

Y&C

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G128

JULY 1991
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MANCHESTER UNITED EUROPE

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★ EXTREME ★

★ THE POWER ★

★ NORTH & SOUTH ★

★ POWER UP ★

★ WORLD CHAMPIONSHIP
SOCCER ★

★ SKULL & CROSSBONES ★

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Fecky (October 1991)

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DOMARK

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◊ **MANCHESTER UNITED EUROPE** (p10) - The first review of what could well be the best ever C64 footy game. Is the ref blind or are we telling the truth?

◊ **YO PHOTO STORY** (p42) - Is it love at first sight? YC peeps into a tale of love, romance and... computer games. PLUS: Win a Kodak camera of your very own!



◊ **BIG THRILLS** (p68) - YC's new guide to what to pick up when you're NOT playing computer games (and we're not talking Penguin here).



◊ **ZINE MACHINE** (p20) - It doesn't have to be glossy to be good (although it helps), the latest crop of 'zines got the once-over. Check out an alternative voice!



◊ **TALES FROM THE SCRIPT** (p60) PLUS Sheet the Tube (p63) - Leadsalms chatted about, reviewed and abused by cuddly Dave Hughes, YC's pet film writer. As he likes to say "Remember you read it here first!"



DATA

THE PICK OFF



PEOPLE DO THE SPACKIEST THINGS

Domark's 3-D Construction Kit came in quite useful when their Patney-Costa del Sol Time-Share didn't quite work out



YOU MUST BE JOKING!

Q: What is a Spectrum?
A: A Prigant Calculator!

Er, Howard Friddle from Freshwood in Bucks, kindly leaves the stage!

TEN GAMES YC READERS MIGHT FIND IN THEIR RECORD COLLECTION

- | | |
|---|---|
| 1. <i>St. Soup Dragons</i> - Stern | 7. <i>Atomic Robo New Kids on the Block</i> - Activision |
| 2. <i>Earth, Wind and Fire & Forget</i> - Titus | 8. <i>Indiana Jesus Jones and The Temple of Doom</i> - U S Gold |
| 3. <i>Happy Mondays of Thunder</i> - Minsavage | 9. <i>LED Zeppelin Storm</i> - U S Gold |
| 4. <i>Arkanoid II - Revenge of Mother's</i> - Ocean | 10. <i>Peedish Freddy Mercury's Big Top o' Fun</i> - Minsavage |
| 5. <i>Panicus Jackson Five - Enigma Variations</i> | |
| 6. <i>Super Wanderstult-boy</i> - Activision | |

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

Get into practice for Computer Buffs!

- David Platt, Kenny Dalglish, Maradona - who in computer terms is the odd man out?
- What was the so-called sequel to Bubble Bobble?
- Klax, APB, Cyberball, Vindicators - what's missing from The Winning Team compilation?

Answers:
1. David Platt (he's from the Planet of the Apes)
2. Bubble Boy
3. Klax (and what about what's a computer mouse?)

TH-THA-THAT-TH-THAT'S NOT ALL FOLKS!

No that's not all folks cos if Hi Tech, the software people (not to be confused with trendy showbiz), have now taken on the Warner Bros 'Looney Tunes' characters to add to their already-successful Hanna Barbera series of games, including Scooby, Wacky Races and The Jetsons.

Cartoon-a-holics will

soon be able to see their favourite characters like Bugs Bunny, Daffy Duck, Elmer Fudd and Sylvester & Tweety Pie animated on-screen.

Thank God computers can't sing cos if I hear that silly song "I taught a law a pebble eat a-w-e-e-e-e-e-e-e" ...joke! lol! again, it's puke over the keyboard!

WITH BEVY BABES

THE NEWS CROP

INFO-
FREAKO

The names that matter

Commodore Business
Machines Ltd
The Switchback
Gardiner Road
Maidenhead
Berkshire
SL6 7XA
Tel: 0628 770088

44-Tech Software Ltd
4-6 Barnmouth Court
Barnmouth Road
Sheffield
S7 2DH
Tel: 0742 587855

Kisallia Software Ltd
Esque House
Masons Yard
Downs Pkwy, Mosegate
Rotherham
S60 2HD
Tel: 0719 572290

KEEPING UP
WITH THE JONES'

U S Gold just couldn't let a good Spielberg script and the dash and acclaim that usually follows go to waste, could they? Poor things.

They will be the only people releasing the fourth in the series of Indiana Jones films, on screen, Indy 4 (the film, not one of those compilations of weird dance tracks that YC tries to palm off on you in its Freestyle volume) or more fully

'Indiana Jones and the Lost City of Atlantis' was actually turned down by Harrison Ford 'cos he was fed up with being stereotyped (in films with incredibly long names, really).

Rumour has it that Jeffrey actually turned down a part as an extra - but that's not important 'cos U S Gold are hardly going to bring out a game called Jeffrey Davy and The Hat of Disaster!

YC RECIPE CORNER

It's Back and Doing The Continental!

This month's tasty treat comes from Lasse Larsson in Sweden, who wrote to YC with the secret recipe to give you more time to play your fav games and to help you live longer (without any friends - Ed).

YOU WILL NEED

10 well cleaned tin cans
10 slices of baked beans
1kg of meat cut in small pieces (Swedish)
4 onions chopped in small pieces
1 or more garlic (the more you use the more flies you kill)
Salt & spices

WOT YOU DO

Fry the onions, garlic and the meat, stop in the beans, add spices, and stir it all together. Divide between the tins and place in the freezer. Take tins out when required, heat accordingly, pause game and EAT.

Ermm yes, Lasse, you're off your rocker and with all those beans and garlic (who would dare dubtati you from your game playing)

SUPER DUPER

The game that was renowned for making 'chomp chomp' noises, and which caused a big stomp (well, two really) when Page 3 'gitor' Maria Whitaker was signed up to adorn the packaging is back!

Barbarian III or Super Barbarian as Palace want it to be called, is now on the drawing boards. The third game is being developed in-house, so it promises to

include all the good ol' face-to-face hack 'n' slay playability of the first.

The game is due to be released sometime next year (two-heck) but it'll be worth the wait and it also gives Palace enough time to interjueve all the prospective packaging 'gits' (foorsh) which is obviously the most important part of the game! But enlargers at the ready!





SINGIN' THE BLUES

Thus certainly haven't got the blues after signing up the Blues Brothers' license.

If you don't already know where have you been for the last 10 years, come out from under that mushroom, the 'Blues Brothers' is a cult 1980 film which starred an amazingly thin Dan Aykroyd as Elwood Blues and Jim Belushi, who (justly) died a few years ago from a drug overdose. (Just say no, kids).

Apart from including all the groovy tracks like

'Everybody Needs Somebody', and the cool shades, the basic plot of the film is the two brothers (one of which has just got out of jail, trying desperately to raise money for the orphanage where they were brought up whilst having a nifty with the cops.

Not that much for a fast action game if you take out the dancing around and music-making which is probably why the license has only just been snapped up!

TAYLOR MADE

These snappy license deals Kinnale have added a new man to their recent list of sporty signings. They've gone and signed up Mr England Boss, Graham Taylor, to manage a new football management game - well it was hardly going to be netball was it?

Good old Graham also found the time from juggling his England hat and visiting Gaccio in

Hospital to help Kinnale out with the design of the game.

If Taylor's squeaky clean record is anything to go on then the game itself should be a super-super example of how to manage a top team.

Mind you, wouldn't you do a good job if you were being paid millions of sponsorship?



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THE DREAM TEAM

JUST WHO ARE THE BOZOS WHO REVIEW ALL THE GAMES?

YC likes to get the best from its writers and offer them exciting perks and goodies. Unfortunately for them, we keep them so busy that they never have time to do anything but reviewing. However, just to see what makes them tick, we let them loose in Milton Keynes shopping centre with the YC credit card...

Jeff "Editor" Davy



"Look at this," said Jeff, excitedly, when he came back, clutching a fearsome-looking piece of

metal and plastic. "It's a Mega Flash with TTL, featuring adjustable head, dedicated lead and built-in Quantum pack. It's my F300 to the sixth power! It's brilliant." Unfortunately, a translator wasn't on hand to tell anyone else what he was talking about.

Jason "Spanish Firebrand" Miller



Jason returned with a smooch's haircut, Ray-Ban shades, shoes so shiny that

his grinning face was

reflected in them and a gleaming white leisure suit. Under his jacket he wore a Hawaiian shirt with the top four buttons undone and a polished gold medalion around his neck. After posing for a while, he stroked away again, followed by twenty or so dressing girls.

Richard "Programmer on a string" Taylor



Even practical, Richard went food shopping. "Look at this," he said when he got back,

opening one of many recycled brown paper bags to reveal loads of Lentils, nuts and vegetables. "Now, like, I can cook a huge Lentil-bake and make a giant salad. And it's bo, like, healthy and natural."

Rik "Family Man" Henderson



YC's onetime Editor came back with a shopping trolley full of

Forbidden Planet bags. Peeking out of their tops was comic artery comics. "Look," said Rik, pointing enthusiastically at some of the battered booklets. "There's a 1950's Batman and that one's got an Alan Moore storyline..." But, sticking out of one larger bag was a square plastic box... "Er... and a box of Panzers for the baby!" said Rik, sheepishly stashing the respective bag under the comics...



HOOK, LINE AND SINKER?

File-licence-grabbers Ocean are hoping that their latest signing will be more of a high flyer than one to sink without trace, for they have signed up Spielberg's latest hero, "Hook" - the second in Peter Pan.

According to the Spielberg bible, Peter Pan played by Robin Williams does grow up and becomes a Great Street Drinker with

Julia Roberts (alias Tinacelli) as his secretary (once a fairy always a fairy, I thought, or not that I believe in them, well apart from the tooth one that is). With co-stars like Dustin Hoffman and Bob Odenkirk it can't fail to be a blockbuster and with a bit of Ocean magic it's bound to: top up the software charts.

MISTAKEN IDENTITY

Are you fed up with your sister pulling out the plug to your computer just as you've reached the 30th level of Chips Challenge, when she thought it was for heated rollers, or your mom pulling the plug on the important bit at the end of Neighbours, when she thinks blind it was the lead to the Hoover?

Well, fear not: there's one thanks to a fabulo new idea called the Identiplug, your worst nightmares are over.

You just clip the plastic casing onto the back of the plug and loo's Your Uncle (yeah! Wouldn't it be just awful if he was), anybody will know what device it belongs to, e.g. computer, video, TV, boombox, microwave, Hi-Fi ... cuddly toy.

The Identiplug comes in a range of 60 titles and will cost you 29p from most retail outlets. Just one problem - watch out for annoying little sisters/brothers capable of swapping tags!



GOING OVER



NASC The arcade action thriller with the BIG finish, introduces the criminal world - 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 subvert 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 yappers, 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 fogged terraces of the Savoy. Your mission is to track down, chase and apprehend the dangerous criminals.

It's **FASTER** - explosive power sends you hurtling through various terraces - hold the line or plough the fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their fire... heavy guns, trucks unloading their cargo onto your bossed... It's the nearest pursuit game to hit the micro screen.

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



FOR THE BEST IN SO



AVAILABLE FOR YOUR: SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST

ER THE TOP



TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are taken to Recall Incorporated, a unique travel service specialising in implanting fantasies into the minds of those who desire to turn their dreams into

reality. THE OGZ TOP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the corrupt truth - You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange markets, futuristic vehicles and a startling array of weaponry all captured in expertly executed graphics and a game play that complements the success of the year's top movie.

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

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

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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SOFTWARE ACTION



OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER, M2 5HS.
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MANCHESTER UNITED - EUROPE

Jeff Davy is an armchair football fan, you'll not see him down the ground, so Manchester United - the game - is an ideal past-time for him. Come on you reds!

I'm quite convinced that the most interesting thing Manchester United have done all year was to accidentally leave their kit behind when they flew off to meet Barcelona in Holland. Oh yes, and a bit later they went on to win the Cup Winners' Cup. But that wasn't very interesting, was it now? You think it is? (Yes! Man Utd fans.)

Well, Man Utd, are such hot property now that there was BOUND to be another game out about them, and who better to write this game than the people who gave us the original?

Krisna claims that, out of all the consumer reply cards they got back from the first in this series, everybody wanted a European version. So here it is!

And what a game it is, indeed!

It knocks the socks of the other above-view foaty games around at the moment, simply because of all its highly thrilling foaty features.

For instance, to take this month's competitors, it makes Utd's rather employable World Cup Soccer look like a Skoda of a motor show.

I can see some of you Spain/ Arsenal/ Liverpool (insert your fave foaty team here) fans getting rather narked at all these references to Manchester United but hang on, as the game description unfolds, you'll realise that it doesn't matter which team you support...

The first slice of the game pie (No, no) is the Management section. You'll keep returning to this part since it forms the core of MUE. You can do all the things like changing the game time, the name of the Manager, whether you wish to play the arcade section or not (of course you do!) and choosing tactics.

Not to be confused with Tic-Tacs which are something completely different. In fact, there'd be little point in choosing small, orange-flavour sweets if you

were just off to play a game of



international-level football.

For this tactics selection part, first, you get several sliding bars. They deal with the levels of the Goalkeeper, Midfield, Defence and Attack for your team. By clicking on the plus or minus signs the level of each goes up or down.

If you didn't like the team formation on the 'field', you can cycle through the other possible choices. That and see which player has which position, so you can swap them about.

Individual players can be ogled, with their goal tally displayed, yellow and red cards garnered and games played and you can change their names, too.

The trophies can be checked up on; the results so far and the full draw for the fixtures.

If you're feeling restless for competition, you can even play a friendly against any of the other teams willing to take part. This takes us nicely to

the arcade gamey-bit proper.

This part is filled with the kind of little touches that just occasionally make viewing games such a treat. Like the way the player drops on and off the pitch and the beginning and end of each half, followed by a (well for it, you may not have seen one of these in previous foaty games)... referee, who tackles on with the ball.

The players also manage to look like they're running and to do quite convincing tackles. The goalie even does a little run-up for a goal kick, as does a player taking a free kick (which you manage by putting a cursor in the general direction you want it to go).

You can also pull off super curved kicks, power



04-05 5:00 P:00
P:00 1:00

0:00 P:00 00:00
P:00:00:00





shots, volleys, power-headers and sliding shots.

And as for substitution, you can do that too - at a convenient time - just like REAL football!

There's even a scuffed, played-on look to the pitch, with sections of worn-out grass!

Manchester has to be taken away for a little top-down after the fall of all these spiffy features.

Prove! That's better!

Getting a bit carried away!

Seriously, though, Manchester United Europe looks to be THE ultimate footy game around at the moment, only maybe I-Pass 3D Soccer comes close (after it's raved about in last issue).

Krisalis have produced the first completely-playable Management and action football game ever. And you'll love them for it every time you play this game.



UEFA Cup

Points	Goals
Ferencváros	4:0
Verona	4:0
Real Mallorca	3:0
Realist	3:0
Club Liège	3:0
Rapid Bucharest	4:2
Spilena	4:0
AS Saint Etienne	3:0
Lech Poznan	3:0
Invest FS	3:0
TPS Turku	3:0
Bayern Munich	3:0
Crosschoppers	3:0
Göteborg	3:0
Internazionale	3:0
Standard Liège	3:0
Larissa	3:0
Montevideo	3:0
FC Porto	3:0
Inter	3:0

© These Europeans don't know how to name a club! Real Mallorca? We've hardly going to play a pretend goal! And FC Bismar? Is the name of a pop band!



COMPO:

Here at YC we seem to be quite keen on a very nice artist by the name of Steinar. His illustrations have now graced two covers in a row (he did that rather nice Extreme poster/cover last ish and the Man Utd cover/poster this ish).

So because we like him so much (and we hope you do too), we've got a very good prize indeed.

You can win 10 copies of the game poster signed by Steinar himself, personally (with only a little bit of treasured violence from Krisalis software).

And all you need to do to win one is to answer the following question...

What's the name of Manchester United's home ground?

When you've worked that out, send your answer to: "It's neither be Red nor Dead Compo", YC, 20 Potters Lane, Elm Farm, Milton Keynes, MK11 3HP.

Send it by the 1st of August too, or we'll be brutal and say you can't take part. Oh, and the Editor's decision is final, even if it may be wrong sometimes (just like the ref, is he blind or what?)

4 SOUND	4 SAVINGS	4 THE FIGHT	4 HALF LIFE
• Plenty good game foot game attacks.	• Really nice graphics, and the scuffed pitch is just what you need!	• Get into that crazy footy action. You'll be hooked for a good while.	• You'll be back to back to back whenever you can (probably).

NAME: Manchester United Europe.
 SUPPLIER: Krisalis.
 PRICE: £19.99 tape, £19.99 disc.
 RELEASE DATE: Out now.

OVERALL

91%

Both footy fans and their wary friends should check out this stormer of a simulation.

ON THE TAPE

What a scoop! One of the most corking games in the C64's long history has found its way to our tape. Not only that but there are two other joystick-wagging delights to savour.

THE CONTENTS

- Side A:** Wizard's Lair
- Arcade
Action Game
- Side B:** Scorpion II -
Another
Arcade
Action Game
B-Foid - Yet
another
Arcade
Action Game

About dark caves far down below, where deep within a Wizard dwells, Bewalking doors and casting spells.

If this Lair floor does uncover, Four pieces of loot though most discover.

Only then may you escape Past the lion that guards the gate.

So heed this warning and beware

connecting caves, rooms and passages. His only chance of escape is to find the four pieces of the Golden Lias which are spread over several levels of the cave. There are many items and strange creatures to both help and hinder Pete in his quest to escape.

As Pete trundles around, there are (as well as ghoules, ghoules and things that go bump in the night) many objects to pick up, such as bonus lives, weapons, gold, food, drink, rings, diamonds, spells and many traps, secret passages, wardrobe lifts, magic lifts and snakes (snakes??)

It's also huge! And there are seven levels to map before you even have a chance!

B



A

WIZARD'S LAIR

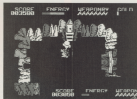
Programmer: Bubble Bus Software (Where are they now?)

Type: Complete game - Arcade Action
Controls: Joystick

What a storm! Wizard's Lair is, you may recall, a rather good game of a few years back involving the exploration of a large amount of caves and rooms but, hey, let's see what this poem (and no, we at YC don't write it) manages to tell us:

THE LEGEND OF THE CAVE

"It's a legend told long ago



Never venture into "Wizard's Lair."

HOW TO PLAY

Trapped in an underground cavern, "Pothole" Pete pambles across the Wizard's Lair - a massive subterranean network of inter-

SCORPION II

Programmer: Mr Leslie Wigmore

Type: Complete game - Shoot-'em-Up
Controls: Joystick

Well, we've lost the scenario to this (sorry Leslie) but I'll have a bash.

It seems that the Space Marines used a rather fancy space fighter called The



Scorpion and that it smugs alien faster than a PC but better savages people's ears. Furthermore, after a trip to the Space Marines recruiting office and a go on their Scorpion simulator, you're guaranteed to sign up to the service.

Well, after the last Scorpion (which was set on the simulator), you've gone



B-RAID

Programmer: Al Dubois
Type: Complete game - Shoot 'em up
Controls: Joystick

War has broken out... of that cage you put it in the other day, er, no. Let's try again.

Right, war has broken out and you are one of the first pilots to get their mission orders - to fly, kill, bomb, maim - you know the score. To do this you've got a rather spiffy plane that knows where it's going. Naturally, you have to keep it on course as it flies to the target. You also have to blast everything that gets in its way and avoid getting shot down.

But! You're not alone! One of your friends is coming to - in a chopper. You can team up against the odds to get the top. *Hiashi!*



and done it - signed up, that is. And now you're in deep space, with many, many alien beasties heading towards you.

This is, you will agree, over-to-slightly disorienting and has to be dealt with by aggressive action courtesy of your futuristic spaceship.

HOW TO PLAY

It's very simple, just blast the enemy to alien-beastie fustian and, er, enjoy them out! Good luck!



HOW TO PLAY

Just get from one end of the game to the other, in the classic '1941' style - by killing things. If your friend joins in, plug the 'stick into Port One. What he and checks away!

JUST WHO IS STANLEY PRECISION?

Born plain Stanley Smith, Stanley had a dull childhood and a really rather dull education until, on his last day at Cambridge University, he was approached by a strange man in a raincoat.

"Pass!" said the raincoated man.

"No I'm not!" said Stanley, rejecting a joke from 'Up Perseus', "I haven't touched a lager in weeks!"

"Gut!" said the man, "I've an Her Majesty's Secret Service and I'd like to offer you a job with MI5."

Stanley was gobsmacked, he'd never looked further ahead than his home town of Corby, Northants, and didn't know whether he could take a jousting life in MI5.

"And you won't have to move away from Corby, either," said the MI5 man, as if reading Stanley's mind.

"How come?" said Stanley, unsure how somewhere as dull as Corby fitted into the sparkling life of a spy.

"Because you'll be working in our Data Systems department, whose exclusive job it is to monitor,

check and replace dull tapes from the cover of YC magazine," replied the man.

"But... Data systems are so dull - I'll take it!" said Stanley.

"Read this piece of paper and memorise it. You start tomorrow, under the code name 'Stanley Precision'." And the man slipped into the night.

Stanley looked at his instructions: "If you have a problem with a YC tape, ask yourself: 1. Have I checked the Datacenter with some other games? 2. Have I tried adjusting the Datacenter's heads? 3. If this fails, send the tape to:

YC Tape 16 Returns,
 Stanley Precision Data
 Systems,
 Unit F, Covenish
 Country, Salford Road,
 Weldon North Industrial
 Estate,
 Corby,
 Northants,
 NN17 1JX.

Now destroy these instructions..."

MANCHESTER UNITED EUROPE

Manchester United Europe, takes this world famous club into the European arena of club knockout competitions, which includes the European Cup, European Cup Winners Cup, UEFA Cup, European Super Cup and the World Club Championship held each year in Japan.

Game features! 4 player option (using 4 player joystick adapter Amiga & Atari ST), full goalkeeper control (Amiga & Atari ST), new control method in-corporating one touch football and aftertouch, substitutions (animated 1 Meg Amiga), players number on shirt (Amiga & Atari ST), name of player on the ball, full screen (Amiga), yellow and red cards, sending off, action replays (1 Meg Amiga), player statistics in competition, 7 saved game options (Amiga & Atari ST), 170 club badges of the major European teams (Amiga & Atari ST), penalty shoot outs in cup competitions, arcade only option, management only option or full simulation option.



Krisalis Software Ltd., Tregar House, Mincos Yard,
Dover Row, Millgate Rotherham, S66 2RD



OOZIN' EUGENE'S SCUM OF THE EARTH

There I was sitting in the mega-luxurious YC offices the other day, happily munching away at my "Fig 'n Fibre healthy stool" bar, when the door was blown off and in stormed Mr Eugene himself.

"SCUM!" he bellowed whilst he kicked me to the ground. "If I see any similar tips coming in again this month then you're for it!"

"P-p-p-please Mr Eugene, sir, what do you mean?" I stammered in a pathetic way.

"I'm not stupid! I do know what other 64 magazines publish! Only original tips shall be rewarded, ripped-off ones shall be punished!"

"B-b-b-but Mr Eugene...."

But he had gone.

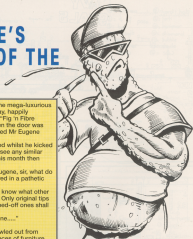
Frightened staff crawled out from underneath various pieces of furniture, apart from a chucking Mr Henderson who was sat at his desk calmly eating his sandwiches.

"I think," he said, "people shouldn't nick tips from other magazines and send them to you!"

"Oh" I said, and carried on with my fig bar.

Dr W.P. Lighthouse

Oozin' Eugene's recovered from last ish's funny turn and is back with hints, tips, 'n' maps galore. There are no mega-fiend high-scorers, though. Where are you at?



First of all, a few from Craig Lister who wants a beer for his efforts.

St DRAGON

When you die, press P and then Q to become invincible.

MONTY PYTHON

On the high score table, enter your name as ANNE CHARLSTON for unlimited lives.

VENDETTA

Hold down B U N T whilst playing to skip levels.

SUMMER CAMP

Enter your name as GALAXY for infinite lives.

Peter Reddish also gets a beer for these juicy tips.

GOLDEN AXE

Press number 1 to pause the game. Now press 1 to skip levels on all but the last.

RUFF 'N READY in the SPACE ADVENTURE

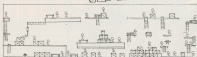
Type EYE, NEVER DIES on the title screen for unlimited lives.

NETHER WORLD

To skip levels hold down Q 4 and E.

NAVY SEALS

Level 1: The Harbour



- KEY**
- ☐ - boxes
 - ☐ - barracks
 - ☐ - missile launch
 - ♂ - guards

Hints and Tips

When you come to a good dock then stop. It'd be great if you go over the road, then stop up and check him before he has a chance to reload.

Several rather super maps for NAVY SEALS here from that funky dude, Alan Rodger in Perth. I think he deserves ten chunky pounds for this excellent effort.

Level 2: The Barracks

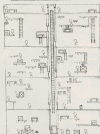


- KEY**
- ☐ - boxes
 - ☐ - boxes that can be destroyed by shooting them to reveal weapons
 - ☐ - missile launch
 - ♂ - guards

Hints and Tips

Don't check the weapons before unless you don't have any further and get them.

Level 3: Communication Tower



- KEY**
- ♂ - guards
 - ☐ - boxes
 - ☐ - barrels
 - ☐ - missile launch
 - ☐ - boxes that can be destroyed by shooting them to reveal weapons

Hints and Tips

The map in the level part is an original part of the map. Although the parts are in the top right, the top right is the dark the tower. Don't reveal weapons they are the funky

Level 4: Home, The Bridge



- KEY**
- ☐ - boxes
 - ☐ - boxes that can be destroyed by shooting them to reveal weapons
 - ☐ - missile launch
 - ♂ - guards
 - ☐ - barrels

Hints and Tips

Remember when the barrels appear here, the weapons capabilities of each barrel.

Hints and tips:

- 1 Smash box with hammer
- 2 Open bottle with decoder
- 3 Saw open circuit by cutting 2 from lines by using hand hob
- 4 To turn off power put object on button on beginning screen

Key:

- | | |
|--------------|-------------|
| 1: potter | 2: hand hob |
| 3: 1 of pass | 4: fork |
| 5: box | 6: hammer |
| 7: wheel | 8: diamond |
| 9: pin | 10: bottle |
| 11: decoder | 12: shade |
| 13: pump | 14: saw |



Here is a map and tips for the game **LITTLE PUFF**, as supplied by Jenny Miller who scared Eugene so much he just had to print them. She also wins ten quid for her efforts.

Blinky's Scarey School

Also from the Miller household comes a map for **BLINKY'S SCAREY SCHOOL**, supplied this time by David Miller. He also gets a crispy tanner for his work, oh there'll be much rejoicing in their house tonight! By the way David, if there's any brain-blowing to do, then I'll be the one to do it! Your feeble threats don't scare me!

Key:

- | | |
|----------------|-------------------|
| 1: Flour | 10: Perfume |
| 2: Torch | 11: Clock |
| 3: Bag red | 12: escalator |
| 4: Jam | 13: toilet (toys) |
| 5: Fish | 14: water |
| 6: Pop | 15: spider |
| 7: Walkman | 16: fish |
| 8: Dog | 17: food |
| 9: Egg of rock | |
| 18: Balloon | |
| 19: Sune | |
| 20: Buttons | |
| 21: Sweets | |



POKES

Right people, a large number of you have been writing in requesting instructions on how to use a "poke" and "sys" number. Let's clear this up once and for all.

Here we enter the help of '70's very own programmer-on-a-string' Richard Taylor...

"A poke statement quite simply alters part of the computer's memory and changes the way a program runs. The areas usually affected are the parts that control the number of lines remaining, collision detection or time, etc.

To enter a poke, you are going to need to reset your computer somehow. If you have a reset switch, then you are a very lucky person. Simply press this and your computer will "re-start" without affecting its memory.

If you don't have one, then unless the

instructions otherwise specify you will be unable to enter the pokes.

If you really want a reset switch, and can afford a cartridge (I'm quiet, ish) then recommended ones are "Action Replay" and the "Expert". These will both allow you to reset most games.

When the computer is reset, type the the POKe number, or numbers, followed each line by RETURN. When they are entered, type in the SYS number also, followed by RETURN. The game should now run again and the cheat will be operative.

If there is no SYS number then that means the cheat is specifically for cartridge resets only, where the game can be continued by other means.

There are actually cheaper ways to reset your computer, i.e. if you have the old "paper clip" trick, but this isn't recommended unless you know exactly what you are doing.

Some switches can go in the serial port as well, but games usually need a more powerful cartridge reset."

Thanks, Richard.

And finally, here are some passwords from our very own Richard Taylor for the puzzle *The Power* (reviewed elsewhere in this issue). Cheers Richard, but if you think you're getting a crispy tender for this, hard luck! Ha ha! I can be so brutal sometimes!

21: LAUNCH
22: MIMBAM
23: GALVAN
24: KLOWWW
25: HNRGO
26: JINGLE
27: JOGGER
28: HNRGE
29: SPLSPS
30: KNIGHT



1: No password
2: LEVELS
3: VISUAL
4: COWBOY
5: URGENT
6: COPBUP
7: TOPEN
8: DISCH7
9: ASSPCH
10: SOLOMG
11: SUPPIN

12: RACKET
13: BULLIT
14: GRAZZY
15: SPSPR
16: UNLINK
17: PUXEL
18: EUROPE
19: NEWTON
20: FREEZE

21: HMBON
22: NHRGOY
23: GOODIE
24: OOSAYB
25: ELTRFC
26: 187233
27: GROWFY
28: COUBLE
29: ROLLER
30: CLOBET
41: SLOWLY

42: BDNZC
43: 124816
44: TARGET
45: AMZMG
46: VODDOH
47: Z07531
48: W000YB
49: Y2x385
50: XUGOOW

ARKANOID II Dohs Revenge

Enter your name as
DOHIE 9 for the cheat
mode



FORGOTTEN WORLDS

These tips come from David Bennett in the *Orinay Islands*.

To kill the dust dragon/wall until its arm is away from its pounding heart. Fly directly over the heart and shoot downwards. Repeating this will break the all.

In the caverns to destroy the gas placements, pause the game when they appear and press CTRL + COMMOODE KEY + BACKARROW. They should vanish after a short while and this can be done until the level is complete.

Apparently the safest place to be is in the top left corner ish.

Cheers David, a five is on it's way.

That's your lot, you rabble! By the way, the art dept. asked me to ask you to link 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, wingers to:
Oozin' Eugene, YC, 20 Potters Lane,
Kilm Farm, Milton Keynes, MK11 3HF.

ADVENTURE



ADVENTURE CODER

Adventure Coder is the magazine for all adventure authors (new, old, and prospective). It contains sections on individual adventure abilities and more general languages, articles on adventures, design, structure and so on.

Since we last encountered Coder, the mag has split into two. Now, the 8-1/4 and 18-1/2 information each have a magazine of their own. Both magazines appear bi-monthly (so there is a Coder, in some form, available every month). Available for only £1.25 from Chris Heaton, 3 Ward Lane, Bardon, Nr Shephey, West Yorkshire, BD17 5HD.



SPELLBREAKER

Spellbreaker is the only adventure fanzine that is totally devoted to hints, tips, maps and solutions, and solutions. The to term, that is what is contained within the covers of the latest issue, along with a letters section and an overview look at the "Faros Guide to 'Faros Adventuring'".

Yes. Presented and an essential reference for the future. Spellbreaker is a mere £1.50, available from outside from Mike Shepherd, 19 Napier Place, South Park, Cleveleys, Fla.



SPLATT!

Splatt is, well, different. It only has humorous links with adventure fanzines since it's more of a "fun" mag taking the water out of anything and everything.

The latest issue has a cover with the Teenage Mutant Hero Turnips on (actually, this is a colour-by-



numbers cover). Regular cartoon features mix with irregular cartoon features, producing a bucket of amusement created by Krzyz Koz Gray and her fellow crazies. Only £1.25 from K. Gray, Carlton House, 3 Alder Crescent, Oxford, Marringdon, Chesham, W42 8AD.

(and so on) will impress the software house no end.

In addition to the reference, you will also need to supply what your advertising rates should be (the back cover will cost more than a page inside the mag, for example) plus your circulation figure. Obviously, if you sell a lot of fanzines you'll be in demand by the

advertising departments of the software houses!

Deciding on the advertising rates is really hit and miss, although you could compare your proposed rates with other fanzines, or find out what the glossy charge and scale it down.

Actually, a good tip is,

while you are arranging advertising with the local retailers, try to get to know the PR people at the software houses you will be approaching later.

Sweeten them up by sending them a regular copy

of the mag, phone them up and chat about the 'zine, get to know them. So, when you do approach them for advertising, at least you will not be a stranger and will have more of a chance of succeeding.

POST APOCALYPSE



Last month you may remember that Posty was arrested for putting Satanic messages in this column, and Post Enlightenment took over for a brief time. Now our Posty with the Moxly has been able to escape (with but a plastic spoon, and ten tonnes of xemtex), and you will be able to write to him at: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Phew... You should've been there, that jail was a right dank hole and no mistake. But I'm back, no more "limbs of satan", just good, honest spittin' n' swearin'.

not going mad!

PS. Codemasters: And I own an Amiga, a C64, and (wait for it) a Megadrive (nah, how lovely" I hear you say and I got it in a sale for 40 spotonates with Mickey Mouse, blah, blah).

Charles Root,
Staines-ss-sss

RA: Firstly, you're completely mad, and should get professional help (you're also a spazzy git). Here's my top ten ways to kill small mammals:

1. In a blender.
2. With an axe.
3. In the microwave.
4. Get them to eat a piece of poisoned cheese.
5. Slice the top off their heads.
6. Smother their bodies in honey and watch them eat themselves.
7. Stick a firework up their bottoms and light it.
8. Eat them.
9. Shoot them.

PERMANENT LIST

Here's my top ten games professors:

1. Virgin Games
2. Ocean
3. Wild Image
4. Papyrus
5. System 3
6. Gremlin
7. Empire
8. Kix (Doh)
9. Mastertronic (No, I'm

to, in a washing machine. (Do not try any of these at home, unless accompanied by a qualified genetic scientist.)

GIMME MORE, MORE, MORE

I have written this letter to give you YC guys a few ideas, because I have thought that instead of getting better it has got worse. You have hardly had any reviews on games recently, and in your last mag you only had several! Please put more reviews in.

Here are my ideas:

1. Have a few more pages of tips and cheats.
2. Have more pages in the magazine.
3. Put more **PLAYABLE DEMOS** on the cassette.
4. Have more compes.
5. Have more games on the cassette. On the speedy mags they get two cassettes and ten games.

Please could you do these or else!
Print this letter or else!

Give me letter of its merit or else!

Thomas Bowen,
Northampton

PS: Listen mate, if more games actually came out we'd review them. We can't help it that sometimes in the year the software companies are as prolific as a stamp stocking agency that's run by a team of niles without tongues.

As for more games/games on the cassette, we (and the speedy mags) are now bound by ELSMA (a bunch of interfering sisters in grey suits) to only run two full games on the tape, otherwise they'll come round and shove our favourite tickles up our bottoms. Oh, and by the way here are my demands:

1. Stop threatening me!
2. Or else!

THE LAST WINGER

I've just started reading the mag after becoming disgusted with others that diversity to the point of nearly covering the whole damn industry.

Actually, I didn't realise how good it is. I especially like the 'style' of writing seen in most of the reviews from the Feb '81 issue (we got it THAT late here!), especially Rick Henderson and Duncan Evans. They manage to inject that scroonin type of humour I like so much.

At this stage I must

digress and ask gaming questions. One that has made my copy of Last Ninja 2 a waste is this: I clear the first level then can't find out how to exit to level 2. (Help! I wrote to System 3 and they were rude enough to totally ignore me.

Paul's adventure section is quite good by the way. There is one other thing, what about the console? I've got an IBM compatible and have had a C64 for years as the games are much cheaper (as I'm more discerning), but the console, is it an upgrade or new product completely?

Please give me help and I will be very grateful. Supporting your prodigious publication would be the best I could do.

Brian Reid,
Perth, Australia

PS: Just when you think you've got reviews you like they go and laggeer off! Mind you, you've still got the incredibly sarcastic wit of our Jeff, why only the other day he said to me "Isn't it a lovely day", and it wasn't - what a guy? (2d Ed)

By the way, do I look like Cooie? Eugene? And if you still think I do, Australia's not too far away for me to come over and rip both your legs off you know! Mind you, I think you should send System 3 a jolly rotten letter explaining how you feel (I'd just send them my grandmother myself - after all, she is dead and smells a bit).

The console, it's aw... a C64 with shut really! Sorry if that disappointed you.

LETTA OF DA MUNF

LIMBS OF SATAN (AARRGGH!!)

I would like to wish Rick all the best in his new job with that Amiga (soft) magazine.

Right, now onto some questions:

1. Why are Demark wanting such a high price for the 3D Construction Kit?

2. Is Chase HQ any good or what?

3. When are you going to shoot that baby?

1,000,000. Have you heard about Orinsey and its apparent satanic rituals? If so, it's all lies.

Right, I'm off to feed the goat and light the Ox Blood candles, Satan's coming round for tea.

David Bennett, Orinsey Islands

PS. Only joking!

PPS. Or am I?

PPPS. Bring back Vic Reeves on telly!

PPPPS. What does PS stand for?

PPPPPS. My hand has got writer's cramp!

PS: Here's a few answers:

1. Because it allows you to build tall buildings?

2. Or what?

3. The baby got bored after a while and has gone off to be a star. Have you seen Minicraft's Brit?

1,000,000 I have as it goes, and my half brother's actually up there at the moment checking you all out.

By the way, PS probably stands for Peed Satanism where you come from.



It's the final heat! Whoever wins this will meet Danielle Woodyatt from US Gold (PR-bod), Jo Bonar from Probe (Programming-type) and our very own Jeff Davy in the glittering final.

(H united voice of off-screen announcer) "These people are the cream of the industry, the top dogs. Who else would know the most trivia. Who else could get the other members of a company to find the answers for them? Who indeed led a Managing Director. So here they are and here it is... the final heat of Computer Boffo!"

THE CONTESTANTS:

David Darling (Costumaster): The Costies are many people's (budget) faves and the Darlings got loads of publicity by being computer "whizkids" with fast cars and big cash a few years back. David is one of the famous Darling brothers (along with Bro Richard).

Mark Strachan and Dominic Wheatley (Domark): Another duo, these two have been in the business for years and years with their costly company Domark. They seem to enjoy dressing up, especially for wacky (often Bond-related) press photos and they've managed a consistent stream of playable software over the years.

Bernard Dugdale (Elite): He's actually the Sales (and Marketing) Director but is standing in for Elite's MD. He says that if he wins... "I'll spend a couple of hours in the garden with my Miss and Gladys (my favourite flowers) and then pick a couple of gents of Marston's Pedigree Real Ale at the 'Back of Potholes' in Birmingham." Cheers!

Tony Kavanagh (Krisalis): Krisalis are, of course, responsible for the mega-specific Manchester United - Europe game which has scored so highly this ish and Tony is also an industry

veteran (like a Whisman veteran but without the shaggy). I.e. he's done it all/seen it all. Go for it!

Henri Coron (Infogrames): Mr Coron is the joint head of one of the biggest French games companies at the moment. All Infogrames games share Henri's good-natured humour and we love 'em for it.

Geoff Brown (US Gold): Geoff, you may recall, does a mean Elvis impression with a lurch (see Data a few issues back) and is the head of another very old company.

COMPUTER BOFFO

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

ROUND 4: M...

He apparently drives a Mercedes Sports Car and loses to Alexander O'Neal and the Bee Gees. What a water-minded MD he is.

ANSWERS:

1. Mark Strachan and Dominic Wheatley, the famous double-act in the industry.



1. Who are Domark's MDs?	Dominic W. and Mark S. (The twins) [E... I think that's meant affectionately. Ed] [2]	Mark and Dominic [2]
2. What have Rebelstar, Lords of Chaos and Laser Squad got in common?	They're all spawned of the same development team. [1]	No idea! [2]
3. Which company released The Great Space Race?	Legend. [1]	Legend. [1]
4. Name YC's award for games which get over 80%.	The YC Fun One. [1]	Fun One. [1]
5. Name 3 Infogrames releases.	Gongxi Khan, Jerning Jack Son, Mystical Warriors, Alpha Wars. [3]	Sim City, North and South, Light Corridor, Murders in Space, Alpha Wars. [3]
6. Name 3 Commodore home computers.	Vis-20, C64, C16, Plus/4, Amiga. [3]	C64, C64, Amiga, Plus 4, 6400. [3]
7. Which company has the Hanna Barbera cartoon licenses?	Hi-Tec. [1]	Hi-Tec. [1]
8. How much cheaper is YC than the nearest competition?	Same price as 27... 30p less than CP and over £1.00 more than The Beard! [2 Ed] [1+2]	30p [1]
9. Name 3 golf games.	Pro-Golf Simulator, Leaderboard, World Class Leaderboard, Leaderboard Tournament, PGA Tour Golf. [3]	Leaderboard, Links, PGA Tour Golf, Nick Faldo, Greg Norman's Ultimate Golf. [3]
10. Which 82's pop combo was converted into a computer game by Denton Design?	Frankie Goes to Hollywood. [1]	Frankie Goes... [1]

OFF OF THE YEAR 1991

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

Managing Directors



1. Julian Gollop, as any fate no.
2. Legend software, and it was billed as the most hyped but worst game ever. And where are Legend now?
3. YD Fun One, the spiffest award ever.
4. Et... total
5. C64 (natch), C64GS (cheating a bit), Plus 4, C78 (sought), Vic-20, Pet, Amiga and PC (yes, indeed).
6. Hi-Tec (and no more trainer jokes, please!)
7. At least 20p, and sometimes even more!
8. Too many to list
9. Frankie Goes To Hollywood (whatever happened to them, eh?)

BD



TK



HC



GS



Dominic W., Mark S.

[2]

Mark S. and Dominic W.

[2]

Dominic W. and Mark S.

[2]

Dominic and Mark.

[2]

Julian Gollop was responsible for at 3 games.

[1]

Julian Gollop.

[1]

Released by the same publisher?

[1/0]

Did software/Software Business.

[1/0]

Legend.

[1]

Legend.

[1]

No ideal.

[0]

Legend.

[1]

YD Fun One.

[1]

YD Fun One.

[1]

YD Fun One - I know it by heart!

[1]

YD Fun One.

[1]

North and South, Drabmen, Sim City, Captain Blood, Hostages.

[0]

Murders In Space, Sim City, Light Corridor, Wallies, Hostages.

[0]

Sim City, Mystical, North and South, Hostages, Boto the Ghost.

[0]

North and South, Sim City, Alpha Waves, High Energy, Tates.

[0]

C16, Plus4, C64, Vic-20, Amiga.

[0]

Pet, Amiga, 64, C78, Plus4.

[0]

Amiga 160, C64, C128, Amiga 1600, Amiga 2800. (Er... That's cheating! Ed)

[0]

Amiga, C64, Vic-20, PC, Pet.

[0]

Hi-Tec.

[1]

Hi-Tec.

[1]

Hi-Tec.

[1]

Hi-Tec.

[1]

20p.

[1]

20p.

[0]

20p, or, 20p!

[1]

20p.

[1]

Leaderboard, PGA Tour Golf, Golf Construction Kit, Tournament Golf, Jack Nicklaus etc.

[0]

Leaderboard, Greg Norman, Players Golf, Hole in One, Jack Nicklaus.

[0]

PGA Tour Golf, Jack Nicklaus, Jack Nicklaus Ultimate Golf, Leaderboard, Zany Golf.

[0]

World Class Leaderboard, Ultimate Golf, Links, PGA Tour Golf, Risk Factor's Golf.

[0]

Frankie Goes...

[1]

Frankie Goes...

[1]

Frankie Goes...

[1]

Frankie Goes...

[1]

SOFTWARE



CECCO COLLECTION

CYBERNOID 1 AND 2, STORMLORD & EXOLON

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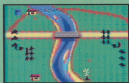
DISC £5.50

C64 GAMES (FULL PRICE)

1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200
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C64 GAMES (BUDGET)

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Oh my, the action of battle, the smell of gunpowder and the thunder of horses hooves! There's nowhere I'd rather be than the battlefields of the US Civil War!



O Get on, get on, get on, get on the groovy train as you scurry towards the front of the train where a large amount of shiny, sparkly, polished gold coins awaits you! And wouldn't you run the length of a train for that!



NOISE AT SOUTH

Jason Miller came to town, riding on his pony, put a feather in his cap and called it Macaroni. We knew he was odd, but not that odd!

As we see famous heroes de B.O. gasp! "Les Turques Dieu", sacre bleu! What is happening? (You seem to have gone completely mad!) They're at it again - these Frenchies just love their simulations and now we get to be bombarded with them as they cross the channel in droves.

Maybe it's because De Gaulle did very little riding himself when he was

President of France. I guess it's about time they had a bit of success with their simulations. They were never much good at the real thing.

North and South has gratefully accepted nothing to do with Lady American and used an ITX, except for the fact that it's based on the American Civil War - between the

Yankees and the Confederates. You have the choice of being either a Fed, so you can send the Yankee back on his pony with his tail between his legs or a Yankee, which means you can give those Southern Fed Yankees a good thrashing.

Either way, the game is to make the most out of your opponent and take your best shot. Victory is achieved by eliminating all of the opposing armies.

Once you have chosen your side, and the year is set, the war is to take place. You are presented with a map of the US, divided into states. For the first few goes, you're able to just walk into neighbouring territory as all the territory is open (over).

However, the game is not built up as the armies meet and get the chance to



BIRTH AND DEATH

CREDIT CARD

4 SONICS Fresh forms and funny sounds.	4 GARFIELD Pretty good but not the comic scenes.	4 MIB FILM Must be looked like a North Sea cod in a transfer list.	4 HALF LIFE And you won't get with you've managed the victory on all fronts.
--	--	--	--

NAME: North & South.
SUPPLIER: Virginames.
PRICE: £19.99 tape, £19.99 Disk.
RELEASE DATE: Out now.

DETAIL:

85%

An outstanding, comic simulation of the American Civil War.



smack it out over land, the units which go to make up the army are, the Artillery, Cavalry and Infantry. Each basically has the same basic attack is to attack the enemy. The artillery can only move up and down and not forward when on attack. The infantry can charge across the battlefield and the artillery fire follows at their heels.

The battle has

commenced and you see that you are getting ahead, you can retreat, which can be very important if you've attacked a much stronger enemy, you'll go along the same as Huey the British captain in world war one by sticking around. Units are not supposed to be lead to war by donkeys (very deep lol).

As well as the cut-throat fighting, there's the chance to capture forts and release train jobs, wood. The flags on the map represent where each divider is based and where the hell is. You can conquer a fort by running against it, and with the assistance of the cannons, forming an enemy position, and avoiding exploding dynamite booby-traps.

You can capture trains in the same style, jumping on board and then running along the top. If you capture the train, you get the other side's gold. Sneaky, huh?

Whilst all this is going on, you are gaining gold which will enable you to have a new army, the

moment enough is washed in your safe.

Wealth plays a great part, you can be like John Major (no the assery of their taxes, like he takes the people's money by Paul Teas) Bill of politics, there, my names Jason Miller, Goodnight), here! just simply capture territory, blocking their going and then all the trains will go to your back.

You could be right in thinking that it all sounds a bit silly, well, possibly, except that Virginames has added some real oomph for you to consider all of this is not complete without details, that's why there are three!

The store stops you from moving for a turn until it's gone, the Indians will destroy you as they do not take any crap from a whiteman. So do not become their

prey and become too greedy when taking land, as an attack from the Indians could seriously put an end to the war for you.

And do not even think of waking the Mexican from his slinks as he's probably recovering from a few too many Tequilas, he occasionally lobs a bomb or two. Tlaxca and that's no bomb.

North and South is a fast, action-packed and rather very game. The graphics are the only let-down but in saying that, they're fantastic when fighting for the fort and playing the attack, although when in battle all the neat work put into the rest seems wasted. The graphics are a bit flat and shallow.

But what the hell! One little thing like that does not take away the thrill and joy you get from North & South.



THE YC GO

Well bottle my brew and throw the tea bag out of the window! Have we got a totally amazing array of prizes for you lucky people this month! We've gone completely out of our way to bag bags of goodies from gullible software houses and record companies in a vain attempt to make YC look very generous indeed. No questions asked, y'know what I mean?

All you have to do is send in a postcard with the name of the prize you would like, addressed to "THE YC GOODY BAG", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF and you could be in with a good chance of winning several scrummy prizes.

Send in one postcard for each prize, or send several postcards in one big envelope with 'LOADSAPRIZES' scribbled on the front to enter a few.



10 LINDY LAYTON ALBUMS

Remember that person who tripped around with Boss International for a while? Well she now has her own solo album out and jolly good it is too! If the idea of bopping with Lindy all night appeals, write "LINDY LAYTON" on your postcard. It's as simple as that!

5 NORTHSIDE POSTERS

If you're a fan of Northside, you'd probably like nothing more than to shove a poster up on your wall (next to all the rather cooking ones YC's provided you with already, no doubt). Be pushy your crayons and write "NORTHSIDE POSTER" on a postcard and their little faces could be staring down at you before you can utter "It's ginn up North".

5 NORTHSIDE ALBUMS

Northside might come from pop North, where whoppers and man in flat caps roam the streets (Gus not from Northern readers) but they certainly can craft fine pop songs, such as their last single "Take 5" which bounced into the charts earlier this month. Well, they're doing an LP and you could win one by writing "NORTHSIDE LP" on a postcard.



GOODY BAG



5 NORTH AND SOUTH POSTERS

If the harsh reality of war seems to much, you could sleep at one of these posters all day and just pretend you're there. These co-ordinately posters are going to be given to the people who write "NORTH AND SOUTH POSTER" on their postcard. Well, five people anyway.



5 ST. ETIENNE SINGLES

This summer could be begged away to this talented band new poppy dance band. Currently working on their first album, St Etienne could

well be very big before you can say "Several striking St Etienne singles surrounded with sonic business". And, lucky readers, all you have to do is write "St Etienne Single" on a postcard and address it to us!

5 NORTH AND SOUTH GAMES

Do you want to know what it was like to fight in the American Civil War? Well, instead of transporting you back in time and throwing you into the middle of a blazing battlefield, we at VC thought it might be a nice idea to let some of you lucky readers experience it in your own home.

So we gathered together the VC posse and 5 readers who write us with "NORTH AND SOUTH GAME" written on their postcard will have their house stormed and burnt to the ground and their family shot by several thousand angry people on horse (Surely you mean "will win a copy of Infogrames excellent Civil War game"?). Oh, Bonus-up will get a rather generous £1.00 voucher to spend on any game ordered direct from Infogrames. Aren't they kind?



25 WORLD CUP SOCCER POSTERS

Certainly a contender for the spiffiest football poster of the month, if you would like to decorate your bedroom with one of these specially designed large posters, simply write "WCS POSTER" on your postcard.



5 WORLD CUP SOCCER GAMES

Read the review? Dying to see the game? Let us see! This fast-kicking experience comes from bits and out of the kindness of their hearts they are offering 5 copies to the readers chosen out of a hat with "WCS GAME" written on their card.



**ALL ENTRIES
SHOULD BE IN
BY
1 AUGUST 1991**

EXTREME

You've read the PREview, now read the REview. Jason Miller puts on his robot legs and strides off to do battle with space aliens.

In 1873 the space probe Pioneer 10 passed Jupiter, left the solar system, and went deep into space

carrying a plaque showing benevolent beings (That's us, folks). Now it is 3021 (okay, how time flies!) and Pioneer has returned - along with space pirates who have disabled the craft, resulting in possible destruction for the Earth. Your task is to locate the ship's computer and avoid being splattered into the universe along with the rest of the Earth's population when the ship explodes.

So it's "humanoid to the rescue". Yeah! You have an upper half of your body like Arnold Schwarzenegger, and a bottom half like R2D2. So you should take your WDA0 with you to keep you on the move!

Well, are we all cued up and ready to go (Duh!) and become a hero? Extreme is based on the idea of a humanoid (therefore the game is half blast-em-up and puzzle [majority blast, humanoid] with no missing around.

Extreme is based on three missions/levels. These missions include retrieving energy crystals and swimming through fuel tanks.

In level one you are in the

center of an acid bath, (not to be confused with an acid party totally out of your league going bonkers).

The first level involves you "re" your outrageous gun following enemies to worthless whilst collecting all the essential objects (a little crystal) that will take you on to fight another day.

You regain your legs when you advance to level two - "underwater". But don't panic, you won't start, you just swim about, finding objects and tap-aring everything that gets in your way plus solving puzzles.

If this wasn't strange enough with legs one second and not the next, the humanoid spends the last level scrambling over rough terrain with lasers being fired from all angles!

Extreme is an, er, extremely (Duh! We've had that joke before!) Ed addictive game which will have you somewhat stuck to your chair, (unlike the humanoid and its robot legs, it's not half a game!)

The UK graphics (for a Commodore), along with the slightly dull comics take nothing away from the brilliant gameplay, which makes Extreme well worth a look.

So don't delay, go and spend your cash!



Having been briefed by a man shinning a rather large torch in his face, you're off for a quick dip in the pool - the acid pool!

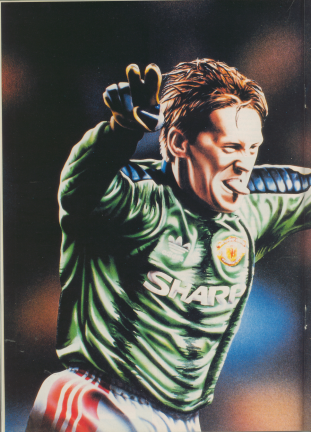


CREDIT CARD	•••••	•••••	•••••	•••••
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NAME: Extreme.
 SAMPLES: Digital Integration.
 PRICE: £9.95 tape, £19.95 disk.
 RELEASED: 3/81 Out now.

OVERALL **80%**

A corking robot action game that'll keep you hooked with its fiendish gameplay.







CAST OF CHARACTERS:

- **MIAN**
- **PHANTOM CLUB COMMODORE**
- **JAMES T. POINTLESS**
- **BERTHUM SPONSOR**

[Sounds of Arctic high-speed wind whistling through a paper-thin tent. Chattering teeth. Hissles of the huskies. Floated faces of man speared behind tent-flap - removes oxygen mask.]

This week, in, month, damn what day is it [junk]...blast, dropped my ice pick...Misadventures comes to you on location from the game master of...[Bleep wind draws out sound]...comes from the top of the lamp post situated at the corner of Willow Road, Stockton-On-Tees.

Here, at base camp three, at the tremendous height of 18 feet - oxygen is scarce, frostbite is rampant, food is fast running out.

[Camera pans to the ground where a small boy, bathed in pleasant sunlight, starts growling licking an ice cream.]

So, for my loyal Misadventurers, if I can't share out my CD, a special "re-

location" adventure volume...[blatant forces man back into tent - meanwhile, on the ground, someone calls the Fire Brigade].

REVIEWS

GAME - BOUNTY HUNTER (DISK £)
PRICE - £2.99 (DISK) ; £2.99 (TAPE). UK POST FREE
ELSEWHERE ADD £1.00

Bounty Hunter is the latest Rig-Flooding-River game to hit the Comms. Wrapped up in 125 locations complete with a map, documentation and a hint sheet.

The game deals with that well known sexually transmitted disease - Virids. Well, actually they (you, they) are neuro-viral infections. But you guessed that already didn't you?

The first experimental batch of 20 specimens was on the way to HQ (is complete in the Mars versus Pluto inter-planetary football match) when the ship carrying the cargo threw a wobbler and crashed (blood

ADVENTURE

In which Paul Rigby starts a new course of potent medication and takes a hazy look at this month's new adventures.

everywhere) on the planet of Karabata.

The Federation can remember Karabata as a quite nicely uncolonised place, until for human habitation - then it was renamed Milton Keynes (no, fish, no, really, fish, but seriously, but seriously, my mother-in-law - my mother-in-law is so fat, she's so...thump.)

Sorry, that was an unwelcome intrusion by the Phantom Club Commodore. Back to the plot, Michael. Colonists once staffed the deserted buildings - but they are now under the rule of the planet's natural elements. Add the fact that Karabata has rather too close to some enemy strongholds and you can guess why this

landing on the planets and looking for the Virids they cannot, at the same time, be allowed to fall into enemy hands. They weigh an absolute ton, for one thing - probably resulting in many sprained wrists, and contusions (bless you).

This is where you, the mercenary, come in (yes...no, yes, really, yes, really, let me help, I know a mercenary - he was sooo fat this mercenary...sooo fat that...thump, crack! Sorry, Phantom Club Commodore again - ahem.

Your mission is to seek and destroy the 20 escaped virids.

Bounty Hunter, which loads quickly via the Freeze Machine load sequence, uses fairly short location



planet has never been re-colonised.

That, and the overwhelming area of unvisited text...but that's another story.

However, while the Federation cannot risk a direct confrontation by

descriptions written with yellow text on a black screen - probably the best colour-coded combination. There is also a score routine telling you how many Virids you have killed.

It is a shame that it

RES

doesn't have the six-tasking Spectrum-version feature of 1500 locations. But then, who needs an, eh?

Most of these locations were not really locations anyway. Nothing happened in them. The essential story-timed locations (the active locations, that is) are still intact in the Commodore version.

Puzzle quality is pretty nifty. Odd, seemingly meaningless objects will require lateral thinking if you are decipher what is required in a specific location.

Bounty Hunter is low on gloss but high on sheer design quality. It may look like an old-fashioned adventure with no gimmicks to keep you gasping but the gameplay makes you easily forget such nonsense. Recommended.

RATING - 77%

INTERLUDE - THE SEARCH FOR SPOCK

[Cut from arctic wastes at the top of the lamp-post to an empty planet. Silence. Stars. The odd meteorite. The planet Orta. James T. Pointless, intrepid something-or-other, searches for signs of vesting life on the planet [Orta].

[His. Beep.] Very little evidence of shopping facilities here...there don't seem to be any large supermarkets. There may be some on-the-corner grocery stores behind those rocks, but it's difficult to tell from this angle. It does seem to suggest that most of the shopping here is by direct mail...[His. Beep.]

[Cut back to arctic lamp-post. Man talks through chopped ice]. Thanks James. Starting stuff, I'm sure you'll agree. Now part two of the column...

**GAME - DOMES OF SNA ;
MISER ; JACK & THE
BEARSTALK (DISK 4)
PRICE - \$4.99 (DISK).**

**DOMES OF SNA AND
MISER (TAPE) \$2.99 ;
JACK & THE BEARSTALK
(WITH THE CHALLENGE)
\$2.99.**

Disk Four (so what happened to the other three? Don't look at me I haven't got them) in River's box of goodies gives you excellent value for your cash with three adventures.

Domes of Sna is set on the planet Omes, a war-torn land. It tells the tale of the Sna tribe (so-called because of the impatient historian who was in for much of a damned hurry to completely hear what

the full name of this gentle people actually was. He only caught the first three letters) who, apparently, have waited some time for your arrival.

Sna domes encircle the valley. Your job is to find the secret of them. You set out to release the tribe from the Cold Fear (that prevents them from leaving the valley), together with Grand - your faithful semi-intelligent man-type thing, pen-in, spirit-like creature chagge.

Domes features many

backward map-making sessions with the inclusion of many UP and DOWN directions competing with IN and OUT which, added to the usual directions, makes for a messy map if you're not careful.

Domes of Sna is well-designed and simply presented with a very good puzzle quality and plot. The inclusion of Grand, for example, makes for a different set of puzzle-tasks as you must interact with this non-player

character to uncover objects or get past obstacles.

Next on the list is Miser - a festive



adventure - there's timing for you, isn't a Scrooge story, in fact. [Snoozed?]

There was this girl, see, this girl, right, nudge, nudge, down the pub, down the pub. 'Hi I said, I said, excuse me, what's a nice girl like you doin' - Bang, crash, gamete!

Sorry, Phantom Club Corvidian, again, and that was Scrooge, tub, Scrooge. Any road up, after a visit by the usual ghostly apparitions

you will need to complete 12 good deeds to complete this adventure.

Half the job is to find exactly what good deeds are that you need to undertake. This is done by talking to different people. With black hair on a grey background Miser is an engaging game which will baffle many an adventurer. Miser is not exactly tough. Just tricky.

Finally, Jack & the Bearstalk follows the classic fairy story. Basically, you must find the golden egg and bring it home to mum. (Has a similar presentation to Miser and is a pleasant frolic but it never really gives your hairs to any great extent.)

The bottom line? The compilation disk's strongest title is Domes of Sna, with Miser, a good game running in second. Jack puts in third as a happy freebie.

DISK RATING - 73%

All games can be acquired from :
**RIVER SOFTWARE, 44
HIDE PLACE, AYLESHAM,
CANTERBURY, CT3 3AL.
(COURTESY PAYABLE TO
J.A. LOCKHEART)**

[Back to the scene of the lamp-post. Two straggling legs are seen to appear here under the pile of seven policemen and four brexton as they lead the man away. The MSPCA lead away the seventeen huskies while the BBPO report frisk whether in the region of Dislocation-in-Tees.]

Finally a word from our sponsor -

[Bertum Sponsor steps to the podium. Small glasses, white coat, grey fizzy hair - one all situated in a bag on his chair. He addresses the audience naked and bald - with a squint]

"Penguins, yes, penguins. What relevance do penguins have on the furtherance of medical science? Well, strangely enough quite a lot, a major breakthrough, maybe. It was from such an unlikely beginning as an unwanted fungus accidentally growing on a sterile plate that Sir Alexander Fleming gave the world penicillin. Would Albert Einstein ever have hit upon the theory of relativity if he hadn't been so clever? Would Rutherford ever have split the atom if he hadn't tried? Could Marconi have invented the radio if he hadn't by pure chance spent years working on the problem?"

Unworldly scientists believe that these penguins, these comic flightless, web-footed little bastards may unwittingly help man to fathom the uncharted depths of the human mind."

You can write to Paul Pugh (and find out what on earth he's on about) at: Misadventures, TC, 20 Potters Lane, Ekin Farm, Milton Keynes, MK11 3HF - you could win a penguin!

NEXT MONTH

IN THE MAGAZINE
THAT BRINGS A
SMILE TO YOUR
FACE AND A
SHOCK TO OUR
RIVALS...

YET ANOTHER COVER TAPE:

YC's pet programmer Richard Taylor spirits up another game for the tape. Plus! Several other stonky games and demos.

THE COMPUTER —BOFFO FINAL:

At last, the grand finale of everyone's favourite quiz. A programmer, PR bod, YC writer and MD clash at last in a special last round.



CODE MASTERS PROFILE:

YC looks behind the scenes of Britain's best-known budget software company and says: "Why do Code Masters games taste so good?"

THE RAMPARTS CHALLENGE:

The YC Denzly-Squad grab a supply of ten-pence pieces and bother Denmark for a few games of the mega Ramparts drilade game. Who is the Ramparts King/Queen?

PLUS: Many pages stuffed full of news, reviews, compos, cheats and so much more that you'll spend the whole month reading it!

YC AUGUST '91 -

Sunny side up, just the way you like!

OUT JULY 26

Remember, folks - Because we're always burrowing away in the YC office for ever-more exciting features, we might get it into our heads that we want to swap everything in the next ish about. So please don't come running to us when we've put something even better and more corking in the magazine than anything else we've mentioned before, OK?

Please Newsie, I'd rather like you to restore me a copy of the ever-so-spiffy YC every month. In return, I'll hand over my pocket money for you to spend on whatever you like, and I certainly wouldn't do that for every Teen, Dick and Harry of a computer magazine.

MY NAME

MY ADDRESS

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

P.P. HAMMER

AND HIS PNEUMATIC WEAPON



Meet P.P. — a man with a mission. Help him clear out over 2000 screens of treasure, gobans, and secret rooms before his time runs out!

With 18 cameras to work through, traps and ice caves to avoid, pyramids, it's just as well P.P. has brought his secret weapon — a pneumatic drill! Use the drill

to dig through floors, find keys to open doors, avoid traps, wandering monsters, and use the magic portals to grab all you can.

Plenty of features and puzzles will ensure that you need all your wits in this fast-moving action adventure. So get your weapon out and start digging!!!

Available on Amiga at £25.95 and C64 at £11.95 (incl. £10.31 disk).

Downloadable from Amiga version. Prices listed available on different formats.

DEMONWARE



To order this product or for further information please contact:
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Telephone: 0753 486000 Fax: 0753 486041

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WORLD CHAMPIONSHIP

There was a time when Jason Miller could be seen on the terraces at Real Madrid, so with Erik busy at YA, we gave him the title of "Footie expert" for the issue and handed him Elite's latest...

What can I say about World Championship Soccer by Elite? There I was, pondering with the joystick, ready to make this footy

simulation, when I realized the amazing amount of footy games that are around today. We have a fair old few to choose from these days, since

Gascoigne's team put soccer back at

top last year.

The sound of the words "World Championship Soccer" take me back to the World Cup last summer. The Germans with their best-in-wrap tactics, and plump Maradona with his head that scored more times than the rest of the Argies put together.

But what else did I get? Every soccer fan knows that footy season is here. It's time for stadiums and streets to get lit up, for maybe those Spain players (what was) to rub our faces in the ground after beating us (England). It is the World Cup in Italy. Not further the future or even the Germans brought about "World Championship Soccer".

Please just with me on this one, don't think "why the hell is he talking a load of s---", all when you play "W.C.S." you will not be taking footy in - but playing a World Cup, but they do say the truth hurts. Let's face it, Paul Gascoigne would be more successful playing for

Lezio on matches than this game is at being a great footy sim.

Elite had a highly successful and popular arcade soccer game, which has now been brought to home computers by Elite Systems. Well, Elite may have been highly successful but Elite will not intend to put this game

Now is the latest business, it's a game for the like your father, Liniker, Maradona.

You have the choice of 24 international teams and - yes - you'll have the chance to select the eleven players for your team. Fine, fine competition which you might think you quite in your shoddy boots. A choice of 1000+ you have what it takes to steal the cup from the Italians.

Not to worry in an easy task since you have to qualify before you're allowed to play against the giants of football. Once you have selected the team you wish to play, make a note of their numerical qualifications, see to it that you being the best. The U.S.S.R. seem without a doubt the best to be reckoned with, as skill, speed, defence and their keeper are all above four.

The "manager" detect system will give you a number of your players and then at times look at the stats when before you choose your team so that you give you the player's capability, and determine the value in comparison with their other team-mates. Team selection is a major factor if the cup is to be on the plane home with you.

Once the team is chosen, you'll have a chance for a practice or put yourself in at the deep end. you'll be amongst one of the six groups, each group containing four members just like the real World Cup.



1UP
URS

82

81 2UP
100L

HIP SOCCER



Only the first and second-placed teams from each group will qualify for the final tournament, this is worked out on the principle of the best goal difference, amount of goals scored and the quickest goal. So it's a 30 mins each way and if the scores are tied it's extra time then penalties. "This game sounds like to real thing", I hear you cry. Yes it does. The principals are the same and the ideas are fine, unfortunately, the playing and errors let the game fall.

Your man can dribble with the ball, tackle and even (that dreaded word)

fool and get sent off, difficult but true.

What's wrong? Oh well, basically, no offences, the teams play in yellow or blue (two colours! The designers of forty strips will be unemployed). The goals is alright, but quite often the player can shoot the ball through him if he follows up the shot, and even foul throws are allowed (Howser list).

It's up to you to decide whether to buy this game or not! But personally I would rather spend my money more wisely (print, font).



0 Goals an extraordinary array of international talent is within your grasp just with a click of your joystick.



0-1... and the keeper dives for the ball, desperate to stop Holland snatching the cup... but he missed! And it's an excellent goal for the young Soccer striker!"



CREDIT CARD	4SONES	Free-look button!	4MFACTO	4MFACTO
	Party animal	4CALPHO	but not the instruction.	4MFACTO

NAME: World Championship Soccer
 DEVELOPER: Elite
 PRICE: £3.99 tape, £13.99 Disk.
 RELEASED 20% Out now.

55%

Elite had more balls to produce this mess than FIFA used in the whole World Cup.

YC PHOTO STORY

Words: Alice Page & Jeff Davy

Pictures: Jeff Davy

Devin Spadillo and his family had recently moved to a new neighborhood...



Have a nice day, dear!

Bye Mrs, I'm off to work!



I really like my job at the local computer shop, but the hours are so long that I haven't had time to make any friends.



...And I wish I had a girlfriend, too. Don't like that beautiful model over there!



Excuse!



Later...

I wonder if the new issue of YC is out yet!



KERRRACK!!!



WIN 5 KODAK FUN CAMERAS!

In an act of boundless generosity, Kodak and YC have got together to offer you the chance to win a Kodak Fun Camera. One of these would normally set you back at least a fiver but you can get your mitts on one of these small, light and tough cameras by answering the following jolly-poshy question:

Name the three members of the YC staff in this photo story.

Send your entries to:
"Fun in the Sun Campaign",
YC,
20 Potters Lane,
Millon Keynes,
MK11 0NF.

All entries should be in by
August 1st 1991 and the
editor's decision is final.



COMPETITIONS

EVERYONE'S A WINNER (BABY)

The YO Office Fairy has been busy this week picking out all the lucky winners of the spiffy comps that have appeared over the past few months. We were glad to see so many colobs entering. Jim Danny Baker, Stephen King, and Gary Kemp! If you see your name printed on the following pages, firstly Congratulations "Big Head" and secondly and most importantly DON'T RING US! All your names and addresses have been sent to the lovely PR people who offered the prizes, so if you DON'T receive them in 28 days then get in touch with the Company Fairy!

MONTY PYTHON -

Sept 90 - Virgin Games

We asked you to name the 10 Office Tis of Spain. The lucky winners got a set of Monty Python videos and the game, 20 copies of each of the game.

1st Prize: Mark Harris, Victoria "8 C SPANISH", Michael Jones, Birmingham "SPANISH 1", Dean Scott, Coby "8 C SPANISH HUSBAND", Neil Edwards, Liverpool

"SMILEY", Anthony Powell, Preston "SPANISH".

2nd Prize: Anne, Tyne & Wear "8 C CLASS - MURKIN", Bill Walsh "THE BAY", P J Harris, Gloucester "TIGER", MARGUERITE, Paul Taylor,

Derbyshire "MAMMY", Dean Matthews, Dorset "MARE", Colin Spensholt, Harrow Westchase "MARE", Geoffrey Helyar,

"MARGHERITA", Geoffrey Helyar "MARGHERITA", Geoffrey Helyar "MARGHERITA", Steven Martin "ERIC", Ian Butler "WOLF", David

Dixon, Teeswater "GOLF", Richard Jensen, Andover "WHEELS", GUY FOLEY, CRYL SPENCER, SMITH "SPAIN", James Pitt "TIGER", C Herby "SLARTY BARTER", Matthew

Donohoe, Bournemouth, M Mitchell, London "YOUR CAR OF SPAIN", Andrew Joseph, Southport

"CHAS, CHAS, MISSILE MISSILE", Nathan Houghton, "COMPASS", Bill B P Bess (South

West) "SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West)

"SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West)

"SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West) "SPAIN", Tim J Bess (West)

I WANT MY MOM!

COMPO - Sept 1990 -

Museum of The Moving

Images

1st Prize - Family Token to Mom, 2 posters, BOMI programme and badge.

David Connor, 44 Mead Avenue, Langley, Slough SL3 8HT

JACKET ALL IN COMPO -

U 8 Gold - October 1990

1st Prize - Flying jacket and copy of UN Squadron - Kim Peters, Harborough.

2nd Prize - Copy of U 8 Squadron - Mark Beavers, Kewborough, D Steel, Brampton, P Williams, Radford, M Evans, 28 Woodstock Road, Gosden Green, St O C Ware, Holyhead, Paul Smith, Gillingham, Jonathan Ellis, Tuparo, Andrew Jagger, Woking, Nicola Scheffel, Smallbridge.

FRAGGING BIG COCKY

COMPO - Storm -

November 1990

Name the Cockroach!

1st Prize - A Cockroach at London Zoo, 4 Bickets to see it, copy of U 8 Squadron, Copy of 0899 - Matthew Gibson, Essex "MAGCHOP"

2nd Prize - Copy of U 8 Dragon Michael Woods, Gloucester "COCKLE", P Sheehan, Seven Oaks, "COCKY", Ian Webster, Basildon, "COCKY", David Thomas, Kirby-in-Jehfield "YK", Mark Brown, Lutterton, "COCKY", Steve Barker, Staines, "COCKY", Chris Mappley, Catterton, "EGG", D A Lunnam, Woodlawn, "BOBY", Chris Linn, Bedford Road, Hants, "EGG", D Woodrow, Norfolk, "WALL PISH".

YO GOODY BAG

JANUARY 1991

January saw the start of the YO Goody Bag, where lots of people sent in the chance of winning really nice prizes - it's amazing what really nice prizes you can win!

So if you see your name on this list you've won a U 8 Gold poster!

10 Lotus Esprit T Shirts -

David

Philip Hutchinson, Wiltshire, Kim Wai Ho, Sheffield, Mark Pearson, Ashdon-Upton, J W Bond, London, Michael Wilson, Ballymena, Michael Jack, Cuxton, M Hudson, Devonport, D Brown, Devonport, A Stalls, Margate, J Crowther, Cardiff.

50 U 8 GOLD POSTERS -

D Zaccarelli, Shydney, J Forbes, Southampton, Lorraine Morgan, Mid

Glam, Richard Bell,

Leeds, Richard Brown, Steve Pook, Richard Ellis, Roy Mansfield, Tyneside, London, David Ellis, Manchester, Tigrider

Surrey, Drexel, R W Potts, London, Jeremy Cartwright, South

West, J Coulter, Cardiff, D Hall, Shirebrook, Edward Clayton, Highlington, Mrs M Barber, Leyland, Matthew Aston, Dudley, Philip Jeay, Gillingham, James

Wilby, Chesham, M Hudson, Southcoast, Terrace O'Brien, Bir, S Harford, Swent, Wayne Robertson, Manchester, Philip Hutchinson, London, Lee Brown,

Stoke-on-Trent, Matthew Haslam, Wrexham, Christian Barwell, London, Lee Bowler, Thurton, No Man, Chesham Court, Woking, Kim Wai Ho, Sheffield,

Tilly Binham, Chesham, Gary Cox, Kent, Russel Bartlett, Potts, P A Turner, Lincoln, Justin Ellis, West Leigh, Lloyd

Fincham, Bedford, Matthew Wheeler, Stone (W), Steven King, Cardiff, John Wilson, Leeds, Jamie Bann, Dudley, D Steel, Southampton, Ross Pinnell, Eastleigh, Mark Pearson, Ashton-Upton, Gary Forbes, West Hill, J W Bond, London, Daniel

Stevens, Woking, Billy Hutchinson, Poles, J W Bond, Farnborough, Michael Wilson, Ballymena.

50 SWEAT BUNDLES - U 8

GOLD

James Wilby, Norfolk, Jeremy Cartwright, South West, Mary-Lou Tansley, London, Kim Wai Ho, Sheffield, Gary Cole, Swansley, Lee Brown, Stoke-on-Trent, M Hudson, Goswanton, Stephen Thomas, Farnborough, P A Turner, Lincoln, Russell Bartlett,

Potts, David Talbot, Woking, Philip Hutchinson, Woking, Andrew Jones, Woking, Chesham, Alf B Josselyn, Woking, David Ellis, Chesham, Michael Wilson, Ballymena, Richard Bell, Cardiff, D Steel, Cardiff, D Zaccarelli, Shydney, Terrace O'Brien, Bir.

20 LINE OF FIRE HEADBANDS -

U 8 GOLD

D Steel, Cardiff, Nicholas Harford, Swent, Terrace O'Brien, Bir, Michael Wilson, Ballymena, J Crowther, Cardiff, Edward Clayton, Lincoln, M Nelson, Doncaster, Jack

Stanton, Leeds, J W Bond, London, Shane Wells, Lincoln, Gary Cole, Swansley, D Hays, Shydney, D Zaccarelli, Shydney, P A Turner, Lincoln, Lee Bowler,

Thurton, Jeremy Cartwright, South West, Tigrider, Surrey, Chesterfield, Richard Bell,

Dunfries, Kim Wai Ho, Sheffield, Philip Hutchinson, Wiltshire.

10 COPIES OF TUNNELS -

HARROW ARTS

Miss E Jones, Harrogate, David King, King's Lynn, Gary Kemp, Aberdeen, Daniel Baker,

Kyngham, Matthew Haslam, Wrexham, Wayne Robertson, Southampton, Stephanie, Lorraine Morgan, Mid Glam, Mark Dawson,

Washington, No Man, Chesham Court, St Johns, Chesham, Trolld Gardens, London.

50Y BODMAS -

CODEMASTERS

David Talbot, 11 Chesham Court, St Johns, Woking.

STAR CONTROL CALENDERS -

ADOLDS!

Kim Wai Ho, Sheffield, Edward J Clayton, Lincoln, D Zaccarelli, Shydney, James McMath, Doncaster, Alf B Josselyn,

Woking, Gary Bell, RAF Hospital, Lyveston, Woking, Alan Giam, Shydney, Chesham, Christopher Wood, Chesham, Richard Bell, Dunfries, Drexel, Quirks, Cork, J W Bond, Farnborough, Richard Ellis,

Fordham, Stuart J Brown, Essex, David Talbot, St Johns, St David Ellis, Manchester, Tigrider

Surrey, Chesterfield, J Crowther, Cardiff, Steven Lee, Ripley, D Brown, Claydon, D Harris, Essex, Jim M Barber, Leyland, Paul Hubert, Miss Kaynes, James Wilby, Oss, M Hudson, Doncaster, Terrace O'Brien, Bir,

Mark Dawson, Tyne & Wear, David Hutton, Bath, Nicholas Harford, Chesham, Lee Bowler, Stoke-on-Trent, Lee Bowler, Thurton, Tilly Binham,

Chesham, Gary Cole, Swansley, Russell Bartlett, Potts, P A Turner, Lincoln, Terry Spence, Leeds, Steven King, Cuxton, Jack Stanton, Leeds, Stuart

Burrows, James Hays, Shydney, J W Bond, London, D Steel, Chesham, Gary Forbes, Heston, Philip Hutchinson, Woking, Michael Wilson, Ballymena, Shane Hays, Lincoln, Billy Hutchinson, Bournemouth, Michael Jones, Cuxton.

WIZARDRY COMPO

MISADVENTURES -

SIR TECH (Jan 91)

15T Prize - complete sets of Wizardry

D Steel, Cardiff, Norman Daniels, Donkey, Paul Taylor, Derbyshire.

I PLAY



3-D Soccer

C64 (C/D) - AMIGA
ATARI - PC IBM (5/3)



AMIGA SCREEN



Richard Taylor snapped into action when he handed him this rather odd puzzle game.

THE POWER



Oohh, another arcade puzzle! Two good ones this month! This is supposed to have something to do with that

awful "Snap" song. Where is the music, though? Instead of the title song it plays old MC Hammer's "You can't touch this". Very strange.

Before I saw this I thought it was going to be a classic case of washing-in, using the song to sell the game. It really isn't though, so even if you really hated the song don't be put off. It really has nothing to do with it.

You take the part of a little ball called Max, whose aim in life is to zoom around collecting hearts to give to the love of his life, Mini.

He does this with your assistance, of course.

You must point your pointer at Max and hold fire down. Pulling the joystick in various directions will display a small arrow and releasing fire will hurt Max in that direction. Max can only stop now if something other than a heart blocks his path.

Also lying around are movable coloured blocks that are essential to some screens. Be careful when moving them because some of them destroy other coloured blocks.

Once you have collected all of the hearts you have to get to Mini to reach the next level.

It doesn't really sound all that much, but most of the screens are fiendishly difficult and require quite a lot of thought.

The presentation throughout is really quite superb, there are plenty of options on the title screen, including an "arcade" and "tactic" selection. The arcade has larger graphics, each character being four blocks

GEM-X

"Diamonds are forever" sang Shirley Bassey. Well they were until Richard Taylor started smashing them up in this puzzler.

This really is quite an original puzzle game that will frustrate, annoy and totally absorb you for a fair old while.

The idea behind it all is brilliantly simple. You have two screens divided vertically with gems set out in various patterns. The left screen is the one you influence with your joystick, and the right one is set up by the computer.

The idea is to replicate the "computer" screen by changing the colour and position of your gems.

The gems come in five

colours: red, green, blue, pink and gold. To change the colour, you point your "pointer" at the relevant gem and press fire. The gem and all surrounding ones, apart from diagonals, will flip through the colours. Really though, when the gems reach gold and are changed again, they decide that they've had enough and off they go.

This results in all gems above that one falling down. This has to be done sometimes though.

Once the computer screen is matched, that task is finished and off you go to



the next one. There are 480 levels in total so it will take some time to complete the game!

The levels are split into six separate screens, and when a level is finished you are presented with a grid in fixed L.E.D. fashion. You can pick the best block to move onto, and work your way across the grid until the other side is reached.

I haven't yet been able to do this other a week of fairly heavy playing, so it may take some time!

After each level, you get a





CREDIT CARD	4SONICS	4LAPTOPS	4ICE FACTR	4HALF LIFE
	Funky music and plenty of little angles.	Some really good, and some a bit plain.	If you're into this type of game, you'll play a lot.	Yeah, it's like a whole other.

<p>NAME: The Power. SUPPLIER: Digital Marketing Int. PRICE: £9.99 tape, £14.99 Disk. EMAIL DATA: dot.com.</p>	<p>OVERALL</p> <h1>80%</h1>
--	------------------------------------

This game has the Power to keep you hooked.

while the tactic one gives you a bigger view with smaller graphics. The graphics are really good and everything runs quite smoothly. The play area is set over a nice (and a bit pretty, moving background) which adds to the sickness overall. The only bad thing is that it doesn't play the famous music (if you're into the music), I thought it was going to be the whole selling point of the game. Another good feature is the password facility, making every one of the 50 screens accessible, when completed. The Power turns out to be a very polished product with excellent presentation, original gameplay and frustratingly addictive puzzles.

picture of a wide-eyed young lady barely dressed, looking rather shocked! This seems to be some incentive to complete the grid, as each picture is, err, more revealing than the last! What a great idea! Haha! (I don't think).

The graphics are really nice and colourful, though some of the gems look like those glacier fruit sweets.

The sound is also really good with funky music and chunky jingles through out.

I played the Amiga version of this game before

the 64 one and I didn't think much of it, so I reckoned that this would be pretty bad.

Surprisingly, though, I really enjoyed it! I found it somehow easier to play.

It's a very well presented, incredibly challenging puzzle game that really will make you come back for more.

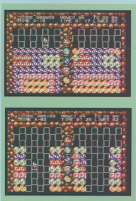
If you want to buy a puzzle this month and it's either this or The Power, then I'd recommend this one. Its idea is more original and I'm sure it has a slight edge on gameplay.



CREDIT CARD	4SONICS	4GLASSES	4ICE FACTR	4HALF LIFE
	Good throughout, with happy tunes and jingles.	But the game perfectly and not really colorful.	Substantly addictive play, very challenging.	You'll come back for more-time after time.

<p>NAME: Gem-4. SUPPLIER: Digital Marketing Int. PRICE: £9.99 tape, £14.99 Disk. EMAIL DATA: dot.com.</p>	<p>OVERALL</p> <h1>90%</h1>
--	------------------------------------

Puzzle-game fanatics will freak out over this one!



POWER UP

Like a squirrel with 2000 volts fed through it, Jason Miller has the power so he charged straight towards this compilation...

Another issue, another compilation. This time it's Golan's turn with a crop of arcade conversions. Let's go!

CHASE H.Q.

The chase is on and the terrorist is giving off heat as your turbo-charged Porsche 911 screeches down the highway. The sound of screeching tires echoes through the city as yet another crime is committed. You're special criminal investigators in LA with a mission to prevent crime, so after receiving your instructions from Nancy at HQ, you have to complete five missions, such as apprehending those feedist cocaine pushers! All you have to do is rain - yes, rain! - your Porsche into the back of the offenders in question. And it's not easy at all!

Do the words spilly and zany ring a bell? Well, I hate to disappoint you, but of all the car simulations around, this is by far the worst I've seen. Sorry to say, but there are no words bad enough to describe the graphics and sound of this game, and its speed is laughable - it's so slow Ayrton Senna would not give this game a second look.

TURRICAN

Help! It's another one of those 'blast-em-up and become a hero' days. Why go to all this trouble? If you are into blast-em-ups or blasting the living



delights out of things, just go straight down to your local pub (Er... I don't think so!) Ed Mc, don't actually, try Turrican instead, where people dare not set foot on the streets at night! Where grannies cannot go out and gossip with their friends. And all because of Morgal.

Turrican is the only boy who can destroy Morgal and his kingdom, the objective is - naturally - to guide your hero through five worlds where he will encounter many perils. You must blast everything that gets in your way with improbable and mega weaponry. Now go and zap the varmints!

ALTERED BEAST

A rather different blast-em-up action game, this one, as you have supernatural powers beyond belief. Zeus (some major Greek god-type) has picked you to save his daughter Athena if thought she was a poster star? Ed! from the clutches of the Hell-stimulus from the underworld. By collecting mystical spirit balls you



become a strongman with a punch that Mike Tyson would be proud of. You can even become a Werewolf or Werriager.

RAINBOW ISLAND

"Oh Geoffrey, Bungle, and George, what do we have here?" "Put a sock in it Zippo and be quiet, or I will have to shut you up". Don't worry, Rainbow Island has nothing to do with an celebrenim moth ball creation and everyone's love TV programme, it is Bub and Bob from Bubble Bobble up against the hazards of the



rainbow islands.

There are myriad creatures who will impede your progress on every level up until that very moment when you face up to the "Gasterian" (What, the newspaper? Ed). Master the art of the rainbow (what is this? A new martial art?) kill the enemies with it. No joke they are serious.

MULTIMIX 2

KBX 04.00

SWEET, SWEET!



THE BUDGIE COLUMN

WITH JASON CHIN

Beach Head, Beach Head 2 and Raid are all essentially action games of remarkably similar format. First there's the strategic bit which in Beach Head involves deciding whether to navigate ships through a minefield or face a sea battle straight away, in Raid involves deciding how many planes to launch on the chosen Russian City and in Beach Head 2 the strategist must choose between "Attack", "Rescue", "Disrupt" and "Blitz". Then comes the meaty fighting, anti-airing, gun-swinging, battle ship, or land, or sea. The strategic parts leave a lot to be desired, being more irritating than challenging (although the exception is in the zero-weightless conditions of Raid's scenario is more original than the minefield navigation in Beach Head 2).

The graphics are reasonable to good, perhaps the coolest feature is the little man in Raid who mutters through a distortion box "You can't kill me" (or some such thing).

Raid was the best of these three. It held the attention and was, on the whole, more gripping than fatiguing. The logic that 2 games of such a similar format will sell better than one is probably valid. For 04.00 it's OK, and it is definitely the case that it outweighs appeals, the others will too.

SCORE 000

THE SKORES

NO SCORE - This game is too stylized for words.

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

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

GGG - This is an average budget game, and would probably fill a gap on a rainy Sunday afternoon.

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

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



© Red and yellow and pink and blue, orange and purple and green. This man can certainly sing a rainbow, that and fire and shoot things with 'em.



Rainbow Island is comprised of seven levels with masses of many different types and sizes, from caterpillars to robots. It may sound stupid but, believe me, it is supremely addictive and very playable.

X-OUT

The Earth is starting to vanish from under our own noses!

The aliens are taking over! Doom is just around the corner unless someone or something comes up with a spontaneous idea to save the world. So, since the Earth is undergoing severe demotion by enemies and monsters, your task is to blast 'em and spread their guts around the place like nobody's business, with weaponry that George Bush would like to have!



CREDIT CARD	● Many of the little things	● A great few things to save you occasionally.	● Not much to tempt your gaming bank.
	● 400	● 400	● 400
	● 400	● 400	● 400
	● 400	● 400	● 400

MAKER: Power Up.
SUPPLIER: Ocean.
PRICE: £18.99 tape, £19.99 Disk.
RELEASE DATE: Carl name.

CRITICAL **68%**

A bit patchy but Alien2 Beast and Rainbow Island will have you enthralled.



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*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.



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SPEEDKING

with AUTOFIRE

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*awesome accuracy at
your fingertips*

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MOBSTER, LIMBO II + + +



JANUARY 1991 £2.50
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GAME - GREAT VALUE
FROSTY THE SHOWMAN



FEBRUARY 1991 £2.50
FREE TAPE - TURRICAN II
DEMO, QUAD, BAZAR,
RUNAWAY



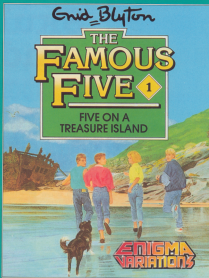
MARCH 1991 £2.50
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SWIV DEMO, CHANMORE
DIAMOND + + +

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 ALPHAWITE PUBLICATIONS LTD.

MAKE SURE YOU HAVE ALL THE GREAT YC GAMES

Other issues are available but not shown.

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Enid Blyton's much loved characters come alive in this faithful version of the best selling book. Using the "Worldscape" adventure system you can play any of the children as they solve the mystery of the Treasure Island. Featuring a powerful text parser and many graphical locations, this is a game for the young and the young-at-heart

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TALK!
TALK!

THE BUDGIE COLUMN

WITH JASON CHIN

taste of the drink as they do on people to convince you it's good. I might buy it.

Which is all very irrelevant until you consider Gary Lineker's Hot Shot, an aerial-view footy game which leaves a fair amount to be desired. The sprite players look like spiders, and it's difficult to tell the teams apart. There are some redeeming features, the sliding tackles are cool, and a degree of realism is added by throw-ins, corners, power-related kicks, even fouls.

There is no doubt a market for such a game,



GARY LINEKER HOT SHOT

KODU £2.99

It seems to me that the more famous the person that endorses something the worse it is, Jerry Hall and a certain stock drink are a case in point (Jerry Hall looks great, but Borel tastes, well, like it always did). Indeed if Borel spent as much improving the

fuelled by England's last World cup, and with the name of Gary Lineker, shops have probably shifted catwalks, but then over the years they've shifted anything and everything, even using green sewer dwelling mutated turtles obsessed with pizza. If you want a classy footy game definitely look elsewhere.

SCORE **66**



REVIEW

Skull and Crossbones

When Richard "I'm not a fish" Taylor decided to become a pirate, he went down to the boating lake, spent half an hour shouting 'Prepare to be boarded, scum!' and jumping into other people's paddle-boats before order was restored by the local Constabulary.

ain't in life is to become very rich (because isn't it?), or his stepmate and partner in blood, Red Dog. These two chopping chums can be controlled by two players, although only one at a time, unfortunately.

You move around using a set of buttons of any kind, and you can shoot at other boats on the lake. There are five ship classes that can be destroyed to add to your wealth.

In some places there are crosses on the ground under which you can find buried treasure.

Also dotted around are red 'squashed boat' shapes that tell you've previously wrecked a boat.

At first you'll struggle to get the normal money, but as you pass onto the next level, a word of warning: All enemies must be wiped out to reach the next stage and there are lurking traps if you're sloppy. This is a very good design feature. It can result in having to struggle with a battle against a single boat.

The boat-to-boat combat is a bit like the one in Ninja Gaiden. I imagine a game of the sort as this wouldn't be the same without some Ninja or Pirate expert making an appearance at some point. Despite the variety, they don't add any 'Spanish Castle Magic' for me (It... SHUT? It). They are, on the whole, quite nicely designed.

The graphics throughout are pretty good, although the main sprite looks quite nice but when it moves it really

Y o-ho-ho, a large bag of sun and a brief attempt at playing this game. I remember playing this when it hit the arcades last year and thinking "Lucky what a super game. I do hope somebody tries to put a really decent version together for the PC!"

Somebody tried and, well, somebody failed. I know that unless a lot of time and effort was put into this then it would not really work as a straight arcade "no extra design" conversion.

Anyway, in this little adventure across the high seas and over treasure islands you take control of Cap'n One-Eye, a notorious blood-thirsty pirate whose

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No-one just plays computer games, do they? You all pop out to the cinema occasionally, take out a vid, play a record, buy a comic, don't you? Now YG presents a new section - "Big Thrills" - to guide you through all the latest buys...

EMF - Schubert Dip

YG's tip for the top last September was this group of lads from the Forest of Dean. Now they've got three hit singles behind them and a

MUSIC

new LP, "Schubert Dip" is an album-length slice of their raucous Forest dance/rock/pop,

packed with the singles you know already and the sort of excellent stuff you'll only have heard if you've seen one of their manic live shows (strange lights, keyboard-enslaving and much hard-proover^{ed} guaranteed). This is certainly one of the top pop albums of 1991.

Jeff Gery

00001/2

CANDY SKINS - You are Here

Oxford has spawned some real talent over the last few years, what with Riche and the like. Now it's the turn of the

Candy Skins to take the limelight. They've got plenty of no-nonsense guitar songs, like The Stone Roses or even 60's bands such as The Monkees. They've signed some large Cash-Deal with Geffen records in America so expect to hear a lot more of their songs. In the meantime, if you're a laid-back sort, check this out.

Jeff Gery

00000



VIDEO

VAMPIRE'S KISS

20 20 Wsion
(Certificate '14')
Stars: Nicolas Cage, Jennifer Beals, Maria Conchita Alonso

This is not, in any way, at all, a horror movie! It may sound like one. It may even sound like one of those black and white misadventures you see on a Friday night on BBC2 with Peter Cushing and Vincent Price, but it has nothing to do with al similar looking fellows in black sheets, and is snuggling round the back of the lake sheds.

It is, in fact, a trip into the mind of elite god Peter Loew (expertly played by Cage), and a look into obsession, namely his with a girl who he

thinks is a vampire. She (Jennifer Beals) is picked up by him one night in a bar and during the slightly bits (this isn't really a family movie) she bites his neck, drawing blood and sending him - and us viewers - into a

one way trip in which we are never sure whether she really is just a kinky New Yorker, or a bite of Dracula.

After a time he gradually faces the fact that he has turned into one of the undead, and starts to act as so, and although his character has never been a particularly nice one (the way he treats his secretary (Maria Conchita Alonso) is tragic), as an audience we feel more and more sorry for

the man, mainly thanks to Cage's completely compelling and compassionate performance.

Vampire's Kiss should be listed in the same way as Greenberg's Dead Fingers, and is a black comedy that revolves around the slow and painful dissolving of one man's sanity. It is an abuse of all of your senses, and if you really don't mind your own small quirk being exposed it's well worth every penny of your rental fee.

Rik Henderson

00001/2



MADHOUSE

20 20 Wsion
(Certificate '15')
Stars: John Larroquette, Kirstie Alley

If you're a fan of Chevy Chase's National Lampoon Vacation films, and you're currently in the middle of a pining season where you can't

COMICS



BLAST #1

John Brown

You remember Casalingo don't you? Tank Gaf? You know, that incredibly trendy comic that all the fashion victims of this world (and

those that appreciate good comics) have on standing order from their newsstand?

Well, so incredible is its power that another "Mature(ish) Reader" recently comic-bitts the shelves of the paper shops up and down the country, and the question that hangs in the air is: is it as pretentious as the rest of the feeble efforts?

Its answer, when confronted by this, would most likely be "Ma!" Its roots lie in comic fandom, but its head is surely in the clouds. Name-the-less, a couple of the strips are worth reading (probably), Mr. Monster being the most memorable, and its title will rarely depict an awe-inspiring big name comic figure in our vein and above.

OOO **Bill Henderson**



well) for the next John Hughes instalment to creep into the video shops, here's Madhouse - it may not have Chevy Chase in it, but it's serious in the same broad of chaotic American humor like a shark waiting for fresh meat.

Jessie Spanister (Kirstie Alley) and her husband Mark (John Larroquette) have just moved into a new house in LA, and after a brief honeymoon period of being expensively happy, being that Mark's cousin and his wife are coming to stay for a

week can't quite sit idling as it turns out to be.

As you may guess things go disastrously wrong for the couple, as more and more houseguests arrive to take over the house, turn it into a hole for society's drop-outs, and completely ruin the Spanisters' life.

It's all very light hearted humor, typically American, infuriating in places, but a good bet for a chuckle or two on a rainy night.

OOO **Bill Henderson**

PREDATOR 2 #2

Dark Horse



The second instalment of the film adaptation finally hits us, just as the film seems by all a good-known-into people who fall off cliffs, and, as with most movie comics, its appeal lies primarily in the quality of the cinematic effort. Fortunately, The Predator 2 was a tippy action number that had a large "cool" factor, and if it wasn't for the incredibly poor artwork the whole comic would've been a suitable review.

OOOO **Bill Henderson**

EXPRESSO

Flareway

Another in a long line of Flashway cut-off comic anthologies presents us with some quality European comic strips. This is all, I presume, an attempt to educate the masses into finally accepting the comic medium as a form of literature, and



unfortunately it falls rather short - at the first hurdle is lost.

The problem exists in that, although the content may be seen as ground-breaking and superbly crafted in foreign lands, it really is a pile of cack in this country. The reason for this is that although the strips are written and drawn by a few excellent names, none of the material supplied is of the quality for which they are renowned and, as we know, bad strip = boring strip = complete cack.

O **Bill Henderson**



INDIANA JONES AND THE FATE OF ATLANTIS #2

Dark Horse

Here it is, the comic inspired by the well-known Lucasfilm computer game, and it's a real stunner, I don't mind telling you.

Firstly, it was going to be the plotline for a new Indy film, but Harrison Ford said "No thanks to that, I'm off" and he was! Then, a computer-related plot came along, read the plot and said "Cool... what a jolly good idea for a computer game!" and went off to write a computer game. Now a comic company (Dark Horse - Allen, Predator, Terminator) has said "What a truly great idea for a comic!" and it is.

The plot has Indy looking all over the world, in typical Indiana Jones style, and seeking artifacts that the Nazis are also after with magical properties. Added to this is the fact that the strange items originate from Atlantis and we've got ourselves a classically written Spenser style story that would've suited Mr. Ford down to the ground.

OOOOO **Bill Henderson**



TALES

FROM THE SCRIPT II: THE REVENGE

Taking time off from a whirling life of wild film-world parties, Dave Hughes provides the latest film gossip. Lights, cameras, ACTION!

FAIRY TALES

SUMMERY EXECUTION

"Summertime, summertime, each summertime..." Here, I seem to be suffering from a touch of (a) spring fever (b) sunstroke or (c) some unspecified mental disorder. Okay, so I'm taking the summertime off (I'm writing this in subscribers May) but by the time you read this, Hollywood will be almost a month into the season. I'm not a DAVE HUGHES fan, but I do appreciate his reporting for a striking 25% of the annual box office take.

After last summer, executives, understandably, even more paralytic than usual, and who can blame those wretched fools? Look for DAYS OF THUNDER or GRIDDT.

Of the summer blockbusters (TOTAL RECALL and DIE HARD 2 were hugely successful last year), ROBIN HOOD: PRINCE OF THIEVES and T2 JUDGMENT DAY (at \$22m, the most expensive movie ever made) look the most promising, but

Davey's ROCKETEER, BILLY BATHGATE and the re-released 101 DALMATIANS could also pull big crowds.

Of the comedies, the Airplane! gang's incredibly funny THE NAKED GUN 2 1/2: THE SMELL OF FEAR, the same crew's TOP GUN spoof HOT SHOTS! and BILL AND TED GO TO HELL could all be "sleepers" (Hollywood jargon for surprise successes), while John Hughes' ONLY THE LONELY would be an underwrite-off - his HOME ALONE is now the fourth-highest-grossing movie of 1990. On the money side, though, my money's on T2 and the comedies - remember that



STONED IN SPACE: FROM DALLAS TO HOUSTON

Since THE DOORS director Oliver Stone's announcement (Tales, June) that he would be making JFK, a movie reconstructing the 1963 assassination of President John F. Kennedy, everybody has been redoubtly announcing film projects related to that fateful November day in Dallas. A&M Films are to produce LIBRA, based on Don DeLillo's novel about assassin Lee Harvey Oswald, while Propaganda Films (who made David Lynch's WILD AT HEART) are busy casting RUBY, which concerns Oswald's alleged

love affair with a woman. On the other hand, he called simply DALLAS, which ends up with everybody waking up to find it was all a bad dream.

Stone is repeating light-footed about reports that he will follow JFK with a film version of ex-DOORS manager and co-president

Tom Cruise's 1959-60 Broadway WUNDERLAND AVENUE, with Christian Slater as Sugarman (pronounced "Soo-gar-man") and (with any luck, but doubtful) Val Kilmer once again playing the Lizard King (Jim Morrison, clockwise).

Stone's lips remain tighter still over Tales' own revelations that he is planning an Apollo moon-landing movie, SPACE, for release in 1994, the 25th anniversary of the only other event in Starline's America that Stone has not yet committed to film (after Vietnam, Kennedy and the Doors)... Woodstock, anyone?



IF IT MOVES, REMAKE IT!

Most of us remember it as the last Hollywood "hit" last month, I rambled on about all the proposed Hollywood remakes of successful foreign pictures; well, this month there's news of remakes of a different kind.

Remember that '80s spate of effects-heavy updates of '50s science fiction classics - THE FLY, THE ELEC, INVASION FROM MARS, THE THING etc.? Well, the good news is that it's about to happen again, and with John Carpenter (who remade THE THING so effectively... Right now he's busy directing Chevy Chase, Daryl ROOMANOV Hannah and Sam DEAD CAMEL Roll in MEMBERS OF AN INSIDIOUS MAN which, I'm told, will be using state-of-

SHOOT THE TUBE

Hey, dudes! Sum'mer's up, it's summer in the city and time to take a look at the top movies Hollywood will be co-sponsoring your way in the silly season. Alphabetically listed, they include a one or two line comment from your regular Tales From The Scriptwriter, Dave Hughes, plus a handy pocket guide to financial and cultural potentials and Oscar chances. So why don't you just switch off your television set and go-out and do something less boring instead...?

BILL & TED GO TO HELL

These most excellent dudes are back to tackle more serious historical issues. This time, life and death!

RATING: Good script and cut status — 4/10 (\$25m)
CRITICAL: Who cares, dude?
OSCAR: No way, man!

CITY SLICKERS

Billy Crystal in a modern western or... comedy.
RATING: America's best year.
 Dave Hughes says no.
CRITICAL: Okay.
OSCAR: Yeah, sure.

DYING YOUNG

Name Julia Roberts falls in love with femininity if potent.
FLATLINE: director, Downer ending dropped to please audiences.

RATING: Last year's #1 and #2 receive last death (GHOST) and Julia Roberts (PRETTY WOMAN). This movie has both. Watch it hit \$200m in no time. The year's #1?
CRITICAL: On a scale of Mini to Mercedes, Canada's going.
OSCAR: The dead guy.

HUDSON HAWK

Bruce Willis in \$100m blockbuster Joel Silver musical B from HEATHERS director.

RATING: This year's DAYS OF THUNDER is Joel Silver's disappointment. Joel Silver's usual. Bruce Willis' heyday. Isn't it nice when a plan comes together?

CRITICAL: Terrible.
OSCAR: Forget it!

IN BED WITH MADONNA (aka TRUTH OR DARE)

Pelvicious Madonna life story movie. Very sexy. Can't tell you much about it — this is a family magazine (worse luck).

RATING: Pretty damn good for a bio-pic.
CRITICAL: Don't listen to 'em.
OSCAR: Sorry, honey.

MOBSTERS

YOUNG GUNs actors take on gangsters in '30s Chicago. THE GODFATHER, Christian Slater is gonna be so big. Just wait.
RATING: Good. I hope it's a nice idea, really good.
CRITICAL: On a scale of matchbook to Munich, Japan.
OSCAR: Keep my eye!

THE NAKED GUN 1 1/2: THE SMELL OF FEAR

Incredibly funny script and ad campaign. This is comedy year, and this is the comedy. Funny funny!

RATING: (big, it's) surprised everyone expect the 1996's biggest after DYING YOUNG, TERMINATOR 2 and PRINCE OF THIEVES.

CRITICAL: Very positive.
OSCAR: If it is big, a real screenplay?

ONLY THE LONELY

The plot of Renée Zellweger's SORRY on the big screen. John Candy is Timothy Laramie. From John Hughes and Chris Columbus, who gave 1990 HOME ALONE.

RATING: It's not HOME ALONE. Flat.
CRITICAL: Thank you, no.
OSCAR: Ditto.



RADIO FLYER

Musical kids (develop TIME MARCHES) style fantasy world. No stars. Cost \$20m, should have been less, but...
RATING: Who cares what it cost? It'll surprise everyone, we included.

CRITICAL: E.T. with wings. A lot.
OSCAR: One or two slight nods if it's a hit.



ROBIN HOOD: PRINCE OF THIEVES

It's not something of a classic legend. Kevin Costner, Christian Slater, Sean Connery, Matt Dillahunty (MADRID), GAVIN WITH HOLVES (no director Kevin Reynolds' director).

RATING: Can't believe it's not a great film but? Unexciting at best.
CRITICAL: Not terrible.
OSCAR: A couple of small ones.

THE ROCKETEER

HONOLULU, I SHAMUK THE KIDS director takes on fabulous modern comic strip set in 1930. Great effects, great fun. Also, no stars. DICK TRACY don't work for anybody but Madonna.

RATING: It cost \$20 million. It should receive B. Top 5?
CRITICAL: Okay.
OSCAR: Unlikely.

TEENAGE MUTANT NINJA TURTLES II: THE SECRET OF THE OOZE

Evo-friendly and brighter-up Turtle sequel. The first one

was fun, this one's funnier.
RATING: You thought Tarantino was over? You were wrong. \$180m.

Cosuburg!
CRITICAL: Film reviews are for squeals!
OSCAR: No way, dude!

TERMINATOR 2: JUDGEMENT DAY

At \$125m, the most expensive movie ever made. Schwarzenegger, director James Cameron and Linda Hamilton all return. Incredible script and effects.

RATING: \$120m in America, \$200m worldwide. Genre's hope!
CRITICAL: With all that money to be counted, who has time to read the-uh-uh?
OSCAR: Special effects, nah.

SPARDISH

Kevin Kline, Sally Field and Whoopi Goldberg in behind-the-scenes-of-the-scenes-comedy. Kline is as good as he was in A ROSE-CALLED WANDA and Robert Downey Jr. is even better. Filmmous.

RATING: Comfortable.
CRITICAL: Haven't seen a first cut yet, but should be very good.
OSCAR: Kline, Field and Goldberg are all past winners. Downey Jr. deserves a nomination, but he won't get one. Screenplay too.



WHAT ABOUT BOB?

Very funny starring of Bill Murray and Richard Dreyfuss as a headcase and psychiatrist who vacation together.
RATING: Around \$20m. A "sleeper" hit.

CRITICAL: Average.
OSCAR: Not unless there's a Freudian slip.

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