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ENGLAND FC

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★ MIGHTY BOMB JACK ★

★ SHADOW DANCER ★

★ PREMIER COLLECTION ★

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Skull & Crossbones



A vast fleet of ships looms ahead! It's time to prove your mettle in a mind-bending battle to the death with the Evil Barons and his henchmen.

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Get a game - but don't, please don't show your grandfather.

TENGEN

The Addict in Color - On Connoisseurs!

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DOMARK

0 ENGLAND

(p10) - Not only do we offer you the completely wicked first ever review of this splendid soccer game, but you can even cadge the chance of meeting the full team themselves!



0 WIGGLE IT TOO (p25) - Why's Garfield got a smile on his face? 'Cause YC's joystick round-up thingy is finally concluded.



0 VIRTUAL REALITY (p44) - Strap this big lugger on your head and you're likely to either die or gasp!



0 TALES FROM THE SCRIPT (p66) - What What What! Tensies of copies of *RoboCop 2* and *Darkman* on vid must be won (if not, who would they go to?). Also loads of film type gossip!

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DATA

LICENSE SPES



PEOPLE DO
THE
WACKIEST
THINGS

This Bouajola is a simply spiffy quality - year Commodore's first gas?

If you see anything wacky in the same vein, send your photos to: *Berry's Wacky Spaces*, at the usual address.



YOU MUST
BE JOKING

Q: What do you call a computer that's lost it's memory?

A: A Spectrum of course!

Oh dear! If you can do better than Stephen McKenzie from Torquay, send your crazy efforts to: *You Must Be Joking Berry Babes*, YO, 50 Potters Lane, Kilm Farm, Milton Keynes, MK11 3HF.

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

Get into practice for Computer Boffal

1. Which England footballing personality was the star of a previous Grandlam game?
2. What kind of animal is Codemaster's C.I?
3. What kind of car is featured in Gremlin's latest game?

solig enoz '0
puytly '2
Aepwng wta '1

EYE EYE
WOT'S
THIS THEN!

Does your Commodore 64 give you a headache? If so, Rosemary Conry eat your heart out! Use the latest thing for tired and overworked computer strained eyes: Aerobic Glasses and you don't need to lift a foot or prance around in a tacky leotard! Wearing them for just twenty minutes a day, not Yankee Doctors (but to be American don't I!), will help your eyes recover from the stresses and strains you put them through, bashing and waggling your way through



the day and night!

These groovery glasses are available from Larkhall Natural Health on 091-874-1133 and cost £27 inc p&h.

If you fancy yourself in the pair of these spiffy specs pictured here then answer the following question and send your entry to **EYE WANT TO WIN**, at the usual address, by 1st June 1991.

Q: What is the round black thing in the middle of your eye called?

WITH BEVY BABES

FRESH — IT'S AS SUPER AS AGENT COOPER!

HOSTESS WITH THE MOSTESS

Elvira (apart from gothic temptress, not the Spanish version of Vera Duxworth) is to star in *Mistress of the Dark* on C64 after all. The American former *hostess*, who is big in more ways than one, was signed up by Tynesoft over a year ago, free, after their download,

taken over by Accolade who published the 16-bit versions of her lusty adventure game. Now, Old owners can saddle over her, care of Micro 'Nique who will be releasing her 8 bits (ish) form. You can be sure that YC will keep abreast of the situation



INFO-FREAKO

The names behind the games!

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Granlin Graphics Ltd
Canter House
2-4 Carver Street
Sheffield
S1 4FS
Tel: 0742 752422

BOB'S YOUR UNCLE?

CLICK "Done... I have been in my hand a folder containing a proposal for a computer game based around my investigations in Twin Peaks. A game would

not be complete without murder, mystery and magic, mixed with a surreal blend of ganks, midgets, madmen called BOB, ouls, logs and disappearing plates of corn. The true identity

of the software house is yet to be discovered but the game promises to be a damn fine example of where games go when they go to Heaven! Until I know more, Diane made this up 'Cooper is Computer'... Oh, one other thing, Diane, never drink coffee that has been anywhere near a flat." CLICK.



DOMARK ALL MIXED UP!

Domark, the rather spunky Tynesoft licensee, has released another completely brilliant compilation from its Putney empire. Now, what's so starkly is that the mix-n-up includes *Cyberball* and *Validators* which have never made it onto the C64 on tape or disk before. If you're a loyal YC follower of fashion you'll remember that *Cyberball* was a YC Fun Drive and a front cover game back in May last year. If you don't remember... not

only have you missed out on a year's supply of YC, but the fact that *Cyberball* is futuristic American football mayhem at it's best. *Validators* is a fast and furious 3D shoot-'em-up where you travel 'round blasting enemy tanks in your aim to take over a space station. The puzzle hit *Klan*, the ever-popular *Escape* from the *Masot* of the *Robot Monsters* and old fav *APB* completes the five-pack set to take your computer by storm!

TEN GAMES YC READERS MIGHT FIND IN A SUPERMARKET

1. Beach Trolley - Ocean
2. Beanage Mutant Hero Turtles - Mirrosoft
3. Rainbow Aisle-lands - Ocean
4. Tindicators - Domark
5. Human Tiling Machine - U S Gold
6. RoboCo-op - Ocean
7. Meatseeker - Thalamus
8. Skull & Crossbones - Domark
9. Floundrift - Activision
10. Judge Bread - Virgin



UPPERS AND DOWNERS

This month's industry news is a bit like the golf tee, with companies going down one minute and then announcing new deals the next and if all gets a bit complicated - let me explain. Grantblain was once dead, now it's back with Hunt for Red October and England FC. Since their CR1, maker of such classics as Rocky Honor Show (and embarrassments such as Kellogg's Cycling Challenge), died a slow and painful death, but then a rather suspicious CR1 package arrived of YC headquarters under the

pseudonym "Go-Line", and announcements were made linking the company to CDTV.

From Rampage to Robo Kids, Activision and parent company Midway had profits but now their fairy godmother, The Disc Company, is handling their European affairs. Finally, Hewson - of Ultimate Lane - was infested with receivers when we called, obviously taking a bite from the Activision downfall. Confused? Tune in next month for another exciting episode...

STOP THIEF

When a little bird saw Gary's development guy Gary Boney creeping out of Pinewood recently, it wasn't because he'd stolen part of the Batman suit. Methinks it had something to do with the filming of the new Robin

Hood film, "Prince of Thieves", starring Kevin Costner as gothic-hero-show Robin. Brian Blessed, and Mike McGeehan (the big man of Who's Line is it Anyway?) is YC an inviolate previous or have we succeded all the No 1 Christmas income already. Keep a close watch on this spot (in case it explodes)



GOODBYEE!!!

So this is it chums (you see I'm a bit rusty, and melodramatic black and white time), there comes a time in every YC's life when the hot seat becomes a little less comfortable, and a decision must be made to either spend the rest of your life sitting down, or move on to further challenges.

This time has come for me, my readers, to pack my space sandwiches, head off into the pale pink sunset, and leave YC behind. I hope that the last year and a half has been as good for you as it has me. We've had some good times (and some incredibly long ones) and I'll certainly remember the foxy photo story, the BMF interview, and the Kanye Murder weekend - I hope you do too.

Things are not all snotty and wet though, I'm not disappearing off the face of YC's earth. I'm actually off to edit sister mag Your

Amiga, and put my own stamp on it! So, if you ever manage to get yourself one of the 84's big brothers (the Amiga, of course), come and join me - the party's not over, it's just moving locations. And you're not to worry about YC either, 'cause I'm leaving it in the more than capable hands of Jeff Davy (that well known YC contributor), and I'm sure he'll be offering you much of the same, and twice more, of what you're used to. You'll also be able to sample my lunacy every issue in the form of Cosmic Comic (I'll still be editing that for the foreseeable future).

That's about it. You've made my life here very easy, and let's hope I'll see most of you over on YC shortly. Cheers!!!

- Rick Henderson.
(Send tape and pan camera around to departing Steam train, with a sledge handy waving out of the window).

MAY 1991

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REAL HATRED IS TIMELESS

L A S T NINJA

3

NINJA

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



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



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



Actual C64 Screens

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

Available on Cartridge for C64 Computers
and the C64GS Console.
Also for the Amiga and Atari
Home Computers.

SYSTEM 3 SOFTWARE

Blenheim House, 1 Ash Hill Drive, Farnborough, Hants HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8384





PREMIER

Commodore

C64

COLLECTION

The Six

ONLY £15.99 (Cassette)

As Europe's most innovative C64 games publishers, System 3 are now pleased to present this, our first compilation, **THE SYSTEM 3 PREMIER COLLECTION**. Forget about 4 product compilations, the official System 3 PREMIER COLLECTION has 6 amazing games. This "six pack" is full to the brim with varied gameplay, astonishing graphics and undoubtedly, the best ever formulas for arcade adventure games. These titles flash at in the past received some of the best reviews, always rated in the 90's from leading magazines such as "Eup", "Commodore Format", "Your Commodore", and "Computer and Video Games".

MFFM: voted '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'.



Blade Runner C64 cassette



Ninja C64 cassette



Blade Runner C64 cassette



Blade Runner C64 cassette



Blade Runner C64 cassette



Blade Runner C64 cassette

S T E M 3

PREMIER

SECTION

Box Pack

 Commodore®

C64

(Cassette). £19.99 (Disk).

NINJA 2: A sequel to the world famous "Last Ninja" proved to be one of the best original games ever on the C64.

FUMBO'S QUEST: The top selling title on the C64 last summer, Fumbo provided fun 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".

ANY KARATE: The first ever British game to get number one in the American charts. Experience a multitude of various fantasy worlds in one PREMIER PACK compilation.

Take a trip into the Systems 3 experience.

The journey is magical, the result, real value for money.



Image not shown



Image not shown



Image not shown



Image not shown



ENGLAND CHAMPIONSHIP SPECIAL

When you get 22 full-blooded, sweaty males on a footy pitch it's likely that you'll come away with; a) 22 geezers all coughing their guts up. And b) a severe twatting from a rival fan who really doesn't care that you're his brother-in-law (no mercy in war). **Rik Henderson** gets his kit out once again as he dashes on the pitch to the rapturous roar of "wake up, it's time for work!"



Imagine the scene, two fellows sitting around a big debating table with piles of papers and cups of decaffeinated coffee placed precariously to their side. One of them has his hand on his chin and is in serious ponder mode, the other has just had an incredibly good idea and is leaning forward in his chair ready to reveal all.

"I've just had a completely splendid idea", says man in suit 1.

"Oh yes?", grumbles man in suit 2. "Try tell."

"Why don't we release a footy game, you know, 'cause they're quite popular at the moment?"

"And what do we call this excellent creation of an idea?"

"Why not name it after the incredibly superb England footy team that did so

wonderfully in the recent World Cup?"

"England?"
"Yes! Think of the marketing potential!"

"No, I don't think so. I've got a better idea anyway, let's release a puzzle game instead!"

And that, dear readers, is how Big Man's Software Limited let the England game slip through their fingers, but lucky for us Grandson has it anyway and we finally get to see a copy.

So what's different about this footy game then? Well makes it so special? Not a lot to be honest, but what more can be done nowadays. All we can hope for is an improvement on what has been done before, and England is certainly an improvement.

The concept is a well tried

and tested one, top-down game-play with loads of action, and a team selection half with great presentation, but it's the way that these are implemented that makes England so truly (so truly, in fact, that the man from Del Monte he say "Stick in a good one, Bully boy!")

Before the game itself is the team selection thingy, where you get to choose what team to play from a selection of England, England, and um... England (a second player can be any one of the remaining teams), and you'll then be confronted with an option screen allowing you to choose the players for the team from your huge squad (left up-to-date, of course, with each player having individual ratings out of 5 for Skill, Strength, Speed (Grandson's love, godd'n!), and Energy (which goes down during the game). After a couple of games you'll find that some players are not available due to several reasons, the main one being that they forgot to hold back and gave the ref a good talking before being dragged off the pitch by the Belgian Police force.

Now you get on the pitch and you realize that everything is similar, and it doesn't take a battle with an IQ of three billion to realize what was the

main inspiration for this creation.

Fortunately, though, is that everything compares far more favourably to Kick Off on the 16-bits than your Kick Off on the console front. The action is very smooth, the graphics are former better, there are more options (pictures of the ref and line-men coming up when an offence has been committed), no horrible baggy things, full action replays, weather conditions that affect the way the ball moves, better sound effects, need I go on?

The whole of the European Championships are in there for you to try to win, and it's a while since we've seen this but I think we've finally come across a worthy successor to Emlyn Hughes' International Soccer (that old classic). Now, aren't I meant to make some incredibly pain taking about Grandson joking with this one? No, I don't think I shall!



CREDIT CARD	<input checked="" type="checkbox"/> Good	<input checked="" type="checkbox"/> Excellent presentation throughout, and full body sprites.	<input checked="" type="checkbox"/> You either like these footy games or you don't, if you do it's pretty easy to get into.	<input checked="" type="checkbox"/> Once you've won the cup there's only so much entertainment you can get from doing it again.
	<input checked="" type="checkbox"/> Good prices and sound FX.	<input checked="" type="checkbox"/> Excellent presentation throughout, and full body sprites.	<input checked="" type="checkbox"/> You either like these footy games or you don't, if you do it's pretty easy to get into.	<input checked="" type="checkbox"/> Once you've won the cup there's only so much entertainment you can get from doing it again.
	<input checked="" type="checkbox"/> Full price for most footy games.	<input checked="" type="checkbox"/> Excellent presentation throughout, and full body sprites.	<input checked="" type="checkbox"/> You either like these footy games or you don't, if you do it's pretty easy to get into.	<input checked="" type="checkbox"/> Once you've won the cup there's only so much entertainment you can get from doing it again.
	<input checked="" type="checkbox"/> Full price for most footy games.	<input checked="" type="checkbox"/> Excellent presentation throughout, and full body sprites.	<input checked="" type="checkbox"/> You either like these footy games or you don't, if you do it's pretty easy to get into.	<input checked="" type="checkbox"/> Once you've won the cup there's only so much entertainment you can get from doing it again.

NAME: England Championship Special
 SUPPLIER: Grandson
 PRICE: £6.99 tape, £14.99 Disk.
 RELEASE DATE: Out now.

OVERALL

85%

A very slick and polished footy game that is more than capable of playing on the same park as Kick Off, or its sequel. England fans will be waving their scarves as I write.



Q And they took it out to the corner flag where there was much dust and extreme amounts of violence! The ref came flying in with his red card and metal skulls - it took two weeks to remove him from the Italian's leg!!



ENGER-LAND COMPO

We're all going off to Wembley, we've all games most the team, VC and Gensheim have joined forces to offer one incredibly lucky individual the chance to see England vs. Germany (the first time that a united Germany has played at Wembley since the war) whilst sitting in a rather comfy VIP seat, and after the game the winner'll meet some of today's stars that make the England footy team so great, plus a copy of the England game that could be signed on the day. And 12 winners on get a copy of the storied England game too (ask about being generous, eh?)

All you have to do to be in with a chance of winning this absolutely stunning prize is answer the six easy penny questions below and then, at a free break, choose your top team made up of England players from the last 50-years. Once you've come to some sort of judgement, write down their names in the spaces provided (you must stick to the 4-3-3 formation that we offer (ie. 1 Goalkeeper, 4 Defenders, 3 Midfielders, 3 Forwards). For example, if you wished to pick Chris Woods as your first England goal of all time, you'd put him next to where it says GK, goddit?

QUESTIONS

- Who is England's current manager?
 - Bobby Robson
 - Graham Taylor
 - Lennie McNiven
- What are England's home colours?
 - White & Red
 - White & Blue
 - Red & Blue
- Where do England play all their home games?
 - Wembley
 - Tottenham
 - Old Trafford
- Who is the ex-England goalie that holds the record for most England caps?
 - Chris Woods
 - Gordon Banks
 - Peter Shilton
- Who is the player that holds the record for most England goals scored?
 - Jimmy Greaves
 - Gary Lineker
 - Bobby Charlton
- Who is the current England star that was the subject of a previous Gensheim game?
 - Paul Gascoigne
 - Peter Beardsley
 - John Barnes

MY ANSWERS

- ...
- ...
- ...
- ...
- ...
- ...

TIEBREAK

- GK
DF
DF
DF
DF
DF
MF
MF
MF
FW
FW
FW
SUB
SUB

MY NAME IS _____

MY ADDRESS IS _____

MY AGE IS _____

Fill this in, put it out for sale at a (free) shop, and send it to: Bower Beet Camps, VC, 25 Potters Lane, Kim Farm, Milton Keynes, MK11 0HP. Please make sure it arrives before 1st August 1991, and unfortunately the main prize cannot be won by applying outside the UK (sorry).

PREMIER COLLECTION



System 3's a company with a very impressive track record. But with this compilation, is it a case of putting all your eggs in one basket? Rik Henderson looks at this box'o'fun...

LAST NINJA

This is the game that really made the software world gasp and go "oh my word, what an absolutely spiffy game indeed!" It's brilliant mix of arcade adventure and beat-'em-up action was so original that it provided more than one magazine to call it the best thing since sliced bread. It didn't take too long, though, for sliced bread to become something that was taken for granted, and now Last Ninja also looks very dated.

That said, it's only pale in comparison to it's older brothers (Last Ninja 2, Ninja Renix, and Last Ninja 3), and against most other arcade adventures it wipes the floor with them (after delivering a rather mean moviehouse kick to the knuckles). The 3D viewpoint was (and still is) inspirational, and the game is so polished that if released on its own today, it would still sell in bucketloads.

DOMINATOR

Not a typical System 3 game, and the story goes that the Gale brothers (by the time it was finished) didn't want anything to do with it. That said it's not a bad little shoot-'em-up. Admittedly, in comparison to the Masters released at the moment (St. Dragon and Sins, to name two of the best) it lacks that certain something, but you'll certainly play it a few times and if that's the case it can't be all bad.

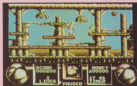
The graphics are very slick and the speed is of a jolly rate, so your trigger finger will certainly regret it if you don't at least try Dominator.

FLIMBO'S QUEST

This is a very, very good cut-'em-up and platform game, and I enthused about it back in our June issue. It was an excellent game then, and it's not changed its appeal to me now.

Being very Japanese in style, you must guide our Flimbo around a fantastically scintillating landscape and shoot off the inhabitants into extinction. When you shoot the

flashing sprite just before it's arrested for indecency) a scroll will appear which, once collected, you take to a shop and eventually make up a word. Once you've finished collecting you'll be



There's so much back catalogue flying around the industry at the moment, you're bound to find some of it in any one of these places. A) it could be on a budget label. B) some of the games end up on our front cover tape. And C) (the most likely) it could end up in a compilation with games (usually linked in some way or another.

System 3's now managed to find enough of its back catalogue to lamp it all in the same box, and offer it at a mega cheap price to those who have missed the previous carnies. And the line-up is most impressive!



transported to the next level, and so on. Eventually you'll get to the final level and be able to rescue Flibble (your beloved girl).

Great graphics and a superb variety in gameplay made this into a classic, and keeps it as such.

LAST NINJA 2

Another slice of Ninja action that deals even more options and adventuring than it's prequel. There's not much more to say about it, apart from the fact that its playability is legendary.

MYTH

Another of the System 3 success stories, Myth was spawned by Jeffrey Jones' idea, and finished by myself only a couple of hours back, it really depends if you want a game to last a best few seconds, or several months.

It's another arcade adventure (something that System 3 seems very good at), but this time very much in the standard platform game mould. The graphics and puzzle elements are anything but standard though, in fact they're incredible, and are

exactly what you'd want to leave running on your console to show off to any of those Speccy owning friends.

You have to travel through several mythological landscapes, finally confronting a big, mean demon and giving him a right good beating. Although it's not too easy, the fiendish puzzles and the gameplay will keep you transfixed for several decades.



INTERNATIONAL KARATE

A typical beat-em-up that wastes time in its day, even if it is a little past it now. It follows the since well-trodden path of joystick direction + good, hard punch to the particulars, and that's about it.

The graphics are a tad impressive (i.e. blocky) and the series are a fact on the crap side, but in gameplay you can't beat it for sheer Sunday afternoon fun.

Any compilation you could mention would always have at least one buffer in its line-up. The Premier Collection's particular burden is International Karate and Myth, and the two Ninja games have to be on any computer game enthusiast's shelf.

Confucious, he say, "Man without Premier Collection is man without his left leg!", and I'd have to agree.



0 The Last Ninja - a legend in its own functional. As you can see, there's a few graphical changes between the original and its sequel.



CREDIT CARD	<ul style="list-style-type: none"> Transmits not the priority It's one of the games, and this is how it translates. 	<ul style="list-style-type: none"> GRAPHICS On the whole brilliant, but it's a bit of a let-down. 	<ul style="list-style-type: none"> 4/5 FACTS Very decent game - four of five, really, you'll spend days just thinking about what one to try first. 	<ul style="list-style-type: none"> 4/5 CARDS There's more in this than the other collection. We're from the Chinese version.
	<ul style="list-style-type: none"> It's one of the games, and this is how it translates. 	<ul style="list-style-type: none"> It's one of the games, and this is how it translates. 	<ul style="list-style-type: none"> It's one of the games, and this is how it translates. 	<ul style="list-style-type: none"> It's one of the games, and this is how it translates.

NAME: Premier Collection. SUPPLIER: System 3. PRICE: £19.99 (new), £10.99 (disk). RELEASE DATE: Out now.	OVERALL	90%
---	----------------	------------

A compilation that offers so much variety that there's at least one game that would appeal to everybody. Well worth the cash even if you've already got one or two of the titles.

ON THE TAPE

Another four complete games for you to drool over, on the eve of major changes to our tape, and the games we put on it. Now if that isn't a stonker we don't know what is!!!

THE CONTENTS

Side A: Rescue,
Backgammon

Side B: Escape,
Zakron

A

ESCAPE

Programmer: R. Martin & W. Black
Type: Complete game - Adventure
Control: Keyboard

June 1984, somewhere in Bavaria. The midsummer heat blazes down on the air force officers assembled in the courtyard in Luftwaffe 12.

In more peaceful times, the frontal castle you inhabit might have been picturesque, but for you it's a prison. Ever since that night over Düsseldorf when Tail-end Charlie bought it in the flea, and there was no-one to spot that Junkers 88 that crept up on your lawn, you've been incarcerated in a succession of camps. Now, after three failed escape attempts, you are banged up in the

supposedly inescapable chains of 14x022.

Inescapable? No such thing! It's up to you to prove to Jerry that he's taken as more than he can handle.

HOW TO PLAY

Escape is an adventure produced using the Quill, and contains over eighty locations. As you may have guessed, your job is to escape from a German prisoner-of-war camp, using the materials to hand. As in all Quill

adventures, the input required is verb followed by noun. Entering V, for 'lookab' will give you a list of all verbs used in the game, and HELP may even offer you some help.

Text can be abbreviated to four letters per word. Just to get you going, try EXAMINE BED as a beginning.

Good luck old boy!

ZAKRON

Programmer: A. Docherty and P. Allen
Type: Complete game - Arcade Action
Control: Joystick in port 2

Back in those dark days of the A-1 games console, one of the more popular games had you knocking bricks out of walls with a continuously moving ball. Since then, hundreds of variations have appeared on the scene. Basically they are the same, the main difference being the number of levels and the type of extra weapons that you can release.

A VIEW FROM ABOVE

ZAKRON takes the "BREAKOUT" theme a little step further. Instead of the normal two dimensional playing area, you play on a three dimensional plane. The idea of the game is to accumulate points by knocking bricks out with the continuously bouncing ball. The ball is controlled by the player using a bat, as with all "BREAKOUT" variations. The difference

being that you are ABOVE the playing area.

TIMING IS VITAL

When the ball reaches the bottom of its bounce, and is at its smallest, the player has to deflect it by positioning the bat appropriately. The angle of deflection of the ball depends on its point of impact on the bat. When you first see the game you will think that there is nothing to it! I warn you now, it's not as easy as it looks. Enjoy!

B

RESCUE

Programmer: David Bryson
Type: Complete game - Arcade Action
Control: Joystick in port 2

Far into the future, the Homosapien race has innovated and expanded its technology and occupation to such that they now are inhabiting and controlling several planets and moons with the aid of an immense communications network based on the planet Earth, which has gained acclaim for it's reliability, but certainly not it's cost.

MEANWHILE

Meanwhile humanoid have stolen the jobs of many people because of the arrival of this extravagant technology that is cheaper, more efficient and more adaptable to harsh environments. The capitalist government's trust of the security of the network soon diminishes when computer thugs, in league with the examiners, manage to crack the security system and uphold all mining activity on the eight planets and moons. The government is not prepared to lure this into a scandal as it has put so much

money and effort into the network. So they ask you, one of the top ranking space pilots of the age, to travel around the moons and planets and rescue the malfunctioned humanoids to be awarded a substantial sum of money and pay no taxes for life. You can't resist the opportunity, and head off in the direction of the colonies.

PLAYING RESCUE

Plug your joystick into PORT 2 and control the ship by pushing it left to thrust left and right to thrust right. Up controls the upwards thrust and down controls the downwards thrust. Isn't life simple? Pressing FIRE does not do anything at all. Precise timing and co-ordinated control of the

be totals for all s

White Co	
Game	0
Points	0

Press 1 or 2 to stop
to continue...

Do you want to play
computer? Y

Do you want to go

joytick is required if you want to complete all 8 levels, but I must say they do not progress in difficulty therefore keep trying in the early stages. When you go near a hamster, it jumps up and down ready for rescuing, which you do simply by running past it. If you want to go and meditate, press "P" to pause the game. If the mission gets too stressful, press "Q" to quit and go and have a lie down for a few hours.

TECHNICAL DETAILS

The game is protected against SPRETT-BACKGROUND disabling and infinite lives functions on cartridges, so just put that nasty protection out of the back and chuck it away. The game code is over 3K long and the graphics takes up over 4K. The screens take up to 4K (and no, they are not compressed, who needs to when the program gets compressed anyway). I hope you enjoy the game.

BACKGAMMON

Programmer: Peter Heighill
Type: Complete game -
Classic Boardgame
Controller: Keyboard

Backgammon is a board game in which the aim is to move all fifteen of your counters around the board, and then off, before your opponent. If you have not played the game before and do not know the rules then you should read the instructions included in the game.

After the instructions, the scores are displayed from previous games. These will be all zero on your first go. If you want to clear the scores press 1 to clear the one player game scores and 2 for the two player game.

You should then press any key to continue.

You will then be asked whether you want to play the computer. Type in Y or N and press return.

Now the board will appear and the game will begin.

by your opponent then you should type O to the above question to get your counter back on the board. You must re-enter the counter before you can move any other.

If you cannot move then type N to the above question.

Once you have typed in the piece to move you will be asked "Which dice to use?". You should type in the value of one of the dice displayed in the top right corner and press return.

If you have typed in the wrong counter to move and only notice the mistake when you have to input a dice value then type Q and return.

PLAYING THE COMPUTER

The computer is always White. It will display its moves in a column on the

right. After it has finished moving its pieces then you should press any key to continue. You should then input your moves.

AT THE END OF THE GAME

The game finishes when one player has taken all fifteen of his counters off the board. The points won will then be displayed and added to the totals for all games played.

HOW POINTS ARE SCORED

The player who wins the game receives one point for each opponents counter left on the board.

The player will receive triple points if the opponent also has one or more of his counters in the winning players home table.

TAPE PROBS!!!

Oh dear! You've plopped your funky VC cassette into your datacorder and all that comes out is a rasping sound as if it's laying a huge trouser number. There could be a few things that are wrong:

A) Your datasette is completely up that particular creek without a spoon. (Take it back to the place of purchase).

B) The heads are aligned wrongly on your datasette. (Take it to a computer shop to be checked).

C) The tape is a duffer! (Send it back to the address below with a self-addressed envelope, and you'll

receive a new tape within 28 days).

If you send the tape back and we find out that the problem was A or B, Post Apocalypse will personally come round to your house with his baseball bat and knock your conium for a home run, get our drift.

Send the tape to:
VC Tape 17 Returns,
Stanley Precision
Data Systems,
Unit F Cavendish
Court yard,
Safford Road,
Waldon North
Industrial Estate,
Corby,
Northants
NN17 1JX.

BACKGAMMON

Written by Peter Heighill
(c) 1983-88

COMPODOR DISK USER

Press any key to play!

All games played are -

Computer	White	Black
0	0	0
0	0	0

Clear a total or any key

Play against the

Do you want to

HOW TO ENTER A MOVE

You will be asked the question "Which piece to move?". You should type in the number corresponding to the piece you want to move (the numbers are displayed around the board).

If one of your counters has been knocked off the board

TURRICAN II

THE FINAL FIGHT

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AMIGA SCREENSHOT



AMIGA SCREENSHOT



AMIGA SCREENSHOT



AMIGA SCREENSHOT



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- ARCADE

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A SEQUEL THAT EXCELS THE ORIGINAL

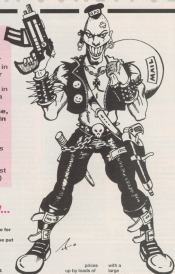
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POST APOCALYPSE

Posty got very bored of Scotland (and very wet) so he's back in the YC offices to answer all your moans and quibbles, after which he's gonna partake in a spot of caber tossing (or at least he would do if he could find a caber to toss in Milton Keynes - possibly a telegraph pole). Write to posty at: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

The Letta of the Month winner gets a copy of YC's fave game of the month, and every other letter printed receives a free Post Apocalypse badge (oooo!)



Ooh the noo, I'm back from my little trip to the rainy hills of the Outer Hebrides and I can honestly say that I'm glad to be back (for a start me cap was starting to droop). Ho well, on with your pathetic questions...

TO SWIV...

I think your mag is ace and great value for £1.95.

Could you please put a list of all the adventure games, like the *Commons Diamond Affair* on the March tape, available for the 64 in your mag? I would be very grateful.

One more thing, what game is better, *Swiv* or *Silkworm*?

Alan Duffy, Glasgow

PA: Of course it's good value, and now that certain other scabby rags have put their

prices up by loads of dough, we're the only possible choice that's available at a pocket money price.

The adventure list is definitely something that we'll consider, the only reasonable idea (people writing in asking for PA's head to be flushed down the loo will be set about

with a large bucketful) that anybody has.

And as for *Swiv* vs. *Silkworm*, they're both completely stoney and if you have a right of playing them you'd probably need serious psychiatric help, and at least five years in a rehabilitation centre for tired gamers.

LETTA OF THE MUMF

BIRTHDAY BOY

My birthday is April the 21st.

Would you be able to put Robocop or Total Recall on your next tape please?

Mark Wagg, Address not given

PA: I'm afraid that we can't possibly put these particular stickers on our tape for quite some time, because they're still selling like hot cakes. Stick with us for a year or two.

By the way, happy birthday! In fact, I'd like everybody to sing the following words with the rest of the FO staff in order to celebrate Mark's birthday (although he doesn't say how old he is)...

HAPPY BIRTHDAY TO YOU!
HAPPY BIRTHDAY TO YOU!
HAPPY BIRTHDAY DEAR MARK-ARK...
HAPPY BIRTHDAY TO YOU!

Have a good one!!



Eugene, let's just say that men still sit in trees the last time he ventured into a bathroom. It's rumored that water cooled him.

And posters, we're very likely to give you something even more stinky on that front in the very near future.

ANOTHER PLEB

In March's issue, when I thought YC, I looked at the contents to see what reviews were in. I thought they were pretty cool, then I had a look at the regulars and what did I see? (Please tell us) - PA! I saw that inside Sours of the Earth, in small writing, you said you were thinking of changing Sours of the Earth to Pleb of the Earth. I think Sours of the Earth is better.

Richard O'Brien, Dublin

PA: Erm... I actually think that Bill was joking when he added that to the contents page. If he wasn't I'm sure he's changed his mind by now.

By the way, aren't you the Richard O'Brien that wrote The Rocky Horror Picture Show, and hosts and designed The Crystal Maze? If so, how do you get your come so strong. I've even used Mr. Green on me but it always looks like a good stain rag.

CHESTY COUGH

I think your mag is utterly brilliant (things seem to be following a pattern here, I think this one's gonna ask for something - PA).

I would like to get a few things off my chest, so could you answer these questions for me?

1) On the November 1990 mag, the readers could send off for a free tape. I sent off for it and it never came. What happened to it?

2) Will you please, please put a playable demo of Super Monaco GP on the cover tape?

3) Is it possible to get Fire and Forget for the G64? How much would it be? And where could I get it from?

4) How do you get into the secret rooms in Rainbow Islands? Adrian Shingler, Glossop, Derbyshire

PA: Could I answer your questions? Erm... (Shuts long and hard)... Nope! Oh, all right then, maybe I should...

To cut a long story short - the end! Let's just say that everybody's got their

tapes by now and will be currently hooked on Wobbit as I speak.

2) If you remember, we tried to do this a couple of issues ago but somebody at US Gold didn't think that the game was the sort of thing that you'd be able to put on the tape due to it's gamplay (no immediate indication of various short levels, etc.)

3) Hang on a sec, I'll ring up Titus, the company behind the ancient game... Errrr... Click... Oh bugger, the money won't go in the slot... What am I gonna do?... Click... Oh sod - I'm off to play Road Blasters instead.

4) I think you'd better ask Paul but perhaps Coon? Eugene, he's the so called expert on these things.

POSTER APOCALYPSE

YO is a cool mag (there we go again, you lot are definitely up to something - PA). So what's Paul Righty doing in RT White we're on the subject of disgusting things, when was the last time Coon? Eugene had a wash? Okay, onto less general things.

Next time you publish a poster, please make sure that there's no useful stuff, like a review, on the other side of it! Ah! My playable demo of Saur just loaded! I've gotta have a crack at it. Keep on stopping other comms mags for... well... at least something that looks like a 100% comms mag, see ya!

R. Pital, No address given
PS. (5 min later) Saur is well worth 95%, it's ahead! Keep 'em demes coming!

PA: How rude can you get? Paul's now taking himself in his cave (with the big stone key) and refuses to come out. We're gonna have to offer him the sacrifice of a whole tin of luncheon meat just to get him to exit his domain. And if we ever want him to write another Misadventures for us, we've gotta give him a years supply of that's Eye-Jumbo Cool Fish Fingers (in the shape of fish, so he can eat them as fish (they turn quite a white, I've heard). As for Coon?



OOZIN' EUGENE'S SCUM OF THE EARTH



It's that time of month when we get Oozin' Eugene out of bed, shake him down and give him a pencil and a piece of paper. So put your hands together for the king of same time Teefee...

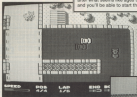
CREATURES

Another cheat for a *Thalamus* game, this time thanks to Keith Wadlow, a five-star winner.

Plug a joystick in port one. Wait until the music at the beginning fades away, then when the facade awakes on the lightcurve table stop dancing, wriggle the joystick from side to side. They will start to jump up and down, and after what seems like ages they'll stop jumping, turn gray, and you'll be able to start the game with infinite lives.

When people say to me, "Ooze? Why is your complexion so easy?", I tell them to use new 'Cheese Paste' spot cream, it makes them zit's come up real fast. Now on with the show...

PASSWORDS
Class 2 - HARVEY
Class 3 - ELLA



overtake many more until you're in first position.

Always buy power steering when you buy a very powerful car, if you don't it's like driving a car in ice or snow.

Never buy spin resist, it's completely useless.

SUPER CARS

Need for Speed 2 - The Millure Strikes Back, coming in a mag new you soon. In about one paragraph's time to be exact. He who is ever so good at tips supplies us with codes for this top-down racer, and gets a bonus for it.

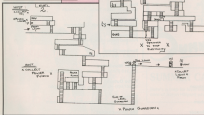
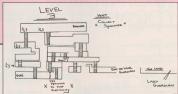
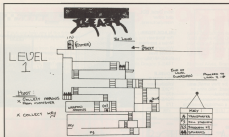
TIPS
Always top up on engine, tires, fuel and body.

If you have enough cash, try to buy side armour. This will prevent your car's body from being smashed in for a

couple of races. Also, try to buy front and rear mirrors. Caution if you hit 2 cars with them you don't have to



SHADOW OF THE BEAST - THE MAPS



Master mapper Steven Woods, has given us the maps for three levels of the cartridge only game. And we award him fifteen sparklescores for doing so.

CJ'S ELEPHANT ANTICS

Sam Geringer has been so scummy in order to supply us with a breakdown of all the variables for levels one and two of this excellent Cokes badge game. A terror is what he can expect.
Level One - France
 Frog: Two hits to kill. Cannot be

killed by invisibility.
 Goat: Three hits to kill. Not very nice.
 Foolish: Scabby, curly things. Two shots to kill.
 French policeman: Do not at all. Three shots to kill.
 Claude: Warning! Danger! They fire light thing. When passing over there, stop a beam.

Level Two - Switzerland
 Penguin: Hitable, variable. Two shots to kill. Can't be killed by invisibility.

Little Cate: Stop, stop. Four shots to kill.
 Snowman: Five snowballs. Two shots to kill.
 Licker: Avoid! Avoid! Indestructible.

SOFTWARE HOUSE

Paul Millum also hands this previous YO cover game on a plate, and gets an extra five for

doing so.

This is what you do to finish the game: You have to get into debt as much as you can, after you've done everything else in order to release a game, but before you exit to the magazine (eg. employ 100 members of staff). Now exit to the mag, after which you'll find that you've lost.

Now play the game again, and exit to the magazine straight away (do not do anything else). If you keep exiting to the mag your income will go right up and you'll have won the game.

POKES

The pokes this month (be they small) are supplied by Aaron Hilliard, who wins an extra two quid on to his total. If there is no SV2 number it means that the pokes are for use with a cartridge (available

from Game, BCL, and other manufacturers).

BLACK TIGER
(for Konami Major - previous Winger's Corner)
Infinite lives
POKE 48768, 173

DOUBLE DRAGON II
Infinite lives
POKE 48537, 173
POKE 48553, 173



MEGA-FIENDS FROM HELL

The high scores...

Banked Knights

Sally Gann - Carl Beeson, Preston

Barbarian

14,355 - Ross Gammell, Harrow

Batman - The Caped Crusader

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

Batman - The Movie

695,430 - Andrew Mein, Falkirk

Beverly Hills Cop

45,803 - C. Smalley, South Glamorgan

Cabal

299,615 - Ben Roberts, Cheltenham

Emily Hughes International Soccer

18-7 (max 10) - Anthony Phillips, Essex
12-3 (max 10) - Ben Roberts, Cheltenham

Ghostbusters

580,580 - Carl Beeson, Preston
553,680 - Andrew Mein, Falkirk

IK+

580,080 - Ross Gammell, Harrow

Kix

Wave 17 - Ben Roberts, Cheltenham

Pigmania

56,378 (level 21) - Ross Gammell, Harrow

Quarter

215,680 - Carl Micallef, Kent

Rainbow Islands

Level 8 - Robot Island - Carl Micallef, Kent
Level 3 - Andrew Skillington, Leeds
Level 4 - Carl Beeson, Preston

Rambo

587,300 - C. Smalley, South Glamorgan

Red Hot

125,553 - Adam Twiss, Portsmouth

Salamander

93,808 - Ben Roberts, Cheltenham

Sherlock

Finished (75%) - Carl Beeson, Preston

Summer Camp

Level 3 - Andrew Skillington, Leeds

Super Wonderboy

110,370 (Finished game) - Carl Micallef, Kent

Turbo Galnax

12,867,308 - C. Smalley, South Glamorgan

Turmoil

World 4, Area 2 - Andrew Skillington, Leeds

The Detachable

280,730 - Ross Gammell, Harrow

WEC Le Mans

Completed, 044,630, Best lap time 1:58.4 - C. Smalley, South Glamorgan

Willow Pattern

Finished (99%) - Carl Beeson, Preston

Wonderboy

284,680 (area 7, round 5) - Carl Micallef, Kent

Yogi's Great Escape

180,730 - Andrew Mein, Falkirk

WINGERS' CORNER

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

Johan Dorling from South Africa would like some serious help for our classic tape game, *Kick'n*. If you know anything about this game, send your replies to Paul Rigby on *Miscellaneous*.

Brown Benton of Kingsbridge, South Devon, wants cheats for both

Starlord and *The Untouchables*, but would prefer pokes with an SMS number (since he hasn't got a cartridge).

Gareth Moushin, Farnham, is interested in a poke for *Double Dragon II* (See above).

James Aylett, Colchester, has a problem with the ancient Americana

game (the budget label owned by LEI Gold before *Road*) *Oliver Politics*. He says that every 8 levels there is a password, but does not know when or where to type it in.

Michael Alves, Draxton, Sussex, has recently bought *Ninja Remix*, and although he thinks it's brilliant, he would like to know how to get past the first level.

FOOTY CORNER

This month's Footy Corner is completely dominated by Billy Gainingham, with goals ten fold for the Premier II.



PREMIER II

If you do not like your team, change a team's name to one over 48 letters long, and play the game. The game will crash and you can change some things to get back to work.

WORLD SOCCER LEAGUE

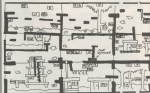
Choose "user" option and set in goal mode. The game will crash and change things to 11 and get several million.

MICROPROSE SOCCER

Shoot from edge of box to score almost every time.

WORLD CUP SOCCER

Go into shooting area and wait until someone from the other team comes in. Then shoot from him and he will take a shot for a throw. Position player in goal and take throw in to score.



LEVEL 1 - THE CAMP.

SUMMER CAMP

SUMMER CAMP - THE MAP

Here's a map for level one of this classic Thalamus game, done of Adrian Hillford who wins a bonus for his efforts.

That's your lot, you riddle! If you've got any ideas on how to make this column even better don't hesitate to get in touch with me at the usual address. Hang loose...

Send your cheats, high scores, wingers to: **Gezin' Eugene, YG, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

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Wiggle It Too

(What's on the end of your stick Rik?)

THE SCORING SYSTEM

ENGINE - This is how well the joystick is made inside (i.e. 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 it is directionally.

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

TOP SPEED - This is the overall rating for the stick.

All of the above ratings are given in MPH. The first four are marked out of 50 miles per hour, and then this is added up to give a Top Speed.

After this in 'The Showroom' we give you an indication of what car the joystick is most comparable to.

The games we tested the sticks on were *Continental Circus* - *Virgin*, and *Super Cars* - *Gemini*. The radically different gameplay of these should give us a general idea of how they perform (an all over road-test if you like).

exactly the right spot for left handed players, as well as right handed. **45 MPH**
STEERING - Very small movements required leads to responsive action. The shaft is just the right length too. **45 MPH**

MILEAGE - The base feels a bit flimsy, but the shaft has a metal rod. The button may fall in time, and there's no other to fall back on. **38 MPH**

TOP SPEED - A very neat joystick that could travel anywhere with you. It's accuracy does it proud. **164 MPH**

It's waggle time in Joystick city once again, as Rik Henderson, the man with the sticks, gets 'em out and gives 'em a good thrashing.



FLASHFIRE BE-BOP

FLASHFIRE BE-BOP

ENGINE - Last based joystick which means you don't know (by sound) if you're pointing it in a direction or not. The fire button is microswitched, but again, there's no autorefire (essential for today's gaming). **38 MPH**
BODYWORK - Erm... Er... It's truly crap! It

could be made of old cereal packets and I'd be none the wiser. **5 MPH**
STEERING - It's the old 'sliding a bowl of soup' syndrome, although the stick itself has a strangely accurate feel. **29 MPH**
MILEAGE - Unless you keep it in its box it'll probably fall to bits within a month (especially on a game like *Super Cars*). **10 MPH**
TOP SPEED - Not the poorest joystick in the world but not far behind, and is not really

THE ARCADE

ENGINE - Nice chunky microswitches housed in a tight environment. No autorefire though. **35 MPH**
BODYWORK - Fits very neatly in your mitts, and although there's only one fire-button, it's positioned at

THE SHOWROOM

JOYSTICK: The Arcade
SUPPLIER: Guzman
PRICE: £18.95
OPTIONAL EXTRAS: N/A
WARRANTY: 12 Months
COMPARISON: Porsche 911 Turbo



THE ARCADE

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NAVIGATOR
awesome accuracy at
your fingertips

Ergonomically designed for perfect grip, the natural trigger finger action gives super fast response with minimum fatigue. Unique microswitch modules give you precision control that you can feel and hear.



UNBEATABLE RELIABILITY

SpeedKings and Navigator are fitted with unbreakable steel shafts and built to even higher specification than before. So you'll probably never need the 12 month guarantee that comes with them.

recommended for those that like to play games with action in them. **88 MPH**

THE SHOWROOM

JOYSTICK: Flashfire 6e-Gop
SUPPLIER: Sunstar
PRICE: £195
OPTIONAL EXTRAS: N/A
GUARANTEED: 12 months
COMPARISON: Second-hand Skoda

heavy) base. The stick is ergonomically designed to fit in the hand though. **42 MPH**
STEERING: Very responsive on both games, and it's light to push around. **48 MPH**
RELEASE: Not too hot. We've had one of these sticks in the office before and it decided to call it a day far too soon (certainly not within a year). **25 MPH**
TOP SPEED: If not for the weakness of its durability, this'd be



MACH 1

MACH 1

ENGINE: Very solid microswitches, an autofire button that shoots like the clappers (and games today require it) and two excellent microswitched fire buttons on the base (we'll not mention the crap ones on the shaft itself). **44 MPH**
BODYWORK: A bit let down with the cumbersome (and

THE stick to reckon with. As it is it's fairly average in a sort of skill sup. **158 MPH**

THE SHOWROOM

JOYSTICK: Mach 1
SUPPLIER: Chevrolet
PRICE: £10.99
OPTIONAL EXTRAS: N/A
GUARANTEED: 12 Months
COMPARISON: Saab Turbo



CHALLENGER

EXTERMINATOR

ENGINE: Crap really! No autofire. No microswitches. One shitty button on the base, and one on the stick. **38 MPH**
BODYWORK: Nice and neat, and very portable. The stick is fairly nice to handle, although the whole thing feels very plasticky. **37 MPH**
STEERING: Works quite well considering. You don't have to be a spot welder to shift the shaft around and the directions are very light. **46 MPH**

COMPARISON: Vauxhall Cavalor

CHALLENGER

ENGINE: Cos... A see-through body that reveals more chips than Sarnacki Bill's down in Gussie's Crescent (Kantish Town). So many options that I had to go home and rest after I'd played through them all. And ever so lively microswitches. **48 MPH**
BODYWORK: Excellent! The whole thing is shaped like a fighter plane's controls (and is as big too), although it could be construed as a bit plastic. **48 MPH**
STEERING: Perhaps a little too much leeway between directions, but on the whole, very responsive. **43 MPH**
RELEASE: This is your Sunday Best of joysticks, so you'd probably do better to only use it for those special games. **35 MPH**
TOP SPEED: The most precise joystick ever! If you want to impress your friends when this buggler out and see them dead. **178 MPH**

RELEASE: With very little stress I could imagine this snapping in two. The shaft itself is a bit on the weak side. **65 MPH**
TOP SPEED: For a cheapie it favours quite nicely. I wouldn't use it as my first choice joystick, more my 11th or 12th. **126 MPH**

THE SHOWROOM

JOYSTICK: Exterminator
SUPPLIER: Chevrolet
PRICE: £5.99
OPTIONAL EXTRAS: N/A
GUARANTEED: 12 Months



EXTERMINATOR

THE SHOWROOM

JOYSTICK: Challenger
SUPPLIER: Contiver
PRICE: £25.99 + free T-shirt
OPTIONAL EXTRAS: Inter-
 net £25.99
GUARANTEED: 12 months
COMPARISON: Pole Race

125+

ENGINE: - Another cheap 'no microphone' joystick that has an autofire and fire base based fire buttons that do give that recording click



STAR PROBE

STAR PROBE

ENGINE: - Again, excellent microswitches all round. The autofire is one of the best ever used too. **40 MPH**
BODYWORK: - Looks very slimable, but the plastic used is very tacky. Very well designed in the ergonomic sides too. **41 MPH**
STEERING: - Tends to need a good parking about before the directions are found. And it's a fine line between the normal directions and the diagonals. **37 MPH**
RELEASE: - Unfortunately, we've had one of these in the office before too, and it was kaput after a couple of games of R-Type (actually, quite a few games of R-Type admittedly). **35 MPH**
TOP SPEED: - A nice looking joystick that performs admirably if not for the distance the shaft has to travel between directions, and the plastic that's used for the stick. **162 MPH**

THE SHOWROOM

JOYSTICK: Star Probe
SUPPLIER: Chetah
PRICE: £14.99
OPTIONAL EXTRAS: N/A
GUARANTEED: 12 Months
COMPARISON: Jaguar XJS

when pressed. **38 MPH**
BODYWORK: - Very old fashioned, and made out of old Action Man, probably. It's a tad soft if you get my drift. **35 MPH**
STEERING: - Fairly tight and accurate. It doesn't slot into those diagonals quite as well as it should. **35 MPH**
RELEASE: - I wouldn't fire it about five after, but it feels a bit more sturdy than most of the Chetah joysticks. **41 MPH**
TOP SPEED: - A good cheapo that'll keep you going for a year at least just

you've saved up to buy a REAL joystick! **129 MPH**

THE SHOWROOM

JOYSTICK: 125+
SUPPLIER: Chetah
PRICE: £5.99
OPTIONAL EXTRAS: N/A
GUARANTEED: 12 Months
COMPARISON: Mini Metro

ZOOMER

ENGINE: - Although this is a huge bugger, when we get down to the nitty gritty it's exactly the same inside and works on the same principle. It has a rather funny autofire that you can set the speed on, but the stem doesn't have microswitches

(either do the fire buttons). **38 MPH**

BODYWORK

- Very nicely designed to look and act like a flight yoke controller. **42 MPH**

STEERING

- For any game other than a driving sim or a flight sim you really would be better off forgetting that it even exists. **52 MPH**

RELEASE

- Pretty well built, and unless you're a flight sim-a-holic you'd

probably not use it often enough to break it. **45 MPH**
TOP SPEED: - For the price you'd have to either be very rich, very committed, or very mental to buy it. **137 MPH**

THE SHOWROOM

JOYSTICK: Zoomer
SUPPLIER: Euroam
PRICE: £37.95
OPTIONAL EXTRAS: N/A
GUARANTEED: 12 months
COMPARISON: Volkswagen Polo

So that's it for another year!! Top on the track this month was definitely the Contiver Challenger, a big stonker of a beast. But it still doesn't weigh-up to last month's winner, Bondwell's Maverick 1, which is the best joystick you can buy (it's official).

We'd also like to point out that there was a mistake in last month's Wiggly II. In our lead up panel (The Scoring System) we mentioned that Bondwell was the company responsible for the marketing for Logic 3 (makers of the 174 MPH rated Stingray joystick). In fact, it is Spectrovision who is responsible and we'd like to apologise to both companies concerned (Post Apocalypse has already beaten me about the head and other parts with a baseball bat).



125+



ZOOMER

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by Bondwell

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FLIGHTRIP - QS 126

High-speed auto fire and 8-direction thumb pads. Compatible with most video game systems.*

INSIST ON QUICKSHOT... THE GENUINE PIECE

by Bondwell

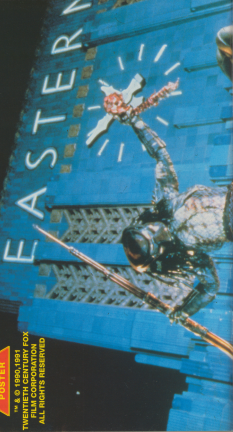
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COSMIC COMIC 2



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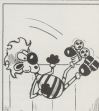
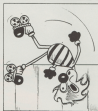
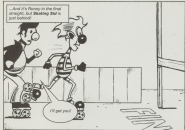
ROLLING RONNY

THE ERRAND BOY

By Rik Henderson (Words)
and Alan Lathwell (Art)!

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AAAAAARRRRRRRRGGGGGGGGGGHHHHHHHHH!!!!!!



GOING OVER



ARC The arcade action thriller with the **BIG** finish, infiltrates the criminal underworld - your mission is - to seek out and destroy the king pin of the **MR BIG** CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bygone

patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling Cadillac jack - a cool specimen, elbow fang on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



The Arcade Thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's **FASTER** - explosive power sends you hurtling through various

terrains - hold the line or plough the fields! It's **TOUCHES** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your head... it's the nearest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, pre-ordained talking bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S



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ER THE TOP



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EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of RoboCop!

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SCRIPT BY:
Rik
Henderson

ART BY: Alan
Lathwell

LETTERED
BY: The
incredible
groovy Mac
machinell!

THE LAST NINJA

The Last
Ninja 3 is
available on
cartridge,
cassette and
disk.

Copyright
1990
System 3
Software
Limited.



THE PROLOGUE



I lie here, broken, beaten, unable to perform
to man - like a fish on a river bank, flapping,
trying to reach the water...



...Pins splintered, piercing muscles like a pin
cushion of pain, head swimming, dreaming,
throbbing, fainting...



...Black...



I wake! The smell of death hangs in air like a
sulfur cloud of vice, slopping, lying at the back
of the throat, gagging and churning my
stomach...

...Must focus my mind, block the pain, ignore my chest,
forget the bone shattered, digest what is around me, bring
myself back to sanity. Still in shock, in disbelief...



...Back.



Armatius, Omy! Mya George must accompany you. You must learn to leave, to blend out the world around you... You may go!

Thank you, master!



Don't! Don't! Don't! Wait up! The Master has called for you. Along with you're not...



...Back.



Definitely dead! I never knew he had the old good sense!

"I mean it's not out of here!"

...Back.

I lie in this bed, full of death but no rest. I must pull myself together, avenge my fellow students. Find this Kurohiki and release him from his strange existence...



My colleagues will find peace. I will too them. I am Armatius. I am...



...THE LAST NINJA!

**HAPPY HENDERSON
THE JURNO WITH A JINGO**

READER OFFER



THE STORY SO FAR

IN HIS ATTEMPT TO KEEP POST APOCALYPSE OUT OF TROUBLE, HAPPY HENDERSON TOLD OUR POSTY WITH THE MOSTY TO GET HIS BUTT DOWN INTO THE MAIL ROOM SHARRISH. WHAT POSTY DIDN'T KNOW WAS THAT RIK, OUR JURNO WITH A JINGO, HAD BREWED UP SOME PRETTY SPICY READER OFFERS.

LAST ISSUE



I KEPT HIM BUSY FOR WEEKS SORTING OUT ALL THOSE CD4 TAPES FOR OUR READERS

BUT NOW WE'VE GOT A DIFFERENT PROBLEM

HIS BROTHER, POST APOCALYPSE, HAS TURNED UP FROM ATHENS FOR AN UNEXPECTED HOLIDAY.



SO TO KEEP THEM BOTH BUSY WE'VE DREAMED UP A NEW READERS CASSETTE OFFER. YOU CAN STILL SEND OFF FOR OUR FIRST OFFER OF TWO CASSETTES WHICH INCLUDE RUMBO'S QUEST DEMO, FINDERS KEEPERS, KENTILLA, MICRODOT, SPOTS AND RAINBOW CHASER + + +, OR YOU CAN NOW OBTAIN TWO OTHER CASSETTES THAT YOU MAY HAVE MISSED WHICH INCLUDE TURRICAN I DEMO, GUARD, RUNAWAY, BAZAR, DOMINOS, LIBERTE AND TIME MACHINE DEMO FROM ACTIVISION. SIMPLY SEND A CHECK OR POSTAL ORDER FOR £3 MADE PAYABLE TO **ALPHAVITE PUBLICATIONS LTD.**, ADDRESSED TO 29 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 3HF AND WE'LL DO THE REST.

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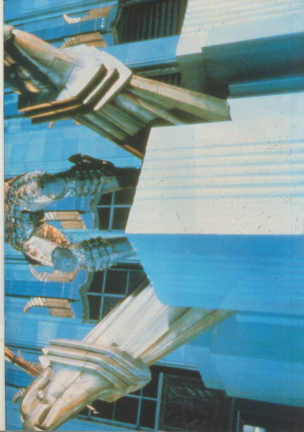
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OF YC IS
REALLY EXCITING!**

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NEW TAPE**

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stink from our endless finding
truly impressive FULL GAMES for
the cover cassette. Look out for
the FREE mind-mushing action.



**AN EXCITING NEW ROUND OF OUR
COMPUTER BOFFO QUIZ**

Who's up for humiliation next ish? It's the YC staff, who'll be racking their brains over ten more
trivial questions (Surely "trivia questions"?! - Ed).

AN EXCITING NEW EDITOR

Stepping into Rik's Size 12's is a brand new Big Ed. And then some.

YC JUNE '91 -

So out of this world, you have to wear a Space Suit to read it!

OUT MAY 24

People often come up to us in the street and say "No
thank you, we don't want any insurance" which is
very strange because we edit YC. Sometimes
they also complain that we change the
content about. We just smile and say:
"Well, that's the sort of people we
are." and wander off to put
even better articles in the
next ish.

Please mister newsagent,
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.

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MY ADDRESS

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MISADVENTURE

Amateur birdwatchers may have been keen-eyed enough to notice a strange occurrence in last month's hint sections. A hint for a game I have never reviewed. A catch-up or an incredible hint and tips service with forward planning? Erm... real question.

I wonder if I've started a trend? Hints before the review appears, however. For the confused who did notice the hint last time to peruse the full review of this cracking RFD below. At the moment it is an import only. However, several flocks of Canada Geese have informed me, after five packets of bird seed and four boxes of Mother's Pride were exchanged during heated negotiations, that Mindscape have an eye on a European deal. Soooo, if you can hop from one foot to the other for a bit you may find The Magic Candle at a reasonable price in the near future. For the impatient I recommend getting in touch with Computer Adventure World and buying the import version post haste, if not sooner.

REVIEW

THE MAGIC CANDLE
MINDSCRAFT
 £24 - £28.95
CONTACT - COMPUTER
ADVENTURE WORLD,
318 KENNINGTON,
LIVERPOOL, L7 6EY.
TEL: 091 263 8309

Arriving on two disks plus a well produced, 80-page manual, The Magic Candle looks a little like an Ultima mutation (graphically). Set in the world of Deravia The Magic Candle holds captive the evil Dread. Disaster seems inevitable now as the guardians of the candle have disappeared and the

candle is burning down. When it disappears Dread is free to do a bit of the roasting and killing. Your team must save Deravia.

The Magic Candle (TMC) may look pretty ugly, graphically, by today's standards but the main attractions lie within the design. For example, the being method of bank's slash is kept down to a bare minimum as the game concentrates upon puzzles, plot and role-playing which is what the RFDs are all about, after all. Also, you will find a limit to the number of monsters. They are only re-generated when a "new patrol" enters the area - about every three game months. However, dungeons have a fixed number of monsters. Once they're dead there's no more.

In addition characters are ready-made. There is no character creation, from scratch, routines here because, say Mindscape, a bunch of numbers do not give "character" or personality.

A major feature is the option of splitting your party into several pieces. So when you enter town you can send a couple of your team off to work for some cash, others to train in different types of warriors, others may wish

There's nothing more frightening than a fully luminated Paul Rigby, and that's what we got this month thanks to the Magic Candle...

If you wish to write to Riggers, address your letters to:
Paul Rigby,
Misadventures, YC,
20 Potters Lane,
Milton Keynes,
MK11 3HF.

to fit the tavern to collect into and so on.

Splitting the party is mostly done inside the town. However, you can leave a character behind (out of your party of six) because combat can still be successful with five characters. The shop left in town could be learning spells or working for someone. This is an ideal method of earning money for the party. So when the party returns you've got a bunch of cash you can use, from your character's earnings (through skills

such as a tailor or guncutler). In addition, though, there is one part late in the game where you will need to split your party into three pieces in order to solve a puzzle.

When you enter the combat routine you will see another good design aspect of TMC - the enemy intelligence varies (they each have an intelligence rating) but when you do meet intelligent opposition they use specific tactics. They appear to realise who your weakest people are, single out your wizards as a priority kill, etc.

There is a good use of stat-cash as individual weapon skills: bow, skill, sword skill, etc. Magic can only be learnt from books and the included spells only learnt from uninterrupted periods of concentration. Once a spell has been cast it has to be re-learned. Good, this prevents the magic users dominating the game.

Magic-powered weapons are few and far between in TMC. There are enhanced weapons but you will never find a powerful weapon randomly. There is



RES

IT'S
WICK-ED!

So who are Mindcraft? Al Atabek, "Mindcraft" started about two years ago, there were three of us at the time. Myself, Ugar Atabek (my wife) and James Thomas. We have developed one title before The Magic Castle (TMC - from now on) developed for BSI called Rings of Zilfin. It wasn't terribly successful. But successful enough to encourage us to try again." I asked Al where the idea for TMC actually originated.

"Oh, that's obscured by time, it's now been four years. Some of it is in the Rings of Zilfin. Anyone who has played Zilfin will recognize certain features that were present in both. Such as the mushrooms. There were many things I would have liked to change in Zilfin, but couldn't because the design was locked at that time. So when I had a chance to start all over we had Magic Castle."

TMC viewpoint is the classic "Ultima" type look-down. Why choose that viewpoint and not The Bard's Tale first-person viewpoint?

"That was a personal preference by my part. I've always enjoyed Ultima more than Bard's. Speaking of "influences", it's sure the influence of Ultima is there. That cannot be helped because Ultima is the classic, they did it first."

One of the main reasons for the Ultima viewpoint is that Al always gets lost in the Bard's Tale game! I can sympathize! Al added,

"I find it painful. You have to map. I know that, nowadays they are coming out with auto-mapping but even that doesn't seem to help. I always found it more enjoyable when I played the top-view games."

A refreshing aspect of TMC is that magic users are actually allowed to wear armour and carry substantial weapons. A real change from the normal

game which has your wizard clad in a drafty cloak and a wimpy dagger to protect him when he's run out of spell points, or whatever. Why was that decision taken, was it sympathy for magic-users?

"[Laughing] In a way, I guess. If a wizard is willing to wear armour, why shouldn't he be able to? If they run out of spells what are they going to do? Start to be ragged or cut down? Why can't they start swinging something? Clearly, they're not going to be good at it, their skill

besides the staff, that is? Hmmm? Yes, that's right, where's the auto-mapping?!

"We did provide one mechanism which gives you an overall map of the dungeons. But you have to solve a puzzle first."

One minor criticism I had, in the future, was that I could have done with more signs to tell me where things were situated. Al's response to my request?

"Everybody's talking for it and you got it! It's going to be there in the sequel (see elsewhere). It was too late to put it in TMC by the time we realised."



is well limited. But at least they'll have a fighting chance."

As Al has mentioned above, their old game "Rings of Zilfin" included mushrooms, plants and herbs which gave beneficial effects. A similar feature is included in TMC (I must emphasize, at this point, that TMC is not a Zilfin clone, it is really different). So why mushrooms?

"This is very embarrassing. Many people ask me that question. I think people expect me to say that they're related to drugs or something. It's not true. I don't know, I had to think of something and that just popped (ahem - Paul) into my mind. There's no big reason behind it. I certainly have no desire that they be related to drugs or anything like that."

Right, follow me down into the dungeons. Don't let it get too scary, some-

MC2 -
EXCLUSIVE!

In Magic Castle 2, you will travel into the lands of the druids. The plot surrounds the missing guardians mentioned in the review, who you will have to rescue. The title of the game will be called "The Magic Castle 2 - The Four and Forty". The latter being the guardians. Graphics will be much improved as Mindcraft have a new artist.

A very interesting ability, in the sequel, is the option to have a detailed conversation with your party. You will be able to hear advice from your party. For example, if you are in a particular location, one of your party may have actually been there before so he can give you a few tips about possible enemies or traps.

VIRTUAL REALITY WORLD PRESS ~~LUNCH~~ LAUNCH

Imagine experiencing an artificial world within a world. **Jeff Davy** thought this needed five cans of Crucial Brew until he was enticed to Womb-or-ley (Conference Centre) to witness the world launch of 'Virtual Reality'.

"**V**irtually is now reality" screamed the press invite which showed two silhouetted figures wearing strange helmets and looking like some more other-worldly cast members of *Alien*.

Time moved on... Walk through this tin-tin tunnel, they said. Wear this badge, they said. Drink this beer, they said. Watch this promo-vid, they said. Listen to this man, they said. Sit down and put this helmet on, they said...

...And suddenly I was in the cockpit of a fighter. Well, a computer-generated fighter anyway. A vertical take-off, the ground sloping away beneath me and a roar of jets from behind. I moved my head, looking up and around, and spotted five missiles passing, to swoop in front of my plane - and in front of my sights... a burst of machine gun fire finishes off one or two of them. A click on the second joystick and a missile speeds off to destroy another plane. And a

refueling sequence before more jets over the blue ocean. Then everything swirls out of view...

Reality is back, the helmet has been removed by a light-skinned W Industries operative. So it's on from VTCO. (That's the name of the game, an Abbas said) to *DarthSphere*. On pass the helmet again...

And it's into deep space for a real battle. A stereo guitar rock soundtrack sears from the headphones speakers as stars swirl by. In this game, the gun sights were fixed, a true point-and-look HUD, and laser death was empty testosterone. Star fighters soared into view and were blasted to space debris. What a game, wow, yeah...

And back again to reality. An opportunity, perhaps, to talk about the hardware involved.

For the sit-down lecture 'Virtuality' game, players sit (as you would expect) in a huge recruited plastic seat (which has a screen set into it so other



players can see what you're seeing). They grasp a joystick in each hand and have the special 'Virtual' helmet placed on their head. This looks like a welding helmet with a cross between a small car bumper and some eye-clip-shades fast to the front.

The difference between all this and a normal arcade game comes with the show you get. As you move your

The 'Virtuality' system has an interesting companion in its stand-on counterpart, which won't be available in arcades. Using a different unit, the same helmet design, and a joystick or a special glove, players can move about in an artificial environment, actually interacting with objects. Watching someone doing this is quite funny - they move



head, so what you can see changes appropriately. If you move your head around to the right, your view follows and the same with left, up and down, even diagonally. It's different and really quite good.

their head about and grip their air and look quite mad. It's only when you see the screen on the unit does it all make sense, as you see what they see. This is intended for serious business and research use, although it



YES - IT'S YOUR VERY OWN CUT-OUT-AND-KEEP VIRTUAL REALITY HEADSET!

You too can experience "virtual reality" with YC's special offer. Just follow these easy instructions:

What you will need: This page of YC
1 bendably sharp pair of scissors
1 piece of string or springy elastic
1 large hammer

1. Cut carefully around the thick outer lines, taking care not to stab yourself with the pair of bendably sharp scissors (you may need a grown-up to help you, so be)
2. Poke the scissors through the headset's eyeholes (marked 1 and 2) and through the holes at either end (marked A and B).
3. Fold along the thin dotted lines.
4. Tie one end of the string/springy elastic to hole A and the other to hole B.
5. Place headset over head.
6. Hit yourself with the large hammer, to create the slightly blurry, "virtual reality" effect.
7. Now move around - amazing, isn't it! Just like the real thing!



could easily have leisure applications. Tennis games, or what about a semi-real chess game where two players on opposite sides of the world appear to be in the same room, actually moving their pieces?

VRDL and
BattleSphere will
be in

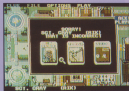
arcades over the coming months and will probably cost a packet. It's OK now but look out, because it can only get better from here.

ALSO... VIRTUAL SURREALITY!

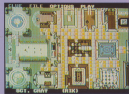
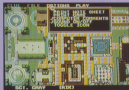
YC says: "Why go to great lengths to create reality when virtual surrealism could be much more interesting?" Inspired by Salvador Dalí, surrealist-seekers could be able to walk and interact with strange melting clocks, coloured abstract landscapes and, of course... fish. As Salvador Dalí said: "Water" (perhaps).

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CLUEDO MASTER DETECTIVE



© And I was sure she did it! For a start she was wandering all over the house and making with laughter - she'd either murdered somebody or was treating herself underneath!



When it comes to mysteries, there's nothing as mysterious as the YC tin of Spam. When **Simon Dale** tried to find it one day, all he found was an empty tin with the lid open, and a suspicious **Ed** with breath that smelled of chopped pork and ham. So he decided to load up this latest offering from Virgin instead...

Cluedo Master Detective is a version of the old Woodgrange board game Cluedo, and before now was only available in America. But now us under-privileged Brits get the chance to try it on our faithful American 64s.

You have a choice of ten players, all of which can be controlled by the three different skill levels of computer, or by humans, or a mixture of the two (by that I don't mean a crossbreed between a human and a computer). Although you must have a minimum of three players otherwise the game would become too easy.

After you've picked one of

the characters, the computer will roll the dice for you and you can move your detective about the board. To win the game you must establish who the murderer is, the murder weapon and the scene of the murder. To do this you will have to look at the set of cards held by each active player.

There are two ways of looking at a players' cards, the first way is to accuse a player of the murder, then the players holding the cards you selected must show them, the second way is to move onto a magnifying glass square, then you can look at one of any players cards. Both of the cards will have either a room, a weapon or a





suspect on them. The only three cards which are not held by a player are the cards holding the solution to the murder.

To help you remember which cards you have or haven't seen, Master Detective has provided a check list on which all the suspects, murder weapons, and rooms are written down. Each time you are shown a card by another player an X is placed next to it by the computer, so you can eliminate it from your inquiries. It is possible to eliminate a card by watching other players accuse each other of murders. For instance if Mrs Peacock accused Colonel Mustard of murder with poison in the billiard room, and Mr Green, Miss Scarlet and Mrs Peacock each had a card, although you would not see these cards, you would know that the billiard room, the

poison and the Colonel Mustard cards can be eliminated.

Graphically this game is okay, with each card having its own picture on it. The sound is made up of annoying footstep when you move your piece and boring beeps when you pull down a menu. The computer even on it's hardest still is easily beaten and if you play a board you have to keep putting your hands up to the screen to stop him from seeing your cards when you turn them over.

Personally, I think that board game to computer game conversions are the ultimate in boredom, and I would prefer to spend time picking fluff off my carpet rather than playing them. My advice to you is only buy this game if you enjoyed playing Cluedo so much you are willing to play another version.



CREDIT CARD	●●●●●	●●●●●	●●●●●	●●●●●
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SONICS	●●●●●	VIDEO FACTOR	●●●●●	SELF LIFE
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NAME: Cluedo Master Detective.
SUPPLIER: Leisure Games.
PRICE: £29.99 Tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL **69%**

Not the world's best effort in advanced home computer entertainment. Best played if you've got real dedication.



PASSING SHOT

ENCORE £2.99

Anyone for tennis? Phair, phair, phair! Standeesies and criers, please! Guffard it's that time of the year that all the software companies take a racket and have a ball. And Encore's attempt at capturing the Wimbledon brigade (the tennis, not madly football down Plough Lane) is a rehash of an Imageworks coin-op conversion.

To be completely honest, I've never been too keen on the coin-op of Passing Shot. It was a bit simplistic, the action wasn't as furious as 'Wars with Big Monsters' (or similar), and the actual game was as realistic as a doggy pink plastic lawn. But it seems as if the game's appeal is much better suited to the old console, especially at a budget price.

Before the actual game starts you have to choose your options. You can have one or two players, although the one player option is actually a damn sight more involved. If you do decide to compete against the computer, you'll be asked to choose a skill level to start on, and then it's on to the court itself.

You start in France, and you compete in the finals of each famous tournament

three in all until you reach Great Britain and, obviously, Wimbledon, where you have to win the quarter, semi, and final itself. If at any stage you lose a match you'll be out of the game and you'll have to start at the beginning, but



TWEET,
TWEET!



THE BUDGIE COLUMN



Fortunately, because this would take absolutely yonks otherwise, you only play one set in each round.

The graphics are reasonable, and the top-down viewpoint for the action is pretty original (it was the first tennis game to adopt this). The game is easy to play, and the action is as smooth as it comes. If you're a fan of two gamers knocking their balls about with large bats, you'll simply love 'Passing Shot'.

RATING: ○ ○ ○ ○



GREAT GURIANOS

ENCORE \$2.99

Oh dear! Oh steady, steady me! Why, oh why, oh why?

It says on the cover that Great Gurianos is previously unreleased on its own (having only been included on one of the many Elite compilations), and it wouldn't take a person with 20/20 eyesight to see why. I can honestly say that I've not seen a budget game that's quite as poo-er as this

very feeble effort. Even the infernal Pro Mountain Bike Simulator looks like Last Ninja 3 when compared, the only game that could touch it for pure crapness is Kenny Macgish Soccer Match, but that's on full-price only. Well, it's okay using the word 'crap' fifty thousand times, but what's the game really like? And why is it so damn abysmal?

You are Great Gurianos, a tobele with a shield and a spear, and you have to move your shield and spear in order to avoid being hit and fired by a fireball (or any other hazard), and bash the occasionally appearing similarly endowed fellows. The background scrolls on

it's own as you do your flat goose-step along, and every so often you can pick up something that falls at your feet. And if there's more to it than that, I can't say I'm sorry to have missed it.

The most humorous thing is that this is a coin-op conversion, and the fact that nobody on earth has heard of the arcade machine it comes from is anything but amusing. If I wanted to buy a hard for two pounds and ninety nine pence I'd pop into a joke shop and get a plastic one.

RATING: You **MUST** be joking!!!

EVER CALLED THE BUG

Our own Paul Rigby chats to our own Jeff Davy about his shady past.

This is the second in an occasional series devoted to producing your own fanzine. Rather than diving straight into the nitty gritty of recommending software, hardware and all that we at YC thought that we would be a right bunch of smart... or sensible chaps by giving you a number of first-hand accounts as to just what is involved. There are a number of reasons for this. Firstly, reading about someone else's mistakes saves your time by, hopefully, stopping you making the same, common, mistakes of your own, also many fanzine editors, editorial teams, etc. have vastly different ways of approaching the fanzine problem. Secondly, showing you that there are many ways to tackle the production of a fanzine. There are no hard and fast rules.

Two issues ago you may remember that I chatted to that Welsh Lovely - Mandy Rodriguez, editor of Adventure Probs. This month I sat on the doorstep of the right honorable Jeffrey Davy (contributor to this very mag, and soon-to-be Editor, no less) and asked him to tell me about The Bug. Otherwise I would pinch the cream from his Cold Tea.

The Bug was the swappy name for one of the first computer fanzines around, initially devoted to the

Spectrum 8 diversified to include many other formats including the dear of C64, but what was its origin? When did the first issue appear? Jeffrey: "Let's think, it was August 1984 - which, I believe made us the first computer games fanzine. We thought, "Well, why not?". We didn't know anything about business, I didn't really know what a fanzine was, we wanted to do a magazine and that was that."

So along with Jason Lewis, his brother Kelsey and Alice Fage they started The Bug on a fortnightly basis, which evolved to monthly and then, "...monthly regularly".

Towards the end of its life it drifted to become more of a quarterly. Apparently the lengthening time scale was nothing to do with a lack of interest but more to do with the increasing difficulty of producing a fanzine of 60 pages with 10 pages of ads plus 60 pages and finished, with 400 issues, at 60 pages. The bug was born through a basic interest in computers and the wish to create the classics. A sort of "I can do that" attitude. As I recall, we were concerned that the magazines around at the time were not giving adequate reviews - games getting 80% when we thought they were turkeys, for example."

With the wish to place a sort of protest vote and absolutely no experience in editing, professional writing, magazine production and so on, the Bug No.1 stumbled out, via an ancient Apple II computer. The next few issues were all type written and multipaged by those old, hand-cranked, duplicating

ATCH S?

machines (y'know the barrel shaped ones?) supplied by a local community group called The Actual Workshop.

"We actually went to about five different places to produce the magazine in the early days. We did one where we worked with our school but they cacked up the printing. They weren't as enthusiastic about the mag as we were. Then we went to another community place in Tottenham. They had an astounding array of technology that gave us the ability to make electronic stencils during production. It could scan an image from peeling artwork (ie, drawings cut out, orange and stuck on it; a piece of paper) into a stencil that could be used as a duplicate. That cost about a fiver a sheet, mainly because of the suburban community rates."

So The Bug was, at one time, indirectly subsidised by Haringey Council? The move to the electronic stencil meant that The Bug could use logos and fancy artwork. Text was now produced, in a column format like the text in YG via an Amstrad PC16. In an attempt to integrate screenshots into The Bug a Matiface was plugged into the back of a Spectrum (they were, primarily, Spectrum oriented at the time). Screens were grabbed with this and printed out onto thermal paper using a ye olde Alphacom printer. "The worst thing was that when it came into contact with Pre-Stack or light, in fact, it tended to fade rather rapidly! So it had a rather short life from when it was printed out and finally scanned."

A C&A equivalent to grabbing game screens for

use as screenshots for a magazine would be the Data's Action Replay (more, of which, in a later issue).

Jeffrey Davy also used other techniques to fit screenshots onto paper. "We even moved on to screening photographs because the community centre had a special process camera. What tends to happen is that when you try to copy black and white photographs the ink tends to leak in one place because of the large amount of dark/black areas in one area. Whereas the process camera breaks the image up, like newspapers, into little dots, which spreads the ink out more evenly."

There is a cheaper method of producing newspaper-type photos. All you need is access to a photo-copier and a good stationer. What you need to buy from the stationer is a glass-type thing which has a white cover on the back and a semi-transparent front covered in tiny dots on the front. You then copy the photo, whilst it's alive. The copy you will get will be a photo with dots giving you a high contrast photo. Don't worry about brand names or the exact method of using the thing (I sort out the technical details in a future issue. But you get the general idea.

It was at this time that a distribution company called CSD approached The Bug and offered them a deal whereby they would distribute the magazine, call some advertising and offer general support. Unfortunately, The Bug were unaware that CSD were in deep financial trouble. Couple that lot with CSD actually interfering with content when they promised that they would not and you can understand how station quickly lead to gross disappointment and a final parting of the ways.

Making the public aware of the magazine was the one of the most important aspects of the operation (and is so for any fanzine editor). At one time Jeffrey and the gang were able to afford a stand at the Microfairs selling the mag.



Then, when they were unable to afford the outlay, they wandered around the queues outside the Microfair and sold it there! Local shops were approached and individual deals negotiated. Basically arranging that the shop take a cut of the sales the magazine produced. Other methods of gaining publicity coincided with the fanzine boom so The Bug was mentioned in the likes of Crash and Amiga, TV programs like Get Fresh and Splash (remember them?) and trade magazines like C&A (mainly because the members of The Bug would

continually write and complain about different aspects of computers such as sexism in computer games and so on). The backing of CSD also attracted media coverage in the trade mags.

Next month I'll continue The Bug story with a look at the mag itself and how it was designed, how The Bug team had to battle against the "you're just a bunch of kids" attitude, how they got the big companies to advertise and send free software and, oooh, oodles of wisdom from our Jeffrey. See ya next month.



FISTS OF FURY II

Confuseous, he say, man with black rubber mask on face is man with sweaty eyebrows. **Simon Dale** delves into the art of beating the frag out of somebody with just a Bavarian garlic sausage.

Fists of Fury II is a compilation of four purely fighting games - Shinobi, The Ninja Warriors, Double Dragon II and Dynamite Duo.

SHINOBI

Well Joe Musashi you're not yourself in a bit of a mess. You, the master Graduate from Ninja school, have let the evil and sinister Evil Foo walk all over you and kidnap some of your students, and needless to say that when their parents find out they will be very angry indeed. So pick up your ninja stars, and show Shinobi into your cassette machine.

I'm surprised that while playing Shinobi that I found it more playable than the amiga version (but then, aren't ALL amiga 64

but you must be careful 'cause you can only survive one or two blows (depending on what type they were). Although you're not completely defenceless as you're able to kill a man just by kicking him in his leg, also you have an unlimited supply of ninja stars which will become more powerful weapons as you collect more and more ninja rippers, and finally you have a magic weapon which disintegrates every badde on the screen.

One annoying thing about the game is the control for jumping on top of buildings, which is held down the fire key for about five seconds after firing a ninja star then raise the joystick up. In the instructions it just says fire and up. This game has reasonable graphics and sound, and is definitely not lacking in the speed stakes.



NINJA WARRIORS

This cool game 'The Ninja Warriors' could be the birth of a brand new cross. Instead of being Robocop or a Ninja Turtle you are a Roboninja - well actually you're not, you're somebody else who has been chosen to control this particular robotninja from a very sophisticated, and up to date, computer terminal called a Commodore 64 (of course).

"But why?" I hear you ask, "Why do I have to control this ninja construction kit?" Well the reason is that a scientist called Maki bumped into you on the street one day and said "hey, do you want to control my robotninja, constructed from the finest reolytoboro-titanium, on an assassination of President Sanger?" "Yes", you said, and that's how the whole thing started.

The Ninja Warriors is another fighting game in the same kind of style as Shinobi. This time you have limited supply of ninja stars, only thing which will disappear very fast if you waste them on the baddees that can be



easily disappated with one slash of your specially shapedoed ninja knife. Happily, being a robotninja, you are not so easily disappated as you have a full bar of energy.

Unlike Shinobi, you also have the opportunity of two players playing at once. But will two robotninja be enough to wipe out all the Soldiers - with knives, guns, and bazookas - the dogs, the big weird creatures that are hard to kill, and the ninjas? Good graphics, sound and variety make this game one you will keep coming back to.



game). The game involves sneaking about on a level full of the binn with baddees, and trying to rescue your miniature ninja graduates.



DOUBLE DRAGON II

If you hadn't heard of Double Dragon II before, you may be thinking that this is a game in which you and a friend take control of a dragon each. If you were thinking that, you would be much mistaken. In fact, you control two humans named Billy and Jimmy. So why isn't it called Double Human? The answer to that probably lies in some ancient tome buried under Bill's desk, so we'll never find out.

Double Dragon II is another arcade fighting game conversion in which you are able to have two players on the screen together to help each other. Your arch enemy Willy, who, you may remember from Double Dragon's first appearance, as the big guy with the machine gun. Yes, you may have killed him first time round but he has been brought back to life



with magic - so have his gang members - and he's taken away Mattan and killed her. You and Billy must travel the always scolding screen once again and kill off the gang members with weapons such as grenades, knives, whips and crates.

This game is hardly an arcade perfect conversion but you wouldn't expect that from our humble C84 port in 1989

Anyway! I personally don't think that Double Dragon II should have ever been attempted to be converted to the 84, if anybody wanted the same graphics, sound, size of characters, and speed of the arcade. Apart from that it's reasonable fighting action, just don't expect the same quality as the arcade version.

DYNAMITE DUX

Dynamite Dux is yet another fighting game with cartoon-like sprites. With this game you must control one duck called Bin, to whom's wings some nasty crew person has stapled boxing gloves. But although this means he can't fly, he's got a cracking left hook!

Well drawn colourful cartoon like sprites such as Fins, Gumbo Pigs, Hosing Coosa, packs of rats and many more, make this game enjoyable to play. Also, the variety of weapons is good, you can collect bombs, rocket launchers (various types), staves, flame throwers and not forgetting your famous punch. You must avoid obstacles like holes in the road and cliffs that you can fall off. But every

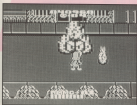
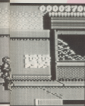
game has its niggles (and was that every cloud has its silver lining?)



thing is, the sound isn't up to much and the background is usually pretty dull (which takes away from the cartoon-like

theme of the game), but the good points (decentable gameplay, two-player option, etc.) do outweigh the bad points.

Fists of Fury II is a good compilation and a must for fighting freaks every where.



CREDIT CARD

<ul style="list-style-type: none"> • Great port of some really • mostly • 4000000 • sounds and the • occasional • pieces of • gems. 	<ul style="list-style-type: none"> • 4000000 • Fully high • standard of the way • through. 	<ul style="list-style-type: none"> • 4000000 • For best- • em-80 • have you • can't get • more • variety. 	<ul style="list-style-type: none"> • To be • honest you • 4000000 • may just • get bored • with the • game.
--	--	--	--

NAME: Fists of Fury II
 SUPPLIER: Single Games
 PRICE: £16.99 Tape, £14.99 Disk
 RELEASE DATE: Out now.

OVERALL **82%**

A stonky package of four furious beetles. Switch your brain off and just rely on pure muscle.

SOFTWARE



MAVERICK 1

The Bandwell 'Maverick 1' is the Porsche 929 Turbo of the joystick industry. It contains two leads so that you only need to buy one joystick for two players. The Maverick 1 also has a top-mounted autofire slider, two



fire buttons, a computer selector and FITTED WITH THE NEW MICROSWITCH.

PRICE:
£14.99

MICRO SWITCH

PYTHON 1

The Quikshot 'Python 1' is quite similar to the Apache, but additionally offers an autofire just below the top fire button, and with a fire button on the front finger trigger as well. FITTED WITH THE NEW MICROSWITCH.



PRICE: £9.99

MICRO SWITCH

C64 GAMES (FULL PRICE)

Advent	£14.95	Aladdin	£9.95
Adventure	£14.95	Aladdin II	£9.95
Adventure 2	£14.95	Aladdin III	£9.95
Adventure 3	£14.95	Aladdin IV	£9.95
Adventure 4	£14.95	Aladdin V	£9.95
Adventure 5	£14.95	Aladdin VI	£9.95
Adventure 6	£14.95	Aladdin VII	£9.95
Adventure 7	£14.95	Aladdin VIII	£9.95
Adventure 8	£14.95	Aladdin IX	£9.95
Adventure 9	£14.95	Aladdin X	£9.95
Adventure 10	£14.95	Aladdin XI	£9.95
Adventure 11	£14.95	Aladdin XII	£9.95
Adventure 12	£14.95	Aladdin XIII	£9.95
Adventure 13	£14.95	Aladdin XIV	£9.95
Adventure 14	£14.95	Aladdin XV	£9.95
Adventure 15	£14.95	Aladdin XVI	£9.95
Adventure 16	£14.95	Aladdin XVII	£9.95
Adventure 17	£14.95	Aladdin XVIII	£9.95
Adventure 18	£14.95	Aladdin XIX	£9.95
Adventure 19	£14.95	Aladdin XX	£9.95
Adventure 20	£14.95	Aladdin XXI	£9.95
Adventure 21	£14.95	Aladdin XXII	£9.95
Adventure 22	£14.95	Aladdin XXIII	£9.95
Adventure 23	£14.95	Aladdin XXIV	£9.95
Adventure 24	£14.95	Aladdin XXV	£9.95
Adventure 25	£14.95	Aladdin XXVI	£9.95
Adventure 26	£14.95	Aladdin XXVII	£9.95
Adventure 27	£14.95	Aladdin XXVIII	£9.95
Adventure 28	£14.95	Aladdin XXIX	£9.95
Adventure 29	£14.95	Aladdin XXX	£9.95
Adventure 30	£14.95	Aladdin XXXI	£9.95
Adventure 31	£14.95	Aladdin XXXII	£9.95
Adventure 32	£14.95	Aladdin XXXIII	£9.95
Adventure 33	£14.95	Aladdin XXXIV	£9.95
Adventure 34	£14.95	Aladdin XXXV	£9.95
Adventure 35	£14.95	Aladdin XXXVI	£9.95
Adventure 36	£14.95	Aladdin XXXVII	£9.95
Adventure 37	£14.95	Aladdin XXXVIII	£9.95
Adventure 38	£14.95	Aladdin XXXIX	£9.95
Adventure 39	£14.95	Aladdin XL	£9.95
Adventure 40	£14.95	Aladdin XLI	£9.95
Adventure 41	£14.95	Aladdin XLII	£9.95
Adventure 42	£14.95	Aladdin XLIII	£9.95
Adventure 43	£14.95	Aladdin XLIV	£9.95
Adventure 44	£14.95	Aladdin XLV	£9.95
Adventure 45	£14.95	Aladdin XLVI	£9.95
Adventure 46	£14.95	Aladdin XLVII	£9.95
Adventure 47	£14.95	Aladdin XLVIII	£9.95
Adventure 48	£14.95	Aladdin XLIX	£9.95
Adventure 49	£14.95	Aladdin L	£9.95

C64 GAMES (BUDGET)

Adventure	£14.95	Aladdin	£9.95
Adventure 2	£14.95	Aladdin II	£9.95
Adventure 3	£14.95	Aladdin III	£9.95
Adventure 4	£14.95	Aladdin IV	£9.95
Adventure 5	£14.95	Aladdin V	£9.95
Adventure 6	£14.95	Aladdin VI	£9.95
Adventure 7	£14.95	Aladdin VII	£9.95
Adventure 8	£14.95	Aladdin VIII	£9.95
Adventure 9	£14.95	Aladdin IX	£9.95
Adventure 10	£14.95	Aladdin X	£9.95
Adventure 11	£14.95	Aladdin XI	£9.95
Adventure 12	£14.95	Aladdin XII	£9.95
Adventure 13	£14.95	Aladdin XIII	£9.95
Adventure 14	£14.95	Aladdin XIV	£9.95
Adventure 15	£14.95	Aladdin XV	£9.95
Adventure 16	£14.95	Aladdin XVI	£9.95
Adventure 17	£14.95	Aladdin XVII	£9.95
Adventure 18	£14.95	Aladdin XVIII	£9.95
Adventure 19	£14.95	Aladdin XIX	£9.95
Adventure 20	£14.95	Aladdin XX	£9.95
Adventure 21	£14.95	Aladdin XXI	£9.95
Adventure 22	£14.95	Aladdin XXII	£9.95
Adventure 23	£14.95	Aladdin XXIII	£9.95
Adventure 24	£14.95	Aladdin XXIV	£9.95
Adventure 25	£14.95	Aladdin XXV	£9.95
Adventure 26	£14.95	Aladdin XXVI	£9.95
Adventure 27	£14.95	Aladdin XXVII	£9.95
Adventure 28	£14.95	Aladdin XXVIII	£9.95
Adventure 29	£14.95	Aladdin XXIX	£9.95
Adventure 30	£14.95	Aladdin XXX	£9.95
Adventure 31	£14.95	Aladdin XXXI	£9.95
Adventure 32	£14.95	Aladdin XXXII	£9.95
Adventure 33	£14.95	Aladdin XXXIII	£9.95
Adventure 34	£14.95	Aladdin XXXIV	£9.95
Adventure 35	£14.95	Aladdin XXXV	£9.95
Adventure 36	£14.95	Aladdin XXXVI	£9.95
Adventure 37	£14.95	Aladdin XXXVII	£9.95
Adventure 38	£14.95	Aladdin XXXVIII	£9.95
Adventure 39	£14.95	Aladdin XXXIX	£9.95
Adventure 40	£14.95	Aladdin XL	£9.95
Adventure 41	£14.95	Aladdin XLI	£9.95
Adventure 42	£14.95	Aladdin XLII	£9.95
Adventure 43	£14.95	Aladdin XLIII	£9.95
Adventure 44	£14.95	Aladdin XLIV	£9.95
Adventure 45	£14.95	Aladdin XLV	£9.95
Adventure 46	£14.95	Aladdin XLVI	£9.95
Adventure 47	£14.95	Aladdin XLVII	£9.95
Adventure 48	£14.95	Aladdin XLVIII	£9.95
Adventure 49	£14.95	Aladdin XLIX	£9.95
Adventure 50	£14.95	Aladdin L	£9.95

From each of the four rounds will go ONE contestant, to the aluminium foil-star-studded final in just three issues' time. So, let's go! With this ish's thrilling heat...

Until Computer Boffs of the Year began last issue, only YC's Editorial staff had this much computer game-related tosh in their heads. But now they want to show just how smug they are by testing four sections of the computer games world. Last month it was PFI-types and now...

THE CONTESTANTS:

Joe Besser (Probe Software): Joe has worked on most of Probe's games, such as *Savage*, *Turbo OutRun* and *Wz*, he doesn't actually program any more. "I'm huge!" he says. He denies ever owning a pair of brown corduroy trousers although, "I had a pair of lawn cords, they weren't brown, honest".

Cat Muller (Prolinea/Imageworks): The C64 *Tartles* game was Cat's baby, so blame him. On his desk is a PC and a C64, "with a room key that doesn't work," he laments. His musical tastes are Jimi Somerville, Blur, Meco Almond and Abba. Er, right!

Richard Taylor (Prolinea/YC): Frisky the Sprocket was written by YC's very own Richard and he's currently working on a sequel. He certainly doesn't wear brown cords and claims that his desk contains "Paper, Cups, Half-eaten sandwiches and biscuits". What a guy.

Jason Page (Griffgob): He's programmed C64 *Road Racer*, amongst other C64 games and works with Andrew Braybrook (Unitium, etc.). On his desk is "Lots of paper, packets of H&M-Nobs, A cube of starch and a Rubik's clock." He doesn't drive a Porsche, he drives a Ferrari, so, er... "I drive my dad's car, a Datsun Sunny" he says.

Stan Schenkel (System 3): Programmed *Barbarian*, *Cauldron II*, *Last Ninja 3* and loads of other good stuff. He drives a BMW M5 and says "Hi! Hi, I'll appear wearing a pink latex jockstrap and a black leather cap, with a gold chain!" That's the spirit!

Bobby Earle (Ocean): Bobby is 20 and has already written parts of *Total Recall* for Ocean. Now he's working on the 64 version of *Terminator II*. Asked if it will trash the competition he says "It certainly will!"

AND THE QUESTIONS:

1. Which Tartle wears red?	Michaelangelo. No, Raphael [1]	Michaelangelo? Um, Raphael [0]
2. Who released <i>Evil Dead</i> , the game?	Palace. [0]	Palace. [0]
3. What have the following got in common: <i>Uridium</i> , <i>Griddle's Day Out</i> and <i>Rainbow Islands</i> ?	Andrew Braybrook. [1]	Andrew Braybrook. [1]
4. Name the past editor of YC.	Post Apocalypse (see box) [1]	(Fluke through YC) Some weird guy called Post Apocalypse. [1]
5. Name 3 computer magazines that are no longer around.	Popular Computing Weekly, Your Computer, GCL [0]	Big K, Amstr, Popstar Computing Weekly. [0]
6. Name 3 games written by Tony Crowther.	Potty Pigeon, KillerWatt, Blagger! [0]	Oh, that's a tricky one... <i>Suicide Express</i> , <i>Loom</i> , <i>Gryphon</i> . [0]
7. Which company has the Famous Five licence?	Enigma Variations. [1]	Level 9? Demark? [0]
8. Name 6 football games, excluding trophies.	European 5-a-side, Gatta, Kick-Off, Football Manager, Italia '90, World Cup Soccer. [0]	International Soccer, Gatta, Kick-Off, Gary Lineker's Super Soccer, Football Manager, World Cup '90. [0]
9. How many bits in a nibble?	4. [0]	4. [1]
10. Which chart rock band is about to have its own computer game?	Iron Maiden. [0]	Whitesnake? (Bon Jovi? Guns 'n' Roses? (10 minutes later) Iron Maiden) [1]

COMPUTER BOFFS

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

ROUND 2: PFI

THE ANSWERS:

- 1: Raphael.
2: Palace - and what a turkey it was!
3: Andrew Braybrook - what a guy!

- 4: Post Apocalypse, of course - now we can tell who doesn't read YC!
5: The list is endless... Pop Com Weekly, Computer GameWeek, Big K, and many more - so we'll just



OFFO OF THE YEAR 1991

ing of Intellectuals The Like of Which Has Ne'er Been Seen Before")
Programming-peeps

assume everyone's answer to be right, eh? And which programmer answered "I wish Zap wasn't"? A few from the subplot, please, or it may slip out!

6. Again a long list, but we were thinking of offering points for how truly embarrassing the game is to Mr. Crowther.

7. Enigma Variations - who got it just in time for tea and

scones and lashings of ginger beer? Hurrah! 8. Blough! Thousands! 9. Four. And yes, it is a real computer term, thank you very much. 10. Iron Maiden.

◀ CHEEKY GITS! ▶

Joe and the Probe were downright cheeky in the way that they got the answer to Question 4. While Joe was on the phone to YC's own question-master, another Probe bod, Mark Kelly, rang Rick on YC's other line and asked what the name of our letters Ed was! Here at YC we applaud initiative and outrageousness - so we gave 'em the point! What style!



Leonardo. [00]

Leonardo. [00]

Michelangelo. [00]

Raphael. [11]

Palace. [00]

It was crap! Was it CRL? [00]

Palace I lived with the programmer for 2 years! [11]

Palace. [00]

Graftgold write them. [00]

They're all brilliant! And written by Andy Braybrook. [10]

Andrew Braybrook. [11]

Andrew Braybrook. [00]

Post Apocalypse. [11]

Has he got some stupid name? [00]

Post Apocalypse. [11]

No idea, er, Post Apocalypse? [11]

Popular Computing Weekly, PCO, Commodore Horizons. [2-8]

Computer Gamesweek, CCI, Big K. [00]

Popular Computing Weekly, CCI, Computer Gamesweek. [00]

Popular Computing Weekly, Your Computer, Computing Today. [2-8]

Bigger, William Wobler, Loco. [00]

Loco, William Wobler, Suicide Express. [00]

Loco, Black Thunder, Suicide Express. [00]

Mony Mole, Captive, Ketta. [00]

Geeen!n? Down! [00]

Sounds like a Code Masters one, 'Furious Five Simulator' perhaps? [00]

Someone incredibly sad. It's got to be Demark. Enigma Variations? [11]

Gird Nylon Software? [00]

International Soccer, Kick-Off, Gazza, Match Day, Football Manager, Football Crazy. [00]

Kick-Off, International Soccer, Gazza, Gary Lineker's Soccer, Emlyn Hughes, World Cup Soccer. [00]

Gazza, Kick-Off, Microprose Soccer, Peter Beardsley's, Peter Shilton's, Emlyn Hughes is an imitating soccer! [00]

Gazza, International Soccer, Italia '90, Kick-Off, Emlyn Hughes, World Cup Soccer. [00]

4. [00]

4. [00]

4. [00]

4. [00]

Iron Maiden? [00]

Iron Maiden? [10]

Metalhead. [00]

New Kids on the Block? [00]

MIGHTY BOMB JACK

It's spring, and what better way to celebrate it than strapping large rubber soles to your Nike 180s and bouncing around the urban streets. **Rik Henderson** loads up this third in a successful arcade series whilst he lays in hospital with two broken ankles.

Just imagine, a world that's only built to be the occasional plug in somebody's lettuce, a world that's so peaceful it makes Clackson-van-Dea look like downtown Beirut, a world that's rid of all bad feelings in any shape or form, makes you sick doesn't it? It was also so damn undamned that it got on the local demon's proverbial tits.

Westerbat (pronounced Bee-ah-see-but, probably) was this entity, and things were so boring for him that he was even considering relocating to Northampton and opening a night-club. Instead, an evil plan had been

bouncing around in his, until now, dormant brain, and it was time to put away the bar legs and act.

The main reason for this paradise state was the old hippy, King Panera, who's first policies upon taking the post was to have Donovan playing over Maroxy's 24 hours a day, and the compulsory wearing of fairs. Unfortunately, Westerbat has now abducted the King, the Queen, and their daughter, Moonflower 'who sparkles like the sun' Panera, and in the

process of doing so has dethroned all the Mighty brothers but one.

Jack is a fat storage, to be honest. For a start he enjoys nothing better than dressing up in Mrs. Mighty's tabacloth and putting his dad's authentic 'viking helmet' astray (bought in a service station outside Newport Pagnell) on his head (after carefully discarding the old cigar butts and rolled up sweaty swappers). His other particular fetish was collecting bombs (so far he's picked up several Molotov Cocktails, one teardrop shot, and a sea mine), and with the last suddenly becoming so powerful, the lad was a trifle upset - his toby had been raised.

But now he's back, and the wily Westerbat has thrown his personal life (the place where he has the hippy family looked up with Jack's favourite pastime. And it's a bomb away for some more

Bombjack fun, as you've gotta progress through billows (slight exaggeration) of levels of bomb and treasure collecting in order to finally confront the power with slobber breath and rescue the boring old tart and his family.

Each level consists of about five screens of platform action, that scroll either horizontally or vertically, and are scattered with bombs to be collected, treasure chests to be opened, and means to avoid. You don't have to do anything but avoid the nasties to get to the end of each level, but you won't come out of it with much of a score.

It's worthwhile though, to open the treasure chests as you can grab treasure and other bonuses. One of these 'coins' is a Mighty token, and each one (up to three) can be used to increase Bombjack's powers. One Mighty token will turn our little fellow blue (ie, it has much the same effect as if he'd been out in the cold too long), three giving him the power to open locked chests. Two will turn him orange (ie, having much the same effect as falling asleep under a particularly strong sunbed), and giving him the power to open chests just by walking into them. And three Mighty tokens will turn him green (ie, it has much the same effect as eating a pickled onion and ice-cream concoction) and will change all of our Bombjack gobbling many friends into hard Ecus. All of these powers are limited though, so it's a good idea to collect as many of those little buggers as possible.

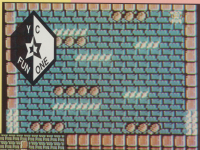
At the end of the five or so screens will be a doorway that will either open by itself, or open when you've collected the 'spooky' key. Inside this door is an end-of-level room (just like an end-of-level baddy), in which you must resort back to the original two games (in gameplay terms) and collect all the bombs to open the second door in order to escape. If you collect the bombs in the order at which they fall, you'll be awarded scores of bonus points, and then it's onto the next level.

During the levels are other doors that lead into 'bonus' rooms which normally contain extra chests to be opened. And if you collect too many Mighty tokens (I know I said you should collect loads, but there's a difference between being sensible and being greedy) you'll be sent to the torture room, where you



have to avoid the bad guys for as long as possible. If you do manage to survive through, your GDV rating (Game Deviation Value - a way of rating your skill and ability during the game, therefore giving you an extra incentive apart from the score) will go right down.

In all, *Mighty Bombjack* is a marriage between the original excellent games and *Super Mario Brothers*. In true cutesy fashion there are extra chests to be found, and bags of furious leaping and bounding. The gameplay is so addictive that I had to be torn away from the joystick by the Fire brigade (perhaps because somebody had put superglue all over the stick, the sinagat, and the graphics and in-game

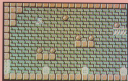


Q The end of level screen. If you collect the bombs in the right order, you'll get mega bonus points and a small "I LOVE BOMBING" badge!



sounds are what we've come to expect from such games (*Impossible*, *Rainbow Islands*, etc.). Little has been very, very quiet in recent months (years?) but seems to be back with as much gusto as that which brought us games like

Paperboy and *Gladius* and *Goblins* all these years ago. It's a rare occasion when the quality of the game is broadcast in the title (and a trust, "blast *Bombjack* in his third guise is unmistakably *Mighty*."



Q He goes away to a tropical island and what does he do? He collects more bombs of course! Why can't he get a decent hobby?



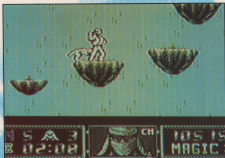
CREDIT CARD	<ul style="list-style-type: none"> Great in-game FX Great graphics and a big standard sumo that rather grates. 	<ul style="list-style-type: none"> Cooling with substance, and strikes stately to the arcade machine. 	<ul style="list-style-type: none"> It takes a few plays until you're hooked... 	<ul style="list-style-type: none"> ...but hooked you'll definitely be hooked for a long, long time.
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NAME: *Mighty Bombjack*.
 SUPPLIER: Eidos.
 PRICE: £9.99 tape, £14.99 Disk.
 RELEASE DATE: Not sure.

OVERALL **95%**

Absolutely excellent platform game action that merges the best parts of the original *Bombjack* and *Super Mario Brothers*.

SHADA



a supply of magic spells for sale, too.

And... 'Your Ninja dog (not necessarily called Rover), upon your command, goes to savage the terrorists in your path. You've read about Nollweilers and Pit Bulls, now play the game (look, stink).

You negotiate horizontally and vertically scrolling levels which are completed when you reach the end falling forward at the barrels along the way. After two such levels, you get to kill a Mr Medication, in the same way as you would an R-Type bossy - by firing mercilessly at a weak point (beating heart, flashing light, etc.).

Probably the most fun bit of it all is the bonus level. You get a view of the side of a skyscraper - it tapers into the distance. There are three ledges on which ninjas walk up and down in a dipso invader style. They slowly jump down the ledges and you must Shuriken them before they jump off the nearest ledge and end the level. The ninjas grow in size as they come down (in true perspective) and the final

With the confused idea that this might be a Rudolf Nureyev ballet simulator, Jeffrey Davy slaps 'Swan Lake' on the vid and pirouettes to his 64 in pink ballet shoes and a fluffy tutu. Yes, his tablets have run out again.

C us Jangle into music). Announcer (with Country accent): "Do-aaa, welcome to 'One Man and his Dog' from out here in the beautiful Derbyshire countryside. Last week we saw Mr Giles and his Old English Sheepdog win by founding up the flock in a record three minutes. The first contestant today is a foreign gentleman, Mr Ninja and his white border collie. They'll be..."

<CRACKLE CRACKLE>
A strange face appears on the screen. It is Mr Big, head of the ruthless 'Children of the Revolution' terrorist group.

Mr Big: "Hi, imperialists, we control your airport in the name of our glorious revolution and we'll detonate the bombs we've planted unless you agree to our 20 demands. One: The keys to

the Duty Free shop. Two: Kylie Minogue to replace John Major. Three: Rick should wear no more eye-stamazing Paisley waistcoats in Public, Four..."

(Back in Derbyshire, Mr Ninja is poised for action.) "Come, Rover, we must stop the terrorist menace. Rick must have the freedom to wear Paisley waistcoats. Let us go..."

And you are that Ninja, with a real job on your hands. For not only are there barrels dotted all around the gaffe but a mass of armed terrorists who would like nothing better than to put you so full of holes that you begin to look like a tea-stainer. What's more, one hit and you're a goner. (Down and out



for the count.

But help is at hand. You have a never-ending supply of Shuriken throwing stars to chuck at the opposition so they fall like joumas after a US Gold piece launch. Tucked away in your Ninja suit there's

TEN OR, DDD, SHADOW DANCER FACTS:

1. Ninjas come from Japan.
2. The dictionary didn't have 'Ninja' in it but it did have 'Nevana', which is not just a blissful religious state but also a rather good hard-core guitar band.
3. Cliff Richard used to sing with a band called The Shadows.
4. The Shadows were well known for their 'Mascot'.
5. Er... Can I make it six facts?
6. I think you'd better! - Ed

SHADOW DANCER

CREDIT CARD

• You can't
• with loading
• two of a
• afflicted by
• **4 BONUSES**
• game team's
• all a few
• swaps and
• changes.

• **4 GRAPHICS**
• Pretty good,
• even if the
• Ninja does
• have a floppy
• hairstyle.

• **4 THE FACTS**
• Quite
• absorbing, if
• you like
• first games.

• **4 HALF LIFE**
• Having
• difficult to
• game,
• really, you'll
• be losing
• your hair out!

NAME: Shadow Dancer.
SUPPLIER: US Gold.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: SOON! Too soon!

OVERALL

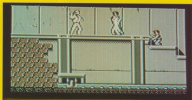
80%

If the public wants another Ninja game then so be it. This one's one of the more worthwhile of the crowded genre.

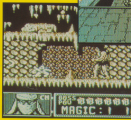
what you get of the Ninja (jumping toward your head is truly cooking).

So, you're saying, how does this particular Ninja game compare to the billions and billions of predecessors. Well, the graphics are a nice add: The Ninja (as his name'd in the preview of this 'em) looks like he's chortling as he chuckles the stars and has a particularly hippy-esque hairstyle and the dog looks as though it's licking the buddies rather than ruthlessly swooping them with its large chops. But other than that, they're quite spiffing.

Shadow Dancer is a nice conversion, fairly faithful to the arcade (after all, the screen with all the flames for the magic-coating bit, on US Gold?), darn hard and, so, worth a look.



• As a bonus round, you have to check (big) Ninja stars at the blocks wrapped up in laboratories. If you fail to kill them all in the time limit, you'll be on the end of his cheesy feet!



Crime is running rampant on the streets, innocent civilians are getting hurt, gang warfare is about to tear the city apart.

There's only one man who can save the day, and that man is Mark Luckham. (Hang on, that man is supposed to be Dick Tracy - Ed).

Q What's hiding behind the brown door? Some more poorly drawn crappily sprites no doubt! And what's that coming this way ...



Q ... And now there's two of them! This almost reminds me of a Pink Floyd album, if it wasn't for the fact that this wall is crappily designed!



DICK

You too can be Mark Luckham - er... Dick Tracy, in the all action conversion of the film of the same name, featuring Dick, Tess Truheart (his squeeze), Lips Marlis (deceased), Big Boy Caprice (well known villain) and Prunelace (assistant to well known villain). Of course you realise that means you are missing out on Madonna as Breathless Mahoney, so when the lurid accompanying the game claims it follows the script, I just wonder which script that was. Let's face it, Madonna plays a bloody big part in the film. Maybe Titus couldn't afford her.

Dick (the game) starts off in much the same way as Dick (the film) with Dick (the character) investigating the murder of Lips Marlis. The finger is pointing at Big Boy Caprice, especially since the deeds to The Ritz Club, owned by Lips, had been transferred to Big Boy on the day of his demise. What happens next is anyone's guess since the instructions consist of a pseudo-newspaper highlighting the events and main characters. So what do you do, what's the objective then. What in fact is the point of the game? Er, dunno, you better ring Titus and ask them. I hope you can speak French though, 'cos they ain't English.

Well once you get

going it becomes pretty obvious what you're supposed to be doing anyway, and since phonecalls outside the UK cost a fortune thanks to those thriving bar stewards at BT (did you know my phone bill was £266! Outrageous I call it. Flagrant profiteering. Taking the shirt off the backs of hard working men and women, the capitalist, bourgeois, running dog lackeys of the fascist, imperialist police state dictatorship [Er, Mark, shut up and get on with it - Ed]).

Fah. Anyway, the screen doesn't scroll in this right to left strolling shoot 'em up. You walk to the right end, and



TRACY

then a new screen appears with you on the left. With a bit of luck you might find a weapon before you get killed, which happens all too often.

You have an energy bar and you can thump people, but even if you do they still generally absorb some of your life force (jumpy gangsters?), which makes the game tedious.

If you pick up a weapon it's either the single shot gun, or the machine gun. There's not much difference in performance, and a gangster with a small hole in his head is just as dead as a gangster with no head.

In Robocop 1 style,

people open windows, lean out and shoot you, while various mac wearing personages run up and try to grill you from close range. Half of them looked like police officers, which confused the hell out of me.

The end of the first level sees you making

your way through the streets and entering a nightclub, in there you can go and arrest a villain by shooting him (a la Special Branch tactics). Off he goes to the rack, only to be released a couple of days later, as a newspaper headline tells you.

Urs, and there's much more of the same, with you tramping through various locations, shooting more people, and nicking some gear at the end. So what's it actually

like then, as a game? Well, in one word, cobbler. You can tell that technical sophistication is not going to be to the fore when the screen doesn't scroll like it does on every other version of the game. It doesn't help that the keyboard controls don't work. It gets worse when you look at the god awful graphics. And it becomes a blank disc or tape when you play it and discover just how unplayable and naff the entire thing is.



CREDIT CARD

- | | | | |
|---|-------------------------------------|-------------------------------------|-------------------------------------|
| • 50 average
they make
• 1000000
• 1000000 | • 1000000
• 1000000
• 1000000 | • 1000000
• 1000000
• 1000000 | • 1000000
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NAME: Dick Tracy.
SUPPLIER: Tynes.
PRICE: £9.99 Tape, £14.99 Disk.
RELEASE DATE: Oct 1992.

SPECIAL

42%

It may follow the plot of the film (if the film was about roaches), but if you cough up the dosh for this poor game, you'll be the Dick all right.

HELL HOLE

It's hell doncha know - all this reviewing lark. Rik Henderson sits in a MacDonalds in Milton Keynes city centre and ponders why anybody would want to make a game out of it...

Firstly, it's a bit of a snag when your pride and joy space-raft goes belly over it, but things can get worse (and undoubtedly do), and it's unsurprising that you find yourself stranded on what can be described as the most perilous planet ever to have spawned from the (or the) that made the universe.

Fortunately, you've managed to scramble out of the wreckage with a fluggin' enormous blaster, and enough ammo to lay waste to the entire population of China (as long as China has only three people and one dog, with a gaming leg, living in the country, it doesn't?) Oh well, there goes my geography (GCE). But even though you've had this lucky (?) break, it's hazardous from here to safety. And there's so many aliens to blast that you'd better rearrange your lunch date for next year, 'cause it'll take you until then to get there.

Hell Hole is the first release from On-

Line Entertainment, which is basically the defuncted CRL, turfed up and re-named. Even the main title screen for the game has CRL plastered all over the place. It also, unfortunately, sees a return to the days when CRL was really struggling, and its games were anything but epic, and Hell Hole is anything but epic.

This isn't because the graphics are naff, no more. In fact they're a bit wicked, and could be lauded as a good Platonic game (Haloque, Delta, etc.). It's the crap gameplay that gives me chronic indegation.

What you have to do is travel along a horizontally scrolling (left-to-right) landscape, blasting the waves of aliens that pour at you, and leap over the occasional chasm that appears in the, obviously, 3D tiled floor. This is really all there is to it. You can collect lots of chugging coins that give you all kinds of power-ups and the occasional more meaty weapon, and sometimes a

bigger creature will come along to give you a spanking.

Although it's all reasonably playable, it's a bit too hard, and a bit too boring. In concept it reminds me of Turmoil, but is a very poor substitute indeed, and shouldn't even be mentioned

in the same breath as that all-time great. If you really feel like trying Hell Hole out one day, I'd advise that you wait until it comes out on budget, otherwise it'll make a 'hell' of a 'hole' in your pocket (and for very little).



Q All aliens on a planet run by well-armed Amazonian women may seem like Hell to some, but I'm looking a return visit!



CREDIT CARD



4 SOUND

Pretty ordinary, and very unimpressive.

4 GRAPHICS

Above average, and in some ways quite nice.

4 TO RATE

Very easy to get into...

...but that's because

4 HALF LIFE

there's very little to it!

NAME: Hell Hole.

SUPPLIER: On-Line Entertainment Ltd.

PRICE: £9.99 tape, £14.99 Disk.

RELEASE DATE: Out now.

OVERALL

69%

A very poor version of Turmoil, that just doesn't cut the grade when it comes to exciting and original gameplay.

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TALES FROM THE SCRIPT II:

Fresh from the pages of *Speakeasy* magazine, is Dave Hughes' column of scandal, gossip, rumour, and other things completely made up on the spot (nah - it's all true, honest! - Dave) all to do with the big screen.

SHORT TAKES

THE UNWATCHABLE IN PURSUIT OF THE UNFILMABLE

The month's big news for action-movie fans (and *Cosmo* staff) is that everyone's favourite (except miss, watch) chromo-plated crime-buster will return in *ROBOCOP 3*, presumably being made following *ROBOCOP 2*'s success on video.

Regular Nancy Allen and Dan O'Herlihy are already signed to the picture (which repeatedly includes *Robo* battling rat one last time [EJ-2006]) but the line they are without the silver-guy himself, since Peter Weller is tied up with David *(THE FLY)* Crossenber's latest masterpiece, an adaptation of William S Burroughs'

"ultimate *THE NAKED LUNCH*", a signifiant feature populated with "spies", juries, witches and shape-changing monsters". Yikes!

THIRD TIME TURKEY

Two more third-instalment movies with plenty of news are *ALIEN 3* (not *ALIENS 3* as misreported elsewhere) and *HIGHLANDER 3: THE MAGICAL*.

By the time you read this, the former will have wrapped at Baskin-Robbins's Pinewood Studios, but it's still anybody's guess as to what the end of movie looks for us. The last script instalment were given had Ripley (Sigourney Weaver) waking after a crash-landing on a colony planet run by shaver-headed monkeys to find that Newt and Hicks (survivors from *ALIENS*) have been murdered



and that somebody (or "artificial person") (Siskin has disappeared. Investigating all this, she discovers a nameless cut experimenting with the alien and hoping to breed the next *Alien Queen* inside her. One top secret version of the script has a crop-haired life. Weaver "dressing herself" in rocket fuel and setting herself alight, determined that (a) the Queen will never be born, and (b) they won't make *ALIEN 4*. What I can tell you is that David Fletcher (who made Madonna's *Vogue* video) is directing, and that Charles Corca and Dutton co-star. The bad news is that, Ripley aside, none of the regular *ALIENS* return.

Similarly, Christopher Lambert has expressed no interest in replacing his role as Connor McLeod in *HIGHLANDER 3: THE MAGICAL* — not surprising after the messy *Pass Malcolmy* made of 2: *THE QUICKENING*. The third film, therefore, concentrates on McLeod's son, Connor Jr. (Christian Slater from *HEATHERS*, *YOUNG GUNS 2* and *PUMP UP THE VOLUME*), who sets out in search of his father and the identity of the mysterious "Magdalen". He is accompanied by a hologram of Ramona (played one again by

Sean Connery, of course!), but only while Fox have unused footage of the great Showbusiness left over from the last set!

And don't even think of asking the about *CHILD'S PLAY 3*...

SIX OF THE WORST

And if it wasn't depressing enough having three movies from one half-baked idea, how does six sound? My new, sixth instalments of the *STAR TRIK*, *ELM STREET* and *THE HOWLING* pages are all on the way.

STAR TRIK VI: VOYAGE INTO INFINITY, which reunites the usual "old generation" cast for a trip through a black hole, celebrates the 25th anniversary of the story. Joining Shatner, Cochran, Kelly and Nimoy (who is also executive producer) are Jack *(YOUNG GUNS)*, *(BATMAN)* Pace and Christian Slater (again), both playing Klingons, and *Wings* (HICEST) Goldberg, replacing for the big screen the carnival site-viewed TV audience with in the fourth season of *Star Trik: The Next Generation*...

Freddy Krueger takes on a new dimension in New Line's *FREDDY'S DEAD: THE FINAL NIGHTMARE*, all shooting in L.A. Robert Englund dons the gittery glove once again, but this time the never-popular kid killer is to be filmed in " Freddy Sleep", a state of the all 3-D process. Good knows how on-star Roseanne Barr will look in three dimensions, but Alice Cooper (as Freddy's stoathead) should provide some much-needed comic relief.

HOWLING 3: THE FRIENDS will probably be in video shops



THE REVENGE



by the time you read this, so I must have missed a couple of parts of this dismal series (namely *THE MARGUERITE* and *THE REDNITS*). No, actually I don't miss them a bit...

HOOK, LIONHEART AND STINKER

Quite pleasing to see, then, that the occasional touchstone still finds its way onto production schedules.

Steven Spielberg's Peter Pan project, *HOOK*, has an earlier start now that his dumped *Director's Chair* junk comes-to-life using JURASSIC PARK, as a major Amble talent jolt. *HOOK* is a kind of sequel (and) to the Peter Pan story, depicting Pan (Robin GOOD MORNING VETHAM) Williams) as a Wall Street stockbroker with Tinkerbell (Lata FRETTE SCARFF) Nabors) as his bybit. Dustin (SAM NEAN) Hoffman, Bob (ROGER RABBIT) Hoskins, Maggie (ANYTHING British) Smith and Brenda (MY LEFT FOOT) Frycker also star as Captain Hook, Mr. Smee, Wendy and Marisa respectively and rumour has it that Steve (PARENTHOOD) Martin will cameo. It seems pretty certain that, if *FRANCE OF THEIVES* is the biggest film of the year, that *HOOK* will kick serious ass in '92, despite competition from other hit-and-missers CHRISTOPHER COLUMBUS (Poley) ALLEN Scott directs

Kain (FRANCE OF THEIVES) Costner, Araby (THE GOOD-WIFE) Part II) Davis and Tim (ROGER HORNBY) Cary in a 200th anniversary discovery-of-America tale, DRACULA (Francis Ford Coppola) to-be-edited romantic comedy tale starring Jeremy (PARENTHOOD OF FORTUNE) Irons, Weiss (MATHENS) Flyder, John (Everything British) Hurt and Jess (LETHAL WEAPON 2) Ackland) and, of course, BATMAN 3 (Tim Burton once again directing, this time without Michael Keaton) or producers Guber and Peters but with Jack Nicholson (John/Katman), Danny DeVito (Penguin) and Hughie (Body - Robin) Williams (Ricker).

TOM & JERRY TALK BACK TO HOLLYWOOD THE HARD WAY

Text, *BACK TO THE FUTURE* and *ROGER RABBIT* star Christopher Lloyd seems to be cracking up on every "in production" card laid around. For a start he's playing mean Uncle Fester in the big screen version of "His home" about THE ADAMS FAMILY alongside Real (Crossed) Julianne (Carmel) and Anjelica (THE CRIPPER)

ABSOLUTELY NO COMPETITION

Okay, it's time for the first batch of TALES regular competitions, all depending on your ability to think of witty one-liners based around the prize.

First up, we have TBS' copies of the video of Sam Peckinpah's remarkable *CANNONBALL* up for grabs (along with TBS' superb *CANNONBALL* movies, which you can't see here from your video shop). One of each of which will be given to each of the, er... TBS' without consensus of suitable endings to the following phrase: "I think it would be inappropriate to have my face next every ninety-nine minutes because..."

You have an untidily string-twisted words (or need) to play with. All entries (copy entries) should be sent to Play "They Out The Finger Snapping Sequence Out Competition, c/o The address below. Remember to state "1st-2nd round" and state the title of submit must you clearly take.

There is, of course, more. We also have TBS' copies of the *ROCKY* 2 video to give away (each tape being just long enough to record three episodes of *ROCKY* (though "good") to coincide with this, er... video release of *ROCKY* 2. One again we're asking you to furnish us with an ending for our amazing non-negotiator in a rocky words or less. And here it is: *ROCKY* 2 film because..."

Post your entries to the Post-Print Mike Reilly Sold Out? Competition, c/o the address below.



Huston as Aristotle. He's also playing the voice of Tinseltown in *TOM & JERRY: THE MOVIE*, an animated animated feature film which follows the popular duo's adventures after they leave home and head for Los Angeles. Bob Hoskins will provide a disturbingly gravelly voice for Jerry Mouse, however...

Meanwhile, the Doc's fellow first-traveler Michael J Fox

turns up as a doctor in *DOC HOLLYWOOD*, based after Fox's forage into high-concept, high comedy in *HARD WAY*. In this, Fox joins James Woods (CALYDON), THE GOOD, (MARGUERITE) FAMILY as spoiled actor and angry cat on the trail of a serial killer. The result has to be the funniest film I've seen this year (so far, I haven't seen *THE MARCH-DUN 2: THE SMELL OF FEAR* yet)...

NEXT ISSUE

More celluloid scandal-mongery which will have SPEAKERS' looking to collective self, including all the exclusives on *FRANCE OF THEIVES*, *BATMAN 3*, *AUDREY & PREDATOR*, *SCRAMBLED 3*, the new *DRACULA* movie and, of course (IT), *BILL AND TED'S EXCELLENT ADVENTURE*...

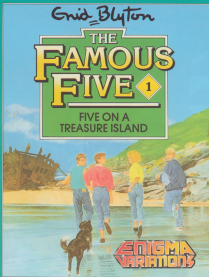
Until then - smog off, gimbocks!

THE COMPO ADDRESS

The address to send all your entries to is: TALES FROM THE SCRIPT, VO, 29 POTTERS LANE, KILN PARK, MILTON KEYNES, MK11 2HP.

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