What city did US Gold assault a Raid Over?  
a. Birmingham  
b. Washington DC  
c. Moscow

6. What is the first name of Grendin's famous mole?  
a. Morley  
b. Adrian  
c. Michrod

7. What planet did Donark try to Escape from?  
a. The Planet of the Apes  
b. The Planet of the Robot Monsters  
c. The Planet of the Daleks

8. Who went for a spot of Match Fishing?  
a. Jack Charlton  
b. Jack Nicholson  
c. Jack Nicholson

9. What was Willy's profession?  
a. Miner  
b. Fireman  
c. Jet Setter

10. What was the third game in the Last Ninja series?  
a. Last Ninja 3  
b. Ninja Remix  
c. Ninja Revisited

11. Which of the following was a Sega coin-op?  
a. R-Type  
b. Dynamite Cus  
c. Toobin'

12. Which of the following was a Capcom coin-op?  
a. Street Fighter  
b. Double Dragon  
c. Dragon Ninja

13. Which of the following was a Tengen coin-op?  
a. Ghosts and Goblins  
b. Afterburner  
c. Hard Drivin'

14. Which soap was the subject of an early game?  
a. Eastenders  
b. Generation Street  
c. Cinderella Fairs

15. Which soap is about to become a new game?  
a. Prisoner of Cell Block W  
b. Horse and Away  
c. Neighbours

16. Which of the following superheroes has never been in a computer game?  
a. Spiderman  
b. Superman  
c. Wonder Woman

17. Which of the following Bond movies has not been



made into a computer game?

a. The Living Daylights  
b. You Only Live Twice  
c. Live and Let Die

18. Which of the following Amiga movies has not been made into a computer game?  
a. The Predator  
b. The Terminator  
c. The Running Man

19. Which of the following Benji movies has been made into a computer game?  
a. A Nightmare on Elm Street  
b. Friday The 13TH  
c. Halloween

20. What pop combo made it to computer format?

## LICENCES

# FEATURE

- a. Frankie Goes to Hollywood
- b. Duran Duran
- c. New Kids on the Block

## SPORT

1. Which footballer hasn't sponsored a game (yet)?  
a. Peter Beardsley  
b. Gary Lineker  
c. John Barnes



2. What sport isn't covered by the Epxx 'Games' range?  
a. Caber Tossing  
b. Roller Skating  
c. Tag of War

3. Which golfer hasn't sponsored a game?  
a. Greg Norman  
b. Sandy Lyle  
c. Nick Faldo

4. Which boxer hasn't sponsored a game?  
a. Frank Bruno  
b. Barry McGuigan  
c. Muhammad Ali

5. What sport does 4th and 14th concentrate on?  
a. Teddybears  
b. American Football  
c. Baseball

6. What sport orientated TV quiz show has not been made into a computer game?  
a. Sportsmaster  
b. Sporting Triangles  
c. A Question of Sport

7. What sport orientated

TV chat show has been made into a computer game?

- a. Midweek Sports Special
- b. Grandstand
- c. Saint and Gravelle

8. Which sport did the computer game sponsored by Wayne Gretzky focus upon?

- a. Bull Fighting
- b. Figure Skating
- c. Ice Hockey

9. Which football team has not had a computer game

named after it?

- a. Liverpool
- b. Arsenal
- c. Manchester United

10. Which of the following was the official world cup game?

- a. Italia '90
- b. Italy 1990
- c. Kick Off '2

## MIND-BENDERS

1. What country does Tatra originate from?  
a. Russia  
b. Czechoslovakia

- c. Rumania

2. Which software house released Phoenicia?

- a. Tynesoft
- b. Empire
- c. Accolade

3. What is the missing word in the title 'E-.....'?

- a. Motion
- b. Mulson
- c. Martin

4. Which mythological god does Rainbow Arts have a Curse of?

- a. Zeus
- b. Pa
- c. Thor

5. Which of the following games does not involve blocks?

- a. Plotting
- b. Puzzleic
- c. Qub-Dex

6. Which of the following board games has not been a computer game?

- a. Monopoly
- b. Mouse Trap
- c. Trivial Pursuit

7. Which of the following has not sponsored a quiz game?

- a. Mike Reid
- b. Evelyn Hughes
- c. Les Dennis

8. Which of the following TV quiz shows has not been made into a computer game?

- a. Every Second Counts
- b. Treasure Hunt
- c. Blankety Blank

9. What is the name of US Gold's dabble into mystery?

- a. Myster
- b. A Shot in the Dark
- c. The Awesman Gemeth

10. What was unique about Battleship?

- a. The board was a triangle
- b. The Squares were animated
- c. Each move was preceded by a question

## SHOOT-EM-UPS

1. Which of the following horizontally scrolls?

- a. Gemini Wing
- b. R-Type
- c. 1940

2. Which of the following vertically scrolls?

- a. St Dragon
- b. Silkworm
- c. Dragon Spirits

3. What was the first shoot-em-up in the arcade?

- a. Space Invaders
- b. Defender
- c. Asteroids

4. What was the sequel to Operation Wolf?

- a. Cabal
- b. Operation Thunderbolt
- c. Operation Hanoi

5. Which of the following shoot-em-ups does not involve alien lifeforms?

- a. Better Dead Than Alien
- b. Afterburner
- c. Galaxians

6. Which of the following features a jeep and a helicopter?

- a. Silkworm
- b. Gemini Wing
- c. Demaris

7. What was Demaris first called, before being withdrawn and renamed?

- a. Kotakis
- b. X-Out
- c. Cabalcombs

8. What excellent shoot-em-up was recently rereleased on budget?



4. Forgotten Worlds  
b. X-Dat  
c. Salamander
9. Which of the following movie tie-ins was a shoot-em-up?  
a. Indiana Jones and the Temple of Doom  
b. Star Wars  
c. Back to the Future II

10. Which shoot-em-up lead levels based on people's fears?  
a. Armalyte  
b. Dominator  
c. Probe

## DRIVING

1. Which of the following allows you to drive a Ferrari F-40?  
a. Chase HQ  
b. Turbo Dextron  
c. Power Drift
2. Which of the following driving games is not an arcade license?  
a. Test Drive  
b. Continental Circus  
c. Outrun
3. Which of the following features motorcycle racing?  
a. Grand Prix Circuit  
b. Super Hang On  
c. Pole Position
4. Which of the following allows you to smack to hog out of a criminal's car?  
a. Chase HQ  
b. Test Drive II  
c. Ferrari Formula One
5. Who released Test Drive?  
a. Accolade  
b. Microprose  
c. Electronic Arts
6. Who released Ferrari Formula One?  
a. Microprose  
b. Electronic Arts  
c. Activision
7. Who sponsored March's driving game?  
a. James Hunt  
b. Derek Warwick  
c. Nigel Mansell

8. Which of the following games did not feature a powerboat?  
a. Powerboat USA  
b. Live and Let Die  
c. A View to a Kill
9. Which of the following racing games is based on a Tom Cruise movie?  
a. Days of Thunder  
b. Suggy Bay  
c. Continental Circus

10. Which of the following games does not feature guns and weaponry?  
a. Roadblasters  
b. Overlander  
c. Hard Drive!

## CUTESIES

1. Which game is the sequel to Bubble Bobble?  
a. New Zealand Story  
b. Rainbow Islands  
c. Pang
2. Which puppet character has not had it's own "cutesy" game?  
a. Scooby  
b. Roland Rat  
c. Gordon the Gopher
3. What's the name of the two dolls in Heiter Skelter?  
a. Billy and Betsy  
b. Billy and Johnny  
c. Peter and Gary

4. Whose guest did System 3 follow?  
a. Gamba's  
b. Bimbo's  
c. Flimbo's
5. What egg shaped hero appears in Fantasy, Treasure Island and Fast Food?  
a. Orwald  
b. Dizzy  
c. Tetia

6. What super character did Activision convert to home computer?  
a. Blunderboy  
b. Wanderboy  
c. Pet Shop boy

7. What things have Teknoman let loose?  
a. Insects

- b. Teddies  
c. Creatures

8. What US Gold game was a female version of Super Mario Brothers?  
a. Great Giana Sisters  
b. The Nolan Sisters  
c. Superb Gineff Sisters

9. Which of the following featured a large round blob that ate small round blobs?  
a. Pacmania  
b. PacLunch  
c. Gobble Gobble

10. What establishment is Maximus Mouse currently visiting?  
a. Daffins  
b. Summer Camp  
c. London Zoo

## FANTASY

1. What space hero is the subject of US Gold's S.U.'s RPG?  
a. Flash Gordon  
b. Dan Dare  
c. Buck Rogers

2. What was one of the games based on the works of J.R.R. Tolkien?  
a. The Hobbit  
b. The Grogg  
c. The Very Large Cave Adventure

3. Who was the gnome featured in the adventures from Level II?  
a. Edna  
b. Helga  
c. Ingrid

4. What creature game it's name to a Magnetic Scrolls adventure?  
a. Phoen  
b. Fish  
c. Octopus

5. Which of the following characters does not appear in Forces of the Lucas?  
a. Rabbitin  
b. Bilbo  
c. Rivensind

6. Which of the following Marvel comics characters has not appeared in an adventure game?  
a. Spiderman  
b. Fantastic Four  
c. The Punisher

7. Who does not appear in the adventure game version of Holoinker's Guide to the Galaxy?  
a. Arthur Dent  
b. Zaphod Beeblebrox  
c. Horkback O'Noto

8. Which of the following knights of the round table has given his name to a Level II adventure?  
a. Lancelot  
b. Gawain  
c. Galahad

9. What Guild did a Magnetic Scrolls adventure concentrate on?  
a. Fighters  
b. Thieves  
c. Wizards

10. Which of the following horror characters has not appeared in an adventure game?  
a. Dracula  
b. Frankenstein  
c. The Mummy

## PROGRAMMERS

1. Which development group designed Speedball



- and Xenon?  
a. Probe  
b. The Bitmap Brothers  
c. Tiertex

2. Which development group programmed Turbo Outrun and Golden Axe?  
a. Denton Designs  
b. Binary Designs  
c. Probe

3. Who invented and programmed Monty Mole and Percy the Potty Piglet?

- Matthew Smith
- Tony Crowther
- John Twizell

4. What is David Whittaker famous for?

- Graphics
- Music
- Design

5. Which Admako video did Murder's Jason Kingsley design the graphics for?

- Space Jungle
- Flashback Jack
- Killer

6. What is Domark's new programming team called?

- The Kremlin
- MS
- The Spysatchers

7. What recent game was programmed by Stan Schramm?

- Shadow of the Beast

group programmed Kick Off 2 and Count Duckula?

- Enigma Variations
- The Bitmap Brothers
- Wild Image

## COMPANIES

1. Where is US Gold based?

- Manchester
- Birmingham
- Liverpool

2. Where is Ocean based?

- Woking-On-The-Wold
- Manchester
- London

3. Where is Domark based?

- London
- Sheffield
- Glasgow

4. Which company has recently closed and then reopened?

- Tyresoft
- Audiogenic
- Grandisim

8. Which company is run by the Gale brothers?

- Physicraft
- System 3
- Domark

9. Which company is run by Dominic, Wheatley and Mark Satchell?

- Virgin Mastertronic
- Domark
- Mimonsat

10. Which company is run by the Darling family?

- Heesac
- Hi-Tec
- Codemasters

## ANSWERS QUESTIONS

Score 1 point for every correct answer.

### NAMES

- 1-b, 2-a, 3-a, 4-b, 5-c, 6-a, 7-b, 8-a, 9-a, 10-b

### LICENCES

- 1-b, 2-a, 3-c, 4-a, 5-c, 6-a, 7-b, 8-b, 9-b, 10-a

### SPORT

- 1-c, 2-c, 3-b, 4-c, 5-b, 6-a, 7-c, 8-c, 9-b, 10-a

### MINDBENDERS

- 1-a, 2-b, 3-a, 4-b, 5-c, 6-b, 7-c, 8-c, 9-a, 10-b

### SHOOT-EM-UPS

- 1-b, 2-c, 3-a, 4-b, 5-b, 6-a, 7-a, 8-c, 9-b, 10-a

### DRIVING

- 1-b, 2-a, 3-b, 4-a, 5-a, 6-b, 7-c, 8-c, 9-a, 10-c

### CUTESIES

- 1-b, 2-c, 3-a, 4-a, 5-b, 6-b, 7-c, 8-a, 9-a, 10-b

### FANTASY

- 1-c, 2-a, 3-c, 4-b, 5-b, 6-c, 7-c, 8-a, 9-b, 10-b

### PROGRAMMERS

- 1-b, 2-c, 3-b, 4-b, 5-c, 6-a, 7-a, 8-b, 9-b, 10-a

### COMPANIES

- 1-b, 2-b, 3-a, 4-c, 5-a, 6-c, 7-a, 8-b, 9-b, 10-a

## RATINGS

### 00-25

What the hell do you use your computer for? A doorstop? You need to take out a year's subscription to YC immediately or else your brain might well shrivel up completely.

### 26-50

A little more knowledge about computer games wouldn't do you any harm. Pop along to your local shop and ask the assistant lots of questions and you'll either learn something or be chucked out onto the street.

### 51-75

You know just enough about games to impress your friends and shock your parents, so much so that they'll lock away your computer when you're meant to do your homework.

### 76-99

You know far too much about computer games for your own good. Your eyes are in severe danger of becoming square and your joystick must be glowing with over-use (is there now, do ya hear me?). I'd recommend that you find yourself a boyfriend/girlfriend and spend more time at the movies and in the park.

### 100

You must be joking. Only Rick scored this highly, and unless you're looking for his job, I wouldn't admit to being a computer boss.



- 0-SWAT
- Last Ninja 3

8. What company does not have an in-house programming team?

- Green
- US Gold
- System 3

9. Which development group programmed Badlands and Space Harrier II?

- Probe
- Teque
- Wild Image

10. Which development

5. Which company released Impossible?

- Green
- Mimonsat
- Elite

6. Which company released Rich Dangerous?

- Codemasters
- Virgin Games
- Microprose

7. What was Activision briefly known as?

- Mediagenic
- Audiogenic
- Mediaworld





Go, I wish I  
was  
Somewhere  
else!



the popular Apple II the sequel arrived in 1982 with the third in the Wizardry series following in 1983. Things became pretty quiet for a few years. The series was supposed to be

distributed in the UK and Europe but high costs and other difficulties put a stop to that. Conversions arrived on the PC and then Wizardry I was released for the C64 - in 1987! The extended

## MISADVENTURES

**S**pace has been at a premium lately. Consequently I haven't been able to squeeze in any letters, or the Golden Oldie section I promised a little while ago. But they will appear - I promise! The excuse for this month is a good one, however. A special treat for my loyal adventurers (I cause I know you've been eating all of your greens) that includes a unique competition.

Okay chaps, to get you into the right frame of mind I want you all to sit in the middle of the floor (move the cat to one side), cross your legs, straight back, chin up, close your eyes and go "uuuuuuuuuuuuuuuuuuuu" five times. Feeling pretty silly, huh? Okay then, we'll forget that. Just

delve a bit into your memory. The early eighties to be precise. Those were the days, eh?

During 1981, when new computers and classic games were appearing by the bucketful every other day, there arose a new RPG in the USA, from a company called Sir-Tech. Named Wizardry it caused a sensation when it appeared because it used a new perspective. A "through the eyes", first person view. Thus squashing the popular opinion in the UK, that The Bard's Tale was the first RPG to employ this viewpoint. In fact, The Bard's Tale was to copy many of the Wizardry features, when it finally appeared on the scene many years later.

Initially appearing on



delay was mainly due to all of the Sir-Tech staff being so busy creating new products that the older conversions had to take a back seat.

As Wizardry II and III were being shifted to the C64, Wizardry IV appeared on

## THE WIZ

Creator of Wizardry V, David Bradley, popped "round to have a chat recently. After finally persuading him to stop turning the furniture into frogs I asked the Wiz how he got into the RPG game.

"When the home computer came out I started to try to implement versions of the original Adventure text adventures. Actually for the first game I ever had published, *Panathion Kings* by Avalon Hill in around 1983, I had to go over to a friend's house to create it because I couldn't afford a computer at that time!"

David began to play the table-top RPGs, then he progressed to actually creating his own scenarios. This led to him creating a computer-based scenario, he called it *Dragon's Breath* - no relation to the Palace release.

"When Wizardry came out from Sir-Tech it became very popular. I was very taken by the series and thought Sir-Tech would be an ideal publisher for this new game I'd designed. I approached them in 1984, just after Wizardry III had appeared. They asked me if I would consider re-writing it under the Wizardry format. I made several trips to Robert Woodhead's house (one of the original Wizardry designers) and he taught me how he and Andrew Greenberg had put the Wizardry system together so that

## UNIQUE AND ABSOLUTELY STUNNING COMPETITION!!!

In an astounding bout of generosity brought about by filling the management with five bottles of Vodka, Sir-Tech have given YC three complete sets of the C64 version of Wizardry to bestow upon our worthy readers (well, almost complete, there's no Wizardry IV remember?). So, to win all four games, which are only available in this country at vastly inflated import prices from a couple of specialist mail-order shops (about £30-45 each!) all you have to do is answer three ~~assassinating~~ questions. First three out the bag win a set each. So here are the questions!

1. How many Wizardrys were converted to the C64?
2. Who is the designer of Wizardry V?
3. When did Wizardry I appear for the C64?

There you go. Just send those answers on a postcard or sealed-down envelope. Mark the thing "Wizardry Compo" and send it to YC, Alphavite Publications, 20 Potters Lane, Kilmarnock, Midlothian, MK11 3HF.



I could best translate my product into Wizardry.

"At the time there was no competition, so we finalised the deal in 1985. I finished work on Wizardry V in 1986. So now you ask why wasn't it released until 1997?

"Well, the original designers were now interested in other things so it appeared that no-one was available to do the other scenarios. One of the obvious reasons why they asked me to do Wizardry V, therefore. After that Robert Woodhead promised a friend of his that he would get his chance to write his idea for a scenario (Wizardry IV). So despite the fact that Wizardry V was

actually completed Wizardry IV was written and everything was jammed up until that was finished. That was around 1988. They had to wait another year before Wizardry V could be released."



other formats, swiftly followed by the final installment, imaginatively called, *Wizardry V: The Bard's Tale*. The fourth episode never appeared on the C64 (although there is still a

The closest comparison I can give you when you play *Wizardry* is *The Bard's Tale*. You control a party of characters through a



chance it will be converted). It was not as popular as the rest of the series. Mainly because it has the reputation of being the most difficult RPG ever created! *Wizardry V*, for the C64, did appear in 1989, though.

set of dungeon levels. You see small graphics of your adventures when you enter combat. Spells can be cast and experience and treasure collected afterwards.

## WIZARDRY V

# Wizardry



By D. K. Bradley  
and Andrew Greenberg

**STAND-ALONE  
SCENARIO**

For previous *Wizardry*  
experience required!



## MADAM-TECH?

Brenda Gano is a living legend at Sir-Tech. She has been Sir-Tech's Games Master, helping frustrated players on a long-standing helpline.

"I spent a lot of time counselling people who had lost a character. Some people get really upset. I became a psychologist for a while. They would reminisce! They'd say, 'Hey, I used to have this great fighter. He was just great. Let me tell

you about some of the things he used to do...'" It was almost like remembering a long-lost friend!

Brenda's now in product development - writing manuals, testing the software and so on. Brenda holds the world record for completing every *Wizardry*: *Wizardry I* - 6.5 hours; *Wizardry II* - 3.5 hours; *Wizardry III* - 7 hours; *Wizardry IV* - 10.5 hours; *Wizardry*

*V* - 15 hours. Not bad when you consider that, on average, you or I would take about 100 hours to complete each game. So how did the lovely Brenda become involved with Sir-Tech,

"I smoked non-menthol cigarettes. The daughter of the President of the company had run out of cigarettes and was asking for one. Everybody was smoking menthols and she didn't want one. Eventually I gave her one.

She said, 'Do you have a job?'" I said no. She said, 'Have you ever heard of *Wizardry*?' I said no. She said, 'Have you ever heard of Sir-Tech?' I said, again, no. She asked me if I wanted to hear about *Wizardry* and I ended up joining in 1983 on the hotline."

Cigarettes may not be good for you but, it seems, they get you jobs in fantasy role-playing!

## ADVENTURE FANZINE ROUND-UP PT.4

Messages and puzzles abound as do traps and other nasties. Each Wizardry improves on the last.

However, while the game engine improves the graphics do not. In fact the graphics are rudely awful. The game world consists of simple black and white, vector, line-drawings while the enemy character graphics are basic and rather chunky. Wizardry V does improve somewhat, but not enough.

However Sir-Tech say that there is method in this particular madness. It is a question of limited memory, especially on the C64. You do lose the fancy graphics but you gain in the depth of the storyline and quality of the gameplay. Sir-Tech believe the American public treat the Wizardry series as a cult game. Each episode is awaited with bated breath. There are normally two questions on the lips of all RPG gamers in the States. The first is, "When's the next Ultima release?", while the second is "When's the next Wizardry release?".

The quality of play in Wizardry I-III is similar to that found in The Bard's Tale which is pretty remarkable considering the age of the first three games. Wizardry V has the strongest storyline of the series (with the exception of Wizardry IV, yet to appear on the C64), larger game maps and enough changes in its spots and method of play to offset the basic graphics. In Wiz V there are plenty of characters to chat to, pools to swim in and investigations, doors to pick,

This month I'm taking a slightly different subject for the monthly round-up. Normally, all of the magazines covered appear on a regular, monthly basis. However, the following beginner's guide is a one-off publication. Even so, it is worthy of your attention and there is a chance that it may be updated on a regular basis.

**TITLE - A BEGINNERS GUIDE TO ADVENTURES**  
**AUTHOR - DAVE HAYWARD**  
**SUPPLIER - ATLAS ADVENTURE SOFTWARE, 67 LLOYD ST., LLANUDNO, GWYNEDD, LL30 3YP.**  
**PRICE - £3.00 (OVERSEAS READERS ADD £1.00)**

Many people have, at one time or another written a book on adventures. On just about every occasion there has been some reference to beginners. Whether it's just been an introductory chapter or the whole book. Writing such tome is difficult. Firstly, because the author is, generally, an experienced adventurer and, thus, may find it hard to visualise all of the elements that beginners find demanding. After all, after a time adventures take many of their skills for granted, quickly forgetting a number of the details they found difficult when they began. Secondly, such an

author will surely receive some flak from some quarters for omitting an "essential" piece of information. Generally because authors of beginner's guides tend to forget or dismiss the obvious - which is exactly the sort of thing a beginner wants to know about.

Dave Hayward, with the release of his beginner's guide, has attempted to put these problems to rights. His beginner's book is by no means perfect (what is?), however, it is good to see this neglected area addressed at all.

Arriving on 60-pages, in A5 format with a paper cover the Beginner's Guide is divided into 11 chapters and an appendix. The first two chapters describe themes and adventure types (text-only, icon driven, etc). The third, and largest, chapter takes you by the hand and guides you through a sample adventure transcript (including pre-drawn maps). In this case a golden oldie (literally!) - Art's Golden Apple. After a chapter filled with notes on the Golden Apple and another chapter on saving and loading adventures Dave discusses synonyms and includes a comprehensive sample list that'll prove a handy reference whilst playing any adventure. Chapter seven continues the verbiage input discussion whilst chapter eight expands into a full sentence parser debate.

After sections on character interaction and the dreaded maze Dave devotes a chapter to experienced adventurers (describing the writings of adventures).

Dave Hayward has had an admirable stab at creating a beginner's guide. However, I have three gripes. Firstly, the book is riddled with a number of appalling spelling mistakes (who played the manual Dave?).

Secondly, although the basics are included I don't think they are given enough space. I would have preferred the book to have dealt on each point much longer, introducing multiple examples in case the beginner finds one, particular example hard to grasp.

Thirdly, I thought the design could have had more thought given to it. The introduction of the transcript of the Golden Apple appeared far too soon. There should have been a number of individual discussions on many more game elements. Once the reader had come to grips with each single component, then would be the time to lump them all together and introduce the transcript.

However, even with the above criticisms the Beginner's Guide is still a recommended buy as it includes many hints and tips, never before seen between two covers of a single publication. Excellent value for money.

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a brilliant game..."*



*"...from Challenge!"*

*Trevor Brooking*

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# POST APOCALYPSE



The posty with the mosty, Post Apocalypse, answers your letters with a ho, ho, ho and a bottle of Christmas cheer.

You think you've got  
problems,  
Don't worry I can aid,  
I'll shoot you through  
the frontal lobes,  
Or whip out my private  
blade,  
To slice the top off your  
head,  
And spread your brains  
on toast,  
Although I think I'll all  
around,  
And answer all your  
post.

## A CRAP RAP

Zzap is crap,  
GU is too,  
And I think C-VG,  
Is a load of poo.

Zzap is crap,  
GU is a\*\*L,  
If I had a choice,  
You would be it.  
David H and Gemma B.  
(No address enclosed)

(no idea why!)  
PE. And try to put  
more bad language  
into Flame Head.  
PPS. NOT YOU!!

PA: Err... We do get some  
desperate readers don't  
we? I mean it's not as if  
we attract them, as far I'm  
aware this magazine is  
produced by a bunch of  
cute little teddy bears  
called Ruprin. And bad  
language indeed, why  
don't you bugger off  
(oops).

## LETTA OF THE MUNF EVERYBODY NEEDS GOOD...

I've been buying  
"94" since it was  
first published and will  
continue to buy this  
excellent magazine.  
Living so far from  
England we get the  
magazine in the shops  
here 3 or 5 weeks later  
than when it's first  
published.  
Nevertheless I eagerly  
await its appearance in  
the local shops. Having  
2 to 3 games on one  
cassette with each  
issue represents  
excellent value for  
money.  
Some of my favourite

games include "Papper", "Rainbow Chaser" (is there an end to this game? Or do you just keep collecting items?), and "Frogs in Space". Also I'm an intermediate programmer in machine code. I haven't as yet felt motivated to go the whole way and write a game as I have considered the need to design sprites, characters and the actual game screens too tedious. Thanks to your magazine providing the excellent "3 in 1" utility as part of its game cassette, I am now able to - and desire to - try and write a full game.

I just wish to express my thanks to the magazine and those specific people (could you pass my thanks to them please?) responsible for this gesture. Also if it's possible to put the occasional utility on the tape I and many readers would appreciate it. Keep up the good work. Elvedin Cordealic, Melbourne, Australia

PA: 1947 Err... First I thought that you might have been writing to the wrong magazine until you mentioned Papper and Rainbow Chaser (which does not, however), but now I reckon you need a pair of glasses. Do you have to play for an eyelet in Aussie land (like we do)? I normally end up sticking two milkbottles to my eyes when I'm reading, it may not work too well but at least I get two free pints of red top for my money.

There's a few utilities we've thought about putting on the tape. We'd put a Microvase emulator

on it but the tape melts every time so try. If we got anything together you'd probably be the last to know anyway (why don't you get a subscription), you'd get the mag pretty much the same time as the rest of the English Speaking world then? Also well done in winning Little of the Mund please enjoy your copy of the excellent 100% rated Last Page?

## MULTICOLOURED SWAP SHOP

I am 10 years old and a newcomer to the computer. I have several good games, and would like to swap them with anyone my own age (or close to). Paul Goodson, 101 Warrington Road, Boston, Linco., MK11 0PS.

PS. Your magazine is very, what is right call, IT, RAVE ON!

PA: You'd better not be talking about Percy here because I'll not be responsible for his actions, and when things £1000 up for grabs I'll be all out to grab 'em quick. But I'm sure you'll get, and this letter gives me an idea. As from next issue (as long as there's enough demand) we'll have a Petal corner where you can advertise yourselves in order to gain friends. Did you know that Rick has to pay people to be his friend, the other day he offered me £100 just to admit to knowing him at... (you promised not to tell. See how! - Ed).

## SHUT YER MOUTH

I think YC is the best commy mag around to

date, the only prob is that there is not enough colour. Also why can't you have games like S.U. (Sinclair User)? The reason I say Sinclair User is because my friend is always bragging about how good S.U. is and how good games like Terra Cresta are. Please have better graphics my friend can't see his trip. And why is it weird getting a justice robe and a white signature from Africa.

PS. I hope you can read this writing.

PA: Nope I couldn't read your writing at all, sorry! Only joking (but I had you worried). Just tell your friend that his crummy machine is nothing more than an over-simplified offering, and that your commy games have more colours on screen at once than the entire Specky has in a whole game. If that doesn't prove that he's a big mouth shove his inferior computer (and magazine) down it. Anyway YC's got me!

## EXTRA DIMENSIONAL

I think with one of your free computer game tapes you should give away the whole or one level of a three-D game, also give 3-D glasses because I have always wanted to know what 3-D computer games are like and it will give the readers an experience in 3-D games. It might even attract more people to the best ever commy 64 magazine - YC.

I also want to see what turtles is like because I don't know whether to get it for Christmas.

One other thing, Sinclair User has started giving tape boxes with their free games, I think you should start doing that because I'm running out of tape boxes to put them in. Matthew Gibson, Billesley, Essex

PS: Here's a treat for you. Stick a piece of red see-through plastic to your left eye, and a piece of green see-through plastic on your right eye and look at the following drawing. This is a picture of me in 3-D just for you.

And what is it that you've all got about S.U. I think I'm going to give Gary that sword, it's a great title for a magazine!

If you want to write to Post Apocalypse, or have yourself featured in Post Pal's Corner, here's the address to send your mail to: Post Apocalypse, NO. 20 Pitters Lane, King Fines, Milton Keynes MK11 0HF.

The Little of the Mund wins the star game of the month (the one with the highest scores), and all the rest get a Post Apocalypse badge.







# THINGS TO COME

What's over the rainbow old chums, apart from Judy Garland of course? The answer to that lies with the software moguls really, but Rik Henderson and his ruby red slippers wheelies a few choice previewettes out of them.

## SUPER MONACO GP

**U**S Gae have an up and down track record (if this isn't prime comedy material then my name's not Trevor and Simon) when it comes to racing games. Outrun (which was poop) and Turbo Outrun is fatbo game with stonky bits) both spring to mind as the most extreme, and now, due to the new licensing deal with arcade (janky Sega, you are to be graced with a conversion of the coin-op classic Super Monaco GP (GP stands for Grand Prix, or maybe Great Peas or something).

This will be converted by Turbo Outrun's programming team (and just about everything else in the history of CGA games) Probe, so we're on the right foot for a start. And from initial looks (exclusively by

the YC wrecking crew - "MG Handy and the Spain loving posse") it isn't a stonker I'm a cabbage-stalk.

When you look at the basics you realise there's not really too much that's any different from all the other racing games that have flooded the market. You sit at the seat of a big throbbing formula one car, and you have to race on several varied courses, doesn't sound too original does it? But you do get the option of racing with automatic gears or by manual, and there are five gears as opposed to the usual high and low that

the usual 'floating ten foot behind the car and in a slightly top down' viewpoint. And at the top of the screen is a mirror that shows what is behind you at any one point.

Along the track there are loads of bends, etc. but there are also instances where you'll be forced to travel through a tunnel, and this is done in a infinitely better way than Chase HQ (another arcade racing game to feature this method).



we're normally limited to.

The graphics are slightly different for an arcade driving game in the fact that the view from your car is from the cockpit, instead of

Super Monaco GP will be THE game to watch out for in the spring (lookinggggg!) and you'll be able to catch a full review in this mag in a short while.

### CREDIT CARD

**NAME:** SuperMonaco GP  
**SUPPLIER:** US Gold  
**PROGRAMMER(S):** Probe  
**PRICE:** To be announced  
**RELEASE DATE:** March '91



ON THE  
DRAWING  
BOARDSHADOW  
DANCER

**A**nother of the Sega coin-ops that falls under the new license deal with US Gold is Shadow Dancer, a game that is most definitely in the best-of-its-kind-and-then-some category.

It owes a lot to games like Dragon Ninja, Shinobi, and even Midnight Resistance, as you have been grabbed by the whistles (the CIA or somebody) and shoved quite firmly into an airport that has been overrun with terrorists who have placed several bombs all along a horizontally-scrolling landscape. Also guarding there are lots of very hairy fellows with horrible moustaches and big mauling guns, and they'll not think twice about drilling you full of more holes than a rather baggy string vest.

And what have these rather clever chaps who've assigned this task to you given you to help? Nope, not an UZI semi-automatic, or even a small pistol. They've given you a nice, cuddly, white, fluffy, Atari-like dog. See how he leaps. See how he bounds. See how he sniffs other dogs' behinds and pees up lampposts. Mega helpful I don't think.

But you are rather fond of this cute little puppy wuggy and in some sort of opposite logic, you become a mass-murdering death dealing Ninja with an

## CREDIT CARD

**NAME:** Shadow Dancer  
**SUPPLIER:** US Gold  
**PROGRAMMER(S):** Images  
**PRICE:** To be announced  
**RELEASE DATE:** March '87

attitude in order to look after Power.

Images is the programming team converting it (being previously responsible for the coin-op version of Pi-Type among many others) and from an initial view we can safely say that it's gonna be a must buy for fans of Shinobi-type games. The graphics are as faithful to the original as you're likely to get, and the dog jumps about in a very



smooth and realistic way (showing very promising

having a rather jolly rib-ticking chuckle.



# DRAGON STRIKE

US Gold

This is the latest S-S-L-A-S (Gold) game based on the famous series of AD&D books, the *DragonLance*.



saga, although it's not role-playing or arcade adventure for once. In fact it's rather more original than any of the others, and even more so than any other game that you'd care to mention.

Why? Well it's being heralded as a "dragon simulator" which is essentially similar to a flight simulator except you can substitute the airplane for a rather huge, fire-breathing, smoke-farting dragon, and you can blow the second world war out of the

window and insert a plot based around knights, bad breath and lances, and the plight of a fantasy land, if you can name another game that focuses around the same idea I'll send you a large Windaco with extra chile powder, that'll make you breath fire.

You can progress through over 20 different missions, all of which based in the land of Ansalon, as you swoop, rise and fart your way over, under and through the enemy. Look out for a review next month when we reveal exactly what mixture of gold and spit it



takes to dissolve an entire reptilian army (very handy for School breakfast).

## TEENAGE MUTANT HERO TURTLES

Imageworks

They're here (almost) just in time to coincide with

the release of the mega-bunga movie release, although the plot, graphics and pace of the cartoon series that focuses around anything else.

Now I know that there's going to be at least one of you that'll stand up and say "who are these jolly green Turtle Mutant Ninja Testagers, and why have they badly well deserved a game to themselves?" but all I have to say to those is "go stand in the corner with a white cone on your head for being so stupid, thicko". If you've missed the turtles, you don't deserve to be on this planet.

The game concentrates on Shredder (only one of the villains the fully smelly fountain have encountered, although their most arch-enemy) who has kidnapped the fair reporter April O'Neil, and refuses to give her



back until Perfect Pizza give him a years supply of deep pans (or something), and the Ninja Turtles must give him a good beating in order to get her back. Before they can though, they have to find him and Rocksteady, Bebop (two other mutant animals), and a plethora of other martial arts experts are all out to stop them.

During the game you get to play all of the Turtles, and even participate in two different game styles. One overhead and one horizontal scroller. It's essentially similar to the game previously released in America by Ultra (available on very dodgy import) but that was a bit crap so Imageworks have taken the code, altered the graphics and made the game that much better (thanks to Probe again). Time is next month for a bit, so please attend, review in a hot-rod.

# TURRICAN II

Rainbow Arts

And so it came to pass that Turrican was a rather stonky shoot-em-up cum arcade adventure and everybody did go out and spend their spoodoles on it and they were more than pleased. But the great Rainbow Arts was not happy with just having the one



Turrican game and it took a rib from the original and planted it into a big pot of grade 3 medium peat soil and baked it on an electric

ring with a sprinkling of Beans and mini sausages and low and behold a new game arose that contained many of the original features of the over-so popular first, and the company decided to call its

new baby Turrican II for it was also stonky and will also have lots of wrongs spent on it.

Er... perhaps this isn't

the exact way that Turrican II is being programmed but let's have a little leeway here, I mean as joums have to have some way of saying that a game is rather wicked without having to say that a game is totally wicked, and hey is Turrican II smeggingly wicked.

It has everything the original had, but more of it and with heaked gameplay that is a lot more playable. The graphics too are pretty chillin' too, so catch the review next month or you just won't know what you're missing (other magazines just don't do the best games justice).

## CATACOOMBS



Ashley Gotter-Gaima explores the world of Catacombs - and Daz, the creator, says "Have system, will travel!"

## WHAT IS LIVE ROLE PLAYING?

LRP is all about getting away from it all for a few hours. Dungeons and Dragons players will know what it's all about - taking on the character of a Lord of the Rings type of persona, inventing a name for them, and then controlling what they do by throwing dice.

LRP is different in that, as well as thinking like the fantasy character would, you have to speak like they would, act like they would, dress like they would, make facial expressions - everything. "Live" means just that - you become the character in a real-time situation, face "real" monsters, hit

things for real (within safety limits of course), and generally escape from our world for a while and join a new world of monsters and magic.

In each system, things are run differently. Some places will let you play Conan the Barbarian, others Luke Skywalker from Star Wars, others still Mr. Spock or Captain Kirk. You can live out your fantasies, and have a lot of fun too!

## A FIRST-TIMER'S COMMENTS

**ASH:** "What did you first feel when you arrived?"

**CHELLE:** "My first thoughts were that I wouldn't enjoy the day at all. Live Role Playing was

something that I'd never done before (I've only played D&D once), and I wasn't sure that I could get into the idea."

**ASH:** "Did the jargon put you off, or did you have an idea of what to do straight away?"

**CHELLE:** "Well, don't get me wrong, but all of the jargon did put me off rather a lot. I never did understand a thing. I still don't really."

**ASH:** "You mean the game wasn't explained properly to you from the start?"

**CHELLE:** "Yes it was, but it all went over my head to an extent. I knew that I was playing another character, running around a load of woods and hitting people with rubber swords. I saw a few people walking past, but I didn't feel uncomfortable in costume because everybody else was too."

**ASH:** "So, if you only had a rough grasp of why you were there, what did you do about it?"

**CHELLE:** "I followed the rest of the party around, not really getting into Jasper's character until I knew more about the game, and what I could do - then I jumped in, feet first!"

**ASH:** "What happened to get you more involved?"

**CHELLE:** "Well, some guy went berserk. Everyone hit the deck except me, and he turned on me with

swords waving..."

**ASH:** "Don't worry about it, we've all had THAT experience!"

**CHELLE:** "...well, I didn't know what to do. Then I felt someone grab me and I was thrown down too!"

**ASH:** "Best thing under the circumstances. Then what did you think of the game, once you got the hang of it all?"

**CHELLE:** "I began to lose my doubts about the whole thing, and really started to enjoy myself. I really didn't give it a chance before it started - I thought that the whole idea was a waste of time and stupid (something that little kiddies get up to) - but I was surprised and encouraged by the attendance of other girls and the fact that everyone was my age after all - not a bunch of wacky schoolkids.

"Apart from all of the gaudy bits (!) I really enjoyed the day and I think that people should get involved more. It's really worth the effort that people make to these games (the organizers as well as the players), and I will be going again in the very near future."

## CATACOMBS - THE YG ADVENTURE

by Sonella the Wyse

Live was dull in town. Nothing much had happened for weeks. An odd job here and there of course. Nothing too

outrageous thought, so I was more than ready for the challenge that awaited this summer's morning.

There was a connection towards the centre of town. I headed that way, and found a notice pinned to a tree - "Help wanted". That sounded right up my street, so off I went in the direction of the red light district.

I met up with a small group of people who had had the same idea as I had - to get rich quick on a quest. There were many strange and peculiar types there, some were fur-clad and carried huge weapons; others were sly-looking and stifty-eyed, preferring the cover of the shadows to the light. At the centre of the group there was the man who had asked for help. He stood, badly wounded, by the body of a girl.

Keeping one eye on my back, I approached the man, and as no-one else was talking much I took charge of the situation.

"I understand that you have a job for us to accomplish. My name is Senzai."

He waved a sword at me. "Come no closer. Yes, I have a job for those who are willing to perform it."

Whispers of magic came from behind me. A tall, fat humanoid creature came up to me and said quietly "Be careful. He's evil."

Bearing this in mind, I began negotiations. It seemed that he was evil in purpose but not in intent, and he had a genuine quest - to kill a Ninja leader and bring back his head. There was also a scroll that he would like back as well.



After offering us 200 Tigrans each (which I negotiated to 1,000 per item that we returned), he left us, pointing in the rough direction of a wood.

We set off. Our scout, who literally ran everywhere, got to the entrance to the wood first. By the time I arrived with the others a fight had broken out. I soon hit the deck when a large warrior got a glazed look in his eyes and started beseeching:



Whilst on the ground I found a potion bottle. Hopefully it would come in handy later, so I put it in my pack.

When everything calmed down, we moved on. We came across an Oriental type of person, who said that he offered knowledge. He told us to put our fist into his bucket, and learn from the fact that the hole in the water went away when you took your hand out!

I showed my contempt for him by calling him a suitably colourful name, and he started going mad! We killed him, but he kept coming back to life until we tipped out the water from the bucket. Then a warrior grabbed the bucket and proclaimed it as his own.

We proceeded without further ado into the depths of the wood. A Cosmic Elf (at least, that was what he claimed to be at first) greeted us and told us not to go any further because there was a dragon. But when FD the beseeker started on him he cast a cloud of magical darkness.

I didn't want to get involved in the fight so I cast the illusion of a tree around myself. I stood very still and watched our warriors get chased by the charlatan Elf and another Ninja.

The next person we met (after the scout had dived over three tinewires to get some treasure) was a Wood Elf. She had a pot stambling mound who looked like a big pile of leaves. I thought that it might be fun to be one too so I cast an illusion around myself again. So did the beseeker, and so there were three stambling mounds!

Things really started getting confusing at that point. An archer and his bodyguards peeped up from nowhere and started abusing us. Then we met the big Ninja boss. He had the power to leap over us and disarmed the bucket warrior, who he then butchered.

The warriors killed the henchmen and I and another warrior, Axolan, chased the boss. We cornered him and killed him. I had acquired the bucket from its now-dead carrier and so this was a handy vessel for the head. The scroll was hidden in the beseecker's, and I stashed this away too.

Axolan and I realised that we were alone, so I suggested running away with the spoils. This we did with great success, and we got 1,000 Tigrans each. We also found out that the person who hired us was the leader of the outlaw tribe and when he heard what we had done he asked us to join them. We agreed, and went about our business as sworn sword brothers, to fight again another day...

Dar and his system are mobile. That is, Dar has legs, and his system is flexible enough to be used anywhere there is a woodland. To hire him to go to a specific location will cost his travelling expenses plus the usual fee of £7 per adventure. But you can play at the weekend locations by getting in touch with him on this number:

(0200) 33401  
And happy adventuring!

# KONSOLE KRAZY

C64GS NEWS,  
VIEWS, PREVIEWS  
AND AARDVARKS

REVIEWED



## S.U.I. (CHASE HQ 2)

Speed, guns, more speed, and more guns in this arcade sequel to the ever popular em... Chase HQ 1.



## LAST NINJA 3

A cartridge update on the full review elsewhere in this mag.

PREVIEWED



## ROBOCOP 2

The bobby in a tin can is back with more excessive violence that'll suit even the hardened psychopaths.



## SHADOW OF THE BEAST

The 16-bit wonder hits the C64GS at last!



## BRIEF BITS

Donark will be re-releasing all of the old Tengen range on cartridge. The first of which is *Vindicators*, an ancient blast that sees two players compete with or against each other in a sort-of top-down view tank game. It's all done very well and is a very good emulation of the arcade machine. Originally the game was a multiloaf and really suffered because of it. On cartridge, of course, the many screens are available in a split second, so it really lends itself to the GS.

US Gold will be supporting the new machine with conversions of a few of its old catalogue and a promise

to produce cartridge versions of all its forthcoming releases. The most likely candidates for release at the moment are the excellent *Strider* (and sequel), *Turbo Outrun* and a few of the Capcom games. Up and coming are *Super Monaco GP*, *Shadow Dancer*, *G-Loc*, and that's just for starters.

Ocean's next release (after *Robocop 2* and *Shadow of the Beast*) is *Fang*, a cute game that has you firing arrows at a multitude of different coloured balloons. If this sounds a tad similar to you, then like me you might remember the yonka old *Popyan*, but we'll not mention that shall we?

# ROBOCOP 2

Ocean



somebody in the distance you can say goodbye to the road.

Other than that it is a vast improvement on the original, and the speed at which everything moves is of a 16-bit quality. Also all of the levels are there for you without any fuss. If you're looking for a reasonably good driving game this Christmas, Chase HQ 2 should certainly be on your mind.

Rix



He's back, with really more of the same. This time you've gotta collect a new drug that's out on the streets called 'Muka', and eliminate all of the crims that are connected

with it (of course). There are three major levels and a few sub games, just like last time, only the graphics are a lot more funky and the gameplay has been tweaked a hell of a lot. RoboCop 2 looks as if it's gonna be one heck of a sequel on the DS405. Unlike the movie (it was a bit poo to be honest).



# SHADOW OF THE BEAST

Ocean

This was so popular on the 16-bits that it finally calls for a console version. It's gonna be so huge though that it has to be on cartridge only.

It's a fantasy based arcade adventure that needs super fast reflexes and a lot of lateral thinking to get anywhere, and narnour has it that the gameplay will be twice as good as the original.





Another nonrelease that's almost near completion is Rick Dangerous 2 (a game that was '90 Fun-Cred not too long ago). It's being

converted into cartridge by World Image at this very moment (as we go to press), so you'll be able to get your teeth into the

platform game lickety split. The biggest question at the moment though is, will the Turtles make it onto cartridge? And the answer

is, we haven't got a clue. Oh well. Turtle fans, maybe we'll find out next issue.

## LAST NINJA 3

If you want the main gist of what this game is all about, you'd do better to skip along to the main review elsewhere in the mag and read it, I'll wait here. Tam, is, fun... La, la, is... Right? Got it?

Good now I'll just update you on how even more stinky the game is on cartridge.

It's identical as its cassette and disk counterparts but for the fact that it leads in one second (probably, unfortunately my Daley Thompson stopwatch is only accurate to one tenth of a second, and blow up when I tried to stop it any quicker), and all the corresponding levels are also available to hard prints. Other than that you're looking at a

carbon copy in terms of graphics, presentation and sound. And if you expect the gameplay to better of all I just ask you this - how can you better the best?

There's so much going on though that the game has to be crammed onto a 4 meg cartridge (in preference to the 2 meg ones that just about everybody else uses) and as such pushes the price up a bit. Therefore most of you out there will find that you have to save up loads of cash just to get it, and those who just own a normal CD4 might do better to get the disk or cassette version.

You CD4/5 owners though will have to make your minds up, but I'll tell you that this game is the cats meow and no mistake. F.H.



CREDIT CARD

Name: Last Ninja 3  
Supplier: System 3  
Price: £24.99

**OVERALL: 97%**

The price just above the mark to lower than its tape and disk counterparts.

CREDIT CARD

Name: S.C.I. (Chase HQ 2)  
Supplier: Ocean  
Price: £19.99

**OVERALL: 79%**

A vast improvement over the first game, but the controls are too hard and fiddly.

## S.C.I. (CHASE HQ 2)

So here it is (Merry Christmas, everybody's having fun) the sequel to the game that promised oh so much and was a rather floppy sausage when it all came down to it. But will this really convertible be a lovely fried meal or yet more dog food?

It's neither really, which is a shame because in the arcade it was so good that I got my pants when it first came out. The thrill of the chase and the sheer violence of the gun fight added together to make any budding Mary Whitehouse trade in her knitting bag and adopt leathers and a Magnum .45. You see, after the original few

missions, the force has given you a gun to use during the chase as well as a flopped up car that'll take a good amount of bashing (an infinite amount to be honest).

Like the original you have to speed along the American highways and catch up with some 'umble villain or other, when you do you must do

your best to make their vehicle unrecognizable so that they must pull over. To do this you can bash them with your car (as per



the first game) or you can blast the frag out of them with different kinds of weaponry (a pistol first followed by muncher gear that drops from a helicopter for you to catch).

That's about it for the gameplay, and its only varied by the layout of the roads and the hazards that fly about. The problem with the game is certainly not the graphics or music (they're both superb), so it's the



difficulty in controlling your car. It's madder going around corners, and when you're trying to shoot a volley of bullets at



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