



EXTREME MASSIVE PREVIEW!!!

A game that gives a good kick up the 'bot?

OTHER GAMES REVIEWED:

★ I PLAY 3D SOCCER ★

★ NAVY SEALS ★

★ STAR CONTROL ★

★ LOTUS ESPRIT TURBO ★

PLUS!!
FIRST PREVIEW
of System 32
Turbocharged car
smasher!!!



AND SO MANY OTHERS
YOU MAY EXPLODE!!

SEE US AT GAMES '91 FROM
ALL YOUR FAVORITE GAMES
AND THE STONEY BEANS
AND A TRICKY WICKED GAME

THE REASON YOU'VE BEEN
FORGETTING THE NAME WAS BECAUSE
YOU HAD THE CRAMPY FEEL
AND SOMETIMES ALL SIPPED AND BENT

SO WE GOT INTO A STRIPPER
A BUNCH OF OTHER STUFF
AND WE'VE GOTTING TO HAVE A PROBLEM
AND BEYOND INTO THE NIGHT

"THE LINE & TAPES BEING BORN,
SO WE'RE GOING TO HAVE A PROBLEM"
BUT THE REASON THEY'VE BEEN THE NAME
AND THE "OH - A PROBLEM"
- POWER PROBLEMS, FOR

IF YOU CAN'T FIND YOUR COMPUTER THE NAME FROM
MAY BE THE ONE YOU'VE BEEN THE NAME FROM



Skull & Crossbones

A vast treasure hoard is scattered around it's time to prove your mettle in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.

Hold the Jolly Roger and set sail through strange and exotic lands with your old associates Red Dog and One Eye. Dangerous they may be, but trust them not... keepers none them to lead to head-bashes over the spoils of your piracy.

Build a Crewmates in the most blood-curdling arcade game on the market - set for the fast-paced! Blood flows, razor sharp cutlasses hack through the Rink of Hell's opponents, arms and legs are... **AAAGGG!** - it's just disgusting!

There's treasure, jewels, gold and booty waiting to be captured and ghastly creatures to be muffed.

It's a rough and dirty job - and we all want to do it!

ANGIE SAVAGE ISHAN BARBADIAN - ANGIE BLOODY ISHAN PRINCE OF PERISA, ANGIE BARACK ISHAN - ANGIE PRINCE ISHAN!

Get it now - but don't, please don't miss your chance!

TENGEN

The Master in Coin-Op Conversion

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DOMARK

TALES FROM THE SCRIPT (p28) - Loads of film-type gossip and piles of vids to be seen. Dave Hughes certainly knows how to get 'em!



ECTS SPESH (p40) - Just what is Jeremy Beadle doing with a copy of YC? Did Beverly just ask him to write neatly or what?

TURBOCHARGE (p56) - Has this man written the ultimate C84 drive-'em-up? YC takes a look at System 3's now!



DATA (p4) - Mirror, mirror on the wall, who's the greenest of them all? Captain Planet, Battlesnake and The Turtles slug it out.



COMPUTER BOFFO (p42) - What do these people have in common? Have they all had a brain transplant? Did they all go on holiday to the same villa in Spain? All is revealed on page 42.

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DATA

THE GREEN



PEOPLE DO THE SPACKIEST THINGS

Quick, someone report Chris Payne of Fun School Fame to the RSPOT (Cruelty to Teetotal Hang on, report the teetotal to the RSPOOT (Cruelty to Chris Payne) instead!



PUTTY IN YOUR HANDS

All that Ninja-teaching has made System 3 go a bit soft in the head! Silly Putty is the latest original game to come from those masters of the OMS. It's so original that David Lynch could have written it! You play a big and bouncy, ball of putty and have to stretch your gooey self through a weird and wonderful world keeping yourself soft and pliable and coping for a bunch of friendly robots who are building a skyscraper to take you back home to 'Putty Moon', before the rest of your putty people are shipped to earth as ballpointpens. It's sure to stretch the imagination and once you've picked it up you're not gonna be able to put it down!

TEN GAMES YC READERS MIGHT FIND GROWING IN THEIR GARDEN

- | | |
|---|----------------------------------|
| 1. Daisy of Thunder - Mindscape | 6. Weed Dreams - Rainbird |
| 2. World Buttercup Soccer - Virgin Games | 7. Roseblasters - U S Mari-Gold |
| 3. NARC-issus - Ocean | 8. Last Ninja 2-ly - System Tree |
| 4. The Venus Fly Trap Who Loved Me - Demark | 9. Dandelion Dare - Virgin Games |
| 5. Saint SnapDragon - Storm | 10. Parsley - Ocean |

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

Get into practice for Computer Boff!

1. What do APB, Dragon Spirit & Teetotal have in common?
2. What did Rainbird, Firebird and Silverbird all have in common?
3. What have Revenge of Doh, Ballistic and Krypton Egg got in common?

Answers:
1. All were written by
2. All were written by
3. All were written by

TEN GREEN THINGS YOU LUV TO HATE

1. Fairy Liquid (when it's your turn to wash up)
2. Coming to the end of a chocolate-spread sandwich and finding mouldy crusts
3. Lime Green Spangles
4. Bogies that hang down on your first date
5. Kenneth the Frog entertainer turning up at your party when you expected He-Man
6. Killer Chess Plants from hell
7. Mum making you eat your greens cos it supposedly makes your hair soft?
8. The dayglo-green anorak your mum bought you in '81
9. McDonalds apple Hero Turtle pizza cos they make your puke turn green
10. Mushy peas cos they make you fart

WITH BEVY BABES

SCENE — CAN YOU DIG IT!

**BATTLETOADS****Green Factor - B**

Green is colour, but unfortunately they're a bit too careless about leaving the odd stick or dead person lying around and with names like Zax, Pimple and Flash they are certainly not into healthy eating.

Hardness - 10

Hard? They're damn hard! I mean, what kind of fish goes around wearing knuckledusters on their knees and boating the hell out of their enemies with large sticks.

Sexiness - 10

Kind of lewd/wild as we damn big men they make the lady jewels drop, they deserve a gold medal.

Popularity - 4

Battle who? Not exactly a name that slips off the tongue of 8-year-olds. However, apart from ability being a huge success on the Nintendo, name has it that Marvel has expressed an interest. Oh, and our Jeffrey thinks they're rather spiffy (not much to dig home about).

Morality - 0

My Mom always taught me not to hit people who annoyed me - especially not with dirty great big sticks or dead lizards. Sounds to me like the tracks just pick fight!

Total 24

AND IN THE GREEN CORNER . . .

Mirco, Mirco on the Wall, who's the Greenest of them All?

BATTLETOADS from Storm vs **CAPTAIN PLANET** from Mindscape vs **TURTLES 2** from Mindscape.

TURTLES 2**Green Factor - F**

Yes, green, but the headbunks break up the colour. The Rivers of New York are hardly the nicest of places to hang out - I mean they could have cleaned them up a bit, plus the empty pizza boxes add to the litter problem, they should take them to their local recycling plant.

Hardness - 8

Those rilly rilly movements can do serious damage, however any rilly names like Raphael and Michelangelo take points off their street cred.

Sexiness - 10

Steve like, Baffin and Rocklevery are hardly the kind of people you'd invite round for Sunday tea.

Popularity - 8

Don't ask me why but you see, I need 1 say more than Glen Cig, Gakup the 1 game, Blockbuster film, pencil cases, T-shirts, lunch boxes,(stop - Ed)

Morality - 0

Dear DDD, my 8 year old son got his head stuck down a drain the other day and I'm really angry (except from the large pile, he was sucking his mother's breast he saved his head). I think yes, yes, we agree with you film things.

Total - 24**CAPTAIN PLANET & THE PLANETEERS****Green Factor - 10**

This man is so green, that he makes Greenpeace look like the national "We Live Soberly" dining club.

Hardness - 2

Come on, man! That nice-looking is broad daylight and have kids with white thin white non-biological belts and magic powers in their gang and handy Schwazer eggs (and they're nobody should fight him to the planet).

Sexiness - 0

A pig who drops the apple, is former who pollutes, a poison jumper and a mad scientist set to devastate the planet, not a naughty bunch of people, that they forget Steve & Tracy (singing) about, then not.

Popularity - 10

They're popular in one million more viewers than the Turtles in America and are beating their own sales on TV-ABC. The colour-friendly, recycled message is about to pour into the country.

Morality - 10

With a 30-second anti-message after each episode, means will have you of saved the planet.

Total 41 - The Winner!



MAN UNITED ENTER EUROPE!

This season's offering from the Kristite stadium in Manchester United Europe and it was you, dear gameplayers who helped to improve on the original, which in fact sold a staggering 110,000 copies. Those terrible Kristite people read the criticisms and ideas from over 3,000 letters, mixed them all together and

hey presto here come up with their rendition of the best football game ever, including full goal keeper control, one to four player options and the chance to play in any European competition! It's sure to score more than a goal or two in the market especially if they win the championship!

EXCELLENT NEWS FOR ACCOLADE DUDES

Those cool dudes of Accolade have signed up the exclusive rights to market and distribute Capstone products, which means that multi-million blockbusters such as Home Alone and Bill and Ted's Excellent Adventure will now be able to appear on your computer as well as on some peripherals, like Amstrad's. Bill and Ted were those trouble "hey man" dudes who suddenly found history interesting when they adopted a telephone box to jet them back and forth through time.

Thus passing their history assignment and increasing their vocabulary for "hey Nelson man" and "here's it hanging Moooo!" The computer game promises to be a cool cookie.

Home Alone starred the recently safe Macaulay Culkin (left at home accidentally on purpose by his parents) to make a multi-million blockbuster, oh and to put off unwanted burglars. Hopefully Accolade won't be paying the 4 million. Macaulay has asked for writing in the sequel.

SPACED OUT!

Remember the good old days when games were "big-bro" and "pinky", well remember old friends with the news that Denmark have signed up Super Space Invaders '91, the winning coin-up for Turbo at the ATB (this year). You'll be relieved to find out that those

oh so clever and spotty programming chappies are much cleverer now and you'll be able to have graphically spotty backdrops, aliens in all shapes and sizes, and not forgetting covers being invaded by flying saucers, for your money. Also thanks to the invention of Clearpad and cover-up sticks, spots are no longer a problem!

GET YOUR HANDS AROUND THIS!

Are you playing comfortably, then it's time to begin...Logic 3's latest stick, the Mantle Ray, is touted as being the "most comfortable joystick in the world". According to the Company, when buying a joystick, above all you go for good looks, responsiveness and comfort, all like a new girlfriend really.

Apart from looking like an evasive pad from the planet Zerg, it is ergonomically designed with you in mind with a choice of 3 perfectly positioned fire buttons, or an

the TC dictionary would put it, you can really get your hands around it and have a good game of SWM! Grub at the chance of buying this stick stick in your shops now priced at £12.99 or £14.99 for autofire.



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C64

COLLECTION

The System 3

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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 formula for arcade adventure games. These titles have all in the past received some of the best reviews, always rated in the '90's from leading magazines such as 'Zzap!', 'Commodore Format', 'Your Commodore', and 'Computer and Video Games'.

MYTH: 'wired' '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'.



The Bard's Tale



The Bard's Tale II



The Bard's Tale III



The Bard's Tale IV



The Bard's Tale V



The Bard's Tale VI

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.

PLUMBO'S QUEST: The top selling title on the C64 last summer, Plumbo provided humour and mass appeal in both young and old in this "pick up and play" role platform game.

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

INT'L 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.



High 128 screen



High 128 screen



High 128 screen



Hi, Super 128 screen



EXTREME

If something you thought you'd lost 2000 years ago suddenly came back and began to self-destruct, wouldn't you. **Jeff Davy** helps the Earth tackle just such an extreme-ly big problem.

Pioneer 90 was a deep space probe (oo-er) launched in 1875. It was sent a very long way away. Past Jupiter, just Pluto, past the Orinoy Islands, even. And now (now being the operative word if you happen to live in 2021, anyway) it's back - like a rather

humanoid made from upper-part human (and very Mutabular id Thai) and lower part robot, with lots of gleaming metal, insect-inspired legs and a massive rocket pack on his back. With a very suspect-looking gun,



pleasant spot - or an unwanted relative.

Not only that but it's been particularly rude and has come back with an alien spaceship which didn't edge it's feet on the way down and which crashed. Yik. What a mess. As if to nail the unforgiveness home (bit Biblical that, eh?), the alien ship is about to explode.

Remarkably, the only person who can save the Earth from exploding into so many parts it'll resemble a series of Twin Peaks is you. And you (just happen to be a rather fierce humanoid, a

oo you storm into three levels set deep inside the alien craft.

Number one is alone and acid bath Central. From your regeneration platform you have to trundle (you get your legs back later, for this level it's tank boots, OK?) and fly from one side of the leering level to t'other before taking a well-controlled trip through a wireline in an acid bath - it moves along like a lift - in which you have to avoid marching into the sides, or your energy level will begin to



diminish rather pronto.

At the other end is this little crystal that pops up and has to be half encouraged and half followed (you have to be one the screen for it to travel) to a sort of crystal plug point, at which point it's bitterly biff and onto the next level. Match, the aliens aren't happy about

in the post office you'd probably be put away for a rather long time - without your OIA, probably. You'd also be hard-pressed to find a laser-death-venoming future-weapon to use in the post office. Although I know some nice men from Switzerland who may have something, if you have the cash - strictly cash.

But I digress. Level two is an underlatory bit. Surprisingly, you don't go rusty. Maybe you're made out of the same stuff as Mos-



this and they bump into you like old people in the Post Office. Except in Extreme you get points for shooting the aliens. If you shot old people

stick trying pass. You get to 'swim' about and find the next object to get you to the following level. This one is a bit of trouble. That's not to



say the first wasn't a bit of trouble, but this one's quite different.

French restaurant, for the third and final level. What do you mean, "Only three levels"? It's listed enough to complete them without more of 'em.

For this excursion the humanoid stomps over the landscape smagging things with plasma beams and jets of laser-light destruction. This is really mean, and there are more bosses to kill. But your weapons should be able to handle it. Let 'em have it!

Somebody's boozed for a while at Enigma Variations here. Extreme (gameplay version) is generally a really good game. Sort of half-juvenile-half-adult. And sometimes ALL adult!

The graphics are round and sweet at times, sweet as appearing futuristic at others although the sound doesn't quite excel. No bumping space fans, anyway.

Extreme looks to be Digital Integrator's strongest release yet, if they stick to arcade action as intriguing as this, they may never need to release another flight sim again!



right? Let's more aliens aboard. What a surprise. The legs return, like a badly-prepared frog order at a

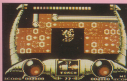
CREDIT CARD

NAME: Extreme
SUPPLIER: Digital Integration
PRICE: £9.95 Tape, £12.95 Disk
RELEASE DATE: Quite soon, as it goes

HOW EXTREME IS LINKED TO THE FAMOUS FIVE (PERHAPS):

(Cos Enigma Variations programmed the GEM version of both. -donchockoo)

1. 'Extreme' sounds rather like 'Ice Cream', which the Famous Five love.
2. Acid baths, like the one in Extreme, are fiery - just like ginger beer.
3. Both games take place on Earth (Glasgow, Italy).
4. The word 'Enigma' is rather like 'Enid', as in Enid Blyson who wrote the Famous Five books.
5. The power crystal in the first level "follows you like a dog". Like Timmy, the Famous Five's dog, perhaps?
6. Both games are ripping good games.
7. If you buy both games, Enigma Variations will be celebrating with tea and scones and lashings of ginger beer!
8. Humah!



O The last time I encountered an acid bath like this was during the 'Amazing Disappearing Woman' mystery!



O Help! Somebody's trapped me in this rather fetching, but exceedingly small, gloop, gloop machine.



WINNING

As Jeff Davy found out, this compilation is just like 'Jim'll Fixit'. You can be a Footballer or a Police Officer or a Tank Driver or a Space Adventurer or... or... and all without that annoying GAP with a cigar.

Tully Donark are very nice people. Very, very nice people. In fact, they've showed five superb arcade games all in one box and sold it for the price of one-and-a-half.

KLAX

Possibly the most fondly addictive puzzle game of 1990, this one. Little blocks come down five lanes and must be caught on a platform at the end which you control. You then dump the blocks into gaps at the bottom and, if you get them in a particular pattern (row, block, etc.), you get points and it's onto the next level.

Sounds simple? Ha, ha!

A.P.B.

A Policeman's life is not a happy one (happy one). Not

in this rather poor conversion of a classically funny and playable arcade game, anyway.

Officer Bob is a man with a quota. He has to catch a certain amount of criminals each day and get back to the Police Station before the time runs out. This he does by speeding about town in his rather tanky police car, pulling over drug pushers and litter louts.

The shame is that what was very amusing in the arcade is tired and unimpressive on the C64 - little music, bad control, very sad.

CYBERBALL

The C64 version of Cyberball never found its way to full release so this is its first public airing. Its basic premise is American Football... with robots. The robots can be guided by the player and set in pre-set American Football-style 'plays'.

Compared to other versions, it's a bit slow but apart from that, quite fun.

VINDICATORS

I like nothing more than to get tanked up, or, up and at 'em in a tank. And these are some pretty sweet and not to mention rather nifty tanks indeed. They've got sticky little tank trails (or, orbiting?) and little turrets and a whole heap of opponents ranged against them.

Two players can go



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

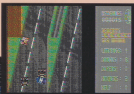
The game that I thought was about to be one of the strongest turns out to be, um, one of the weakest.

The scenario is a hilarious B-movie splash. A tale of human prisoners forced to slave for evil robot overlords. You play 'a hero' and have to run around 3D-displayed rearing chained and hapless humans and running from robot hulkies which plough inexorably towards you - in drives.

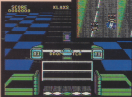
Later you journey through maze-like bonus sections and impossible monster-confrontations.

Of this lot, my only real gripe falls on Escape from the Planet of the Robot Monsters which is by no means very poor - but it certainly not as good as it should have been.

On other versions (Iop ensuring, other computers exist) - and the arcade machine is meant to be what the game is imitating) the graphics are sweet and cartoon-like. On the C64



tanking at the same time in their arcade-style dinky-top seen-from-above-but-quite-3D hardware and the point is to find a key and finish the level, pulverising all the other tanks and picking up gold stars and making sure not to carelessly explode.



TEAM



come up trumps. They've packaged five of their classic arcade conversions together and made them available to a waiting crowd (who are all smarting 'cuz they bought them at full price last year).

They're just under-developed. Obviously the *Clid* is no top-ranking arcade beast but... Oh, I digress. At least the gameplay is quite fast and funous. Hanungp.

I can't help believing that Domark add that little bit of class to the things they convert. And here they prove it again (and it's quite significantly better value than last year).

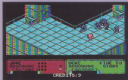
CREDIT CARD

<ul style="list-style-type: none"> ● PRICE ● A high standard throughout. 	<ul style="list-style-type: none"> ● ACTOR ● A nice lot of optional games that'll sure keep you hooked. 	<ul style="list-style-type: none"> ● VALUE ● 70% less of one of another of these games for needs.
---	--	--

NAME: Wining Team.
 SUPPLIER: Domark.
 PRICE: £9.99 tape, £14.99 Disk.
 BUYER: GAT: Buy now.

OVERALL 90%

Domark have come up with, as they would say, a "completely brilliant" compilation!



With this many tin cans around things are starting to look like a Tesco's recycling plant. And who's the human flexy one over in the corner, all tied up? I think it's disgusting, and shouldn't be allowed!



COMPO!

I'll bet all you people out there in Readerland understand phrases like "Gridiron" and "Play" and "Large Men in Much Padding Smashing into Each Other over a small Ball". Well I don't. Nah But I do like the sound of an inflatable American Football (a sort of squeaky sound when you slide it up the wall and an exploding sound when it hits a nail, that sort of thing).

Either way, Domark are giving away FIVE of these inflatable jobsbies to link up with Cyberball being on the Wining Team pack 'n' that and all you have to do is answer the following easy question:

1. What is the name of London's most successful American Football team?

a) The London Queens
 b) The London Monarchs
 c) Charlton Athletic

Write your answer on the back of a postcard and send it to the: "I've got inflatable balls Compo", 7C, 20 Potters Lane, Kils Farm, Milton Keynes, MK11 3HF by June 30th.

GEM'X

ビッド!



AMIGA-TEST
gold

OFFICIAL
HOME
VERSION



Are you ready to take on Kiki and her friends in this unique game of strategy and skill?

Match up the 3 patterns of stones on the screen - special combinations give bonuses and secret levels. Succeed within the time limit and gorgeous girls will lead you to the next tantalising level.

If Kiki isn't temptation enough, then 400 levels of stunning graphics, sound and speech, and gameplay so addictive that you will have to be dragged screaming from the screen, surely is.

Available on Amiga (24.99), Atari ST (24.99), PC (24.99), and CDi (19.99 each, 14.99 disc).

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OOZIN' EUGENE'S SCUM OF THE EARTH



Oozin' Eugene's come over all strange, readers, he's suddenly started being . . . nice. It must be something he ate. Bleurgh! Let's hope it doesn't last for long!

David Yu strikes back with tips and passwords for several releases beginning with this hard-hitting game:

PRO BOXING

Mill Martin - Mo Paseword
Stevy Brito - Party
Dery Larry - Talent
Fast Freddie - Second
Fernie Razar - Lucky
Deadly Dan - Union

OPERATION THUNDERBOLT

Press F1 and then RUN/STOP to quit. Then don't resist the tape when it tells you to. Press play and the next level should load.

PLATOON

In the format if it tells you to rewind to side B. Press the instead and the jungle should load straight away.

SUMMER CAMP

Here's a cheat for Summer Camp from Adam Thomas, Rothwell, Northants. To get an extra mouse type category. Also press RUN/STOP to get more bullets. Adam finishes with a few hints: If there's a crate and some food get the crate, you may need the food later. You may have to sand on the food to get the crate.

Try all directions. Great heights kill you. Thanks Adam - loved the people of the orange cat.

WABBIT (YC TAPE GAME)

Stefan (my man) Calver has a few tips for Wabbit, our YC tape game! Whilst playing the game press the RUN/STOP key to advance to any level.

Ian Denton of Hockliff, Notts has a few tips for Cabal and New Zealand Story.

CABAL

From Ian Denton

"On Cabal when you get to the second level after you've lost all of your lives don't rewind the tape just press play and press and key to load the next level.

NEW ZEALAND STORY

It's Ian Denton again.

"On New Zealand Story when you get to level 2-2 grab a balloon and go up as far as possible then get off and go left and get on another balloon and go to the left-hand corner. Get off on the little ledge and keep jumping up. You should jump into the water above and then all you have to do is swim right and down then you have to rescue you little body friend."

THUNDER BLADE

Mucho thanks to Ross Milne (if I can decipher the writing) for the Thunder Blade hints.

Level One

"On the overhead bit go as high as you can go. You can just go over the buildings on the right. On the straight ahead building stay just over the bottom half of the screen then you can hit the tanks and planes. When there is a building in front of you go

diagonally upwards. On the slip bits go from left to right."

RICK DANGEROUS 1

Stephen Lay has help for Commodore owners with no reset switch: "On high score table type: PLUPOMATC @B@C@N@V@3. Then press down the left hand keys to load any level, then press Ho.2 at any time during the game for lives and ammo. Use this as many times as you like."

POKES

Lots of exciting cartridge pokes from a pretty exciting country, 5. Eigaard - who's well 'ard.

1942

Lives
POKE 5595, 151

5th GEAR

Time
POKE 42798, 173
Lives
POKE 15171, 173
Ammunition
POKE7134, 173

BLIE MAX

Fuel
POKE 17825, 173
Bombs
POKE 25554, 173

BUBBLE BOBBLE

Lives
POKE 1240, 151

CRYSTAL CASTLES

Lives
POKE 41524, 151

DOMNEY KING

Lives
POKE 64337, 173

DRAGON'S LAIR

Lives
POKE 4055, 151

GALAXY-BIRDS

Lives
POKE 10505, 173

GHOLE W GHOSTS

Lives
POKE 10708, 151
Time
POKE 13865, 151

GUTS

Lives
POKE 45372, 151
Map Time
POKE 55458, 0

HUNTER'S MOON

Lives
POKE 5155, 151

JACK THE HIPPER II

Lives
POKE 5155, 151

MONDY PYTHON

Lives
POKE 1522, 173

RAINBOW ISLANDS

Lives
POKE 25525, 151

SPLIT PERSONALITIES

Lives
POKE 7001, 173

TOOBIE!

Lives
POKE 25525, 151
Arms
POKE 51732, 151

TURBOGAM

Weaponry
POKE 15255, 0
Oprations
POKE 4733, 173

VIDEO MEANIES

Lives
POKE 25732, 173

Pokes galore from Tim Sarason

AFTERBURNER

Lives
POKE 4955, 173

CHASE HQ

Shields
POKE 25752, 173

CREATURES

Shields
POKE 44153, 173

DYNASTY WARS

Coins
POKE 43054, 173

GOLDEN AXE

Lives
Enter on every level or pause the game and then press the "1" key it will load the next level
POKE 12155, 173

RASTAN

Lives
POKE 51453, 173

SILKHOPE

No enemies
POKE 32332, 173

ST. DRAGON

Lives
POKE 43455, 173

GHOSTS WHO BLINK

Lives
POKE 3355, 173
Time
POKE 55040, 0

MEGA-FIENDS & FROM HELL

The high scores:-

Dear Cousin Eugene,
The High scores in FC, April '91 are crap here are my own.

Terrimon 5-2 [completed]
Klan - Wave 51 [wave 50 Klaxas]
PS. Steam Car Racer : Super Div 4
Grant Gibson, Glasgow

Yeezusss Giant. Nice scores but watch ya lip - or I might remove it.

Creatures
5173 [level 2.2] Stefan Callier

Edman the Movie
552,123 [completed] Stefan Callier

Turbo Cadran
12,885,130 [completed] Stefan Callier

Obstitutions
508,109 Stefan Callier

Teenage Mutant Hero Turtles
7482 [completed] Stefan Callier

Golden Axe [level 3]
Stefan Callier

Eigamania
35550 [level 32] Richard Herbert

Ward Dreams
100% completed Richard Herbert

Wanderley
257580 [area 5 round 4] Richard Herbert

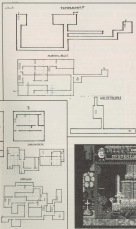
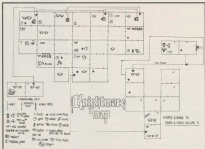


TOTAL RECALL

Stefan Callisar's at it again. Get a high score and enter your name as LIFE STILL GOES ON. The banner will flash white. Pause the game with F1 and press the left arrow key to advance a level. When the S&P LEVEL? message appears press F1 to play that level or the left arrow key to load the next level.

BUSHIDO

These maps of Bushido came from Stephen Alcock of Grahamstown, South Africa - who wins a tennis.

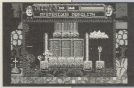


MAGICLAND DIZZY

A magic solution from Derek Pears, my man from Killarney in Ireland - who wins a tennis.

Go left, get back door key. Get past shack and drop key at door. Go upstairs and get powerpill. Get handle also and go to the left side of the well, to wind up bucket. Kill the ghoul with powerpill and go to hot water geyser and fill bucket with hot water. Drop bucket at bushgrove and go to tower with a view. Jump across clouds and get stick in the screen. Go up to next screen and jump up to top of the moonolith to get back out. Jump up to weed hedge and get dagger. Go to gate and cut rope with dagger and fit fire with stick. Go back to volcano and pick up the 'drink me' potion. Then get the bucket of hot water and gold cross and go to David in the ice cube. Drop bucket of hot water on him and then keep going down to Ice Palace. Pick up the burning torch on the right and open secret door. Go to Daisy and give her the 'drink me' potion. Go back up and get the personal stereo. Go up to band and give him stereo. Take magic flute and go down to cut down the well. Play flute at the clearwell to get past the old. Get sticky glove and magic lamp and drop lamp on Dory. Then get blank cut and torch and give to Glenda the witch. Then cut a leaf off Dylan and get the poisonous apple and give both to

Glenda. Take the weed killer she gives you and free Dylan with it. Pick up Dora and give to prince charming. Then go to excavation and pick up with sticky glove. Go to mirror land and get past queen with excavation. Free Grand Dizzy and get past clouds over volcano to hell. Get Ireland off the David and go to Dale castle. Kill Dale and take ring to David. Then throw it into tracks and cracks in the screen on the left.



WINGERS' CORNER

A colourful plea (it was coloured in with felt tip) from - actually we lost your name, sorry - to its cheat on Flind's quest, Matrix and Creatures (check out the pointer).

Stylon Galloer needs help on Hammerfest (cheat mode or infinite energy poke with SYS number), New Zealand Story (see elsewhere for help Stefan) (cheatmode or unlimited lives poke with SYS number) Stormford

(infinite time/lives poke with SYS number or cheatmode), Fantasy World Dizzy (cheatmode or poke with SYS number for unlimited lives).

Mark Lawrence need some serious help with a hell of a lot of games (deep breath): Cybernet 1 & 2, Blazing Thunder, Typocon, H-Type, Breakthru, Chase HQ, Xenon, Silkworm, General Wing, Last Duel, Zynaps, Exolon and Stormford.

That's your lot, you robber! By the way, the art dept. asked me to ask you to ink your maps in rather than do them in pencil - 'cos they can't print them if they're too faint. Ta. 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, wings to: **Darin' Supers, YC, 30 Peppers Lane, Rain Farm, Milton Keynes, MK11 3HF.**

Three games tipped by Tim Scouton:

GHOULS' N' GHOSTS

Type in WIGAN RLFC when the scoreboard comes up, when you die and pressing 5 while playing will allow you to skip the present level. Also, when you loose your armor, pressing A will give it back.

MIDNIGHT RESISTANCE

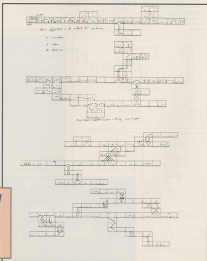
Type in SMMSE on the title screen. When you play you should have infinite lives. If this does not work type in SMMSE on the scoreboard.

ROBOCOP

On the title screen of level 1 type in SUDDERHEAD. It will load the next level. On the title screen of level 2 type in DISAPPOINTED and the final level will load. Also during the game on level 1 pressing POHJ all together lets you fly.

RAINBOW CHASER

These maps for Rainbow Chaser came from Jason Durr who I'll be kind enough to give another banner.



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 To: Please: _____
 Company Name (if applicable): _____
 Which computer, if any, do you use? _____

ON THE TAPE

One whole full game by our resident programmer, a playable adventure demo and an exclusive level of a quiz game. You readers don't know you're born!

THE CONTENTS

- Side A:** Dip Diver - Arcade Action Game
Side B: Double Dare - Exclusive Level
 Famous Five - Playable Demo

very sick-infected manner ON the sea, whereas you don't when you're UNDER the sea. So there you go.

Anyway, you play a diver who has stumbled across a whole load of sparty treasure and who would like nothing more than to make off with it pretty quick before anyone else comes along, like the person who left it there in the first place. So you have to negotiate the forbidding rock passages and collect all the flashing treasure objects.

Unfortunately, there are lots of creatures trailing

around these treasure and they're not too nice to touch. They won't go for your throat but you'll die if you touch them. And you can't shoot in this game, you have to use your skill and wits to avoid them.

You also have to avoid the rock walls which are rather sharp and will kill you off and take heed of your air bar which is constantly reading downwards. If you run out of air - you die. Simple, huh? But you can save yourself by looping your camcorder up in the special Air Rooms dotted about the place.

The controls are the ever-so-standard normal directions (including diagonal) and "Firemap" passes the game.

So dive in and let rip!



DOUBLE DARE

Programmer: Bloome
 Development

Type: Playable demo - Quiz/Action Game
 Controls: Joystick in port 1 for assault course)



Come on, you've all watched Double Dare on TV, haven't you. You might think it good or bad but you all watch just to see people get covered in gunge. Go on, admit it!

But seriously, whether you do or not you can now play the C64 version of this exciting quiz game. It's a panel quiz - that doesn't mean lots of convoluted iron gets asked questions, that means a group of people play and answer - in which you can play against either a friend or a computer. It's got several puzzles of skill and dexterity, which are called "Challenges", and they help you increase your score and keep control of the board. You will be asked questions until you answer wrongly or fail a challenge, then the questions will be given to the other team until they fail to answer or fail a challenge.

If you win the quiz game, you will take on the Double Dare assault course but watch out for the gunge tank and hurry up! There's a strict time limit.

HOW TO PLAY

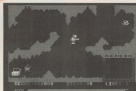
The game begins with an on-screen representation of two opposing teams (red and yellow) and the quizmaster. You are then asked by the quizmaster if you wish to lead

A

DIP DIVER

Programmer: Richard Taylor
 Type: Complete game - Arcade Action
 Controls: Joystick

TC's very own programmer-on-a-string Richard Taylor has come up with an excellent underwater wobbler of a game this month. It goes under the proud name of Dip Diver and is set deep beneath the sea, which is better than a game set on the sea because you do tend to bob up and down in a



the entire set of questions supplied with the tape. After this, you are asked to select either joystick or keyboard control and for player two you will be given the option to play against a friend or a computer opponent. The computer opponent has a fair degree of intelligence in certain fields of knowledge, so it is important to try to keep control of the board.

When play commences, the red team always starts. The quizmaster will ask a



question and you must choose an answer from one of the three given. If you are unable to answer, you may 'Dare' the other team to answer. If the opposing team are unable to answer, they will 'Double Dare' the question back to you. You may then answer the question or undertake a 'Challenge'.

The 'Challenges' take the form of puzzles played against the clock. They are: 1. Rearrange the squares to form a picture of a well-known person (Jason Donovan, Madonna, David Bowie).

2. Copy an ever-increasing sequence of flashing lights.

FAMOUS FIVE

Programmer: Enigma Variations.

Types: Playable demo -

Adventure

Controls: Dr... keyboard!

It's the Hole and time for fun and jolly (apes with the Famous Five. The Five (Julian, Dick, Anne, cousin George and Timmy the dog) are knowledgeable mystery-solving funsters and have been invited to stay with Aunt Fering (George's Mum) on an island and what a strange



and suspicious island it is fun.

Enigma Variations don't give too much away but in the whole adventure you have to solve all manner of puzzles and find treasure (probably).

In this special version, which has a pile of locations you can visit, just to get a taster of the full game, you play ALL of the Famous Five. No, not all at the same time, you swap between them during the game. Apparently one may see things

different from another so it pays to swap about. The characters are as follows: Julian - is the oldest and the most intelligent. He is also quite strong.

Dick - is the greatest



and thickest. He is also quite strong, but perhaps not as strong as Julian.

Anne - is the youngest. She is also the weakest and most easily scared. Anne tends to look up to Julian.

George - is the bravest and has a quick temper. She likes to be treated as if she were a boy and is the best swimmer. George can be a bit difficult at times.

Timmy - Timmy is very loley but unfortunately you can't get to play him.

It plays like a normal adventure, and if you don't know about them by now, or need more Paul Piggy!

"OH NO, CAPTAIN, WE'VE GOT A TAPLE PROBLEM ON THE STARBOARD BOW!"

(SCENE: The Starship Enterprise is stranded in deep space, the crew members on the Bridge are facing a deep dilemma...)

SCOTTY: The Dilithium crystals cannot take another drain like that from the Klingons, we'll have to find some way to get more power.
 UNCLE: And there's a worse problem, Captain, I bought a copy of YC at Starbase WH Smiths last week and the tape on the cover won't load.
 KIRK: Have you checked your Datacenter with some other games?

UNCLE: Yes, Captain.
 KIRK: And have you tried adjusting the heads on the Datacenter?
 UNCLE: Yes, Captain. I've tried everything.
 KIRK: There's only one course of action open to us, Scotty - connect the exercise

bicycle to the Dilithium crystals and start pedalling.
 SPOCK: That's the address of Stanley Precision Data Systems and blast the YC cassettes back across deep space at Warp 10 immediately to get a replacement.
 SPOCK: That's highly illegal, Captain, but your idea will may work...

If you're having tape probs, send your dull 'n' to: YC Tape 18 Returns, Stanley Precision Data Systems, Unit F, Cavendish Courtyard, Bellow Road, Wotton North Industrial Estate, Gorby, Northants, NN17 1JL.

(LAME...)
 SCOTTY: I wonder if that company really is run by Mr Stanley Precision.
 KIRK: So quiet and keep pedalling...



THE YC GOODY BAG



When you look at what we've got in the Goody Bag this issue, you'll think Christmas has come early. Godless or blagged compo prizes could be yours for the price of a stamp and we're not even getting you to answer any awkward questions!

All you have to do is send a postcard with your name, address and the NAME of the PRIZE you're after to us at "THE YC GOODY BAG", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

Send one postcard for each prize you want to go for. Or, if you want to enter for ALL the prizes, just send us six different postcards in one big envelope with 'LOADSAPRIZES' on it to the YC address.



5 BEST OF INDIE CASSETTES



Just to round off the indie theme, this last prize is a compilation of 22 tracks that are both stunning and slightly different to yet run-of-the-mill pop music. It's got Happy Mondays, Fann, Charlatans, Inspiral Carpets, Soup Dragons and loads more... (Write "INDIE" on your card)

5 PARIS ANGELS CD'S

YC is always open to hot dance sounds and Paris Angels have just the right groove. This lot (who've almost got into the Top 40 once or twice) are on their way up. So catch 'em now - with a CD of their new single "Oh Yes". (Write "PARIS ANGELS" on the card)



BOODY BAG



HUGE CUT-OUT BIFFA BACON

Virgin have really excelled themselves here, they're offering a life-size cardboard cut-out Biffa Bacon, straight from the pages of Viz. It is modelled here by Andrew Wright from Virgin who is a very silly man indeed. If the Biffa in the pic was real, Andrew would probably have no teeth by now, for being such a soft Southern Jossie. (Write "BIFF" on the card)



5 NEW FAST AUTOMATIC DAFFODILS 12" S

The New Fast Automatic Daffodils have a particularly silly name but their new single, "Get Better", isn't silly at all. In fact it's a killer of a disc. Every home should have one... (Write NEW FADS on the card)



20 NAVY SEALS POSTERS

If you've got any nooks left on your walls after the last poster giveaway you might like a "Navy Seals" poster to cover up embarrassing stains or maybe just because they're rather swanky. And it's so simple... (Write "NAVY SEALS POSTER" on your card)



5 NAVY SEALS CARTRIDGES

You've read the review, now we're going to give away some copies of this game-of-the-film on these exciting and spiffy cartridges which plug straight into the back of your 486! (Write "NAVY SEALS GAME" on your card)

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YC JULY '91 -

Better than Granny's Bingo any day, and no mistake!

OUT JUNE 28

Naturally, we don't like to promise anything about the
next YC because we just may get some even
BETTER ideas which we want to stuff into the
already bulging magazine, so we reserve
the table for 8.30, or, reserve the right
to change the content of the next
YC if we like. Happy?

Please enter names and
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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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SWIN DEMO, CRANMORE
DIAMOND + + +

Back numbers include 55p postage and packing and are available from YC back numbers, Select Ltd., 5 River Park Estate, Berkhamsted, Herts, HP4 1HL. Cheques should be made payable to ALPHAVITE PUBLICATIONS LTD.

MAKE SURE YOU HAVE ALL THE GREAT YC GAMES

Other issues are available but not shown.

**WIN LOADS OF
RAINBOW ARTS
TURRICAN
GOODIES!**

IF ANYONE CAN, TURRICAN!

WHAT YOU CAN WIN:

5 FIRST PRIZES:
A Rainbow Arts goody bag containing a Turrican T-Shirt, Mug, Badge, Sticker and a copy of Turrican I.

10 RUNNERS-UP PRIZES:
A copy of Turrican I.

A

C

B

Even though their PR person didn't win Computer Boffo, Rainbow Arts have smiled upon YC and given us simply squillions (well, a good few, anyway) of copies of Turrican I to celebrate how spiffingly well Turrican II has done since it got a rave review in YC. So get your thinking hats on and you could soon have your blasting hats on. Look out aliens...



WHAT YOU HAVE TO DO:

Write a caption for one of the members of exciting (perhaps) 1970's supergroup ABBA as shown in this picture (Either bubble A or B). No, the horse wasn't in the band but you could write a caption for it instead if you wanted (bubble C).

Then write in on a postcard or sealed envelope and send it to the address on the right. The first 5 will win a goody bag, the 10 runners-up will get just a copy of Turrican.

Send your entry by July 1st to:

**"Gimme Gimme Gimme a copy of Turrican (After Midnight) Compo",
YC,
20 Potters Lane,
Kiln Farm,
Milton Keynes,
MK11 3HF.**

And the Editor's decision is final - and by God can be firm sometimes.

TALES FROM THE SCRIPT II

He hasn't been sued yet - so he's back for a second issue! It's **Dave Hughes**, with a flicks column as believable as a copy of *The News of the World*!

SHORT TAKES

A BROS FOR THE 90'S?

He's short, plump and bleeps a lot, and I'm not talking about Metal Mickey. We're also an Italian plumber from Brooklyn, and, like all the stars of our time - Madonna, Galtso, Sting - goes by one name alone. I refer, of course, to Mario, Nintendo's extraordinary console game character who was revealed in a recent US survey to be the most popular animated character of all time, bigger even than Mickey Mouse!

Now, as if to justify the very existence of a film column in a computer magazine (now there's an idea!) there's talk of a **SUPER MARIO BROTHERS** movie starring Danny TWINS, Don'to and Dustin FARR MAN Hoffman. Remember where you heard it, or... last.

JACK'S BACK AND THIS TIME HE'S DRAC!

Here's an exclusive, though 'Joker' Jack Nicholson - missing from the recently-confirmed cast of **BATMAN II** - is poised to play Count Dracula in Francis Ford Coppola's new epic based on Bram Stoker's classic vampire novel.

Nicholson, whose latest movie **THE TWO JAKES** (which he also directed), was an undoubted flop in the US, best British Dazzle-winner Jeremy Irons to the role, in which he will be ably supported by Winona HEATHERS Pylor (who, you may remember, was also cast in Coppola's **GODFATHER PART II** but had to retire due to post-MERMAID exhaustion), John Hurt and Joan LETHAL WEAPON II Acland.

The romantic tale is still without a title (the rights to



JACK NICHOLSON

the title **DRACULA** are held by Universal Pictures) but this quarter's money is on **COUNT DRACULA**. "Nicholson may have been born to play the Joker," says one insider, "but he's dying to play Dracula!"

For the record, **BATMAN II** now stars Michael Keaton (Batman), Danny DeVito (Penguin), Annette BENTLEY (Batgirl/Catwoman - perfect casting) and LOOK WHO'S BEING (Catwoman - perfect casting) and LOOK WHO'S TALKING TOO's Damon Wayans (playing a young, black, male Robin).

Tim Burton will direct before he heads **BEETLEJUICE IN LOVE** but neither Nicholson nor Kim Basinger will be back...

WITH WOLVES Costner for **FRANCE OF THIEVES**, has tried to get his own back with a steady piece of marketing.

Not only have Fox rush-released **ROBIN HOOD** so that it arrives a couple of months before Costner's blockbuster, but they've also left Bergin conspicuously off their advertising campaign, which simply offers a view of some arrows,

some trees and the line "ROBIN HOOD: The First Adventure Begins". Don't be fooled - wait for July's real adventure with Costner, Morgan Freeman, Mary Elizabeth Mastrantonio, Christian Slater, Mike McShane, Brian Blessed and Sean Connery. Now that's a cast!

Meanwhile, Patrick Bergin is due to replace Kenneth HENRY V Stanage in the forthcoming movie of Leslie Charteris' **THE SAINT**...

IF IT MOVES, REMAKE IT!

Debating Belgian psycho-thriller **THE BRASSING** has joined the equally disturbing list of successful list of foreign films scheduled to be remade in Hollywood this year. Already slated to suffer the same fate as **TRIO** HOBBS AT UN COURFIN (remade as **THREE MEN AND A LITTLE GIRL**, starring Ted Danson) and **COLUMB**, **COUSINS** (remade as **COUSINS**, also, strangely, starring Ted Danson) and the exquisite **CINEMA PARADISO** and Pedro Almodovar's outrageous **TE ME UP THE ME DOWN**, the Hollywood version of which is set to star

HOOD ATTACKS THIEVES!

20th Century Fox, who got the unpleasant end of the stick, by signing Patrick SLEEPS WITH THE ENEMY Bergin to star **ROBIN HOOD** movie while Morgan Creek limited Kevin DANCES



PATRICK BERGIN (right)

THE REVENGE

Kenny Basinger and Ray GOODEFELLA's Letter.

I'm still uncertain whether Luc Besson's insistence that *NRITA* is on the remake schedule is merely a ploy to get Americans to take the French version seriously...

STONED AGAIN

Other Stone, Sixties-obsessed writer/director of *SALADIN, BORN ON THE FOURTH OF JULY* and, most recently (and least effectively), *THE DOORS*, has finally abandoned the *NRITA* movie (not to star Madonna and Jimmy (trans) in favour of JFJ, which reconstructs the events following the 1963 assassination of President John F. Kennedy in Dallas, Texas.

Already signed to the project are Kevin Costner (who chose *SPK* over *CHRISTOPHER COLUMBUS*), John UNCLE BUCK Candy and Gary Oldman. Oldman will play alleged assassin Lee Harvey Oswald, adding to his impressive bank catalogue of psychotic roles, which include

playright Joe Orton, partner Sid Vicious, poet Dylan Thomas and, soon, child-murderer Ian Brady (opposite Francis Barber in Eastenders' Susan Tully as accomplice Myra Hindley).

Meanwhile, that other well-known Stone, Fred Flintstone, will find his action film fame in 1993 when *THE PLANTSIOMBS*, starring John KING RALPH Goodman and Danny DeVito, directed by Bob BACK TO THE FUTURE Zemeckis or Ivan TRING Reitman, hits the big screen...

SCHWARZENEGGER STUFFS STALLONE!

The ballooning budget for Arnold Schwarzenegger's summer blockbuster *TERMINATION 2: JUDGEMENT DAY* (impressively advertised as simply T2) has wrecked Stallone's plans to make science fiction thriller *ROBAR* (previously titled *DEAD RECONNING*) starring Sylvester Stallone. T2's pioneering special effects (which will have

helped to push the film's costs up to a record \$104 million by the time its record 3,000 prints are released to cinemas in July) have meant that *ROBAR* - set at a time in Earth's future when the atmosphere has gone completely and the population are forced to live in glass-enclosed City-States - has been as good as scrapped.

The ludicrous cost of T2 seems all the more outrageous when one thinks that director James Cameron's original *TERMINATOR* grossed a mere \$20 million at the US box office...



ANNETTE BENING

3: DIE HARDEST.

Meanwhile, forthcoming sequels with almost imaginative titles include

ABSOLUTELY NO COMPETITION

You won't believe the movie's competition. That's right, we've got *TEN* super copies of 1990's most successful movie, *GOOSE*, plus *TEN* shirts shaped like a "T" (sweat like, well, T-shirts), thanks to *CG* shoes and Adidas "Shogun" Flipflops. All you have to do to win a coupon and possibly a shirt is to complete the following sentence in a witty and reasonably original way in *TWELVE* words or less...

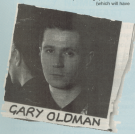
"I think Deen Moore is far too good for Bruce Willis because..."

Send your responses on a postcard, the back of an envelope, or ten pound note to: "What's the fit in the fit" case suite 100, 1 I suppose" Competition, PO, 20 Rodgers Lane, Kite Farm, Milton Keynes, MK11 5MP. The ten funniest will each get a pair of goodies, over.

The *ROCKY HONOR PICTURE SHOW* IS: THE REVENGE OF THE OLD QUEEN and BILL and TED GO TO HELL. More, please!

SEQUEL CITY

Hollywood continues to announce far more sequels than are good for it. Latest classified results are *PROM NIGHT 4*, *XTR0 2*, *STEPDAD 3*, *PUNISHER 2*, *CHILD'S PLAY 3*, *SCANNERS 2*, *THE UNRAMABLE 2*, *THE HOWLING 7*, *YOUNG GUNS 3*, *ALLEN S. ALBENS vs. PREDATOR* is a late result and telephone claims are required for anyone with a plausible script for *DIC HARD*



GARY OLDMAN

NEXT ISSUE

More film fiction next issue (YC lawyers permitting), including the low-down on all the forthcoming 'blocker' and 'flopper', plus more allegedly fantastic comps. Where? Only in *TC GLECK*, still only 50p! That's the way I like it! (Er... thanks Dave - Ed)

HAPPY HENDERSON
THE JOURNO 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 SHARPISH, WHAT POSTY DIDN'T KNOW WAS THAT RIK, OUR JOURNO 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 FLIMBO'S QUEST (DEMO), FINDERS KEEPERS, KENTILLA, MICRODOT, SPOTS AND RAINBOW CHASER 4 + 4. OR YOU CAN NOW OBTAIN TWO OTHER CASSETTES THAT YOU MAY HAVE MISSED WHICH INCLUDE TURRICAN II DEMO, OJAD, RUNAWAY, BAZAR, DOMINGOS, LIBERTE AND TIME MACHINE DEMO FROM ACTIVISION. SIMPLY SEND A CHEQUE OR POSTAL ORDER FOR £3 MADE PAYABLE TO **ALPHAVITE PUBLICATIONS LTD.**, ADDRESSED TO 26 POTTERS LANE, KLN FARM, MILTON KEYNES MK11 3HF AND WE'LL DO THE REST.

PLEASE SEND ME 2 CASSETTES OF GAMES.

FIRST OFFER (FLIMBO'S QUEST ETC.)

SECOND OFFER (TURRICAN II ETC.)

I ENCLOSE MY CHEQUE/POSTAL ORDER FOR £3 MADE PAYABLE TO **ALPHAVITE PUBLICATIONS LTD.** OR DEBIT MY ACCESS/VISA NUMBER

--	--	--	--	--	--	--	--	--	--

EXPIRY DATE: _____ SIGNED: _____

NAME: _____

ADDRESS: _____

POSTCODE: _____

ALLOW 28 DAYS FOR DELIVERY

POST ENLIGHTENMENT

Post Apocalypse has been accused of putting backwards Satanic messages into the letters column - just like Judas Priest (dodgy 1970's metal band) were meant to have done on their records - and has been locked up in a rather dank and gloomy cell underneath the High Court. The Judge can't pluck up the courage to see him and Postie didn't bust out in time for this month's column but you can write to him at: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

For this month, here to set things straight and clean things up is Postie's preacher half-brother Post Enlightenment. Praise the Lord!

Sit up straight in those wooden seats, I'm Post Enlightenment. The Lord came to me in a dream and asked me to edit YC's letters page. So there'll be no sinful kilin' or swearin' while I'm about. That Post Apocalypse is the son of the Devil himself, and no mistake.

NUMBER OF THE BEAST

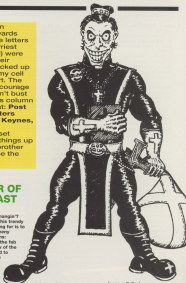
Dear Postie,
Yo dude! How's it hangin'?
But enough of this trendy jive, what I'm writing for is to ask you a teeny weeny amount of questions:

1) Will some of the fab games like Shadow of the Beast be converted to C64 tape from C66 console originals?

2) Will you be making all of your reviews colour in the future?

3) Is it possible to get an add-on Disc Drive for the C64, or do you need a memory expansion?

Matthew Smith, Mansfield
P.S. Print this or die!



RE: I noticed your mention of 'The Beast', this computer game must be one of the limbs of Satan himself. As for your questions, 1) If the Lord had meant this game to be released on tape he would have done it

by now, 2) God gives us colour for many things and we must make the best use of it we can in YC, 3) Commodore do a disk drive for the 64 and you don't need a scap of extra memory, praise the Lord.

ALL CREATURES GREAT AND SMALL

Yo Lads,
I just wanna say a few words while I've got the chance:

1) The magazine is really good and certainly worth the £7 I have to pay for it.

2) Rick Henderson must be the tightest person ever to have worked with a C&A.

3) Post Apocalypse is a miserable b*stard and should be bludgeoned to death with his own ganglies (7 - PE).

4) My compliments to the artists. Their work is excellent. Shame about the print quality.

Kristopher Redbank,
Emusoft Designs,
Address not given

P.S. Can someone send me an autographed picture of Beverly Gardner?

PE: God's creatures (like Rick) come in many different guises and we should appreciate all that He sends, even if some have been sent to try our faith (just like Rick). I am still trying to make Post Apocalypse see the error of his ways, not by bludgeoning but by preaching sections of the Bible to him. Lastly, there is no place for just an God's Birth, so no more thoughts about Beverly or the Lord will strike you down where you stand.

DON'T ALTAR ANYTHING

I used to be an avid reader of a certain other

DISCIPLE OF THE MONTH



DIVINE GUIDANCE

I would like to thank Budgie, otherwise I would not have bought Silkworm. Budgie reported in the March issue that Silkworm was brill and gave it 5 stars.

I was going up to the counter with another game, saw Silkworm and remembered what Budgie said, so I bought it and it is extra brill.

Michael John Cremin,
County Cork, Eire

P.S. You're cool and so is YC!

PE: It is not only the Good Book, The Bible, that offers advice on the way to live. The Budgie column and YC are but another of The Lord's mouthpieces. Probably.

C&A magazine. That was until I saw YC. So far I have two issues and I have now placed an order at the newspaper for your fab mag.

I particularly enjoy your cover tapes, especially Knightsare (although I can't solve it) and Frosty. And I really enjoyed your Post Apocalypse game (it was this game that made two of my C&A-owning friends buy YC).

Keep up the good work!

Lehane Richards,
Barrooga, Australia

PE: Truly The Lord moves in mysterious ways and this must be one, showing you the path towards YC.

Hallelujah! And thank you for spreading the word, I should make you an honorary disciple for your good works. My Church (The "Post Enlightenment Evangelical Way of the Concrete Core Church" is Milton Keynes) needs more like you.

PULPIT UP!

Yo, Peaty Dude!
Not being rude but where did you find these kinky leathers? Any chance of giving me some?

I got the mag last month and think it's R&D. The tape's great and the Swiv demo was really fab, it made me forget about those other three games which, erm, weren't so fab. Anyhow, it's worth the 4 spoolbooks (that's what it costs over here).

The reviews are good but there's not enough of them, the cheats section should be enlarged and why aren't there more competitions? Who wants posters (not me).

Thomas Mc Donnell,
County Tipperary, Ireland

P.S. Rick's a spudite (? - PE), don't you agree?

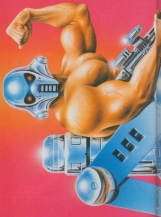
P.P.S. Why doesn't someone help "Cosin' Eugene, I feel sorry for him!

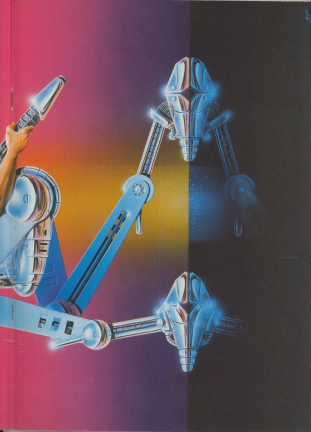
PE: Kinky leathers? These are the leathers of The Lord. So many preachers resist themselves to dark-coloured suits or white robes. YC truly is very good, I agree, even if it does lead the teachings of the Lord brought to it sometimes. As far as the reviews go, although Jesus could feed 5000 with only a few loaves and fishes, YC has to rely on the number of games released every month - more games = more reviews. And posters? I don't hold with them either - my Church just has bare concrete walls, if bare walls were good enough for Jesus, they're good enough for me.





EXTRME







WORLD CLASS HOTSHOTS FROM

KOMIX
COMPUTER PRODUCTS

The fastest reactions in the business

SPEEDKING

Formidable firepower in the palm of your hand

Designed for super accurate, high-speed action. The fire button is positioned right under your trigger finger and unique micro switches let you feel and hear every move of the stick.



SpeedKing performance plus easily accessible autofire switching for instant and even firepower.

SPEEDKING
with **AUTOFIRE**

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.

IT'S TV SHOW

A spotlight falls on Jeff Davy and the audience go wild - cheering and shouting. "Come on down, the price is right!" shouts a voice as he bounds down the steps from the crowd. And then he woke up, and somebody gave him It's TV Showtime to review. A coincidence? We don't think so.

British TV is truly the best in the world. So how did we end up with Blockbusters, played by smug students with their cuddly toys, Bullseye, which occupies that boring Sunday afternoon slot when there's nothing on the other channels, Every Second Counts, with the unspookable Paul Daniels jolly regrettably less enthralling than Sirylee Hughes), The Krypton Factor, with unambivalently clever accountants and teachers who have nothing better to do with their lives than memorise objects and solve jigsaws and, finally, Bob's Fall House which is just, well, unappealing?

There is probably no understandable answer to that question but that's no excuse for Denmark to compile a whole lotta Old games based on the sad shows mentioned above. But they have

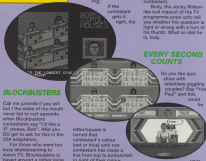
electro board with a grid of letters and a man called Bob. Bob (or 'His Holiness' as some have called him) asks contestants which letter they'd like on the board and asks them to guess a word beginning with that letter from a clue. For example, What 'P' is pink and lives in a farmyard, to which the answer would be 'Pig'.

If the contestant gets it right, the

unexpecting circular wooden board? You are? Well Bullseye is right up your street because that's almost exactly what you have to do.

You throw darts to get the opportunity to answer a question and the highest score gets the chance. If you get the question wrong, it's passed to the other contestant.

Bully, the Jocky Wilson-like bull mascot of the TV programme pops up to tell you whether the question is right or wrong with a turn of his thumb. What an ideal he is, truly.



BLOCKBUSTERS

Call me juvenile if you will but I like sides of my mouth never fail to curl upwards when Blockbusters contestants say "I'd like a 'P' please, Bob". And you DO get to ask for this in the Old adaptation.

For those who were too busy skateboarding to watch TV, Blockbusters is based around a rather large

letter-square is turned that contestant's colour (red or blue) until one contestant has made a line from top to bottom or to right of their colour. Simple, eh?

After three bouts, the winner gets a Gold Bar which has the same grid but with three-letter clues, like "HSH" or "TNT", and has a time limit to get across the board.

BULLSEYE

Are you a fat, beer-soaked drunkard who likes throwing little spears at an

Do you like quiz shows with talentless giggling couples? Say "Yes Paul" and this could be

your bag. Most of the answering is done by selecting true or false when you get asked a question.

The questions are in categories like cinema or TV programmes which you have the opportunity to select. The final round is a race-against-time round where you have three answer options. What?

Thankfully, Paul Daniels doesn't make an appearance.

Lookie here viewers! Steve is one of the exciting contestants on the Krypton Factor.



NAME: STEVE
ADDRESS:

CLUB: 15-Ave
PROGRAM:

WTIME!

KRYPTON FACTOR

This one is just for dinks. My feeble mind was totally unable to cope with mind games involving remembering a sequence of events and missing words and puzzles and assault courses, all displayed in an impossibly dull and unexciting way. So I gave up. It seemed the right thing to do.

BOB'S FULL HOUSE

This is a test of reflex and skill. That and how long anyone can stand Bob Monkhouse. It is the contestant who gets to the buzzer first that gets to answer the questions and if they get it wrong, they're "walked" for the next question, which means they can't answer.

As the rounds progress, more and more "buzzer-board" lights must be lit to get to the next stage until the final, where loads and loads of questions have to be answered within the ever-present time limit.

If you'd been sitting around thinking "I don't have any games which will test my knowledge and skill" then this is the package for you. If you're more keen on blasting the smug out of huge swarms of alien deathraiders than you really won't like this at all. Me? I laughed. Especially at the furiously scolding or staking head of Bob Holmes in *Blockbusters*, the laughable idea behind *Bullseye* and the sheer feebleness of *The Krypton Factor*. Every Second Counts is my personal favourite - it's actually quite good and Bob's Full House? Well, my hatred of Bob Monkhouse overcomes me!



"Breathing, super, great! You've got two darts and a hundred and forty points to get, maybe you ought to use this hedgerow. Breathing, super, great!"



CREDIT CARD	<ul style="list-style-type: none"> Generally pretty good, but they're quite games after all. 4 SOUNDS 	<ul style="list-style-type: none"> Again pretty good, but the questions are the 4 MESSAGES 	<ul style="list-style-type: none"> I suggest you'll be glad to be stuck to the ground screaming that you're into the night... 4 HALF LIFE
	<ul style="list-style-type: none"> 4 HALF LIFE 	<ul style="list-style-type: none"> 4 HALF LIFE 	<ul style="list-style-type: none"> 4 HALF LIFE
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	<ul style="list-style-type: none"> 4 HALF LIFE 	<ul style="list-style-type: none"> 4 HALF LIFE 	<ul style="list-style-type: none"> 4 HALF LIFE

"We said 'Can we have an F please Bob?', but he asked us to wait for the idealist."



NAME: It's Ty Showtime!
 SUPPLIER: Bomark/TY Games.
 PRICE: £9.99 (incl. £14.99 list).
 RELEASE DATE: Out now.

EXTRA! **80%**

An interesting selection of trivia games, so varied that it will take quite a time to tire of them.

E.C.T.S SPESH

What is this ECTS thing? Egg Custard Tart Spectacular? Edwina Currie's Tattoo Shoppe? Evangelical Cleptomaniac's Thanksgiving Service? We sent Beverly Gardner to investigate and, boy, was she miffed when she found out it was the European Computer Trade Show.

When Jeffrey said to me "Beev, get down to Islington and report on the ECTS", I didn't expect to mope around for five days acquiring blisters and getting a sore throat. The computer industry's intent to be fun, frantic, and exciting to boot. If I wanted to have the

stuffing bored out of me I could have stayed at home and watched "Highway", hee, hee.

But just when I thought it was all programmers with spiky faces and glasses held together with sticking plaster along comes a celeb. Jeffrey Ross was there with



Jeffrey Ross (right) playing the board game and Beverly (left) taking the show home.

pregnated wife in tow, and he seemed most interested when we (Jeff, Bix, and myself) jumped upon him and asked him to pose for a piccy (who wouldn't?). And all this excitement was just the Sunday, for celeb factor we also found Jeremy Bodee (flying on the Virgin stand, ready to jump out on unsuspecting magazine journals no doubt).

I didn't spend most of the show just walking about bumping into Tom/Jo twonks, some of it was spent in the bar (drinking pop, drinking pop), and the rest was coming some good Public Relations executive into buying me a drink in the bar - I occasionally stopped to have a look at their latest games.

too, actually. Below I've listed all the stands that had some interesting comic product that we haven't already previewed/reviewed for morrow, companies that wanted to talk to YCJ.

VIRGIN MASTERTRONIC

The Virgin stand had a bunch of reprotees playing silly buggers with some cartoon cutouts of Vic characters - sometimes it was hard to decide who was who.

Product Line was "80 Barken - A Man-Longg dystopian that is sure to bore the pants off any Simpsons fan.

THE MASTERTRONIC CLUB BAR		
LIQUEURS		1.50
WHISKEY - GIN - VODKA - RUM		1.25
MALT WHISKEY - COGNAC		1.50
SOUTHERN COMFORT - PEERWOOD		1.50
V.S.O.P. COGNAC - PINEG N.1		1.80
VERMOUTH - DUBONNET - CAMPARI		1.20
SHERRY - PORT		1.10
R/W WINE BOTTLE		6.70
IN QUARTER		3.20
CARLING LAGER		1.50
TOBY BITTER	HALF	1.00
		1.50
		.50
SWAN LIGHT		1.10
WHITBREAD		1.25
		1.45
TOMATO JUICE		.65
BAR		.95
SOFT DRINK	SO	LARGE .80
BUX		.90
JUICE	"IXTO"	.90

ALL PRICES INCL. OF VAT



The "Mastertronic" club bar is the only bar in the show.



Spot - Not just another puzzle game, it's got a cutesy character at the helm, saaaaammgagggghhhhh!
Rolling Honey - The game of the comic strip? You of course who we mean!!

KRISALIS

A great stand locked away at the back of the aisle. Doesn't mean that I wasn't interested in the few games that are positioned before the end of the year. It just means that they didn't spend much cash on the stand, skinflints.

Product List nos '83
Jahangir Khan World Championship Squash - Yep, that would serious squasman that everybody knows (?) is the sponsor for the ball-bashing sim.
Manchester United Europe - A completely new game to the superb Man Utd last year, with loads more presentation and a new European tournament structure.

ELITE

A big video screen played the arcade conversions that Elite's just signed up and that was the shovelled thing I got to entertain all day. And they wouldn't even switch it over to Neighbours at lunchtime.

Product List nos '84
World Championship Soccer - It's still to come, and it's still a poorer game!
European Championship

1982 - Based on the Taito arcade machine that annoyed everybody at the AT&T '80.
Greenian Ninja - Almost a cutesy beat-em-up thing.

Product List nos '82
Samurai GPPWaring II - A driving game, and another coin-up license (what do ya want? Blood?)
Edward Randy - Oh come on!

DOMARK

A well swanky "horse levitility" (Eh, I think you mean "Intelligibility") Cd suite stocked to the brim with soft drinks and coffee cups. And a few games, probably!

Product List nos '84
Wrighter - No holds barred beat-em-up with karate, kickboxing or wrestling.
Race Driver - Revving up for the Christmas No 1 slot.
Manmarks - Spiffy and addictive medieval shoot-em-up/Tetris bits (building strategy which is a YC's favourite arcade game).
Thunderjaws - Half aquatic and half land shoot-em-up (nothing to do with the '82 NES Baseball - Realism is the name of the game here and even a free hat to be thrown in don't go mad, oh gunt).

STORM

Everybody seemed to be



crowded around Battletoads (THAT game), and it was very hard to try it (a business with a thousand staff writers of clambering for position on the rarely addictive game).

Product List nos '84
Red-Raid - Another beat-em-up with fun-savvy jip gents and muggo bunsids.
Double Dragon II - More like triple dragon.
Asylum - Heavy Metal ain't got nothing on this action-adventure.
Solar Jetsons Hunt for the Golden Warpship - The official sequel to ages old games Jetpac and Lunar Jetman.
Big Fun - Another coin-up conversion, and another driving game catch!

Product List nos '82
Battletoads - Humm! I'dy Heat - Not about a certain adventurer's underpants being on fire.
Brute Force - Not about Gazzo's favourite after shave.

MIRRORSOFT

Who can walk past the Mirrorsoft stand and refrain from asking for pizza nowadays. I did and had to go off to Burger King instead.

Product List nos '81
Turtles 2 - Based on the inevitable arcade machine by Konami (see my Data column for more details).
Bobozone - Scarily shoot-em-up with the latest fat, mink! (Classic Heat - A coin-up game, he hunt! But an arcade conversion, humm!)
Seivous Designs - Puzzle game with a seriously surrealist tint, as a loony changes all the famous landmarks into cubes.

I'm sorry if I missed anybody out, but you probably didn't have any new CD4 products that we haven't mentioned elsewhere.
 Also, you should've seen the state of Jeff and Rick the day after they went to the HippoHome - the industry party to give out some sort of awards - the things I have to do any? I even had to listen to their states about how Les Dennis was the first comedian to die on stage and get paid seven grand to do so, I think he was the only one laughing at the end. But having finally gotten home, and with my feet in the big '80 bowl of lake-warm water, it didn't seem all bad... well next year.



Yes - the quiz that tests people's knowledge of pointless computer trivia is back for its third and penultimate heat. The winner will go through to the final with a PR person, a programmer and a Managing Director in just two issues' time.



This round is hosted by a celebrity-compare - Mike Clark, PR dispenser from

CodeMasters (Macroevo appears as Mike Clark, in a spangly suit, bounces down a flashing neon staircase, gets through a microphone and is called into a spotlight). Let the contest begin!

THE CONTESTANTS:

Jeff Dazy (Jiff)

Jeff is a former convert to the OS4 but has owned many other computers and has been sitting about games for years. "I expect I'll get completely finished", he says. Here's a few words on spoken...

Mike Henderson (Contributing Jiff)

Mike is a guy you all know and, er, love. He's hoping to win the Macroevo expense category in this contest and is convinced that points make prizes. He's been waiting for weeks by reading old issues of YC and watching "Family Fortunes".

Paul Rigby (Writer and Professional Sower)

Exciting Paul has just come back from an extended stay with a bunch of Orms and Poles and is confident that he'll make a mark on the quiz. "Oh-My, Gern, I'll have that prize. Right-uh?".

Beverly Gardner (News Ed)

Beverly Dabbs is immensely knowledgeable about computer games, so it says on this piece of paper with her writing on, anyway. She'll like a Blazey-Blast.creque book and pen. Etc... Thanks Bev. Paul Bines (Group Editor) As well as being the very kind man who does all the technical bits for

YC's cover tape and oversees YC, Paul has done some very interesting things: "Did I tell you I taught Radio Communication to Prince Charles?"

Post Apocalypse (Psycho Post Ed)

Postie doesn't care much about computer games. In fact, Postie doesn't care much about anything. Except killing. "Questions?" he bellows. "When do I get to shoot things?"

COMPUTER BOSS

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

ROUND 3

JO



RM



1. According to Gallup, how many budget games are sold for each full price game?	Two? [1]	Gordon Bennett: Four? [0]
2. Who does Gallup show as selling more software than anyone else?	Er... CodeMasters! [1]	CodeMasters, by any chance? [1]
3. Who had to take backdoors to their C64 cartridges?	Ha! ha! Can I have a clue? (Clue: My floppy has over 1000000 bytes it wouldn't be C64 would it) [1]	Could it have been Green? [1]
4. Who wrote BMX Simulator?	The Darling Brothers, David and Richard. One of the two, wasn't it? [1/2]	It was Richard Darling. [1]
5. What are the first names of the Oliver Twins?	Um... Mr? ... Mr? Um... er... er... I don't know! [0]	Good! Um... I can't remember! Fred and Daisy? [0]
6. Name all the C64 games that Dazy has appeared in to date	Look I really do think that this is taking on a particular CodeMasters start line... Dazy, Majestic Dazy, Treasure Island Dazy, C/3's Rhythmic Antics, Fast Ford, Rock Star, Fantasy World Dazy. [0]	Right... Dazy, Treasure Island Dazy, Fantasy World Dazy, Majestic Dazy, Fast Ford, and Rock Star. [0]
7. What's the difference between a duck?	Um... er... Ferdish... one less! [0]	(no hesitation) One of it's legs is both the same... [1]
8. What's the best thing a games fanatic can do with £2.99?	Spend it on a CodeMasters game! [1]	Could it be 'buy the latest CodeMasters game, available at your local software emporium' [0]
9. What's the best thing a games fanatic can do with 10.99?	Ha ha ha... buy three CodeMasters games! [1]	That's easy! Buy three CodeMasters games and save the rest towards the next CodeMasters game. [0]
10. How many hardware options are there on the C64?	You sod! I don't know... absolutely not a clue! [0]	No clue! 16, 'cos it's crap, and I'll be an Amiga man now! [0]

The Scores on the doors:

Post Apocalypse - 0!

Raul Rigby - 5

Paul Bines - 8 1/2

Beverly Gardner - 0

OFFO OF THE YEAR 1991

ing of Intellects The Like of Which Has Ne'er Been Seen Before")

3: The YC Staff

ANSWERS

1. Between five and three.
2. CodeMasters.
3. Ocean. "Use some of the cartridges they made reusable! It's the only one I've owned that had that to be, er, trimmed."
4. Richard Darling.
5. Philp and Andrew.
6. Fast Food, Walk Snaps, Ocean, Wizard's World Quiz, Friday Night Quiz, Mastermind Quiz. Have Ocean this designed not to get the best one!
7. One five (5), eight - 50!
8. Buy a CodeMasters game.
9. Buy three CodeMasters games.
10. Eggs.



	BG	PR	FE	FA
	Three [1]	Er... Um... Five... not Eight [0]	2? It's got to be something like that... [0]	No idea [0]
	CodeMasters [1]	Sega?... no, hold on - CodeMasters! [1]	CodeMasters! [1]	Er... [0]
	Virgin! No - OCEAN, OCEAN, OCEAN! It was definitely Ocean! [1]	Er... Um... [0]	Ocean? [1]	Backgammon? I would've used CHAINSAW! [0]
	The Darling Brothers - David and Richard Darling. (Half point for inaccuracy) [1/2]	Um... Um... Freddy from Friday the 13th. [0]	Richard Darling. [1]	BMX Simulator? What about Large-Motorbikes-With-Lets-Of-Weapons Simulator? I'd buy that. [0]
	I know they wrote the Dizzy Collection... Bill and Ben? [0]	Oh God Emman... I should know this one... emman... [0]	Philp and... (offer some thought) Ah! Andrew. Name they were named after royalty... [0]	Don't care! [0]
	The Dizzy Collection and Walk Snaps... Dizzy Simulator? (Full marks for being clever and not having to reel off all the names) [1]	Oh... bloody hell... emm... [0]	Pass... [0]	Dizzy? What sort of a name for a hero is that. Now "Post Apocalyptic" is a good name... [1]
	One quick and another? (No, I don't understand this either - Mike) [0]	It's something to do with African proverbs and coconuts, isn't it? (Bonus point for a clever answer) [1]	Down? [0]	I shot it! [0]
	Buy a CodeMasters game! [1]	Buy a CodeMasters game? [1]	Buy a CodeMasters game. [1]	Buy a bullet... [0]
	Buy five copies of YC... [1]	Buy three CodeMasters games... [1]	Buy three CodeMasters games! [1]	...Then buy a gun to put it in. [0]
	What? Is a hardware spits where you plug something in, or are we talking graphics here? Um... Yes. [0]	Ahh... I know this... no I don't... is? three? twelve?... eight! [1]	Easy - eight [1]	The only hardware I know about is for killing things! [0]

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COIN-OP HITS II

Simon Dale was overjoyed when he got this compilation. Now he won't have to spend his YC wages (50p) at the local arcade on a game of Vigilante! Unfortunately he (and a little pixie helper) then had to review it. Bad luck, huh?

Yet another arcade game compilation emerges for the Commodore and the question is, is it any good? Read on.

VIGILANTE

Oh no! The stinkheads have kidnapped Madonna and you, the vigilante, must give them a good spanking. If you're lucky and you rescue Madonna you might get to give her a spanking too (Do-oh), but according to the instruction manual it is 1984, so perhaps it's not worth rescuing her -

she's looking a bit ropey now and it's only 1981!

The basic idea is to keep moving to the right and stop the badies from draining your much-needed energy.

DYNASTY WARS

No this game isn't about a tacky American soap which was ended due to public opinion, this game is much, much better (although anything would be, apart from tacky American soaps).

Dynasty Wars is a combat game which takes place on horseback, with a quest to topple the evil dictator Tung Chao, who, it has to be said, sounds rather like a flavoured ice cream. And, basically, you go from level to level hitting things.

GHOULS AND GHOSTS

As everybody knows, this one is the sequel to Ghosts and Goblins which involved a man in a suit of armour trying to sword-gloat, killing ghoules and nasties and climbing up ladders. Ghouls and Ghosts on the other hand is, er,

almost exactly the same.

Resplendent in your tin-can suit you scamper from the left to the right of the screen for five levels, up hill and over dale (ho ho), trying to avoid the undead with the eventual aim of rescuing one Princess Hee. What I wonder is, does she want to be rescued? And, more the point, does she want to be rescued by a short, grubby knight who's all sweaty and nasty after running through five levels of undead?

HAMMERFIST

There doesn't seem to be much fun in being an artificial, computer-controlled halogen. I mean, someone trips over the power-pack of the computer and you're history, eh?

Still, you play one in Hammerfist. Two, in fact. One who hits things and one who

does a load of gymnastic-type things. You get to, rather schizophrenically, swing between the two whenever you like as conditions dictate.

Basically, this one's a flick-screen kill-fest, full of aliens, techland and things to trash. Good, eh?

NINJA SPIRIT

Not, in fact, a lethal Japanese drink but a game about a Ninja. Actually, not a REAL Ninja but the spirit of a white wolf who has taken the form of a Ninja. Um, right.

This is another excuse for thrashing enemies with vivid Ninja powers and getting the chance to work your way up in weapon-forms by collecting dead Ninjas' "spirit balls".

To tell the truth, "spirit balls" describes this game very well.

At least two of these games are rather good - Hammerfist and Ghosts and Ghosts - even if the latter is a bit hard but generally the standard is not very high. They try hard to capture the spirit of the arcade games they're based on but really fall short of the mark.



CREDIT CARD	SONGS	GRAPHICS	GAME FACTS	HALF LIFE
● One or two games	● Mostly a bit better than last game, especially (A-B).	● An even one of the games will keep you going.	● For a few months, probably.	

NAME: Coin-Op Hits II.
 SUPPLIER: US Gold.
 PRICE: £14.94 tape, £20.49 Disk.
 RELEASE DATE: Out now.

THREAT

80%

Five-in-a-box is as good as you'll get for a pile of daisy U.S. Gold arcade conversions so it could be worth a plunge.



I PLAY 3D SOCCER



Q And the players all stood around waiting for their half-time oranges and a good rub-down by the physio



NAVY SEALS

ladders and terrorists, who'd sooner shoot you than ask the time.

To get around the level your SEAL must jump over packing cases and the like

"Navy Seals?" said Jeff Davy, "That's a strange colour for a sea mammal to be. It's a what? A game? Oh."

Apparently only the elite SEAL team can rescue a shot-down helicopter crew in the Gulf of Oman and then destroy a stash of missiles in Beirut. Well, if Sean Penn can do it in the film then I reckon anyone can do it.

So your SEAL just to be confused with the Seal who sang "Crazy" is dropped into the action which takes place over six levels of Harbour, Communications Tower, Prison, Port and the Streets of Beirut and takes the form of levels full of platforms,



When it comes to completely useless titles to give your average Gomme game, I Play 3D Soccer is by far the poo-erest! I Play Rik Henderson shows them I-bias a thing or two about footy...

What do those Italian fellows know about football? I mean, who won the world cup in '86, eh? Not them pizza-scoffers, that's for sure! Mind you, they may not play the game the same as us, but the average crowd at Inter Milan (re)members our top clubs' attendances by two to one. Oh well, we only invented the sport.

"But what relevance is all this?" you scream at this confusing back, "What on earth are you talking about, you buffoon?" There is method to my madness, since I Play 3D Soccer is an import from the land that also brought us Roman noses and Crucifixion (Italy, of course). It's rather different to your run-of-the-mill excursion into the wild and extremely wonderful world of football arcade-action games, of the simulation kind (that was my idea), in the respect that it's all in gorgeous, splendiferous 3D-vision (and who'd I have guessed it).

But to, you need not don a pair of milk bottle tops and rose-tinted glasses to experience this almost virtual

reality, all you have to do is plug your joystick into the thingumajig at the side and away you go. It's also almost unique 'cause you get to play one player throughout the whole match (ie. you can be a striker, defender, or midfielder), and there can be moments in the game where you'll be standing around doing very little indeed.

The competition structure involves around the UEFA cup (or any knock-out tournament, really), and you can even get a friend to participate (by taking on another player on the same team).

During the game you can show the opposition the metal of your studs - something I happen to do quite often - and up-and-down them, but you don't seem to be sent off (or anything) like that (is that like Italian football really). It doesn't have the offside rule either, like every other game on the market, and if you do manage to draw (cause even on easy posay mode it's hard to win) there's extra time and then a penalty shoot-out.

The whole thing is very

CREDIT CARD

<ul style="list-style-type: none"> ● NAME I Play 3D Soccer. ● SUPPLIER Simulmondo. ● PRICE £9.99 tape, £14.99 Disk. ● RELEASE DATE Out now. 	<ul style="list-style-type: none"> ● REALITY Very good, it's not professional. ● CONTROL Obviously they must play well in the representation to get on. 	<ul style="list-style-type: none"> ● VALUE I can see what it's like to be a coach, but it's a bit's tedious. ● PLAY FACTS I can see what it's like to be a coach, but it's a bit's tedious. 	<ul style="list-style-type: none"> ● FORM OF LEASE I can see what it's like to be a coach, but it's a bit's tedious. ● REAL LIFE I can see what it's like to be a coach, but it's a bit's tedious.
---	---	---	--

NAME I Play 3D Soccer.
SUPPLIER Simulmondo.
PRICE £9.99 tape, £14.99 Disk.
RELEASE DATE Out now.

OVERALL **85%**

Footy fans will welcome this new perspective, and it's promising to see that at a time when the rest are doing the same-ol, those I-bias are experimenting.

smooth, moves incredibly quickly, and although the graphics are particularly sad you can rest assured that any footy fan'll be playing this till the cows come home, or at least until they appear in Fred the butcher's.



and take pot-shots at gun-bling foes. This is where the main falling of the game comes to the fore.

IT'S TOO HARD!

One shot from an enemy and you're a goner. The worst

territory, and get shot again. Do you see a pattern forming, readers?

Much as I like the graphics, the sound and the smoothness of the gameplay, an impossibly

and irritating game is no good at all. And this is, sadly, what Navy Seal's has turned out to be.

In Seal terms, it just doesn't balance the ball on its nose well enough.

CREDIT CARD

<ul style="list-style-type: none"> ● NAME Navy Seal's. ● SUPPLIER Ocean. ● PRICE £9.99 tape, £14.99 Disk. ● RELEASE DATE Out now. 	<ul style="list-style-type: none"> ● REALITY Quite good, but it's a bit tedious. ● CONTROL Really hard to play, but it's a bit tedious. 	<ul style="list-style-type: none"> ● VALUE I can see what it's like to be a coach, but it's a bit's tedious. ● PLAY FACTS I can see what it's like to be a coach, but it's a bit's tedious. 	<ul style="list-style-type: none"> ● FORM OF LEASE I can see what it's like to be a coach, but it's a bit's tedious. ● REAL LIFE I can see what it's like to be a coach, but it's a bit's tedious.
---	---	---	--

NAME Navy Seal's.
SUPPLIER Ocean.
PRICE £9.99 tape, £14.99 Disk.
RELEASE DATE Out now.

OVERALL **60%**

What could have been a great game is spoiled by its sheer unplayability.

TWIST, TWIST!



THE BUDGIE COLUMN

WITH JASON CHIM

budgie game, and would probably fill a gap on a rainy Sunday afternoon.

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

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

AND THE LORD SAID: "LET THIS BE THE BUDGIE COLUMN" AND IT WAS...



THE SCORES

NO SCORE - This game is too abstract for words.

G - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.

OO - Not even worth a look, it's only appeal would be for amusement.

OOO - This is an average

GALDREGONS DOMAIN

PLAYERS £2.99

I have a certain fondness for roleplay games; I remember almost tearfully rereading bits of paper crammed with character ratings and profiles. "Galdregons Domain" on the Players also is, then, my kind of game.

Like all RPG's it's got a ripping good story. This one centres on the five gods of

REVIEW

MOONSHADOW

Just as Jeff Davy thought he'd relegated all the "Orc and Pixie" stories to Misadventures, there came Moonshadow - with a truly unfeasible plot...

Get this for weirdness, folks: "You are alone and you have a mission to complete. You must find and destroy the terrible creature that has been sent to plague the Earth by the gods of darkness. But time is running out and you must accomplish your mission before Septeros, the black moon, darkest Fuksa the magic reaver, which protects the world with its life-giving rays."

Moonshadow. You get to knife things aswell as solving fiendish puzzles. And the further you get into the game, the better weapons you can find lying around. This means you can kill all the fiendish beasts that wander and fly about, trying to wipe out your energy. When it all runs out, it's game over, so more adventuring, matey. Yup, only one life.

You're running all the time against a strict time limit. The bad moon,

Septeros, slowly obscures Fuksa, the good moon and if the latter becomes completely covered, it's the end of the game.

There's no question that this game is quite, quite, hard.



The upshot of all this airy-fairy nonsense is that there's a whole fantasy world out there full of trees, platforms, monsters and... objects.

And this is the important bit, for Moonshadow is like one of the arcade adventures of the early '80's. You can carry six objects at a time and each object has an important use.

If you've played some of the Dizzy series, you'll get the idea.

But, unlike Dizzy and its ilk, there's killing in

Unfortunately the control method doesn't help. It can be difficult to jump from platform to platform which can lead to your hero dying very fast when caught in a tight corner.

Further, the game concept is rather dated, full price arcade adventures went out with the Orcs & Pixies.

That said, it was quite interesting for at least 15 minutes. Until I turned it off and found something better to do. Like watching grass grow.



SHADOW

Zator, which Ataxxel - an evil wizard who could easily be a winking powder 'Araxxel Automatic' ? - wants to get his hands upon. You have to

stop him by being downright hard and getting them first.

The well-laid-out screen has smooth 3D graphics on it and up/down icons & a compass guide you through the game - which begins in a castle.

I am tempted to say that what it lacks is a map (because at the start, the stark black and white identical parallel corridors of the castle can be very confusing. But, the effect of this is increased compulsion and a greater determination to sort everything out.

Although you play a Barbarian (not noted for their high IQs), this is a game that tests your wits with its complexity and is packed full of loads of cool places.

Some of the manipulations (joystick) are a bit difficult at first but the whole game is logical and the more you play it, the more compulsive it becomes.

This is one that will stand the test of time.

SCORE: 0000



realm of spirits but Spitting Image, for all its 'Save the World' pretensions is a thinly disguised, non-progressive, martial arts game, the like of which has been seen dozens of times before.

First you choose an exponent and champion from the motley crew of world leaders, including Mags and Rowse (it's a bit dated, y'see). The you beat each others' heads in, the essence of this bit being how fast you shift the joystick round.

The only variation comes from whether you 'die in the status' (joystick) or in the England vs. South Africa rugby field.

The idea of beating the crap out of P.W. Botha (even if he's since resigned as the president of S. Africa) is a definite plus and this is the only strength of the game - perceived revenge on people with Power who cook up bad. This is realised in the two-player game where the idea of beating the world is abandoned in favour of pure, mindless violence.

Even though righting the World's wrongs with a bit of violence could make a great game, Spitting Image doesn't work. The need for loading and reloading sets it after every bout is an irritating feature that lowers the addictivity to about half what it could be and its longevity to about 5 seconds - maybe 10 for Row and his 8 month ago co-star.

SCORE: 00

SPITTING IMAGE

HIT SQUAD £2.99

These latex lovelies extend their repetitions into the



CREDIT CARD

<p>4 SOUNDS Not really.</p>	<p>4 GRAPHICS Rather well, dated and a bit dated.</p>	<p>4 3D ACTION You'll be pleased for at least 10 minutes.</p>	<p>4 REAL LIFE Again - no more the day you bought it.</p>
---------------------------------	---	---	---

NAME: Marmite/Anon.
SUPPLIER: Idea.
PRICE: £2.99 Tape, £14.99 Disk.
RELEASE DATE: Out now.

ORIGINAL

55%

Awkward, out-dated and tired. About as interesting as watching leaves drop off trees.



CONTROL

The Ur-Quans are coming! The Ur-Quans are coming!

And they are, from the furthest reaches of space. The Ur-Quan Hierarchy to tell the truth. And they're mean. Very mean. More mean than something quite, quite mean, like Post-Apocalypse when he can't find any of his large pups.

Either way, they're coming (Yes, yes, you know - Raiders) and the Earth has been dragged into an interstellar war it didn't even know about, let alone start.

Epic music prepares to clash. On the Ur-Quan side there are the jelly-like Urqugh, the voragelike Anolisynths, the evil and fanatical Thrash and the "That's my planet, well, it

is now" -merchants, the Ur-Quans themselves.

Ranged against them, their mighty battleships poised on the edge of space, are the Bantlings (Hunshi), the Mysons - who creepily regenerate and reproduce after each battle - the creatures the Yelast, and the Chrenjiss, the folks that abduct Earth to the Ur-Quans (who are, of course, coming).

You're gripped now, aren't you, with the vision of an imminent and messy space-battle, punctuated by high explosive sounds FX and engrossing arcade action. And actually you'd, er, be a bit wrong.

It's a strategy game - so, come back, you'll like it.



"-Go a game?" said the one-eyed, hairy beast from Zog. "Oh, alright, what type?" replied the Gorman. "Stay..." said the beast. "...as long as it's got a sword!"



with a multi-purpose blastomatic sidearm that follows your ship and helps to wipe out incoming aliens. A larger burst of concentrated rap-r-kill is achieved by holding the fire button down, without auto-fire!

This helps to remove the particularly large and scary end-of-level bosses.



The graphics are really superb, with some of the best multi-colour sprites I have ever seen on the 64. The music is good and the sound effects really compliment the game well.

On the whole one the most impressive about 'em apart on the Commodore, a real must for blast-junkies.

SCORE: 0000 1/2

JOCKY WILSON'S DARTS

ZEPPELIN £2.99

(PG Health Warning: Do Not Under Any Circumstances try steps 1 to 5 below at home - or anywhere - Richard Taylor is a very sick man and a

professional, has been in training for years and is the first to admit that drinking large amounts of beer isn't big and isn't clever. Right?)

Step 1: Go to the Pub and buy 14 pints of Stella Artois Lager. 2: Drink them. 3: Do home and load this game. 4: Vomit all over you 64, TV, carpet, bed, etc. 5: Realise that this game was a bad move and go back to the pub.

Yes, this game is boring. It's been done too many times under different names. Admittedly Zeppelin have tried to vary the theme by adding a few games, e.g. -Screen, Dart Slows, Ten Dart Century and Shanghai Football. But then, when it comes to it, darts is darts. Btw.

If you already own a darts game then I couldn't really recommend this. If you don't and the idea of large men with beer guts throwing pointy sticks appears then take a look.

SCORE: 00

SOFTWARE



C64 GAMES (FULL PRICE)

Game Title	Price	Game Title	Price
Adventure	£14.99	Conquest	£14.99
Adventure 2	£14.99	Conquest 2	£14.99
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MAVERICK 1

The Bondwell 'Maverick 1' is the Porsche 929 Turbo of the joystick industry. It contains two levers 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.



MICRO SWITCHED

PRICE: £14.99

PYTHON 1

The Quickshot '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.



MICRO SWITCHED

PRICE: £9.99

C64 GAMES (BUDGET)

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TWEET, TWEET!



THE BUDGIE COLUMN

glorified Ark 1, I thought that any improvements that had been made make it well worth a look even for old ex-Arkansoid fans.

The idea is simple, bounce the ball of your bat, or "Vase", to knock away a variety of bricks. Sounds easy but bricks just don't seem to be bricks any more. Some disappear when hit, some regenerate, some just reave and some just refuse to die.

There are plenty of bonus objects to pick up,



ARKANOID II - REVENGE OF DOH

KODK £2.99

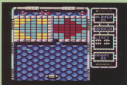
When I first played Arkanoid, all these years ago, I didn't think too much of it. But after playing this version a few times, I found myself really quite hooked. Although it is really just a

including lasers, multi-balls (more than average!), regenerating balls, level wars, glue, ghost bat, indestruct-a-balls and others.

If you have a Niece or 1531 more than I strongly recommend using it. If not then I strongly recommend borrowing one off your Amiga friend!

A fun, playable, though at times very frustrating, game.

SCORE: 000 1/2



REVIEW

LOTUS TURBO CHASE

"Can you get into the Lotus position?" asked Simon Dale's Yoga teacher, "Yes!" replied Simon, before donning his leather gloves and getting into the driving seat of a rather nice red motor.

Climb into your turbo Lotus and prepare to burn rubber through 32 action-packed tracks on three exciting levels.

There are twenty cars in a race and you must weave your way through eleven of them in order to get into the top eight to qualify for the next race. In your travels you encounter many different experiences, such as ascending around tight bends, turning over steep hills, guiding your Lotus through road works which block one lane of the track (Sounds much like the M25 to me - Ed), refuelling at a pit stop in a hectic race-deciding situation, speeding from 0 to 60 in 4.7 seconds and racing a friend in a brilliant split screen game.

The levels are put into order of difficulty, easy, medium, difficult and practice. On the easy level there are seven races to complete, on the medium there are ten, on the difficult there are fifteen and on the practice you can drive your Lotus on a specially designed practice track to help you to get into the swing of Lotus racing.

On harder levels you have obstacles such as dead creatures in the road and water at the bottom of hills, these levels are inevitably the ones

which you must refuel on. The hard level was also the one that I found you could be confident the most.

In putting a game of this standard onto the CD4 a few minor graphical problems have arisen, you can appear to go through the side of a competitors car when you overtake it very tightly and when you go down a hill at a great speed the foreground scenery has to rise and this tends to do so rather jerkily.

And Genesis, you can't fool me. You can't make people believe that the opponents' cars are different graphics when they are really a different coloured version of your own Lotus!

One thing that did disappoint me about L.L.T.C is that if you happen to crash you don't explode into a giant fireball, you just bounce off and your speed decreases quite considerably. No fun!

But think you're not lucky because the Spectrum and the Amstrad can only cope with sixteen cars on the one player game and in the two player game there are only ten cars, although the faithful CD4 can cope with twenty cars on both one and two player games. Hurrah!



ESPRIT CHALLENGE

ESPRIT TURBO CHALLENGE

RECOMMENDED SYSTEMS:

MINIMUM: IBM PC compatible system, 286 or 386, VGA or SVGA graphics card, 1MB RAM, 20MB free hard disk space.

RECOMMENDED: IBM PC compatible system, 486 or 386, VGA or SVGA graphics card, 2MB RAM, 20MB free hard disk space.

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CREDIT CARD

<ul style="list-style-type: none"> 4-DISKETS Early savings for ordering games. 	<ul style="list-style-type: none"> 4 An entertaining mix of the CD-ROM. 	<ul style="list-style-type: none"> 4-30 FACTS Including driving tips. 	<ul style="list-style-type: none"> 4-RAC Driving tips will be interesting also for a while.
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NAME: Lotus Esprit Turbo Challenge
SUPPLIER: Gremlin
PRICE: £29.99 Tape, £39.99 Disk
CALL DATE: Out now

OVERALL **91%**

Lotus Esprit Turbo Challenge is a great game for an eight bit machine and well worth getting if you enjoy racing games.



SUPER SCRAMBLE SIMULATOR

KIXX £2.99

Zoom, zoom! Rev your engine and... stall the bike. Unfortunately, little accidents like this happen too often in this potentially good game. It is quite well set out,

too soon. It is really quite annoying trying to delicately bounce over a character-sized hole and move at 20mph over rocks. You'll have to work out how to get over the different obstacles which range from from rocks, potholes and very steep hills to cars and tracks. This may be a little hard for the average gamer, maybe younger players



with a top view map displayed under the main play area, which also doubles as an information panel. The graphics are OK and the main sprite, or collection of sprites, is really quite good.

should check out Kick Start and K&S. Really too frustrating to play for very long!
SCORE: 00

There are plenty of tracks to test your off-road skills, varying from easy-peasy to damn hard! The problem is, the hard ones come



TURBOCHARGE

In which **Jeff Davy** makes some moral points about drugs and alcohol and previews a game about a rather powerful red motor car.

Recreation comes hard, sitting in an obscure Milton Keynes suburban hostility. The formula dips with dull 1970's lack of atmosphere. The PVC-upholstered sofas exude dullness and the drink sits in its cloudy glass, fizzing a trifle flatly.

It occurs that it's time to draw your attention to an important social message - "Don't drink and drive". I certainly wouldn't drink and drive. One of the major factors (apart from it being dangerous) is that I don't have a car.

If I did (We can see your predictable link to the game transcending over the horizon, right now - Choo-up! Rightens) it would possibly be a large sports car like the one in Turbocharge,

which is rather angular and Lamborghini-like and mighty fast.

It also has a rather convenient grenade launcher on the front (how many times have you wanted one of them attached to the front of the bus you're in - stuck in dry, hot, honking traffic) and a readily-available handgun for the driver.

That and a moral scenario. The M's like Biggs of the drug world are running convoys along the highways of Basildon, or, the US (that was it) and you're the boy for the job in the swanky motor.

The convoys are speeding their way across State boundaries which normal Police cannot cross. Says Mr Big: "This State



Police business is rather funny, they can't follow us over the borders. We can just ship our drugs around as much as we like and make tons of lovely, lovely cash."

[CUT TO SHOT OF FAT BUSINESS TYCOON WITH CIGAR WALLOWING IN LARGE AMOUNTS OF FILTHY LUCRE]

[Get into the rear view mirror of the latest of the convoys comes a large red car. The chase is on...]

And what a chase. Turbocharge teaches other driving

games into the ground. There are no tight beads to slide off at and crash because by controlling the car (so it seems) you control the road. No, settle down at the back there, it's true.

This means that you need speed less frustrating time coasting and more time shooting cars, tanks and all manner of opponents.

The pace is fast and frantic. The snappy spans little in its quest to blow you off the road. Places (above the road, Choppers (with moving rotors) drop things on you and armoured cars draw alongside to 'take you



out'. And that's not a night at the cinema and a rather nice Binyan, that's the business end of a large machine gun poked perilously close to your nose with your offing coming very close, very fast.

And don't forget the mines (the Seven Desires certainly didn't) and more, over many separate and changing levels, clock-full of roadside graphics and mean hills.

As the roads fork, the car switches into tunnels (arming Barber appropriately and fast as that) and you die, falling over in a cloud of dust and explosives, you begin to appreciate what appears to be a great technical achievement on the E4. It's fast,

fantastic and packed with little technical achievements that you don't immediately spot but which really add to the game.

It's unquestionably what Roadmasters, Chase HQ and Special Criminal Investigation should have been on the E4. And if this was just the preview version, let me at the final version as soon as possible.

A.

Backstage (format) the driving game may be but System 3 have the edge on it now.



CREDIT CARD

NAME: Turbocharge

SUPPLIER: System 3

PRICE: £12.99 tape, £15.99 disk

RELEASE DATE: Late June



This is Chris Butler, the programmer of Turbocharge. His deep and mysterious picture aptly sums up his mysterious past. He's programmed many games including Power Drift. Of course,

we could have printed the mad picture with the screwdriver, but that wouldn't have been deep and mysterious and would rather have spoiled the link, wouldn't it.

SYSTEM 3 PACK

First we had the famous five, then the secret seven, now comes the spiffy four. **Rik Henderson** looks through this pack to find out which game is Timmy the dog.

“Whatt? I hear you cry. “We’ve already read a review of a System 3 compilation?” And you have. But lo, here’s another juicy morsel to toast your corns with, cause it’s got four of the best recent System 3 games on an all for the price of 50 bags of chips (my average dinner).

MYTH

This is the only game that’s on this pack and The Premier Collection, but it well worth it.

When it came out it redefined the meaning of arcade adventure with it’s marriage of isometric platform style gameplay and Isometric puzzles and traps, as you (as a Michael J. Fox look-

alike in your Calvin Klein jockey and Levi 501’s) get to traverse several different timezones and confront several different mythological gods in order to give ‘em the reversed loading of their immortality.

There was a gripe that went around a short while ago that Myth was a little too hard but with the superb quality of the graphics and the addictive gameplay you’D WANT to persever.

VENDETTA

The Last Ninja games were popular enough to be easily ripped off and their style happened to pop up all over the net. Vengeance has many similarities but this is the official style copier of the century, and anyway it’s got



IK+

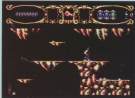
This is unquestionably a typical karate beat-em-up, but with so many extra funky bits that certain other jodels companies find to copy it exactly (and failed miserably, I hasten to add).

For a start, instead of the usual two karate geasers facing each other in a litigious battle of fat vs. fat, it’s time to wear clean underwear ‘cause there’s three of the buggers on screen at one time and you only control one of them.
asasasmmmggggggthseewrt
(A friend can actually control

twice more besides.

For a start, apart from having superb arcade adventure gameplay with excellent puzzles to solve, there’s possibly the smoothest driving game hidden under the meat that is Vengeance. At the end of each 3D section you’re have to drive to the next, and it has been said that Chase HQ has nothing on it (by me actually).

If you’ve after the meat complete of games you could do worse than Vengeance, and it doesn’t even show its age.





one of the others.)

And after you've managed to beat the proverbial poop out of your opponents there is the occasional bonus level (after every two normal levels) where you either have to kick bombs that fly on the screen before they blow up in your face, or deflect big, bouncing balls with a fly in plate (or something). There's not much more to it than



Q Confucious, to say "Man who stands on another man's back usually ends up with other man's feet kicking the back out of him?"



but the action is furious, and the who does not like those sort of games deserves a stern good kicking in the lower abdomen.

TUSKER

Here's the dog, a particularly nice-dog, but a dog none-the-less. It's an arcade adventure, but without the usual System 3 stamp of originality. You're an ively-Jones-type adventurer (with a hat, wasn't forget the hat) and you must sort-of-like... adventure, in order to find the fabled elephant's graveyard (although it doesn't say why - perhaps you need a new set of teeth, and they would be ideal).

And when you've discovered actually what

you've meant to do it's time to trot off all a few arses (hmm), and erm... that's all it seemed to do actually because I'm really crap at these sort of things, but to well that's life!

Tusker looks reasonable, sounds reasonable, and it's been told) plays very well. If you really want a serious bit of Time Machine style arcade adventuring you've got it made 'one master!

Well, like the man who couldn't pronounce the word 'four' would say, "The System 3 pack is a rather splendid pack of fff... fffoooo... erm... three plus one games!"

CREDIT CARD

<ul style="list-style-type: none"> • A reasonable variety • 3 GAMES throughout the pack • really, I can't say to say! 	<ul style="list-style-type: none"> • Myt's an brilliant • 4 GAMES reasonable and the others find a happy medium • rated four stars, no, no! 	<ul style="list-style-type: none"> • THE FACTS Three truly great games with engaging graphics, and one that's top-notch, great! 	<ul style="list-style-type: none"> • 4 HALF LIFE You'll be there for a reasonable time.
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NAME: System 3 Pack.
SUPP: EMI US Gold (hat, fooled you).
PRICE: £16.94 Tape, £20.42 Disk.
RELEASE DATE: Out in the shops now.

OVERALL

85%

Quite a splendid collection of classic System 3 games, with only one of which (Myth) that's been on such a pack before.


GOING OVER



MACE The arcade action thriller with the big teeth, infiltrate 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-bypass 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 hanging 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 ragged 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 **TOUCHER** - 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 into your basket... It's the meanest pursuit game to hit the micro screen.

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

FOR THE BEST IN S



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TOTAL RECALL

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RoboCop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

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MISADVENTURE

REVIEW

DEATH KNIGHTS OF KRYNN
SUPPLIER: SPIRUS GOLD
PRICE: ?
FORMAT: DISK

Death Knights of Krynn is the sequel to the successful *Champions of Krynn*, the AD&D RPG from SGI, distributed over here by cutting US Gold.

A year has passed - no, really, trust me. A year since Tahriar (readily mean "Who?") play the original game (readily) followers were pretty readily beaten by you and the other good guys. However, now it's time to partyyyyyy! Over at Gaargath, the outpost commander has laid on a special (lots of sandwich triangles, tastings of ginger beer, you know the sort of thing). It's the anniversary of the victory y'see. So, always a sucker for a knees-up, off you trot. As the party grooves and someone gets bored (or for playing a Gross album, Lady Mays, who's obviously had a few, get's a bit melancholy. Our good Lady is a silver dragon in human form by the way - and you know how they can't take their drink. Anyway she rambles on about Sir Karl who died during the war.

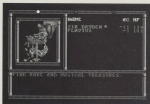
Just as the game begins to appear from the listening crowd, there is a cry! But the later is caught before it hits the floor. Then there is another cry! While everyone scans the floor looking for the broken beer barrel and wondering if they can salvage a small glassful out from the sky corner - Sir Karl! Well, it used to be him - he's literally just skin and bone now. Seems like he's deflected to the evil side. Down he comes with a death dragon and a bunch of nightmares.

Karl shoots a few obscenities and leaves the nightmares to gate-crash the party. However Lady Mays flies (yep she's been hitting

the punch again) off after him. Meanwhile you've got a bunch of scavenging hovers to contend with.

Arriving on these disks, plus a 12-page rule book and a 60-page adventure's journal and a CDi-specific reference leaflet, *Death Knights of Krynn* continues the improved *Krynn* system

Strapping on his gleaming armour, Paul Rigby rides again into strange worlds of orcs, pixies and unfeasibly silly plots.



(improved over the *Forgotten Realms* effort, that is).

I do like the *Krynn* magic system which is controlled by three moons - each moon bringing its own magical benefits according to how each moon waxes and wanes. Images can't really dominate the game because they must study and memorise their spells which is a good thing as it retains play balance.

Death Knights sees the



increased spell power of the mages and clerics, though, the cleric can now cast up



to seventh level spells while mages can reach eighth level. Druids also make an appearance (via high level Rangers). Combat is more balanced in the *Krynn* system. The enemies are easier to kill and the enemy parties are scaled down.

In addition Dragonpearl, the morale sapper that featured heavily in the TSR books, makes an appearance. *Changestair* is only troublesome from



mature dragons, but is only really worrying to low level characters.

There are many new creatures including a variety of new dragons (eg: spectral

RECORDED DELIVERY

There's just enough room in this month's column to include a letter. Hang on I'll just get into the "sleeping position". Right there we are. Thankyou, thankyou, thankyou for writing in with your comments and help. But please, please, please keep them coming. There's nothing I like better than to read the flowing prose of my faithful followers. Make ya proud, it does. Right, bit of 'ash - J.Sykes wants a word.

Dear Paul,

Could you please help me [Certainly, Nurse? The screen! - Paul] with Adventure Soft's aging game "Circus"? I'm completely stuck [hang on, I'll fetch a rope - Paul] and it's so annoying. What's the point of cutting the canvas and firing through the hole from the wagon? [Well that's beca...Paul] Where's the cable for the generator? [The cable? Oh the...Paul] What's the switch for? [Oh, that's to...Paul] What's the metal bar for? [It's...Paul] Where's the goddam petrol? [It's in the...Paul] How the hell do you get in the wagon? [Blow down! Let me get a word in! Good grief - Paul]

Could you please answer these questions before I throw the game out the window [Open it first won't you? - Paul] with - The Hobbit, Falk, Gorming, and Liberte (YO tape #)

Mr J.Sykes, Leytonstone, London.

P.S. Why are adventure games so damn hard? Are there any easier ones out there [except Danger Mouse]?

Well, Mr Sykes - or can I call you JT? In answer to your second question, sure there are easier adventures. You have just been a little unlucky. Watch out for next month's column. I'll be looking at a couple of adventures that are right up your street.

Now onto your Circus queries:

- 1: It's your only means of escape.
- 2: To siphon some petrol.
- 3: To open the wagon and the locker inside the wagon.
- 4: In the generator.
- 5: Use the metal bar.

WINKS'N NUDGES

COLOSSAL CAVE ADVENTURE

Trouble with the bear?

Soothe it with food/sandwiches/honey according to the version of the game then unlock the chain. The emerald treasure will fit through the crack. Attack the dragon with your bare hands. The black rot frightens the bird and creates bridges when waded near wide fissures.

CORRUPTION

At 1.04 go to La Monaco to

meet Jenny for lunch at 2.00. If you wait outside you'll see her arrive with David - wink, wink. Go in, have your lunch, leave just before 2.20 and you'll be run over. It's okay, that's meant to happen!

IMAGINATION

Paint the cord with the black paint then the Japanese soldier thinks you're a black belt. Play the yo-yo over the bottomless pit. It picks up a key that fits the cell in the citadel dungeon.



and undead dragons). Another new addition is the Paladin who can cast clerical spells upon reaching level 8. Also, Paladins are immune to disease.

Death Knights of Krynn is recommended for the role-player who enjoys a RPG with handfuls of tactical combat. It is not really aimed at the puzzle-orientated

gamer in the same way that the later Ultima's are. That is not to say that Death Knights contains no puzzles or interaction. Far from it. However the emphasis is on the combat. As such Death Knights of Krynn is the best "tactical combat" RPG around.

RATING: 80%

GREMLINS 2 - THE NEW BATCH

Simon Dale is being hassled by small furry creatures, which keep dropping on him. We know we shouldn't have let him loose in the Cuddly Toy department of Toys 'R' Us.

Gremlins 2 - The New Batch, no that isn't a typing error. Gremlins 2 is not a fan-patched action-flick game, in fact it's a level of complete rubbish. But I digress, on with the plot...

Old Mr Wing, the Chinese store-keeper, who took Gizmo (the original Gremlin) back from Billy (the first film's hero) after the mean gremlin Spike had been had been vanquished in death, has sadly looked the least. Now you lead that illustrious hero Billy to certain death by trying to get Gizmo back from Clump Paws genetic research lab.

The general idea of the game is to run along to the end of the game through the



Gremlin-ridden pizza factory, the Gremlins pop onto the screen with pre-programmed movement patterns, which you must remember, in order not to shoot up in the air and disintegrate, to help you in wiping out the gremlin forces. You have been provided with a torch which is supposed to be a bear (although it looks more like an egg to me).

Many weapons can be found and used against the green-gremlins, such as lanterns, tomatoes, telephones, babies and boomersangs. The babies look like giant poles and I fail to see how you can kill a gremlin with a telephone, a

toaster you drag the way and inevitably end up wiping you off the face of the game. These gremlins are as follows, Gally, who curls up in a ball and rolls at you, Mofish, who poots up all over the place and is generally mean, Electric, his name speaks for itself, George, who gets confused with cigar

ash, Lanky, throws things at you, Benny, throws killer kisses at you, Pogo Pogo about on his pogo stick and will roll back to help on you and finally skate board who is very fast and best avoided.

All of these gremlins are badly drawn with very cramped sprites which makes Gremlins 2 an unremarkable game with bad graphics, tediously hard game play, annoying sound and boring platform.

As with most games of this Gremlins 2 is not playable at all, it is much too hard, you have no energy to enable survival from more than one hit from the evil Gremlins.



boomerang or tomato. The only weapon that looks like what it is supposed to be is the tomato, apart from the fact it is white.

Bonus items can be picked up if required, these have the following uses: extra lives, points, extra time, Fambro Gizmo and money, each of these are represented as a white circle with the first letter of the use in it.

Many different Gremlins will

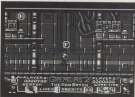


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NAME: Gremlins 2.
SUPPLIER: Bits.
PRICE: £29.95, £19.99 (Disc).
MSAA: (A1): Not rated

OVERALL
54%

Don't buy it unless you need to persuade a few friends that the 64 really does have bad games!



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