

BRITAIN'S LONGEST RUNNING COMPUTERS & MAGAZINE

# YC

664  
C128

APRIL 1991

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Game Tape

BUCKLE YOUR  
SWASHES IT'S...

## SKULL & CROSSBONES!!

Read the full preview,  
plus the exclusive  
comic strip inside!!!

OTHER GAMES  
REVIEWED/PREVIEWED:

★ BACK TO THE  
FUTURE 3 ★

★ PREDATOR 2 ★

★ WARLOCK ★

★ GRAND PRIX ★

AND LOADS

(and we mean loads)

MORE...

THEY ONCE WAS A YOUNG BOY CALLED ERN  
WHO BOUGHT YC FOR A THIMBLE  
HE TORE OUT HIS HAIR,  
BECAUSE HIS TAPE WAS NOT THERE  
NOW WE ALL THINK HIS HEAD IS A HELLY  
FUNNY FRUITBAT '91

DON'T LET YOUR TAPE ESCAPE WITHOUT A GRASP -  
IF IT'S NOT STUCK HERE USE THE HORRIBLE  
WHERE IT IS!!



PLUS - THE YC TEAM FIDDLES WITH THEIR JOYSTICKS INSIDE

COMING SOON...

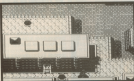
# BACK TO THE FUTURE III



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IMAGE WORKS, Train House, 118 Southwark Street, London SE1. 0201 Tel: 071-926-1454 Fax: 071-926-1454

**0 WIGGLE IT** (p21) - Rik gets his hands round a big, firm joystick and wiggles it from side to side! Some snapped, some broke, but most of them gave the kind of superb performance he was looking for!



**0 SCUM OF THE EARTH** (p41) - In a last ditch attempt to get more mileage out of the turtles before they disappear, we've got some wicked tips!



**0 COMPUTER BOFFO** 1991 (p46) - Here we put the wit of six of the computer world's top Public Relations supremes to the test, and we even get them ripping out the throats of each other in a bid to win the most coveted title ever!!



**0 DATA** (p4) - Win a plethora of Hardware vids and goodies in our "give 'em loads and then give 'em some more" comps. And there's even a little reviewette of the stonky movie!!

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## DATA

AS CHILLIN' AS



## PEOPLE DO THE SPACKIEST THINGS

U.S. Gold's MD Geoff Brown does Thomas The Tank Engine impressions in his spare time!



## YOU MUST BE JOKING

How many computer gamers does it take to change a light bulb? One but Two with a joystick in the other port!

Send your crap jokes to You Must Be Joking Bury Babe! at the usual address and prove to your friends just how crap you are (if you've got any friends left that is)

## THE PLEASURES OF THE PALM!

We all know that the Commodore 64 is the spunkiest computer available and that you love it so much that you would want to take it everywhere with you, more than your over-loved teddy or dog-eared comfort blanket, but let's face it - there would be a few technical hitches if you wanted to transport it everywhere with you! Even the 65 console is a bit big to take to your Gran's. However, don't despair cos Granland, UK's leading board of electronic hand held LCD games, may just solve the problem of sitting bored out of your wits during yet another British Rail delay by releasing 30 of your best loved games as

hand held LCD.

David Evans, marketing director explained to YC "Performance of these titles in the USA and parts of Europe has been dramatic over the last 12 months and we expect a similar development in the UK for 1991. Popularity of the titles is fuelled by the explosion in the TV interactive games systems market." Yeah OK Dave.... Let's translate - he means he's sussed that you lot, out there spend night after night squint-eyed over your fave computer games, so he thought you might want to play them even more and has casked in on the fact Spiffy games too

Shinobi, Paperboy and Thunder Blade will be in your shops soon supported by a huge advertising campaign - games addicts beware!



## WITH BEVY BABES

AS CHERRY FILLING

## FILM FRENZY

Forget sticky popcorn which goes anywhere but in your mouth, hot dog ads, queues, a sore bottom, and pins and needles, check out the latest movies and vids with YC!

**DEAD 'ARD**

Suppose you let think that Hardware is only a name given to the files of your Commodore 64; well it ain't now! Hardware is the

ability to reconstruct itself from electrical sources and then goes on a mad killing spree.

It's not all blood, gore



and the odd arm flying around, it's about relationships, it's about the kinda future we are building, it's about technology and the mistakes it can make and it's well worth a watch (but don't sleep with your Commodore 64 beside your bed afterwards!)



YC, 20 Petters Lane, 83th Farm, Milton Keynes, MK11 3HP.

**QUESTION**

Which heavy metal rock star plays a taxi driver in the movie?



latest in Sci-Fi thrillers being hailed as the Blade Runner/Terminator of the nineties and I thought it was rather spiffy too in that horridly and gory kinda way!

It's set in the far off future (hopefully) which is filmed in a pink-litery arty, and truly spectacular, way with a similarly spooky and atmospheric soundtrack. It's basically about a Mark 13 - which is an friendly robot, not the latest in Ford Cortinas - which has the amazing

Also those nice people from Hardware Land have given YC some super Hardware goodies, namely a copy of the Hardware vid, a Hardware baseball cap, and a wicked Hardware watch to three winners. And all you have to do to be in with a chance of winning one of these sets is build a killer robot with your C64 (the only joking)... simply answer the easy peasy question below and send your entries to:- **Dead 'ARD Hardware Compo,**

## YC TOP TEN DRINKS

- |                        |                   |
|------------------------|-------------------|
| Ginja Spirit           | - Activision      |
| Robopop                | - Ocean           |
| Fizz                   | - Virgin Games    |
| Bitter Dead Than Alien | - Entertainment   |
|                        | International     |
| Puffy's Lager          | - Ubisoft         |
| Whi-Ski or Die         | - Electronic Arts |
| Turbo Outrun           | - U S Gold        |
| Yimto's Quest          | - System 3        |
| Lime Machine           | - Activision      |
| Shandy Cap             | - Mirrorsoft      |

# YC RECIPE CORNER

The chillin' thing to do with left over Easter Eggs!

## CHOCO-ORANGE EASTER MOUSSE

Serves 4  
Preparation Time 15 mins  
+ chilling time

**Ingredients**  
400/125g plain chocolate  
juice of one small orange  
3 eggs, separated  
1/4 pint/150 ml double or whipping cream  
Chocolate to decorate

**Instructions**- You may need a grown up to help!

1. Break chocolate into pieces (without putting the odd chunk in your gob) & place in heatproof bowl with the juice of the orange. Place bowl over a

pan of simmering water (being careful not to get any water into the chocolate) & leave to melt.

2. When melted remove bowl from pan. Leave to cool for 1 min then stir in egg yolks.

3. Put egg whites into a clean bowl & whisk until stiff (oo-oo).

4. Transfer chocolate mixture into a bigger bowl & fold in the beaten egg whites with a metal spoon.

5. Pour mousse into 4 small dishes & leave to chill in fridge for 2-3 hours.

6. Before serving add a blob of cream & decorate with grated chocolate.

7. Dig out!

# AND LASHINGS OF COMPUTER FUN!

It's always been a mystery to me just why all these mysteries happened just when the Famous Five were on school holidays, but it's no mystery why Enigma Variations have signed up those five famous modelling kids, cos it's a good idea for a super range of computer adventure games.

Enigma Variations, those clever dudes responsible for programming Postman Pat amongst other things, is soon to release "The Famous Five 1 - Fix on a Treasure Island" based on Enid Blyton's endearing book - if you didn't know already.

Using the "Workscape"

adventure system, you will be able to transform into Ann, George (a girl), Julian, or Dick (unfortunately you cannot transform into Timmy the Dog) to solve the mystery of the Treasure Island. The game features the best in text parsers and many graphical locations but unfortunately does not come complete with jam sandwiches, push bikes and lashings of ginger beer!



# IT'S BOARDACIOUS MAN!

Blow me and well I never - what will they come up with next! Cheetah, the world's leading joystick maker has really surprised itself this time with - wait for it - the AEROSKATE.

Aeroskate is a skateboard thingy attachment that links in with your CG4 so you can control games with the nifty footwork you've been practising for years and now you can impress your old parents in the privacy of your own living room! It comes

in two packages, with or without the Cheetah Skateboard. If you purchase the device without the Skateboard you can just use it with your own board. Just imagine the capabilities, you'll be able to jump ahead and let your skill in balance, footwork and aggression take over. You'll learn to avoid obstacles and kick to dodge missiles. A built in Hand Control lets you zap em back or jump out of their way.

So will I be able to play me normal games? With great difficulty, but Cheetah is currently working with Titus to design specific games for the Aeroskate, including Skateboard sims, Ski Runs, Shoot 'Em Ups, Surfing and Driving Sim's and obviously other software houses will follow with their own.

It's bound to be a runaway success but what worries me is the extent of carpet burns and broken porcelain!

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# THE DREAM TEAM



## 'ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT'

With the YC Computer (Boris) 1991 quiz on its way, see how you fair with these three tile questions!

1. Name the two characters from *Skull & Crossbones*?
2. How many levels in *Back to The Future 2*?
3. Name the real-life stars out of the films *Predator 2*

Answers: 1. Red Dog  
Greenfinger &  
D. Grease 2. Four  
Answers: 1. Red Dog

So who's the geezers that actually sport their bubble and expect you to believe it? Who's the bloke that you're more often than not likely to see down a pub in Milton Keynes? And who's those peculiar fellows who you once bumped into in Salisbury who had a trolley full of cans of coke and Twix party packs?

This month we asked them all what presenter of 'The Word' they were most like, and why?



**Rick Henderson - Ed**  
"Definitely Terry Christian - the bloke who sits in his armchair and abuses the audience ("Shut yer faces, yer rabbleff", "Ew, throw them a fish and they'll be happy!!", etc)."

Rick's certainly got the loud shirts and sarcasm, except the closest he's ever got to Manchester is getting stuck in the toilet in a service station in Newport Pagnell.



**Jeffrey Davy - Contributing Editor**

"I see myself as the voice that gives you all those useless factual questions just before an advertising break, and the answers after!"

Jeff's favourite question is: Which of these four people is really Jeff Davy? Post.

Apocalypse, Doodin' Eugene, Purple Pinkie, Jeff Davy, AFTER THE BREAK.

Answer- None of them! Ha! Ha! Ha!



**Simon Dale - Staff Writer**

"Amanda De Cadenet? She always gets the crappie tasks too!! Mind you, I wouldn't mind training with the candidates for Miss America!"

Simon couldn't possibly be Amanda De Cadenet, for a start, he's too useful, and also when wind blows in his car it doesn't

come whistling out the other side.

## THE CREDIT CARD

The scores on the Credit Card are worked out by the four minor categories (Stores, Dobbies, Pica Park, Half Price) are all marked out of 10 (to bring the total).

Overall is a percentage of, out of 100%. And here's what the scores mean:

- 0-25  Forget it! The game is so bad that it's only use is as a trader's worth of beer stop.
- 26-50  Pretty well, really! The game would maybe be worth buying if you needed some free fuel or something.
- 51-75  Actually quite alright. Not the trader's cup of tea, but somebody might find it playable.
- 76-84  A good game, but not a great one! Worth buying if you've got the money to spare.
- 85-99  Truly mega game, and well worth a YC FIVE-ONE account, if you don't get this game you may be brain dead.
- 100  Such a good game that the camera-19 was built just to play it. The sort of game that you look up when your pathetic 16-bit machine wants friends you would.

## INFO-FREAKO

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**AMTWO:** Won't "game of the year" and "best 8-bit graphics", pure class - not to be missed.

**LAST NINJA:** The "Last Ninja" series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, "Last Ninja" set new standards for C64 owners and laid the foundations for the "greatest trilogy of games ever to reach the C64".



Single C64 version



Single C64 version



Commodore C64 version



Commodore C64 version



Commodore C64 version



Single C64 version



Single C64 version



S T E M 3

# MINIEMER

## SECTION

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**ALAMO'S QUEST:** The top selling title on the C64 last Summer, Alamo provides humour and mass appeal in both young and old in this "pick up and play" role platform game.

**DOMINATOR:** Computer and Video Games said, "Whatever format... if you're a hardened shoot 'em up veteran, Dominator is a game to scout the shelves for".

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## THINGS TO COME

## SKULL &amp; CROSSBONES

Yo, ho, ho and a bottle of rum, me hearties!!! Rik Henderson pokes his eye out with a knitting needle, replaces his hand with a meat hook, straps a table leg to his knee, "ooh", "aahs", and sings the Bird's Eye Cod Fish Fingers theme...



If you're a pirate (the "on the open sea" kind, not the "that'll be two quid for a copy of Kick Off" the most raffish of things that could possibly happen to you, apart from being hung, drawn and quartered (THAT would really naff you off), would be to have all your algorithm gains nicked from the treasure island that you looted it on (it's your own fault though, maybe you shouldn't've placed a large red cross on top of the sand, with a sign that says "X marks the spot")

What's even worse than having all your loot pinched is that some Paul

Daniels-like has done the deed, and we all know how much pirates hate wizards (especially short pillocks with scruffy wigs). So it's time to get your cutlass in your hand (it's a sword, it's a sword) and slash your way to the Isle of many strange things, where you should find your enormous stash of cash (and also a Debbie McGee lookalike who you'd not do too badly to rescue). And if you're a bit dodgy at the old swashbuckling bit you could even get a friend to die helplessly with you.

This is the background to Dematt's new action

adventure style slash-'n-snip soon to be released on the Tengen label. It's origins are rooted firmly in the local arcade (or kiosk shop), but on the idea from the theme, if not the gameplay, is pretty fresh (ie. not flopped to death, like those ninja thingies). The weird thing is that pirates are so appealing for action and adventure that it baffles me why there haven't been an influx of games revolved around the profession (although I have little doubt that we'll now see thousands of games with Douglas Fairbanks Jr. in them).

Skull & Crossbones is a hack'n'slash game in the true sense of the phrase. You get the chance to play either One Eye or Red Dog (and if there are two players, both can be used at the same time) who must progress through 5 levels in order to finally meet, and kick the frag out of, the wizard with all your dash. Along the way there's tonnes of meanies from all sorts of backgrounds (depending on which level you're on at the time), including the ninjas from the ninja level - no doubt added to the coin-op due to American and Japanese pressure,



# SPESH



0 Gold! Ah! They look suspiciously like Nazis to me - and this an original game and all that, at least they're not green!

and harpies from the Castle level which also has an end-of-screen reward in the shape of Medusa (you MUST avoid her stare or you'll end up as stiff as John Major's suit).

All the other levels have end-of-level bonuses too, and you'll need all kinds of strategies to be able to give them a good

smuggling. Fortunately you have four different types of offensive move to perform, three forward swipes and one back, and a defensive blocking move. And also on the way you can dig up treasure, which will

either give you gold, food (for health restoration), or some form of burning 'viral' weapon. If you do manage to get off the way through the game, and there's another player with you, you also get the added thrill of having to bash each other in order to see who grabs the final wings.

So even though S&C is very much like many of the other beat-em-up arcade adventure games, there's an awful lot of new features that make the game THAT much more exciting, original and playable. The sprites are, although

typically comic-like, very large and well animated, and the backgrounds are pretty spiffy (and very colourful). Occasionally there's an action sequence (like swinging across chasms in typical old-fashioned movie style, etc.) which will happen and this is really just for show, but good presentation never does any harm.

There's a lot involved in Skull & Crossbones, it looks as if it's going to be one of the better Tengen conversions and you'll be able to catch a really funny review of it next ish.



## THE ARCADE MACHINE

Skull & Crossbones wasn't the most popular of coin-ops mainly because the format was best suited for home computers. The graphics were very nice though and the depth was THAT much more extensive than the typical Double Dragon types.

The only problem it



really had was that it gobbled up more cash from your pocket than any pirate would hide in his chest, mainly due to the hard gameplay.



## CREDIT CARD

**NAME:** Skull & Crossbones  
**SUPPLIER:** Demark  
**PROGRAMMER(S):** Carlton Handley (Walking Circles)  
**PRICE:** To be announced  
**RELEASE DATE:** Late April



# THE FUTURE 3



## Level 2

Apparently, when plans were at the preliminary stage, Amblin - the production company behind the movie - wanted Probe to include as many pie plates in the game as they could humanly fit in (even though the film on had one pie plate throwing scene, featuring only one pie plate). So we find ourselves with a whole pie plate throwing section, as Buford and his gang are holed out in the Saloon and they have to be downed by

the plates.

The only prob is that they have guns and they shoot at you. Due to your initiative though, you've got an iron plate stuffed down your ponike and this will take up to eight blasts before you get taken to that DeLorean car in the sky.

## Level 4

And so the final level, and it's a bit harder than the rest (obviously). You're on the top of the train that's propel the car back to the future, and you must

collect logs in order to get the train up to 66 MPH. Unfortunately though the train is already moving and you only have a brief time-limit to grab them all and jump into the car at the end before the engine flies off the derailed ledge and Marty McFly becomes Marty McPlummeting. And there are loads of hazards on the way too.

Not only are all of the games whole ones in themselves (each one is better than an average

budget game), the graphics are exceptional, and the music (although reminiscent of other films at times) is of an Amiga-like quality. Back to the Future 3 is a stonker of a time-travelling masterpiece and heaven knows we've waited long enough.



## Level 3 - THE SHOOTING GALLERY



0 All sorts of strange figures pop up in the wild west (yaboo!) This one would probably be more at home in a firing range at Bixby than in the middle of a shooting range in a small western city, ponks app!



0 And here's good old granny apple! Well known for her cherry pie and gammy arm, occasionally we have to change the drawings on her allow to save it (reusing all over the place, so it might be better to put her out of her misery)



# C64 Repairs

If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

For all repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

And, as a special bonus, you can receive a free piece of software if you contact us before March 31st 1991.

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# POST HOLOCAUST

The shooting season has opened on the Scottish Moors so Post Apocalypse has gone up there to check it all out. But he got bored with Grouse and now he's shooting everything - look out men in kilts! So his brother, Post Holocaust has taken over the letters page for an ish. But Post Apocalypse will be back, and you can write to him at: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

The Letta of the Munt winner gets a copy of YC's fave game of the month, and every letter printed wins a Post Apocalypse badge.

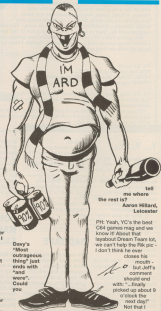
Grr... It's a lovely day for **KILLING**

things and I'm stuck in the frigging YC office answering your moanings and wingeings. So get on with it 'cos I'm getting an itchy trigger finger and there's a nasty wiff of sheep dip in the air...

## WAD A LETTER

I used to buy 'another magazine' every month until I heard of this really cool, mega magazine called YC. After a few months, I realised I was buying a real magazine for the Commodore 64 and not the Amiga, which is what 'the other one' mostly covers now. Now I know I'm not wasting my wad.

One teeny prob. Last month I was reading the Dream Team feature (where there was another picture of Rick with his mouth open) and Jeffrey



Davey's "Most outrageous thing" just ends with "and woad". Could you

tell me where the rest is?  
Aaron Hillard,  
Leicester

PH: Yeah, YC's the best C64 games mag and we know it! About that layabout Dream Team lot, we can't help the Rick pic - I don't think he ever

closes his mouth - but Jeff's comment should end with: "...finally picked up about 9 o'clock the next day" Not that I gave a damn.

## LETTA OF THE MUNF

## PSYCHO!

I'm going b\*\*\*\*y mad. My Combie power pack blow up in my face. Aaagh. I'm going to throw the thing in the fire. I thought of robbing a bank to get the £22.99 for a new one. It's driven me up the wall (froom, vroom, daaaa, I've just made two big black tyre-marks on the wall). Maybe I could kill some rich bloke. Hmmm... President Bush? No, too far away. The next door neighbour? No, they're poor. I think I'll go back to the bank idea.

Oh, and in Feb's YC, you said there were five games and one demo and I found three games and a demo. Explain, before I blow your \*\*\*\*\* head off with an Iraq shotgun.

Scott Turley, N. Ireland

PS. Be quick.

PPS. I'm counting: 5, 4, 3, 2...

PPPS. I'll mow you down with my motorbike!

PPPPS. I'm in with the b\*\*\*\*y Mafia...

PH: OK, stop, stop! You're completely mad! Madder than me AND my brother. Yet, there were only three games and a demo on the Feb tape. Are some people never satisfied?

Of course, we're much too well to just leave it there. That's why I'm gonna send you a copy of Back to the Future III, because without a powerpack you won't be able to play it! Na, ha!



PH: Stop RIGHT there. There's a pattern emerging 'ere. Is it my imagination or is there a triggin' Go invasion going on? Let's try the next letter...

## SAW POINT

Fair go. Your mag arrived on our Newsagents' shelves a week ago. I'm sending this straight back and you'd better have a copy for me 'cos me mate's on his way over.

He's only got one arm so he just took the light chainsaw. And it takes TWO Fems (Dont be mean us? PH) to lift an Aussie light chainsaw!

Harold Eggleton,  
Victoria, Australia

PH: It IS an Oz invasion. I knew I could smell sheep dip. And this guy's the maddest of them all. I'm blessed if I know what he's on about and I'm a bit famin' worried about the one-armed Aussie chainsaw murderer. I like my limbs as they are, thankyouverymuch.

## GO-CART

I have two questions to ask you:

- 1) Can you use the C64GS games on the Combie 64?
- 2) When is Pest Apocalypse going to kill the bloomin' baby?  
Denny Patten,  
Thamesmead

PH: 1) What's that wheeking great hole on the back of your C64 for, d'ya think? 2) I think my brother ought to be more worried about what the baby's gonna do to HIM.

## Y... Y... Y....

I've been buying YC since the June 1990 issue. I reckon it's cool but I got the September issue and the bark in the newsgenet gave me another magazine taped. Could you answer these questions?

- 1) Why do you have an arcade column when YC is a C64 mag?
- 2) Why did you choose to write about the C64 when there are Segas (which are cool)?

John Luhr, New South Wales, Australia

PH: Newsagents like that make the MAD. Hand me my flamethrower and let me at 'em. He won't be able to tell Gardeners Weekly from a pile of ashes by the time I've

finished.

And about your snivelling questions? 1) As the saying goes: "Arcade machine today. C64 game tomorrow" (probably) and 2) 'Cos if we were a Sega mag, we'd have to be called Your Sega, or YS for short, which we couldn't do 'cos there's already a mag called YS. Logic or what?

## RAD TAPE

I've been buying YC for more than a year and I think the games cassettes are radical! We have to wait a long time for the magazine but it's worth it!

Tim Dowell, South Melbourne, Australia

PH: Sounds like you have

to wait as long for YC as I do for the pitifully small psychesque I use to buy all my high-explosive Ammo. Yeah, the games cassettes are well radical, but I find they're not HARD enough to knock people out, you just make a big bruise. Pah!

DONER IT  
MAKE YOU  
SAD?

I'll start by saying "Doner Kolobis Rule". I've been buying your mag ever since your new image even though I pay AUS\$6 (£2.50) and it's two months late... [STOP THERE! PH]  
Richard Fares, Sydney, Australia





## ON THE TAPE

'Elo son, what have I got for you? A lustrous games tape with 4 complete games, all original (on tape! on tape!). Now what am I asking? One pony? Two monkeys? 3 Giraffes? Nope, it's absolutely free!!! He'ya, you break my heart!

## THE CONTENTS

Side A: Nexgox,  
Gomoku

Side B: Coball,  
Blackjack



## NEXGOX

Programmer: Boris Scholz  
Type: Complete game -  
Arcade Action  
Controls: Joystick in port 2

## THE NEXGOX PLOT

In the year 2000 the earth has become so polluted that most people are dying of different strange diseases. Every time a new child is born it's mutated. Therefore the earth's government decided that the earth's population had to move to some other planet if mankind should survive. Three years later, in the year 2003, the first planet was colonised. From then on, mankind colonised more than 11 planets in 30 years.

Your planet NEXGOX was



colonised as planet no.8 in the year 2004. Some 40 years later an alien race arrived on earth... It was the Zylonions. They came in peace and people had to let it in them. But then one day the Zylonions showed their real intentions and took over the world. After which the Zylonions took over the world government - so longer allowing people to live a decent life with their strict rules.

The Government of the colonised planets eventually joined forces and made a defensive pact which involved a group of special fighter pilots. This group was called TERRORFORCE 8000 and the headquarters were situated on NEXGOX. A couple of years after this pact was made, the Zylonions began to attack the colonised planets. The newly trained TERRORFORCE fighter pilots were sent to destroy the Zylonions but they were destroyed one by one. Now, this is where you take over!!

You are the last of the fighter pilots and you have to win the final battle on your planet NEXGOX. Do you have to what it takes to free the human race from enslavement of the Zylonions????

## CONTROL IN YOUR HANDS

If you manage to get your name on the 99-score table

joystick up and down flips through the alphabet left and right moves your cursor from side to side on the line. Fire stops the writing.

In game mode space-bar will put you in pause mode. Fire will put you in pause mode. Fire will resume play. A space craft is earned at the end of every level.

Enjoy the game...

## GOMOKU

Programmer: Adrian Millet  
Type: Complete game -  
Strategy Boardgame  
Controls: Keyboard (see below)

The original version of GOMOKU is played on the same 10 by 10 board that the fascinating (and very complex) chinese game of 'Go' is played on, and simply involves two players (one black, one white) placing pieces on a board until one player wins by getting 5-in-a-line in any vertical, horizontal or diagonal direction (a bit like a giant noughts and crosses). When you first run the game you are presented with a moderately interesting title screen, and are invited to hit the SPACE bar. You are then given a command summary, and you can start a game by selecting 'T' for traditional GOMOKU or 'H' for a 'Hard' variation of the game I have devised. (See 'Game-play theory' below.) I recommend you try the 'Hard' version - it isn't really any harder to play, just more interesting.

I don't want to ramble on too-much in a... this is the key you press' command list, and if you're enough wit to switch on the computer and load the tape, the commands won't pose a problem. Remember that if you do have problems, the GC runs a special 3am help-line from the comfort of his his own bed. (Get the gag out of him - lol)

## THE COMMANDS ARE AS FOLLOWS

Cursor-keys - Select a square.  
Return - Make a move at

the selected square.

- F1/F3/F5 - Select piece colours
- Shift-R - Restart new game.
- Shift-X - Exchange player colour (White <- > Black).
- Shift-Q - Make the computer take your turn.
- Shift-A - Automatically computer play against itself, hit SPACEBAR to end.
- Shift-E - Erase piece at cursor position.
- Shift-W - Place a white piece at cursor position.
- Shift-B - Place a black piece at cursor position.
- Shift-G - Save board to mem.
- Shift-L - Load board from mem.
- 2 - 2 human players.
- 1 - 1 human player vs computer (normal).



## GAME-PLAY THEORY

Since a line of five wins, if you get a row of four that is unblocked at each end you have effectively won the game, unless your opponent can win immediately by making a row of five. This is because whatever end your opponent blocks, you can simply move to the other end and win. By similar reasoning, 2 consecutive rows of three pieces usually poses a winning threat.

Because your opponent cannot stop you making an open-ended row of four out of one of those rows of three. Now, after previous analysis, players of traditional GO-MICHU found that whoever moves first should be able to force a win early in the game by making a double-threat of three places. For this reason, the Japanese have invented a variation of the game called Hanji. In this game the first player to move (White) is restricted in that he cannot make moves that form certain combinations of multiple threats of three or more pieces, and the board itself is limited to 10 by 15 squares. Now a certain amount of reflection in this game has led me to believe that it is really a bit of a loach. For a start, you have restrictions which apply to only one player, which is itself unusual. Further, the restriction of simply depriving a side of its strongest moves surely must put that side into somewhat passive role. What I felt was needed was a natural extension that doesn't interfere with the games basic concept. I have tried to achieve this by changing the board itself, and making certain squares "foggy", i.e. neither side can play on them. If you run the game and select 'H' for the hard version you will be able to see the pattern I have decided to use. Essentially I have placed an illegal square at the intersection of every fourth column in row, counting from the 2nd row to the top

. What I hope this achieves is a "breaking up" of the boards continuity, making it impossible (?) for the white player to force a win every time. This pattern also has the effect of making some squares stronger than others, and I have put suitable weights into the computer's game-play, however I will leave you the fun of discovering the relative strengths and weaknesses of those areas for yourself!



## COBALL

Programmer: R.Aldenroge and N.Coorevorn  
Type: Complete game - Arcade Action  
Controls: Joystick in either port



"Another port please Jim?"

Alan Williams bows his feisty neck to his local pub, "The Hags Head". Today seemed just like any other to Alan, so he asked Jim the Barman for another pint, "...and one extra packet of peanuts pleaseeeeee!!"

But little did he know, on opening the peanuts, Alan cried out in surprise as he was sucked into a forth dimensional parallel universe.

Two seconds later, Alan awoke in rather unfamiliar surroundings. After a short scan of the area, he realised he was, surprise-surprise, in the Starship Coball. A voice rang out in the previously silent environment. "Hi, I'm your friendly onboard computer. Most those aliens get lots of points."

And so began the voyage of Alan the Space Ace, Commander of the Starship 'Coball', ready for anything, anytime, anywhere.

## BLACKJACK

Programmer: M. Sibus  
Type: Complete game - Strategy/Strategy  
Controls: Keyboard

It's Friday night and you've had a hard week at work! Your partner has made up mountains of sandwiches. The fridge is full of amber nectar. The table is laid out and you

are busy shuffling the cards. If this scenario sounds familiar to you, stand by for an entertaining evening of card playing with a difference. You may well lose at the version of 'Blackjack' but you can rest assured that you won't lose your shirt, or, for some or any thing else, except perhaps your pride.

In case you are unfamiliar with the rules for Blackjack, I will briefly outline the idea behind the game. Each player is dealt two cards. The idea being to make a score of 21 or as near as possible. Aces count as 1 or 11 depending upon the circumstances. After the cards have been dealt no-one will have a score of more than 21. Each player takes his turn to decide whether or not he wishes more cards to increase his score value, or to stick with what he has. After all players have had their turn the dealer then reveals his cards. He may deal himself more cards just as the other players with one exception. The dealer MUST deal another card too if his initial score is 16 or less. This gives the players slightly better odds of winning the hand. When the dealer completes his turn, any player whose cards add up to more than the dealer's wins. Unless the dealer himself has been dealt 21.

In this computerised

version I have stripped out a lot of the finer points of the game. Having extra cards, playing odd specific odds, extra bets for a royal pombon etc. The following is the breakdown of the rules for this version.

The bank must deal extra cards on a score of 16 or less. The players may on any score if they desire.

Blackjack is the best hand and comprises of a score of 21 with 2 cards only.

To place a bet you use the keys 1-9. Key 1 will place a bet of 50, 2 places a bet of 100, etc. up to 9 which will bet 450. Key 0 will place a bet of 500 (this being the maximum you can bet on any hand).

If you wish to be dealt another card press 'C'.

If you wish to stay (stick) press 'H'.

Cards of the same value may be split once, except for 4, 8 or 10. If aces are split you receive only one card. Press 'S'.

If you score Blackjack and the bank has an ace you can take even money by pressing 'E'.

The winner is the player with the most cash when the bank has no money left.

Cards are drawn randomly from 4 decks and reshuffled after 2 decks have been dealt.



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If it's 'c' you should get a new tape from us. If your answer's 'b' you should get a new cassette. If it's 'a' you

should get yourself a new cat! If you're absolutely, 100% sure that it's the tape at fault, pop it in a jiffy bag, with an explanation of the problem, and send it to:

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# Wiggle It

(Just a Little Bit!!!)

Rik Henderson grabs his joystick and steadfastly refuses to laugh, snigger or even "ooh" at any innuendos that may or may not appear in his wonderful, fantabulastic joystick round-up. Needless to say that when we mentioned the word "shaft" we found out that he lied!!!

The games that we tested the mean machines on were Continental Circus - Virgin Mastertronic, and Super Cars - Gamlin, in order to get a good all-over road test.

## THE SCORING SYSTEM

A couple of months ago Beverly received a press release from Borchell with a quote from the gu'n'er of the firm stating "We see Logic 3 as the BMW of the joystick world...", so we've decided to rate the joysticks on a similar parallel.

**ENGINE** - This is how well the joystick is made inside (ie. does it have microswitches or what?)

**BODYWORK** - This is how sturdy the joystick is, and how much torture the exterior can take.

**STEERING** - This is how accurate are the directions.

**MILEAGE** - This is how long will the joystick last before coming out.

**TOP SPEED** - This is the overall rating for the game!!!

All of the above ratings are given in MPH. The first four are marked out of 80 miles per hour, and then this is added up to give a Top Speed.

After this we give you a comparison on what motor the joystick is most like.

### KONIX SPEEDKING



first time, and the other directions are slid into with ease. **47 MPH**

**MILEAGE** - Although the outer parts look quite shoddy, the only part of the joystick that I wear with age is the presentation. **43 MPH**  
**TOP SPEED** - A very slick joystick that is favoured by most of the YC staff (I've had mine for 3 years). It was superb at both types of game we tested it on. **168 MPH**

**OPTIONAL EXTRAS:** Autofire (£11.00)

**GUARANTEE:** 12 Months  
**COMPARISON:** Porsche 911 Turbo

## CONVERTA

**ENGINE** - This is a micro leaf joystick (meaning it uses metal contacts for directional play rather than switches) and as such has smaller, but occasionally inaccurate, workings. **15 MPH**

**BODYWORK** - Oh dear!! The whole stick is based on the idea that it can either fit in your hand or stick to the table - it fails to do either. **10 MPH**

## THE SHOWROOM

**JOYSTICK:** Konix  
**Speeding**  
**SUPPLIER:** Konix  
Computer Products Ltd.  
**PRICE:** £10.99



CONVERTA

## KONIX SPEEDKING

**ENGINE** - The microswitches give a resounding "click" every time you point the shaft in a direction and it makes you feel as if the action is very much controlled by yourself. **48 MPH**

**BODYWORK** - Although

the feel is very plasticity, and the shaft is absolutely leery, it fits very snuggly in your hand and the button is conveniently placed for extremely fast action. Left handed players should beware, as the main-stream version is definitely designed for the right handed majority. **34 MPH**

**STEERING** - Excellent at hitting those diagonals

**STEERING** - This is a bit like stirring a bowl of soup. There is no physical indication of diagonals, and I'm afraid that its directional play is about as effective as fat tires. **32 MPH**

**MLEAGE** - If this thingy existed last for more than a week of hard gameplay I'd be very surprised. **8 MPH**

**TOP SPEED** - What a crap joystick - I don't know what else to say!! **42 MPH**

## THE SHOWROOM

**JOYSTICK:** Converse  
**SUPPLIER:** Knackin  
**PRICE:** £3.99

**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** A (dipped out Reliant Robin (at best)

shaft at the top. Also, unlike its little brother, you can use it in either hand. **46 MPH**

**STEERING** - Easy to look into those diagonals, and it's nice to see that the normal directional play doesn't suffer because of this. Also the main stick needn't travel very far to reach it's slot, making it a lot tighter than most joysticks. **48 MPH**

**MLEAGE** - At best a plastic joystick that feels as if it's been built to last. Everything about it feels sturdy. **47 MPH**  
**TOP SPEED** - This is truly the joystick by which to judge all others. And above everything else it even has a smart auto-fire (if the auto-fire's on, you have to press down the main fire button for it to work, allowing you to avoid things you don't particularly want to shoot). **168 MPH**

## THE SHOWROOM

**JOYSTICK:** Konix  
**Navigator**  
**SUPPLIER:** Konix  
**PRICE:** £14.99

**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Ferrari Testarosa

## KONIX NAVIGATOR

**ENGINE** - Everything runs very smoothly in this high-class version of the Konix Speedking. The microswitches are very



## THE SHOWROOM

**JOYSTICK:** Python 1  
**SUPPLIER:** Bonhoff  
**PRICE:** £9.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Mercedes Benz

## APACHE 1

**ENGINE** - Exactly the same inside as it's brother (the Python 1) and exactly the same apples. **35 MPH**

**BODYWORK** - Not as appealing as most of the Quickshot range, and feels more plasticky. **38 MPH**  
**STEERING** - Again identical to the Python 1. **42 MPH**  
**MLEAGE** - I honestly can't see it taking the kind of battering a game of S&W would give it. **28 MPH**

**TOP SPEED** - Although it seems to be pretty poor, the Apache 1 is the ideal joystick to have as a spare (or when your mates come round). You might even like it as your first choice. **140 MPH**

microswitches, and although the Quickshot seems to work well enough I just can't get to grips with the almost spongy mechanisms. **35 MPH**

**BODYWORK** - One thing you can't knock any of the new range of Quickshots for is their presentation. It feels so good in your hands that you honestly don't want to let go. **48 MPH**

**STEERING** - Like all the sticks without microswitches there is no real indication of whether you're placed in a direction or not, but it all seems very responsive to me. **45 MPH**  
**MLEAGE** - This is hard to say. I've known some people who've had Quickshots for years, but others who've had to continually replace them. It really depends on what type of games you play, and whether you're an aggressive person or not. **36 MPH**

**TOP SPEED** - A gorgeous looking joystick with the ancient Quickshot mechanism inside. If you like to be comfortable when playing this is the joy for you. **160 MPH**



robust but still very responsive. **47 MPH**  
**BODYWORK** - A very slick design that fits snugly in your hand with a little

## PYTHON 1

**ENGINE** - I really don't like joysticks without



## THE SHOWROOM

**JOYSTICK:** Apache 1  
**SUPPLIER:** Bondwell  
**PRICE:** £5.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Triumph Spitfire

## FLIGHTGRIP 1

**ENGINE:** Works very well due to the exterior being a joystick in preference to a joystick. One only wonders how it fits in? 47 MPH  
**BODYWORK:** Easily the funkiest looking out of the lot of them. If you don't want to use it as a joystick you could always play Batman and Robin with it whilst zooming it through the air. 50 MPH

**STEERING:** Immaculate, as long as you get the hang of using the directional pad instead of a stick. 50 MPH  
**MILEAGE:** Again it's made from a light plastic, but it seems very sturdy, and is not the sort of thing that you'll play Track and Field with anyway. 40 MPH

**TOP SPEED:** Although weird initially this strange beastie gives you the ultimate control over any game (apart from wigglers). It performed very well on the two games we tested it on. - 100 MPH

**THE SHOWROOM**

**JOYSTICK:** Flightgrip 1  
**SUPPLIER:** Bondwell  
**PRICE:** £5.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Lotus Esprit Turbo

## THE SHOWROOM

**JOYSTICK:** Flightgrip 1  
**SUPPLIER:** Bondwell  
**PRICE:** £5.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Lotus Esprit Turbo



MAVERICK 1

**MILEAGE:** If not abused the Maverick 1 should last for yonks and yonks and yonks. 47 MPH  
**TOP SPEED:** Joysticks are so comfortable to use, and they certainly brighten any coin-op conversion. The Quicksilver joystick is the best at an affordable price. 50 MPH

## THE SHOWROOM

**JOYSTICK:** Maverick 1  
**SUPPLIER:** Bondwell  
**PRICE:** £14.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Porsche 929 Turbo

large for you to come to grips with at the most expert of times. 34 MPH

**MILEAGE:** A hard one that it's a different plastic to the rest but it seems far more chunky and built to last. 40 MPH  
**TOP SPEED:** Although it has the worst placed fire buttons in the history of joysticks, the one at the front is by far enough for most uses.

174 MPH

## THE SHOWROOM

**JOYSTICK:** Stingray  
**SUPPLIER:** Lego 3  
**PRICE:** £14.95  
**OPTIONAL EXTRAS:** Astaire (£15.95)  
**GUARANTEED:** 12 Months  
**COMPARISON:** Ford Cosworth



FLIGHTGRIP 1

## MAVERICK 1

**ENGINE:** A very firm stick with very good directional feel, and the options for other computers are welcome for those of us with console tops. 48 MPH  
**BODYWORK:** - Exceptional! It wouldn't look out of place in the local arcade and helps you to feel like your really there. 50 MPH  
**STEERING:** - Faultless! 50 MPH

## STINGRAY

**ENGINE:** Seems to work perfectly, with responsive microswitches and everything. 40 MPH  
**BODYWORK:** - Another very weird looking joy in the Navigator mould. Couldn't fail to stand out as it's a bright blue and shiny plastic. 40 MPH  
**STEERING:** - The stick part is a bit clunky and



STINGRAY

And that's it for now! Top dog this month was Bondwell's Maverick 1, and next ish we've got loads more joys to test...

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Autofire £ 22.95



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Autofire £ 9.95



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Countdown Timer  
Autofire £ 24.95



QJ 125 JOYSTICK  
Two Fire Buttons £ 4.95



QJ 121



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# THE RETURN OF THE SEXY, SLEEK AND CURVY SURVEY!!!

## SECTION A (PERSONAL)

**1** Are you?  
 Male   
 Female

**2** How old are you?  
 Under 8   
 8-10   
 11-13   
 14-16   
 17-18   
 20-22   
 23-25   
 Over 25

**3** Current state of employment?  
 At School   
 At College/University   
 Working Full-Time   
 Working Part-Time   
 Unemployed

**3<sup>a</sup>** If you are working, what is your occupation?  
 \_\_\_\_\_  
 \_\_\_\_\_

**3<sup>b</sup>** What is your weekly income (pocket money/wages)?  
 £5 or less   
 £6-£10   
 £11-£20   
 £21-£100   
 £101-£200   
 £201+

It's that time of year again where not only do we offer you the chance to win some fabulous prizes, but you get a say in what you want in the mag that you buy!

Up for grabs is £100 worth of the latest games, and five runners-up will win one of the hottest games at the time.

What do you have to do to get your hands on such goodies? Easy peasy, pudding and pie!

Just fill in this form (or a photocopy) and post it to the great survey man in the sky at his funny address: **YC SURVEY, 30 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.** Surveys must arrive before the 1st June 1991.

## SECTION B (HARDWARE)

**1** Do you own any other home computers apart from the C64/C128?  
 Spectrum   
 Amstrad CPC   
 Atari ST   
 Amiga   
 PC Compatible   
 Other (Please specify):

Sega Mega Drive   
 Nintendo ES   
 Nintendo Game Boy   
 Atari Lynx   
 Atari VCS   
 PC Engine   
 PC Engine Super Grabs   
 Other (Please specify):

**2** Do you plan to buy a new home computer in the next 12 months?  
 Yes  No

**2<sup>a</sup>** If yes, which one?  
 Spectrum   
 Amstrad CPC   
 Atari ST   
 Amiga   
 PC Compatible   
 Other (Please specify):

**4** Do you plan to buy a console in the next 12 months?  
 Yes  No

**4<sup>a</sup>** If yes, which one?  
 C64GS   
 Amstrad GX4000   
 Sega Master System   
 Sega Mega Drive   
 Nintendo ES   
 Nintendo Game Boy   
 Atari Lynx   
 Atari VCS   
 PC Engine   
 PC Engine Super Grabs   
 Other (Please specify):

**3** Do you own a console?  
 Yes  No

**3<sup>a</sup>** If yes, which one?  
 C64GS   
 Amstrad GX4000   
 Sega Master System

**5** Do you own a disk drive?  
 Yes  No

# SURVEY

**6** Do you own a monitor?  
Yes  No

**7** Do you own a C64 or C128?  
C64   
C128   
Neither

## SECTION C (SOFTWARE)

**1** How much cash do you spend on games in an average month?  
Less than £10   
£11-£25   
£26-£50   
£51+

**2** How much cash do you expect to spend on games (per month) over the next year?  
Less than £10   
£11-£25   
£26-£50   
£51+

**3** When buying a game do you pay most attention to:  
Price   
YC Reviews   
Other Magazine Reviews   
Advertisements   
Packaging   
Game's Name

**4** What type of games do you play?  
Shoot-em-ups   
Arcade Conversions   
Sports Simulations   
Strategy/War Games   
Flight Sims   
Adventures   
Other (Please specify):

**5** When playing a game, what are you most interested in?  
Funky Graphics   
Serious Sonics   
Great Gameplay   
Arresting Addictiveness

Number of Levels   
High Scores

**6** What are the three funkiest C64 games you've ever played?  
1) \_\_\_\_\_  
2) \_\_\_\_\_  
3) \_\_\_\_\_

**7** Where do you usually buy your software?  
Specialist Computer Store   
Chainstore   
(WH Smith, Boots, etc.)   
Mail Order   
Computer Shows

**8** Which computer shows do you attend/plan to attend?  
The Computer Entertainment Show   
The Computer Shopper Show   
The Commodore Show   
All-Formats Computer Fair   
Other (Please specify):

**3** Do you think that YC should cover more or less of the following items, or have we got it just right? M R L

Data	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Konsole Krusty	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scum Of The Earth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misadventures	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Post Apoptypse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Budge Column	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Things To Come	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Noon Zone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
On The Tape	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech Tips	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wiggle It	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YC Goody Bag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**4** How do you rate the following? 1 2 3 4 5

Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Features	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Comps	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Posters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cassettes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Covers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Comic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**5** Do you have any probs getting hold of this organ?  
Yes  No

**5** Do you have a subscription?  
Yes  No

## SECTION D (MAGAZINES)

**1** Do you bother to read any other computer mags?  
Commodore Disk User   
Commodore Format   
Zzap   
Ace   
C+/O   
Now Computer Express   
Other (Please specify):

**2** Do you read any other non-computer related mag? If so, which one?  
\_\_\_\_\_  
\_\_\_\_\_

**6** Why do you buy YC?  
Magazine Only   
Cassette Only   
Both

**7** What would you like to see on future cassettes?  
More Wicked Games   
Playable Demos   
Graphics/Musical Demos

**8** Is there any way in which you would improve YC?  
Yes  No

**8** If yes, how? \_\_\_\_\_

My name is (BLOCK CAPS) \_\_\_\_\_  
My address is \_\_\_\_\_  
\_\_\_\_\_. Postcode \_\_\_\_\_

# YC

# COSMIC COMIC 1

**FREE**  
WITH APRIL 1991 YC



## CONTENTS:

- 30 ROLLING RONNY
- 32 FLAME ON
- 38 FLAMEHEAD IN "SKULL & CROSSBONES"

# ROLLING RONNY

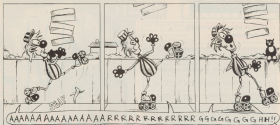
## THE ERRAND BOY

BY RIK HENDERSON  
(WORDZ & LETTERZ) AND  
ALAN LATHWELL (ART)!!

© 1991 STARDYTE SOFTWARE  
© 1991 WORM  
MASTERTRONIC  
LIMITED



WATCH OUT FOR ROLLING RONNY THE COMPUTER GAME APPE A



Comics reviews with Rik Henderson...

## RATINGS

**NO STARS** - Crap! Ems, what do you want me to say!

★ - Not really very good, could use it to wipe your bottom with!

★★ - Okay for a rainy day, or a picnic in Milton Keynes.

★★★ - Well worth the read, but collectors will definitely not be bagging it up!

★★★★ - A cracker of a read, well worth the third mortgage to be able to buy it.

★★★★★ - So good that the pages invite you to come in, have a cup of tea and a rather large score, and play a game of Pictionary.



## OVER THE EDGE #1

**PUBLISHER:** Futaba  
**PRICE:** £1.70  
**CREATIVE TEAM:**  
 Various

With the success of the monthly/bimonthly anthology mags (such as

Deadline and Crisis), it's quite easy to give the credit to them for their originality. The fact of the matter is that underground fanzines have been doing the same thing for absolutely yonks (and yonks and yonks).

The only problem that exists here is that they are not very well distributed in the comic outlets, and it's unlikely that you'll be able to find the latest copy of

"News with big tales" unless you dig under the masses of piles of comics with 'X' in their titles. This is a shame, and should be something that'll be rectified shortly, thanks to the attitudes of the smaller distributors. Even still, I had to barge past boxes of '2000ADs' and 'Marvel Presents' to be able to grab a copy of what could be the

# FLAME

showpiece for a plethora of artists that tomorrow will be the industry's hottest talent.

In this ish we get the chance to savour the delights of Byzantium - a dark future tale of the dangers of technology - by Garen Ewing (an artist I've been in contact with a few times in my steady past) and Terry Stock as the writer, George & The Dragon - a comedy, star-hopping story - by Paul H. Birch, Jez Hall and Joe Atern, with the other highlight being Cath McGrath The Telepath - which is a serious short tale about the curse of telepathy - by David Waddell, Gary Portman and John Robbins. The other regular strips will need a few more episodes to establish themselves, as they seem to rely heavily on action, and tend not to dwell on plot.

Over The Edge will need to tighten up it's presentation a tad, and perhaps include a couple of strips that break from the Science Fiction/Fantasy mould, but we've been guaranteed that in the Editorial.

**RATING:** ★ ★ ★ ★

## THE A1 TRUE LIFE BIKINI CONFIDENTIAL

**PUBLISHER:** Atomika Press  
**PRICE:** £3.95  
**CREATIVE TEAM:**  
 Various

A1 is by far the most impressive anthology title to date (and by far one of the cleanest too), and although this ish's a fair bit late, we've been treated once again to strips with more talent that 'Uncle Bob's Butin's Bogner Paga cheeky talent show and dog mastery competition'.

The contents are a bit on the saucy side so for all those under the age of 18 it's best if you ask your mum if you can have it first (otherwise you'll only have to hide it under your mattress - and we all know what a drag that is!), and anyway, some of the strips are a little complex in plot anyway (we're not talking 'rudey turtles' here).

Inside is a heap-patch of strips (some that offer more than one meaning for that word), and they're







BACK TO THE FUTURE 3

IMAGEWORKS

© VCS & AMBLIN





From the programmers of Silkstorm, the shoot 'em up of the eighties, comes SWAT, the shoot 'em up of the nineties.



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V



SWAT  
DYNAMIC  
LOCKING  
SYSTEM

Computer aided weapons systems on-line, communications, intelligent operations, system checks (engine, prepare for combat) a member of your nation's elite assault team - SWAT. Two different vehicles of devastating destructive power, fighting together in one team.

**Priority Objective:** Destroy enemy control centres.

**Secondary Objective:** Interdiction mission. The destruction by missile of two of all enemy units.

SWAT - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November '90  
"Superlative SHOOT 'Em Up Drama." Zero November '90

Developed from the Amiga version.

ON

of a quality that is normally associated with such creators. Although there is the occasional low point (like the flagrant attempt at getting as many famous names in the issue as possible with the inclusion of a Betty Page gallery - a collection of fake front



covers featuring the same 'Cult-Queen').

Although you are asked to pay a great deal for such quality, it really is such quality. Buy it or be condemned to coin-spelling for the rest of your life!

**RATING:** ★★★★★

## SHORTS

## PREDATOR 2 #1 (of 2)

**PUBLISHER:** Dark Horse  
**PRICE:** \$2.50 U.S.  
**CREATIVE TEAM:** Franz Herkel, Dan Berry, Randy Emberlin

Los Angeles is so hot that the tarmac is melting, and to make things worse there's a drug war going on. To make things even more bad a new Predator has arrived on Earth, and his hunting ground is the city. Lieutenant Haragan is the man who is solely out to net the drug barons, and he finds more than he bargained for.

This comic is the first part of the official movie adaptation, and although it's very well done, like all movie adaptations, it's really only worth buying if you're not likely to see the film, but you'd like to know what happens anyway.

If you are going to see the film, you'd be a dumb glorier if you wanted to read the story before hand (unless you like telling everybody else in the cinema exactly what happens before the end of the movie, and therefore having extremely large popcorn cartons rammed up your bottom).

**RATING:** ++

## THE COLOUR OF MAGIC #1 (of 4)

**PUBLISHER:** Innovation  
**PRICE:** \$2.50 U.S.  
**CREATIVE TEAM:** Scott Rockwell, Steve Ross, Derrick Gross-§

Anybody that's read Terry Pratchett's wonderful fantasy comedy novel 'The Colour of Magic' will be thrilled that it's finally reached the pages of a comic. It's a tale of exploration and humor that even Douglas Adams would be proud of, and although the book has far more body to it, this adaptation is quite superb.

The colour of the artwork is splendidly done, and the only quain would be that the art itself lends far more to Gornin the Barbarian than any humour strip. The story was always a good one for its medium, Innovation has made it a great one.

**RATING:** ★★★★★



# FLAME HEAD IN COMPUTER LAND!!!

## PART ONE - STILL IN THE COMPUTER

SPONSORED BY **DOMINO**

AFTER SEVERAL MONTHS, THE FLAMEHEAD WANTS TO GO TO HIS OLD JOB!  
LET'S SEE IF WE CAN GET HIM OUT OF THE LAND!  
THEY WILL TRY TO STOP HIM FROM GOING TO WORK!



WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?

D-SUBJECT

WE DON'T BELIEVE YOU'VE THOUGHT!

IT IS THE MOUNTAIN OF MOUNTAINS IN THE MOUNTAIN... I'M NOT SURE... BUT I'M SURE... CAPTAIN ONE EYE!



IT'S WOULD YOU LEFT, AND THE DON'T LOOK TOO HAPPY!

SO, WOULD IT BECOME ME IN THE OLD TIME AND NOW, I WOULD BECOME AN OLD MAN!



PRICE AT FLAME HEAD

EMP  
3000  
YC  
1000  
1000

WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?

NOW!



WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?

WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?

WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?



WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?

WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?

WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?

WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?



WELL, IT'S ABOUT TIME YOU WENT BACK TO WORK, ISN'T IT?

IN THE CAVE...



DANGER

Ready to leave this cave?

Yes, but I can't leave until I find the treasure!



OH!

Well, we can't leave until we find the treasure!



I can see a book!

All right, I'll take it!

WICK



Leave, take it, take it!

Yes, I thought you would have it!

WICK!

WICK! You're not just a witch, you're a witch!

I'm a witch!



Feeling 'ick', you did it! You did it!

It's the witch's book! It's the witch's book! It's the witch's book!



WICK! You're not just a witch, you're a witch!

TO BE CONTINUED...

# fun school

# 3

## Learning is now even more fun!

Fun School 3 is everything you – and your children – ever wanted from educational software: **SIX** challenging programs in each pack which fulfil the exacting requirements of the National Curriculum. Plus stunning graphics, exciting sounds, carefully structured levels so your children can have fun and learn at their own pace. And all are designed by the winning team which created Fun School 2, the biggest-selling educational package ever!

On sale at top dealers nationwide. Selected formats available at larger branches of WH Smith and Boots.



Under 5s



Count up to 100 to help really get the story.



Find the large letters at the alphabet fair.



5 to 7s



Tell the time and watch the clock come alive!



Guide the frog from log to log to solve the maze.



Over 7s



Convert spelling, grammar and punctuation into mistakes.



Follow the directions to find the buried treasure.

• Atari ST • Amiga • PC • Amstrad PCW £24.99

• Spectrum • C64 • Amstrad CPC £12.99 (paper) £15.99 (disk)



Format	Under 5s		5 to 7s		Over 7s	
	1 pack	2 pack	1 pack	2 pack	1 pack	2 pack
Atari ST	9490		9490		9490	
Amiga	9911		9911		9911	
PC 3.5"	9891		9890		9890	
PC 5.5"	9994		9995		9995	
Amstrad PCW	9211		9212		9212	
Spectrum	9099	9099	9099	9099	9099	9099
Commodore 64	9079	9079	9079	9079	9080	9081
Amstrad CPC	9199	9199	9191	9192	9190	9194

Please supply Fun School 3 for the code number(s) indicated.

Check please to: Software Software

Please add my Personal Information.

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Super store

Name

Age (or age range if under 16) (if correct)

Phone

Address

Send for: Database Only; FREEPOST, Edinboro, Pa., South Western Ltd. (UK) (Order Justice) 080-157 2968

940246



Oozin' Eugene takes us on a one way trip to Dosheroconiesville, and all qualified tipsters should change here for Spondoolie Town. Other poor souls will have to make do with staying at the crap gamer's B&B.

Is this rad or what? 5 pages of mega-stonking tips for your mouths to water over, or my name's not Jeremy Beadle - hang on a sec, my name's NOT Jeremy Beadle, oh sod it!

## TEENAGE MUTANT HERO TURTLES

Here's a load of absolutely spiffy hints and tips for Chimbo's top seller. Unfortunately whoever sent them in forgot to include his/her name and address, so we'll presume that they were sent from the fifth turtle, Gino Girelli.

### End of Level Baddies

**Beobop** - It is best to stand on the ledge by Rooksteady and make sure he's not hitting you. Then crouch down, use Donatello, and keep firing. Eventually Beobop will jump into your staff 3 times and kill himself.

**Rooksteady** - Walk out where he jumps and jump up behind him. Hit him 5 times with Donatello to kill him. Do not jump too close or he will keep hitting you.

**Mechaturtle** - Again, work out when he jumps and stand next to where he's going to land. Keep hitting him 5 times with Donatello or 15 times with any other turtle.

**Shredder** - Jump to the highest platform and crouch down with Donatello. Keep firing and he will jump into your Be and kill himself. Be careful though, he'll jump to the height of the platform and fire every so often, you'll have to jump over the bullets.



### How to kill the baddies

Baddy	Hits with any Turtle	Hits with Donatello
Balloons	1	1
Mousers	1	1
Bats	1	1
Stick-em-ups	1	1
Spiders	1	1
Foot Soldiers	3	1
Fire Freak	4 or 5	2 or 3
Roller Car	4 or 5	2 or 3
Boomerang Throwers	4 or 5	2 or 3
Chainaw Men	5	3
Men that turn into Turtles	5	3
Men that turn into Flies	2 for Man, 2 for Fly	1 for Man, 1 for Fly
Frogs	5	3
Catfishes	10	5

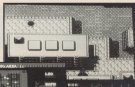
## Other Tips

When you are in the water, work out where the bombs are and the patterns of the Electric Shockers to make life easier.

Save Donatello for the hard bits and end of level baddies, and use Raphael any other time 'cause his

weapon has the shortest reach.

Try to collect as many goodies, like Ninja Stars and Boomerangs, as possible because they help on end of level baddies and Mr Invincibility helps even though it doesn't last very long.



Ninjas coming up from behind.

## Level 4

Dynamite on this level. Just keep going onwards and kill everything you see. You'll lose loads of lives, but what the hell!

On the final boss, switch to sword and move fast. When you get to the end of level baddies stay with the sword and when you get the chance, jump on top of them and dig the sword in.



## FORTRESS

This YC tape game was fendish so G. J. Donoghue has sent us this brief tip (a flea's on its way).

Hold down RUN/STOP and keep the fire button pressed down for slow motion gameplay (very useful for tight squeezes).



## ST DRAGON

Another superb game, and another tip from G. J. Donoghue (and another flea for him).

Start the game and crash into the bottom of the screen, then restore the game by pressing P then Q. Do the same 4 times, you should now have immunity, but you cannot collect extra weapons.

## NINJA SPIRIT

Robin Dyle also replies to the Wingers piss sent out by Kourmah Mojar. Not only does he supply the solution for the first four levels of this aging game, but a cheat that definitely works too. Apparently though, he didn't want to give the last two levels away because it would be "too easy", and Robin's earned himself another easy tonner.

## Level 1

For this level you should use the sword. When you start, go right, killing any enemies who appear under the floor immediately. When you get to the second part of the temple, stay in one place and wait for the golden Ninjas to attack you.

When you kill one, collect the spirit ball that he leaves behind (it's either a Spirit, Weapon Boost, or Smart Bomb). Repeat this until there's a minute left on the clock, then run to a screen with two mini volcanoes.

Kill ten of the men who

jump out of the MIs and when the end of level baddie appears, go to the right hand corner, change to Ninja Stars, and keep blasting. When a bullet goes near you just jump over it and keep blasting. Onward level 2...

## Level 2

Use the sword again. Keep going right until you get to the second bridge, change to ninja stars and keep blasting. The end of level baddie is tricky. Firstly, make sure there's no fireballs on screen, then, whenever the scorpion goes for you, jump up. This gives you a few seconds to shoot at him and when it changes again, just repeat the above tactics.

## Level 3

Very tough indeed. Use sword on this level. You've got to jump over the swamp giants, not kill them. It takes a while to learn this, but once you've perfected it you'll manage it every time.

When you get to the end of level baddie, switch to dynamite and jump over it in the same way as you did the swamp giants. As it goes the other way, give it a taste of explosiveness. Repeat this until it dies, but watch the small

## The Cheat

For this cheat you'll need a reset switch. Reset on the title screen and enter POKÉ 10448, 173 575 2051. This gives you infinite lives.

## KNIGHT MARE

For most people this game has been true to its title, but for so long. Daniel Broadfield and Jamie Cotter have sent us this brief tip on how to get past the second door, for which they get a flea to share between them.

Give the man a few items and he gives you a shovel. Dig with the shovel under the locked door.

# MIDNIGHT RESISTANCE

Easily the most addictive game for many moons, we've been inundated with both pleas for help, and tips galore. Robin Ogle does one better, and gives us loads of tips for every level to help us all finally complete the game. Fifteen quid is the least we can give you (and the most) Robin. Holy big dosh!!



## Level 1

A fairly simple level. Just keep going right until you get to the tank, then go to the left-hand corner and keep blasting at the tank. When it fires simply jump over the bullet, the second bullet just aims at where you were in the air and presents no problem. Go up and right to complete the level.

## Buy

Three-way or Shotgun  
Homing or Nitro  
An extra life

## Level 2

Still fairly easy. Destroy the tank in the usual method and go down the hatch. Go through the wires and blast the machine gunners. Destroy the conveyor belts and when you get to the

missile firing tank, go in the bottom left-hand corner and blast it from below. Go down and right to finish the level.

## Buy

Three-way  
Nitro or Shower  
An extra life

## Level 3

Tricky level this. Go right until you get to the lift, then keep jumping up, using the three-way to

dispose of the jetpack man.

When you get to the three tanks, use the nitro or shower to dispose of them. To avoid them, just stay in the middle of the screen and when they come down, jump away and then back again.

The end of level baddie is quite simple. Just blast the axes and shoot the eye. Keep going right to exit the level.

## Buy

Three-way or Shotgun  
Homing Missiles  
An extra life

## Level 4

Keep going right, destroying the tanks you meet, but be prepared for the jetpackers! Climb up the ladder and prepare for a long battle. Use the homing missiles to destroy the jets and exit right.

## Buy

Extra ammo  
Homing or Nitro  
Extra life

## Level 5

A tough level this. Keep going left and drop down the lugs. When the helicopter appears, use all your ammo on it and pry like crazy. Keep going left and use the same tactics on the second helicopter.

To get past the electric forcefield, just blast the top and bottom of the electric beams. Jump the large gap and kill the machine-gunner. Go down and kill the electric man. Then go back up and destroy the forcefield, after which you go right to complete the level.

## Buy

Extra ammo  
Homing Missiles  
Extra life

## Level 6

Easy! Just go right and when the screen drops, bring everything you see. The screen keeps dropping and you keep killing.

When you reach the bottom, just go right and exit the level.

## Buy

Fire or Extra ammo  
Nitro or Shower  
Extra life

## Level 7

Fairly easy, but you do need fire. Just go right and waste all the soldiers you meet. Use the fire and backpack weapon to destroy the missile-firing tanks and the other 'things', and bingo - you've done it.



## Buy

Extra ammo  
Homing  
Extra life

## Level 8

Keep going up, there's lots of keys to collect so it's not advisable to shoot someone on a separate ladder.

The end of level baddie is very awkward and homing missiles come in very useful as close fire.

## Buy

Extra ammo  
Homing or Nitro

## Level 9

Quite tough this. Keep going right, blasting all the blocks you see (three-way is good for this) before they get a chance to fire. When you get to King Crimson (well, his head anyway), just blast like crazy and hope for the best. There, you've done it, all back and watch the end of game sequence.

## The Cheat

If you get killed on any level, after you've typed in your high score the message 'reload and press fire' comes up. Ignore this line and just press fire. The next level will then load (this obviously will not work if you have a disk drive).



## POKES

Loads of lovely pokes come from A. Jacinto, Peter JH Laws, and he who is titled Gino Geroni. All of these will be getting a crispy five for their efforts.

If there is no SYS number it means that the pokes are for use with a cartridge (available from Camel, BCL, and other manufacturers).

### BATMAN - THE MOVIE

Infinite lives  
POKE 4866, 173  
SYS 1624



### CREATURES

Infinite lives  
POKE 7326, 173  
POKE 88246, 173

### FROSTY THE SNOWMAN

Infinite lives  
POKE 27916, 173

### NARC

Infinite credits  
POKE 26447, 173  
POKE 26614, 173  
Stops endless shooting  
POKE 21513, 166  
POKE 21567, 166  
Infinite bullets  
POKE 26423, 0  
Infinite missiles  
POKE 33660, 0

### PUB TRIVIA

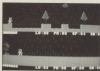
Infinite money  
POKE 8807, 0

### THE RUNNING MAN

Infinite energy  
POKE 5136, 0  
Infinite time (at end of level)  
POKE 3626, 0  
Stops dog biting you  
POKE 7626, 166  
POKE 7644, 200

### TEENAGE MUTANT HERO TURTLES

Infinite credits



POKE 1677, 173  
Infinite energy  
POKE 10916, 141

### TOTAL RECALL

Infinite energy  
POKE 11266, 201  
POKE 11261, 226  
POKE 11262, 208  
POKE 11263, 176  
POKE 11264, 229  
Infinite time  
POKE 11730, 0

### TIN TIN ON THE MOON (Stage 1)

Infinite time  
POKE 33627, 0

### TURRICAN

For infinite time  
POKE 3030, 173

## POKES

## WINGERS' CORNER

If you can help any of the following please send us your tips.

John Donley is having trouble with Nightmare (the tip in this an should help), all three Cluzys (we printed full solutions to two of them - Treasure Island and Fantasy Land - in our Sept 96 issue), and Strip Poker 2.

M. A. Barrington wonders how to enter pokes without an SYS number. It's pretty easy really, you need a commercial cartridge from one of the suppliers. In a future issue we'll look at all those available, but for now you should race through the adverts for the best one. The same applies to Michael Bennett Jr.

James Hannaford is also having trouble with a Cluzy game, although this time it's the first one. He can get into the castle, and past the Wizard, but cannot complete the game.

Richard Fares is having a little trouble with Filmbro's Quest, he can't get past level 6, and needs a Poke with an SYS number.

Ernie Copeman is having big probs with Frosty the Snowman and cannot get past the Elf. We'll be printing full maps and a playing guide in a future issue, but up in the poke section there's one for this excellent game.

Paul Milburn is looking for a cheat that works for X-Out. He recalls the one we printed in December didn't work due to the C64 not having an 'ESCAPE' key. There IS one on the C128, but I don't suppose that helps much.

Adrian Sharp needs cheats for Predator (How do you kill the monster or fill the tree trunk?), Live and Let Die (infinite fuel needed), and Moonwalker (infinite disks).

Scott Bath is looking for cheats for Back to the Future II, Barbarian, Target Renegade and Footballer of the Year.

Anthony Phillips would like to know if there's a poke that works for Green Beret.

# MEGA-FIENDS FROM HELL

## The high scores...

### Banked Knights

Sally Siam - Carl Beeson, Preston

### Barbarian

14,350 - Ross Gammell, Harrow

### Batman - The Caped Crusader

Completed (99%) Penguin's plot - C. Smalley, South Glamorgan

### Batman - The Movie

615,420 - Andrew Mein, Falkirk

### Beverly Hills Cop

41,802 - C. Smalley, South Glamorgan

### Cabal

299,615 - Ben Roberts, Cheltenham

### Erlyn Hughes International Soccer

14-7 (skill 10) - Anthony Phillips, Essex  
12-3 (skill 10) - Ben Roberts, Cheltenham

### Ghostbusters

500,500 - Carl Beeson, Preston  
850,800 - Andrew Mein, Falkirk

### IK+

608,000 - Ross Gammell, Harrow

### Kiss

Wave 17 - Ben Roberts, Cheltenham

### Pbemania

66,070 (level 21) - Ross Gammell, Harrow

### Quartet

215,800 - Carl Micallef, Kent

### Rainbow Islands

Level 8, Robot Island - Carl Micallef, Kent  
Level 5 - Andrew Skillington, Leeds  
Level 4 - Carl Beeson, Preston

### Rambo

507,300 - C. Smalley, South Glamorgan

### Red Heat

120, 833 - Adam Twine, Portsmouth

### Salamander

93,000 - Ben Roberts, Cheltenham

### Starquake

Finished (100%) - Carl Beeson, Preston

### Summer Camp

Level 3 - Andrew Skillington, Leeds

### Super Wonderboy

115,210 (Finished game) - Carl Micallef, Kent

### Turbo Outrun

12,887,860 - C. Smalley, South Glamorgan

### Turmoil

World 4, Area 2 - Andrew Skillington, Leeds

### The Untouchables

300,700 - Ross Gammell, Harrow

### WBC Le Mans

Completed, 644,600, Best lap time 158.4 - C. Smalley, South Glamorgan

### Willow Pattern

Finished (80%) - Carl Beeson, Preston

### Wonderboy

204,500 (area 7, round 3) - Carl Micallef, Kent

### Yogi's Great Escape

100,700 - Andrew Mein, Falkirk



And that's it for this humungous edition of SOTE. Next month we'll see loads of maps and a couple of new features, until then keep sending in ORIGINAL hints, tips, pokes and maps and the best will be rewarded with real cash.

Send your cheats, high scores, wingers to: Dozin' Eugene, YC, 30 Potters Lane, Kilm Farm, Milton Keynes, MK11 3HF.

You join us for the first heat of this exciting contest. The lights are dim. The audience are dim. The contestants are d... No, but seriously. There will be four qualifying rounds of the contest from four sections of the software industry with questions on the kind of trivia that, until now, has cluttered only the minds of the YC staff.

# COMPUTER BOF

(aka "A Clash of the Titans: A Meeting")

## ROUND

### THE CONTESTANTS:

**Danielle Woodgatt (MS Gold):** "My job is to maintain a consistent corporate image for the company and its brands in response to enquiries from trade, public and press."

**Cathy Campos (Microsoft/Imageworks):** "I'm responsible for the promotion of lots of different sites such as Back to the Future III and Predator II, in the course of my job I get to deal with and take out lots of interesting journals like the YC team."

**Tammy Lock (Domark):** "I'm a Marketing Assistant, Assistant PR Supreme. I meet lovely journals like R&G and go up and down the country taking them out for scanning, expensive lunches. I also organise nice parties with games like Skull + Crossbones and Hydra which are completely brilliant!"

**Nicki Hemmings (Rainbow Art):** "I try to get as many free covers out of journals as possible, with no lunches up front. I want to tell all the readers to go out and buy Turbo II which'll give Robocop II a run for its money - and we didn't have to buy a license!"

**Mike Clarke (Code Masters):** "The Codez way to me: Get close to the press, Mike, and get them to write nice things about us. So, Absolutely brilliant... Code Masters... Code Masters... Super-smooth graphics, is that OK?"

**Daniel Marchant (Starn):** "I do PR, testing and development managing. I take journals out to lunch and that gives me a good excuse to have an expensive meal. I like, where possible, to get my photo in the press so that our programmers can blow it up on the photocopier and deface it."

And on with the Questions...

This issue's winner will go on to meet a Programmer, an MD and a YC writer in the final. Can Danielle possibly know enough trivia?

Meanwhile the runners up

will have to console themselves with a piece of Chocolate Fudge cake and the promise of a large, sticky drink at the European Computer Trade Show from R&G



1. Who is Kevin Tans?	He did a football game... Football Manager! [1]	The guy that programmed Football Manager. [1]
2. Who released Friday the 13th, the computer game?	Domark. It was Domark, was it? [1]	It was some tacky... (Censored, for Cathy's own good) [0]
3. What have the computer games Liverpool FC, Great Game Sisters and Outrun Europe got in common?	They didn't actually get released. But Outrun Europe IS going to be released! (A bonus half-point for out-winning YC, there!) [1 1/2]	They all got banned! [1/2]
4. What was YC called before it was called YC?	Your Commodore. [1]	Your Commodore. [1]
5. Name three software companies that have gone bust.	Softik, Activision, GrandSlam. [0]	Tyresoft, Softik, GrandSlam. [0]
6. Name three releases from Accolade software.	(After much thought) Test Drive, Intido and a sporty one... Jack Nicklaus Golf! [0]	Alien2 Destiny, Test Drive III, Elvira. [0]
7. Which software company has the Neighbours license?	Poast [0]	Whoever it is, I feel sorry for them! [0]
8. How many Megs does the average OS cartridge have?	Two or three Megabits. [1]	Four? I'm sure I'm wrong. [0]
9. Identify five add-ons for a C847	Joystick, Mouse, Disk Drive, FastLoader, Printer. [0]	Joystick, Printer, Mouse, FastLoader, Monitor. [0]
10. Which chart-topping pop band is about to have its own computer game?	New Kids on the Block. [1]	New Kids on the Block. [1]

And the scores? 6th: Cathy Campos - 14 1/2 5th: Tammy Lock - 15 4th: Nicki Hemmings - 15 1/2

# BOFFO OF THE YEAR 1991

(of Intellectuals The Like of Which Has Ne'er Been Seen Before")

## 1: PR-types

### THE ANSWERS:

1: The author of Football Manager, and he had his mag-shot on the front 'an all.  
2: Darnak! (although they prefer

rot to mention it - the game was such a failure it had feathers and went 'gobble, gobble, gobble')  
3: None of them were ever properly released.  
4: Your Commodore, of course!

5: Far too many to mention here! But Activision (sort of), Rabbit, Imagine, GrandSlam, CPL (sort of, again), Tynesoft, etc. are all acceptable.  
6: No, there are much too many!

Only one contestant from each heat can go through to the exciting Woolworths self-adhesive Star-studded final in four issues' time. So, draw up a comfy chair and let's play Blockb... er... Computer Bozzo of the Year 1991.

TL



NH



MC



DM



He's something to do with a game about a football manager, I think. [1 1/2]

He must be a footballer. Did he write some football game? [1/2]

He had his picture on the front of some football game... Football Manager. [1]

The guy responsible for Football Manager. [1]

I know this company! Darnak! [1]

Doesn't it's before my time! [0]

Was that CPL? [0]

CPL? [0]

They were never released. [1]

Never seen the games released. [1]

They never appeared, or very briefly. [1]

None of them came out. Er... none of them were any good? [1]

Your Commodore. [1]

Your Commodore. [1]

Your Commodore. [1]

Your Commodore. [1]

GrandSlam, Tynesoft, Interceptor. [0]

Tynesoft, Activision, Imagine. [0]

Tynesoft, GrandSlam, Imagine. The Lotus was borrowed (he adds, mysteriously) [0]

Rabbit, Imagine, GrandSlam. [0]

I don't know. Er, Test Drive, Handball and something 18? [2 1/2]

Test Drive II, Inside, Day of the Viper. [0]

4th + Inches, Jack Nicklaus Golf, Test Drive [0]

Gumbo, Jack Nicklaus and (deliberately) three of games that Accolade would prefer not to mention) The Train! [0]

I really don't think I know that. [0]

It's not Roger Hultley's crowd, is it? [0]

Zeppelin. [1]

Er... begins with A? Er... Ocean, just 'cos they deserve it! [0]

4000, er, 4, 40? [0]

Two. [1]

Two. [1]

Two. [1]

Cartridge thingy, Printer, DataCassette, Joystick, Monitor. [0]

Joystick, Disk Drive, Mouse, Printer, Power Cartridge. [0]

Cassette Deck, Disk Drive, Light Gun, Printer, Joystick. [0]

Joystick, Disk Drive, Monitor. A video if you want to [Printer], Action Replay Cartridge. [0]

New Kids on the Block. [1]

New Kids on the Block. [1]

New Kids on the Block. [1]

(Confirming) New Kids on the Block? [1]

# IF YOU LIVE HERE HAVE WE GOT AN OFFER FOR YOU!

Take out a subscription to YC magazine and see what you get.  
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**AUSTRALIA**

This offer is valid to the end of June 1991



# NEXT MONTH

IN THE ONLY  
COMMIE 64  
MAG WORTH  
SPENDING  
YOUR DOSH  
ON

YC IS TRULY  
GRIPPING!  
AND IT'S HANDY  
TOO!

## GAUNTLET 3D

The sequel to the most original series of coin-ops in history, and original in every way itself. Read the exclusive first review in YC, and discover why US Gee think it's their biggest release for yonks.

## THE MEGA-STONKING TAPE

At least TWO playable demos will headline the bestest YC tape yet. Others concentrate on supplying tape boxes we concentrate on supplying the goods.

## KONSOLE KRAZY

An extra extended version of the column for C64GS owners that outlines the future of the machine, in humorous and serious ways.

### AND MORE

- ⊗ Loads of reviews and previews!
- ⊗ Another free pull-out comic featuring your favourite strips!
- ⊗ Tonnes of mega tips and adventure hints!
- ⊗ The second part of Wiggle It!
- ⊗ Another spondicious poster!

YC MAY '91 -

It's so splendid you could even use it to swat flies!!

## OUT APRIL 26

The publishers of YC are quite prone to spontaneous decisions so if we change the contents or anything it's completely natural (But if we do, you can bet that it'd be completely funky whatever we change it to!)



Please water resistent, reserve a copy of YC for me every month. In return I'll hand over my rather crucial pocket money although it pains me to do so, and I wouldn't do it for any old crappy magazine.

MY NAME.....

MY ADDRESS.....

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

# GRAND PRIX

Football management games, you either love 'em or you hate 'em, either way you've probably had enough of them!!! **Rik Henderson** takes this unusual Formula One management game out for a spin...

```

MOTOR RACING: GRAND PRIX CAR 1
DRIVER: BRAZILIAN          ENGINEER: Dave
                                1,142,000
(ENGINEER: 1,142,000)
TYRES:                      FUEL:
1 - RACE                    *****
2 - PRACTICE
3 - IMMEDIATE
4 - RAIN

0 - 0 PICKS TYRES      0 - ADJUST FUEL 0
1 - 00 PRACTICE LAP
    
```

```

MOTOR RACING: GRAND PRIX CAR 1
DRIVER: BRAZILIAN          ENGINEER: Dave
                                1,142,000
(ENGINEER: 1,142,000)
TYRES:                      FUEL:
1 - RACE                    *****
2 - PRACTICE
3 - IMMEDIATE
4 - RAIN

0 - 0 PICKS TYRES      0 - ADJUST FUEL 0
1 - 00 PRACTICE LAP
    
```

0 "And there he goes... into the toilet... and here's comes Scorse - walking straight past the first dog stand... but my word, he's opening... he's all over the place... can he hold it?... that'll teach him to drink heavy ports of Beckett!"

```

MOTOR RACING: GRAND PRIX CAR 1
DRIVER: BRAZILIAN          ENGINEER: Dave
                                1,142,000
(ENGINEER: 1,142,000)
TYRES:                      FUEL:
1 - RACE                    *****
2 - PRACTICE
3 - IMMEDIATE
4 - RAIN

0 - 0 PICKS TYRES      0 - ADJUST FUEL 0
1 - 00 PRACTICE LAP
    
```

**M**anagement games? I love 'em!!! Give me a day or two in front of a commie and a copy of Football Director and I'll be quiet the whole time (pausing briefly just to scoff the odd fig roll and sip my cold tea). And when something more original than footy becomes the subject of such a game I'm at it like a shot.

I tell you what, you've never seen a tape fly into a database as fast as my copy of Grand Prix did. Unfortunately I had to wait for the normal loading time until the game was there, up on screen, for my

eagerly awaiting management skills to delve into, and delve they did.

You see the boss of a Formula One racing team, the sort of bloke that you see up in the grand stand of any racing track with a fat cigar and an equally fat build. And to build the team you get a few offers from different racing names and sponsors. As soon as the game starts you are offered the type of car that you'll race, the engine you'll put in the cars, the major sponsor name, the tyre manufacturer that you'll be linked to, and other sponsor/manufacturer

```

MOTOR RACING: GRAND PRIX CAR 1
DRIVER: BRAZILIAN          ENGINEER: Dave
                                1,142,000
(ENGINEER: 1,142,000)
TYRES:                      FUEL:
1 - RACE                    *****
2 - PRACTICE
3 - IMMEDIATE
4 - RAIN

0 - 0 PICKS TYRES      0 - ADJUST FUEL 0
1 - 00 PRACTICE LAP
    
```

TWEET, TWEET!



WITH RIK HENDERSON

# RUGBY COACH

CULT £2.99

D&H Games are very well known for not only the company's prolific nature when it comes to sport simulations (see the Grand Prix review on these pages), but 90% of them are rather stonky (and pretty accurate). And out of these most of them are released for just under three quid on the budget label 'Cult'.

Rugby Coach is yet another of the management games that Cult's so good at, although this time the focus is away from foody. But not that far away. 'Cause rugby's the focus of attention, or more accurately rugby league (the difference between rugby league and rugby union is the amount of facial scars boasted) about in the pub afterwards, and the

## THE BUDGIE COLUMN

### THE SCORES

**NO SCORE** - This game is too abysmal for words.

**●** - It'd probably be worthwhile using the cassette to record an E.M.U.P. single on or something.

**○○** - Not even worth a look. It's only appeal would be for amusement.

**○○○○** - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.

**○○○○○** - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

**○○○○○○** - This is the best you're likely to get for your pocket money. Well worth adding your piggy bank to.

names that all go to putting together a winning set-up. These all give you humungous amounts of cash that you can use at a later date.

When you get through to the major option screen you realise that there's not really much you can actually spend your money on. You've already been supplied with a crew (the staff) all of which have their own individual percentage ratings, but you can sack them and install new people in their places (with higher percentage ratings hopefully). And apart from betting, investing and viewing the tables (driver and franchise) it's onto the track.

Here you get the chance to fuel your car and choose the type of tyres to use depending on the weather and really that's about it, just send

your two drivers out. You have one qualifying lap to set your position on the grid and then it's the main race. It's here that the game falls most as you have to wait about five minutes to see the outcome. The only part of this that needs you to do anything is the pitstop when you've either got engine trouble, you want to change your tyres because the weather's changed, or you need to refuel, but the computer can even do this for you.

That's essentially all there is to the game. It's very hooking, but not necessarily complex enough for the real management buffies. If you're a racing fan you'd be well chuffed at the accuracy of the gameplay, if not it may be best to stick with the subject we all know and love, foody.



## CREDIT CARD

- What service?
- What store is it CASH, but do we really?
- GAINING need there?
- Pretty darn easy to get into and very easy to set up a winning track.
- It'd keep your interest for awhile, but after one session you may be inclined to make us.
- HALF LIFE

NAME: Grand Prix. SUPPLIER: D & H Games. PRICE: £2.99. Type only. RELEASE DATE: Out now.

OVERALL **75%**

A distinctly average management game. It takes the corners smoothly enough, it just doesn't have the oomph for the straights.



amount of money that the players perform from the team coach after a



TWEET, TWEET!



## THE BUDGIE COLUMN

win and a bag full of beer).

First you choose which team you'd like to manage, or 'coach' if we're being posh (we certainly are - The Readers), and you do have the chance to change the

opposing teams in the league area.

Then you're presented with an option screen that offers you all the features you need to be able to choose a championship and sign (there are two of them) winning team. You can offer players on the transfer market (don't forget, rugby league allows transfer fees for players and is run on a profit making basis, unlike union) and similarly buy others, although you can only ever have up to 20 players in your team at one time. Each player has a level for each of Strength, Speed, Tackling, Passing, and Kicking

### LEAGUE PETER NO. 11

FILE P. F.	VS	ELLEN
SPALDRE	VS	LEEDS
ENTLES	VS	PERCE WARR
LEIGH	VS	BECHSTER
BRITON	VS	SHINTER

names later on. Then you can choose a skill level from 1 (jowry) and 9 (reeg-stonkingly difficult, so hard in fact that you could use it to drill holes in the road), all of which determining how devious and unflinchingly strong the

Abilities, and also has an overall rating which, unlike other management games (Sooty or otherwise), differs from player position to player position.

Once you've got yourself a balanced team for what you think are a

# COMPUTER D

"What shall we do this Sunday?" says the small spotty geek in the duffle coat. Rik thought long and hard, "Let's play Diplomacy!", he said in a mock taking tone. And so Rik Henderson does and up playing the 30 year old strategy game, and ends up buying himself a duffle coat.

I remember, back in the old days, sitting in my School library with a set of the Diplomacy board game and a few cousins. After about half an hour we'd set up the board and another half we'd read the rules. By the time the first turn had been worked out, the school bell rung and we were situated out by the scull of our dodgy jeans (half No school uniform for the mighty Rik) And, unfortunately, all further attempts at playing were constantly dashed by somebody's inkus clinging up half way through, or the cat had eaten half the pieces, and to this date we've never finished a whole game.

Thanks to Virgin, and the Leisure Genius label, we're finally treated to the

computerisation of the game of old world domination, and 'tweeter' is certainly the right word for it. Although we don't really have the space to go into all the nooks and crannies of the rules of the game, here's a rough idea: You are the ruler of a nation (England, Austria-Hungary, Russia, Germany, Turkey, Italy, or France), or if there are less players than seven (the max), generally more than one. Using your armies and fleets you have to essentially take over the regions (called supply centres) of each country (eventually taking over the entire world).

This can be done using help from other players by signing 'treaties' and by asking for military aid, and when you do take over a supply centre you will then



# DIPLOMACY



CREDIT CARD

Can't say I remember there being any!	Excellent presentation, and the board screen is an improvement on its original	Not an easy game to pick up and play due to its complexity...	...but once you've gotten the hang of it you'll realize that it's a game that never gets old!
---------------------------------------	--	---	---

NAME: Diplomacy.  
 SUPPLIER: Leisure Genius.  
 PRICE: £2.99 Tape, £14.99 Disk.  
 (S.I.C. 243) Out now.

OVERALL **85%**

Not the sort of game for shoot-'em-up freaks, but strategists and boardgamers will salivate at the prospect of world domination.

receive a new army or fleet (growing your forces as you go). You get several options to perform (before you and your turn - move troops, support other troops in battle, convey troops across the water, etc. - and once over all the turns are revealed and the outcomes worked out.

"Now why shouldn't I just go out and buy the board game?" I hear you all gob out in unison! Simple, because there are no fidis bits in this box, just a tape or disk, and the presentation and options are incredible. For a start, you can have up

to seven players, any of them human or computer controlled (with the computer players having three skill levels), and the map screen are split up into standard, troop, and occupied maps.

Everything is controlled using easy joystick controls and the whole package gives awe, and highly improved, lease of life to what has been acclaimed as the best board game ever. You can forget the excellent conversion of Monopoly, Cluedo, Scrabble, and Risk. Diplomacy is the ultimate of them all.



And they all sit round the table discussing such important topics as who's going to have the last bourbon, and why cream crackers always make your mouth dry!



balanced team), and have looked at your oppositions drive scores (and seen that they're very likely to just come out on the pitch and continually jump up and down on your faces), you'll enter the arena of operation (as the Americans would call it if they saw how violent rugby really is - not like their panny game). It is here that you realise one of the few faults of Rugby Coach as, no matter how many points my team decimated the opposition in area scores, the final outcome is always most likely to go away from your team. The other bug (although the first quibble

is not actually a bug) is when you accumulate too good a team and you try to raise your Forward rating above 45, it will decrease all the way to 0, no matter how good the players are in that position.

Rugby Coach isn't the best management game, but is typical of the high standard of budget simulation games released by C&U. It offers a lot of new features and is very simple, and very gripping, to play. If it wasn't for the bugs it could well have even been worth a full price tag.

RATING: **3 3 3 3**

## CONTINENTAL CIRCUS

MASTERTRONIC £2.99

Imagine this, one Japanese bloke is phoning up an American, and he wants to know what the name of his lovely new arcade machine is so he can have the sides and

top strip printed. Also imagine that the bloke is pretty cracky, and when the American fellow says "Continental Circus" - a highly logical name for a car racing game - it gets a little bit garbled and the Japanese bloke hears "Continental Circus" - a not-so-logical name for a car racing game - and so an arcade game cock-



TWEET  
TWEET!



## THE BUDGIE COLUMN

previously been released at full price).

There are eight different race tracks to race on, but like Pole Position and thousands after it, you have to qualify each time to be able to progress onto the next. And that really is the entire playability in one. You wave your badly drawn car sprite around the badly scrolling 3D racetrack, trying to avoid other badly drawn car sprites,



up is created.

Virgin bought the rights to the machine, and so a computer game cook-up was created. Continental Circus was never the sort of game, in the arcades, that was an ideal choice for coin-to-cass conversion, and it was expressed upon first viewing (having

and racing towards the badly wobbling qualifying line. When you pass it you either qualify for the next section, or finish the race (and you must be within a certain race position to qualify for the next track.

The graphics are pretty crappy, the sounds are dire and to be honest to Virgin Mastertronic, although the name will probably have already sold bucketloads, the whole thing (in the words of the immortal Vic Reeves) is very poo-or, very poo-or indeed!!!



# YOKES



When it comes to telling good yokes, **Simon Dale** only ends up with egg on his face. He also checks out if this **Codies** compilation is all it's cracked up to be.



**O** utting mascot egg the front is back No, it's not Humpty Dumpty or Paul Daniels without his wig on, it's the only egg that has developed arms and legs apart from Dylan, Donald, Dicky, Don, Daisy and Grand Dicky. Yes, you guessed it it's our hero egg Dicky with a compilation made-up of the last four Dicky games - Fast Food, Dicky, Treasure Island Dicky, Fantasy World Dicky and the brand new Magician Dicky.

For any idiot who doesn't know of Dicky and his amazing adventures I won't bother to explain one you're probably too thick to remember what I tell you. Oh all right, for those that don't know, Dicky is a small egg shaped character who usually wanders about in arcade adventure-games solving puzzles by moving objects about and avoiding being fried, squashed, eaten or any other unfortunate fate.

### FAST FOOD

First of all, just to confuse you, it starts off with the most crap game on the compilation... Fast Food, which obviously would have got nowhere without the name of Dicky to back it up, reminds me of some of the more dated games that I

used to play in my wasted years on the Acorn Electron. Unless cheaper option to the BBC Micro, it's a one screen one level two-man type game in which you control a badly drawn sprite who is chasing some more badly drawn sprites and still more badly drawn sprites are chasing after you. They all have various speeds but they all move slightly faster than the graphics you sometimes fry make out on teletext.

### DICKY

Well Dicky the type of wizard who turns people old, makes people blind, and occasionally makes it rain on sundays to spoil the weekend. He sounds almost as bad as Mrs T doesn't he? But all bad things must come to an end, or was the saying all good things must come to a end? Who cares. Anyway going back to the plot after rudely interrupting myself... Who has fate chosen to put an end to this mischief? No, it's not John major it's you, Dicky the wonderkid.

In the first Dicky game (unsurprisingly called Dicky) you must help the spinning egg try to collect all the ingredients of the potion to dethrone Zacc's reign (and it can be used to cure affected feet). To do so you must

# THE DIZZY COLLECTION

solve many puzzles and avoid vicious beings who all are trying to poach you (these moans being, amongst other things, spiders, birds and ghosts). This game has reasonable graphics and is a classic arcade adventure with an addictive edge to it.

## TREASURE ISLAND DIZZY

You know that you should not have used Long John Silver's spare wooden leg collection as makeshift stumps to play cricket, or perhaps you should have, as now you're stuck on a Treasure Island. Although this sounds quite a good place to be stuck you may have second thoughts when you see the well scary grave stone of Black Heart the Pirate, you might even have third thoughts when you read the scroll that says he haunts the island. Also watch out for the dangerous egg traps in the trashhouse.

Treasure Island Dizzy is a good arcade adventure game following in the tracks of the original.

## FANTASY WORLD DIZZY

Fantasy World Dizzy improves on both Dizzy and Treasure Island Dizzy. You start off in a dungeon guarded by a rather unfriendly looking troll who throws you back every time you try to

walk past him. Luckily there is a jug of water which can be chucked on a fire at the other end of the room creating an exit. This is just one of the plethora of puzzles in the game, for example how do you get past the annoying croc in the water? Well, I'm not telling you you'll have to find out yourself.

There is also a rather amusing bit of humor. When I picked up the bottle of whiskey I decided to go get the troll drunk so I could get past the entrance he was guarding. Little did I know Dizzy was an alcoholic as he refused to put the bottle down when I told him to, even worse he drank it. Needless to say Dizzy is not very controllable when he is drunk. He walks without your command and will sometimes move in opposite directions to which you tell him.

This Dizzy game is the second best on the collection, the puzzles are done well and the graphics are slightly better than Dizzy's and Treasure Island Dizzy's. The only minor bad point of all the Dizzy games so far is that if you seem to do something as easily done as touching a fire or a creature

you will die instantly.

## MAGIQLAND DIZZY

Now it's the brand new game



for our alcoholic egg, who was yearning for a new adventure and perhaps even more free whiskey. What he didn't realize was that Zacc was alive and kicking, and hatching (goddit?) a new plan in his evil ways. This time the evil fiend has turned all your hands into strange and weird objects and creatures, and you must seek them out and return them to their normal situations.

Magiqland Dizzy is the best Dizzy game so far. It has picked up on the bad points of the others and improved itself. M.L.D. is the first Dizzy game to have energy (making the game so much more playable), so you won't die on your first slip-up, unless you fall into a pool of water in which you'll



obviously drown. As you travel through Magic Land you'll meet many weird and wonderful beings including The Queen of

Hearts, Prince Charming, Cheeky Monkeys, Giant Toads, Game Genies, Eccolbar, Greasy Ghosts, Sharks, Huge Rats, Volcanoes, Hades, the Good Witch Glenda, Monoliths, Weirchenga, Vampires - Zacc's evil step mother and many more. The puzzles are well thought out and the graphics are better than all the other Dizzy games.



<b>CREDIT CARD</b>	<b>●●●●●</b>	<b>●●●●●</b>	<b>●●●●●</b>	<b>●●●●●</b>
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**NAME:** The Dizzy Collection.  
**SUPPLIER:** Codemasters.  
**PRICE:** £5.99 Tapes.  
**RELEASE DATE:** Out now.

**OVERALL**

**85%**

Dizzy fans will go bonkers with delight if they haven't got more than two of these games, and almost everybody else will too.

## THINGS TO COME

## PREDATOR 2

When the YC team sees a mega movie none of them can talk to anybody without giving away two things; a) the plot, and b) tonnes of weee, badowy, and crackadackaboom noises. **Rik Henderson** faddams, padracks, and tregafooms his way through the forthcoming movie plot, and latest game, starring that best beasty of them all...

**C**or, what a mega violent fellow that Predator guy must be. Imagine running around gutting people and pulling their spines out through the top of their heads, I mean you'd have to be in the SAS to do that legally - oh dear, dodgy ground. If I don't watch myself I'll probably end up as dead as a... BANG... Aaaaamgggggg!!!

Two months in intensive care later - Erm... Hello, mind if I don't laugh I may rip my spleen again. And could you pass that bottle of Lucozade over, I've got a lovely plastic cup beside my bed. Now where was I? Oh yes, the Predator.

When the first movie came out I missed it in the cinema, but due to the wonderful technology we call 'video' I managed to catch it on its release for the home market and was I impressed? (We don't know, tell us - The Readers). Er, yes I was!

And if I've got this right this Predator fellow was a hunter in the mega sense of the word. He chugged around the galaxy occasionally stopping on a

planet and smuggling certain members of the population (those who are worthy opponents), and in this instance he decided to stop off on Earth - heaven knows why, he probably just fancied what is paramount to a bit of clay pigeon shooting on his way to Beta Minor 5 where he'd find the five legged, ten armed nasty beast they call the "M'val Zupporter" - and this is where he met his match and promptly got a severe beating by Arnie (the big Schwarzt).

Now a younger version has heard about the planet that managed to nuke one of his kind, so he decides to indulge in a spot of "fally ho", "plop, plo" and "let's bag that fellow foxy, so we can get home for some crumpets and butter". And this is the setting for the second movie, and therefore the comic 84 version case of Imageworks.

As Dutch (the character played by Arnie in the first film) was on holiday (or something) the action is all revolved around a guy called Detective Lieutenant Harrigan, who's based in the city of Los Angeles in the year 1987. Now this city is currently going through an incredible heathwave and add to that a plethora of drug barons and their teenage minions, and an



Q "And they all poured out of the building and straight into my blazing fire. I'd shouted 'Police' but they were too busy dying!"





# SPESH

## CREDIT CARD

**NAME:** Predator 2  
**SUPPLIER:** Imagesworks  
**PROGRAMMER(S):** Ars  
**PRICE:** To be announced  
**RELEASE DATE:** Late April



alien killer in the form of an alien presence and we're talking mega-deathville.

The game takes four major action sequences as its focus, and subsequently divides them and provides them as four different levels. The gameplay is reminiscent of such arcade greats as Operation Wolf, but if you remember we've never (not even once) had a decent one of them on the console (even the official conversion was ruff), and it's immediately apparent that Predator 2 scores quality.

When you start the first level (and the game) you are plunged into a supposedly routine drug bust, and you must progress along a scrolling horizon, blasting all the nardies using your gun sight and occasionally spanning the closer ones with the butt of your gun.

If you get shot you will lose energy. If you shoot innocent people (like the fat woman who ran across the screen) your badge will be depleted. And if either of these hit their low points it'll be the end of the game for you, and you'll have to use one of the 2 continues that you begin the game with (giving you, in effect, 3 lives).

You also start the game with just a Magnum which, although it has infinite bullets, is a bit crap when all's said and done. Along the way, and hidden in bins, crates, and hanging baskets, are extra weapons and ammo, and every-so-often there'll be some body armour along -

allowing you to take more hits. But what makes Predator 2 that much more special than anything else in this ilk is (obviously) the Predator.

One problem Imagesworks has had in converting the movie is that 20th Century Fox has demanded that the game plot is identical to the film's. Due to this, we don't see the Predator properly until the third level. Fortunately he is in the first two, but only in his invisible mode, and he'll not bother you unless you accidentally shoot him. In fact he'll help you murder those drug pushers as efficiently as a Retriever with rabies.

At the end of each level is an 'end-of-level' message (alien or otherwise), and you'll need mega amounts of fire power just to sneeze in his general direction. The four levels are all quite large, but the

first is absolutely huge (at least twice the size of the others), and to be able to complete such a humungous task you'll have to have: a) a flaming good joystick; b) lightning reactions; and c) tonnes of time on your hands.

The graphics are yummy (especially the bit where the Predator pulls the druggie's heads off) and the sound is on par with most shoot-em-ups. Although the gameplay is,

to be honest, unoriginal I think it can be safely assumed that the options make it a hell of a lot better than any others in the genre (like the way you can shoot the lights out in the subway - level 3).

As soon as Predator 2 is released (at the same time as the movie) you'll be guaranteed that we'll be down in the shops 'hunting' out a copy (Dean).

## THE MOVIE



Predator 2 - The Movie will be on nationwide release from the 4th of May, and stars Danny Glover (Lethal Weapon 1 & 2). He plays Detective Lieutenant Hamgarn, but those under 18 will not be able to catch his exploits due to its certificate.



# WARLOCK

## THE AVENGER

Dark hair blowing, gaunt features illuminated by crashes of lightning, the stranger strode purposefully to his seat. Skeletal fingers caressed the icy keyboard like a lover's touch, and he said, "Bring forth unto me, thine software." And the software was brought, and there was a mighty writing of words. In other words **Mark Luckham** reviews the latest release from Millenium.

There's always something about confrontations between good and evil that bring out the biblical in me. Maybe it's the echoes of the conflict at the core of a man's heart, perhaps it's a race memory of times gone by, and yet maybe this is all silly waffle and I should stick to tarmacking roads. Whatever, good versus evil is on the menu tonight, as the son of Satan and Satan's daughter, known as Acamantor move into a quiet little land called Belom, and set a fire to their oil wells. Sorry, different evil invading different country. Acamantor does make life unpleasant in Belom through, unless you

enjoy being crucified and left for the birds that is. Our mate Acamantor likes nothing better than wholesale slaughter at the weekend, so after a particularly satisfying bout of genocide he summons four dark and powerful princesses of hell and gets them to guard his towers.

Your job is, naturally, to enter the towers, defeat all four princess and then give Acamantor his comeuppance. Though if you have any sense you'll pack your bags and head for the coast instead.

The warlock stands between two towers. In the one to the left are the original eight levels of the game *Druid*, whereas in the one on



Of like a bridge over troubled water - the wizard is surrounded by all kinds of bishy shapes and with only Nuclear Mega death to use!





the right are a new set of eight levels. Ah yes, you were thinking that you'd seen this game before. You have, and was called *Druid*. To be honest I think *Millemium* giving you the same game but with another eight levels and dressing it up as a new game is a bit of cheek. Thankfully it was a good game in the first place, though it looks a bit dated now, so if you bear this in mind you won't be disappointed.

*Warlock* (or *Druid Plus*) is a top-down, Gauntlet style arcade adventure, with you as a wizard casting spells aplenty to fend off the attention of hordes of monsters. Keys and potions all need to be collected and used to penetrate the inner sanctum of the towers, plus prodigious use of magic. There are variety of spells on offer, the most useful of which is where you create a Golem.

Now, if you're playing with a friend, then they can play the golem, otherwise the computer handles it. This thing glides around killing and protecting on your behalf, leaving you free to continue unimpeded.

Graphically this is nothing special, but it works well enough,

even though the top down view has gone out of fashion somewhat.

It all moves well enough though, is moderately colourful, and the new levels offer many a handy surprise. And that is half the problem. If you bought the original game there isn't enough to make you buy this 'cos it ain't that good a game system. It, of course, you've never played *Druid* then you should cancel all leave and prepare for a battle with evil forces.



CREDIT CARD	• The main	• You'll	• There's	• If you
	• isn't fast.	• control	• always the	• haven't
	• SOUNDS	• they do the	• compilation	• played <i>Druid</i>
	• but the PG	• graphics	• PRO FACTOR	• REAL USE
• on sale	• job, but	• to try and	• then you'll	
• good and	• that's about	• it, but	• do these for	
• handles the	• it. State of	• can further	• otherwise	
• atmosphere.	• the left they	• ahead so	• the fun is	
	• are not.	• you keep	• saved.	
		• trying.		

NAME: <i>Warlock</i>	OVERALL <b>80%</b>
SUPPLIER: <i>Millemium</i>	
PRICE: £9.99 Paper, £14.99 Disk	
RELEASE DATE: April	

Adding new levels onto an old game is a bit naughty, but it was a good game in the first place, so check out the 1991 updated version.



# CARTI POW

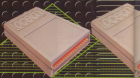


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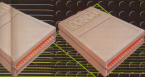
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SOFTWARE STOCKISTS



## MISADVENTURE

## REVIEW

**Game:** Into The Mystic  
**Supplier:** River Software, 44 Hyde Place, Aylesham, Canterbury, CT3 3AL. (Cheques Payable to J.A. Lockerty)  
**Price:** £2.95 (Disk) £2.50 (Tape).  
**UK Post Free.**  
**Elsewhere Add £1.00 P+P**

Actually, we are very fortunate that River Software have any C64 adventures on offer at all - it wasn't so long ago that River decided to withdraw all C64 adventures due to the poor demand. All production efforts were then ploughed into the Spectrum (split). However, River's main man, Jack Lockerty, took pity upon us Gamers and not only decided to re-release his C64 adventure catalogue (which will be featured in a later issue) but, also, to release a new text-only adventure, into the Mystic.

Make yourself comfy and I'll spin you some plotlines.

"Where has all the magic gone?" and, "Without magic our lives are empty and void", were typical of the cries to be heard throughout the countryside. Magic was a handy thing to have around - and it relieved the boredom of a long day in the field. Lose something and you must find it. Hence you have been nominated, by Merlin (who also?), to find out what the Sam Hill is going on and where all the magic has gone to.

So off you trotted.

Now Orcs are a pain in the armpit. Ratty y'know, Mean too. Oh, and they have a thing about tearing people limb from limb. But, hey - nobody's perfect, right? However, Orcs were the problem just now. In fact they were in hot pursuit, chasing you through the forest. Luckily you're pretty fast so it was no surprise when you lost the group around by the old fort. After resting from the chase you awoke the next morning to find the Orcs blocking your escape

We dream of the Rigby with the light brown hair. Paul Rigby is here again to hack, slay and even use his brain. And guess what? He's even read a book from cover to cover for your sakes, that's dedication . . .



```

MIST
You are stranded before a vast stretch
of a forested area. Like a forest of a
valley, the forest has a variety of
trees and plants.
You can go north, south,
east or west.

```

```

>> GO WEST
You are at the top of the water.

```

```

>> GO WEST

```

#### INTO THE MYSTIC

```

You are stranded before a vast stretch
of a forested area. Like a forest of a
valley, the forest has a variety of
trees and plants.
You can go north, south,
east or west.
>> GO WEST
You are at the top of the water.
>> GO WEST

```

LETTER FROM THE DEVELOPERS

route! What to do?  
 Hence.

After the introduction and a short list of usable verbs the game begins. Displayed with, largely, black text on a green background into the Mystic (ITM) uses succinct location descriptions with a restricted use of the EXAMINE command. That is, only where it is necessary to forward the plot or add essential atmosphere. The principle feature

of ITM is the puzzle quality which is, on the whole, very high. There are one or two real brain teasers in there, I especially enjoyed the first puzzle which is quite logical. Although you are given subtle clues the solution remains obscure enough to drive you crazy. The eventual solution to the problem is quite intricate, yet very enjoyable.

Technically, the game is not the most



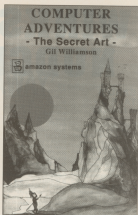
nothing so frustrating as a slow loading disk game.

**OVERALL - 80%**

## BOOK REVIEW

**Book:** Computer Adventures - The Secret Art  
**Author:** Gil Williamson  
**Price:** £7.95 Amazon Systems, Marlowed, Lodge Hill Rd, Farnham, Surrey, GU10 3RD.  
**Includes:** £1.50 P+P.  
**Tel:** 0252-716669

Gil Williamson has produced a book on adventuring, the like of which has been missing from the shelves of the homebrew adventure author for too long. Gil gets down to the nitty gritty of just what constitutes an adventure. What is required, what are the ingredients to a successful adventure, how to integrate the design elements, etc. The 128-pages are divided up into 11 chapters with a number of appendices. The contents cover the eternal question - how do you want to present your game. Text or graphics? How to obtain your ideas are then covered. A number of plot elements are then discussed such as puzzles, weapons, riddles, how objects can be used to hide other objects, maps and so on. The next chapter discusses characters and their actions. Following that is a chapter on developing and testing



your game.

Gil gives good advice on basic graphic design (perspective, composition, etc) as well as making the adventure more atmospheric by including incidental messages, even if they have no bearing on the actual solution. The style of images, text and sound is debated after which various game systems are compared. A chapter on how to publish your game talks about copy-protection (without the expense), publishing your own work, going to an outside publisher and utilising cheat protection. After a more detailed look at the components that form an adventure game Gil

gives a sample transcript of one of his own adventures, produced with an American shareware adventure creation utility called AOT (Adventure Game Toolkit).

The appendices include lots of useful reference material such as a list of utilities and a bibliography. There's a handy index at the back, too.

The Secret Art is a compact book packed with valuable advice which will be of interest to the adventure player but absolutely priceless to the adventure author. Readable and funny enough to tickle the funny bone, The Secret Art is excellent value for money.

advanced adventure I have ever played. Although you have a handy X command to replace the EXAMINE command you cannot link commands via AND or punctuation. However, Jack Lockerby is not known for his technical achievements. Instead, he has a well deserved reputation for producing well designed, very playable adventures that you can guarantee will provide a hours of enjoyment. Into the Mystic is a very good example, doubly so at this price. One final note, Jack has used the Frezze Machine cartridge to store his adventures on to disk. This means that you load the adventure from a menu which then loads the game into the profile. Any prospective adventure authors reading should take note of Jack's good sense as there is

# WINKS 'N NUDGES

## BARD'S TALE 3 - INTERPLAY

Inside the Ice Keep you'll find a slab on the floor which can only be opened by possessing three lenses. I tried a credit card but it didn't work. The lenses can be found in the three towers, each blocked by powerful magic wards which must be dispelled. Check out the diary in the hut. Apart from giving you a thorough lowdown on Skars' Crae's bank holidays and when Tarjan, the Mad God, has his official birthday, it'll also give you a few hints on how to dispel the wards. The inscriptions on the walls next to the wards are also hints. Obscure, but hints all the same.

## CURSE OF THE AZURE BONDS - SSI

Probably the best order for removing the bonds is Tilverton (fire knives), Yulash (moonler), Haptooth (dracooes), Zhenit Keep (Fozul/Beholder) and Myth Drandor (Tyrantaurus). In Tilverton search the

Thieves Guild before slipping into the sewers. Similarly for the Fire Knives hideout. In the Red Tower you don't have to fight the dragons. Be nice to them - well, all they get is baaka, everyone needs a little love sometime. Visit the elven queen in Myth Drandor. She's in the crypt (don't ask). Keep an eye out for Rakahese - the vagrant is in disguise. Buy a couple of magic missile wands from Zhenit Keep then enter Yulash - avoid encounters, initially but fight the shambling mounts by the cleric's body.

## DRAGON WARS - INTERPLAY

If you must start with a new team take a look at the pre-generated lot. They have been carefully selected with well implemented skill selection. Take note. For goodness sake do not, what ever you do, transfer characters from old Bard's Tale character disks. They will always be worse off in the new Dragon Wars scenario

## THE MAGIC CANDLE - MINDCRAFT

Would I be waxing lyrical if I suggested that you take two wizards and as many chaps with money-

making professions as possible? Probably. But would I risk getting on your wick if I then added that you should have your hunter hunt in the outdoors to increase his skill which will cut down dungeon ambushes? Yes? Hmm. What if I offered to quit with the candle puns? Right - next!

## NEURO- MANCER - ELECTRONIC ARTS

Anyone having problems with Greystrike (besides trying to stop him





swinging through the trees - no, no, just a joke) should consider leaving him till later on in the game. You'll need the heavy-duty Black & Deckers before he can be vanquished, so just back off, OK?

## TANGLED TALES - ORIGIN

The final scenario can be a bit a humdinger. To begin with, buy everything you see -

leave the cookie. Keep an eye open for rabbit traps too. There are three of the brighters. Once each character has joined your party at this time make sure you have a quick chat with them. As for horrible Devourer,

don't bother laying on the GBH as the guy is tough. In fact don't start to fight this unnecessary character as you'll never get out alive. Flip through the spell book instead, something may be of use.

# THE ENTIRE SOLUTION TO 'RUNAWAY' BY CHRISTOPHER HESTER

Start in dark room... X ME, X HELP, E for any other directions, X SURFACES, X WALLS, X COORD, FULL COORD - reveals bedroom, X FURNITURE, X BED, X TABLE, X LAMP, X PAD, X GAZE, GET WATCH, X WATCH, TIME, X SHELVE, X BOX, X RUG, GET SHORT KEY, OPEN BOX, GET LARGE KEY, DROP SHORT KEY, X DOORS, X SOUTH DOOR, X KEYHOLE, X WARDROBE, X CALENDAR, X NUMBERS - reveals the red 3, OPEN WEST DOOR, DROP LARGE KEY, W - to store room, X TEACHESTS, X LEFT ONE, X RIGHT ONE, X TEA, GET NEW KEY, E - back to bedroom, OPEN SOUTH DOOR, DROP NEW KEY, S - to landing, X PLANTS, X CEILING, X HATCH, E - to pink bedrooms, X TABLE, OPEN DRAWERS, X CLOTHES, X UNDERWEAR, WEAR BRA, WEAR KNOCKERS, GET ELASTIC, X BIN, X PAPER - reveals the blue 4, X MIRROR, X MAGAZINE, READ MAGAZINE, X CLOCK, X HANDS - reveals the green 5, W - to spare room, X BED, X BLANKETS, MOVE BLANKETS, GET LONG KEY, NE - to landing, D - to hall, N - to coat-room, X COAT, WEAR COAT, GET SMALL KEY, GET BROOM, GET HANDLE, X HANDLE, S - to hall, X

PHONE, U - to landing, N - to bedroom, OPEN WARDROBE, X WARDROBE, X CABINET, OPEN CABINET, DROP LONG KEY, DROP SMALL KEY, GET BRIEFCASE, X CASE, NOTE, S - to landing, W - to bathroom, X POP BOTTLE, DRINK POP, HELP, X TOILET, FLUSH TOILET, X TOILET, X CISTERN, LIFT LID, GET CLEAN KEY, OPEN CABINET, DROP CLEAN KEY, GET HAMMER, E - to landing, D - to hall, S - to kitchen, OPEN CUPBOARDS, X PANS, GET BAG, DROP HAMMER, DROP CASE, DROP HANDLE, X FRIDGE, OPEN FRIDGE, LOOK, X CARTON, DRINK MILK, X CHEESE, EAT CHEESE, X CUP, DRINK LAGER, W - to dining room, X CABINET, X TABLE, X PAINTING - reveals the yellow 6, OPEN CABINET, X PLATE, X SANDWICH, EAT SANDWICH, N - to the lounge, if phone rings go to the hall and enter ANSWER PHONE. At the lounge - X SOFA, X BISCUIT, EAT BISCUIT, X TANK, X FISH, X PLANTS, X REEDS, N - to study, X BOOKCASE, READ BOOKS, X MAPS, X DESK, OPEN DRAWERS, HELP, X WINDOW, X CURTAINS, GET MAGNET, S - to lounge, S - to dining room, E - to kitchen, GET HANDLE, TIE MAGNET TO

HANDLE, HELP, X TAPS, TURN TAPS, X WASHED, X ROUND DOOR, OPEN ROUND DOOR, X PANEL, X LIGHTS, X SOCKET, X LOFT PLUG, PUSH LEFT PLUG, X LIGHTS, PUSH SWITCH, X OVERALLS, GET WRENCH, TURN TAPS WITH WRENCH, LOOK, DROP WRENCH, D - to cellar, X CELLAR, X SHELF, X JAR, GET JAR, GET BLACK KEY, HELP, GET BLACK KEY WITH HANDLE, UNTIE MAGNET, U - to kitchen, W - to dining room, N - to lounge, OPEN GLASS DOOR, DROP BLACK KEY, W - to south garden, X FENCE, CLIMB FENCE, N - to north garden, X TREE, X BRANCHES, CLIMB TREE, X BUSHES, GET GLOVE, WEAR GLOVE, S - to south garden, E - to lounge, GET SILVER KEY, REMOVE GLOVE, W - to south garden, OPEN SHED, DROP SILVER KEY, S - to shed, X PLANTS, GET LADDER, X LADDER, N - to south garden, E - to lounge, E - to hall, S - to kitchen, GET HAMMER, NAIL HANDLE TO LADDER, DROP NAILS, DROP HAMMER, with the briefcase TURN LOCK TO 2254, GET SHINY KEY, N - to hall, U - to landing, DROP LADDER, CLIMB UP LADDER, U - hatch closed, OPEN HATCH, U - to attic, X CHEST, OPEN CHEST, GET GREY KEY,

D - to landing, CLIMB DOWN LADDER, D - to hall, X RED DOOR, OPEN RED DOOR - you should now have 99%, E - end of game with 100%

The phone will ring three times with three messages, which may provide clues. However, following the above solution exactly means you will only hear the phone ring once. To hear all three messages, keep playing and exploring until just after 3:30 on your watch (Enter TIME to read the watch.) Beware, though, for if the phone isn't answered after ten rings, it'll stop and you'll lose that particular call.

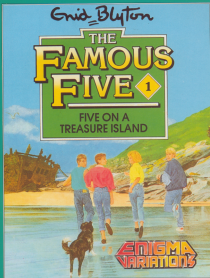
Don't spend too long though after the third call, as by 'low-time' your Mum and Dad will return and the game is over. Note that whilst playing, certain actions are only necessary to score the full 100% and not to solve the game.

### USEFUL VERBS:

X - short for EXAMINE  
 BORDER ON/OFF  
 GRAPHICS - turns them on  
 TEXT - turns off the graphics.  
 SCORE  
 SAVE, LOAD - save your position.  
 QUIT  
 HELP - differs around the game.  
 TIME  
 LOOK



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