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# Y&C

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CHALLENGE



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Domark  
at their own  
Game

GAMES  
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★ LOGICAL ★

★ HERO QUEST ★

★ SWITCHBLADE ★

★ RBI BASEBALL ★

AND MORE

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Is sometimes they go astray  
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## featueroonies

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- 26 computer boffo** *It's star-studded first time for YC's long-running tech quiz.*
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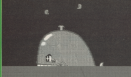
- 04 data** *News and views and, in stores, them Barry Gibber. (Are you sure about that? Ha)*
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- 60 big thrills** *The scariest thing YC'll ever get to a movie's guide! A look at films, vids, comics, records...*
- 62 tales from the script** *Dave Hughes goes full-on-ey in this month's three-part "I" video column.*

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## posters

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**RODLAND (p12)** - Is this game about cutsey characters and hitting people with sticks just a storm in a diskette?

**MUSIC VID SPESH (p64)** - What'll you be playing on your vid case? It could be one of these...



**BIG THRILLS (p60)** - What have comics, film, video and records got in common? Etc... They're all reviewed on the Big Thrills pages!



**TALES FROM THE SCRIPT (p62)** - Dave "I know the stars" Hughes presents a further dispatch from film-industry hell. How many times can he mention Julie Roberts, d'ya think?



**RAMPART CHALLENGE (p20)** - The start of the 'YC Humiliation Tour 1991'. We pop down to Denmark and get soundly thrashed in a Rampart castle-frenzy.

## DATA

INFO  
FREAKO

The names behind the games!

**Addictive Games,**  
Unit 1, Baird Road, Enfield,  
Middlesex, EN1 1LJ.  
Tel: 081-804 8180

**Enigma Variations Ltd,**  
13 Moats Road, Harrogate,  
North Yorkshire, HG1 3PD.  
Tel: 0423 501585

**Zeppelin Games,**  
Unit 9D Sandgate Rd  
Belsize, Houghton-le-Spring,  
Durham, DH4 6FW.  
Tel: 081-305 7755



the new name of 21st Century Entertainment – and what better to shoot off with than a Soviet Powerplant and surprisingly enough there's not much left apart from rusted-out (filming sheds, etc.)

Basically, you've got to clean the mutations, clear up the mess and make the planet inhabitable again. I think your points need more than the weaponry given to you in the game, I'd just telephone God, that's if you can afford the phone bill by the year 2011!

It's set in the year 2011 after a nuclear explosion in a Soviet Powerplant and surprisingly enough there's not much left apart from rusted-out (filming sheds, etc.)

Basically, you've got to clean the mutations, clear up the mess and make the planet inhabitable again. I think your points need more than the weaponry given to you in the game, I'd just telephone God, that's if you can afford the phone bill by the year 2011!

## NEWS, PREVIEW

ON THE SPOT: YOU'VE EITHER  
GOT IT OR YOU'VE NOT!

Does your friends, amaze your parents, entertain your aunts for you are... Computer Boffo!

## QUESTIONS

1. What creatures are set to scare you in Disney's *Avatar*?
2. Tam & Moll are famous in which game?
3. A bombette called Kiki introduces which game?

1. **WOLF**  
2. **WOLF**  
3. **WOLF**  
4. **WOLF**

RUBICON AND  
ON AND ON

Remember *Robocon*? Well they're back, under

YOU GOTTA  
FIGHT FOR  
YA RIGHT

Just as Hagger (the ex-Streetfighter) put the cartoon Viking head put his socks and shoes on for once and settled down to a quiet and boring life of being Mayor of the City, his daughter goes and gets kidnapped by some other than the Mad Gear Gang – how inconsiderate of her!

Yes, *Final Fight* is the sequel to Capcom's *Streetfighter* and US Gold are sure you are going to get all your kicks (art, art) out of this conversion.

You play Hagger or his sidekicks, Cody or Guy, and come face-to-face, or foot-to-foot, rather with all the ugliest and meanest punks imaginable.

ZONED OUT,  
MAN!

A *Robocon* is not one of those street corners with a black spot where you can phone other robots, it's actually the latest shoot-em-up of the sideways scrolling kind to come from the Imageworks label.

It's set in the 21st Century where cities are so polluted that no human can survive (should have been London 1991).

A bunch of robots calling themselves The *Mutelines* are brought in to protect the city, until

a load of evil black stick-like robots called *Pollutants* arrived and wrecked the cities, scavenged all the metal they could find then built huge furnaces to smelt the lot. Ah well, it all goes to make a good game! You play the only *Wolverine* left in New York and must stop the *Pollutants* over-running the City.

It has 3 huge levels and is being marketed as '1991's ultimate shoot-em-up', so fire buttons at the ready!

## WITH BEVY BABES

GAMES AND SILLY POOS !!!

## EEEE THAT'S GRAND, LADS

Demark are certainly showing us that they're good sports with their latest two signings.

Grandstand is a 'mix-em-up' of all your favourite types of sports (unfortunately tabletennis and chess are not included), so you can play from the privacy of your own living room without mud, sweat and running round only to make yourself wheeze.

The football game is none other than Soccer (the Empire version not the one-legged simulator). The diving part is provided by Continental Circus and the tennis by Pro Tennis Tour and to 'round'

off how about a game of golf with none other than World-Class Leaderboard, which is certainly nothing to be tee-ed off about (laugh - lol).

Meanwhile, to be in with the 1992 European Football Championships, Demark have teamed up with Taito to bring you Euro Football Champ. If you're a fan of the coin-op you'll know that it's a knock-out competition played from a grandstand view with a rather fun feature which allows you to purposely kick, kick or elbow another player and get away with it if you're not spotted by the ref, that is - um, search more like Sunday league!

## BOARD-ACIOUS

Games certainly aren't 'board' with the recent success of 3-D roleplaying games for they have signed up 'Space Crusade' - the second addition to MB's fantasy stable.

Space Crusade, aimed at a younger market, was developed after Heroquest became MB's fourth best-seller - behind the likes of Trivial Pursuit, Parthian and Donkey.

MB put the success down to the amount of bits and bobs and ornate artwork you get for your poundsterling compared to the 'expensive air' found in other board games.

Certainly not my cup of tea, - I'm off for a game of Twister then it's an all righter with Jason Demark's Straight to Your Heart board game - I'm an intellectual, you see!

## TEN GAMES TO DISGUST YOUR GRANNY

(BUT AMUSE YOUR FRIENDS)

1. Bogie Trooper - Piranha
2. Sick Dangerous - Microprose
3. Ghostbusters - Activision
4. Thunderturds - Grandslam
5. Phlegm-X - Demomware
6. Ski or Dieona - Electronic (F)Arts
7. Roboplop - Ocean
8. Guffy's Saga - Ubi Soft
9. Forgotten Worlds - U S Gold
10. Crap Door - Alternative Software

(Er... thank you Beverly, that's enough! Ed.)



## WHERE THERE'S A WILLIS THERE'S A WAY



He's podge, he's got a receding hair-line and he sings a crappy pop song which should have been titled 'Under The Badbeard' but he's got that certain

something that makes him stand 'ard and attractive to women.

Ocean certainly think that Bruce-Isles Willis is a star not to be laughed at, for they have signed up the latest film he's starring in, namely Hudson Hawk, a Joel Silvers comedy/musical, which has recently become the second movie to reach the \$100m budget.

We can only hope that Ocean put this much into the development of the conversion...only joking!

## DOUBLE TROUBLE

Just what is it about pairs of big 'n' bouncy cutsey always-for-characters, that is? The Mario Bros are already household names and about to star in their own film, now US Gold have announced the safe arrival of two new siblings namely The Mega Twins and The Bonanza Brothers.

Sega's Bonanza Bros are two reformed villains called Mebo and Flobo who are mysteriously hired to check out the security at some well known establishments (know you? I mean?) They're a sort of cross between the Mario and The Blues Bros as they 'roll' out the bad apples, armed with pop guns, and do a spot of sticking themselves. Watch out for this very funny and rather spiffy platform/obstacle game in November.

Now meet the Mega Twins, they might be cute, but they're on a revenge trip: from hell, cos as babies they were the only survivors from a terrible monster that wiped out their paradise land. The game will comment from the popular Capcom coin-op when 15 years later The Twins track through 8 levels of dazzling arcade action on a quest to find the legendary Dragon Blue Eyes stone which would set their world in order again. What I want to know is, if they were the sole survivors who fed and changed their nappies?

## FEEL THE NEED FOR SPEED

It's bigger, it's better, it's bloodier. Yes, that futuristic sport, Speedball, is back - and for those of you who thought I meant a Bernard Matthews Beef Round you're wrong!

Speedball 2 is set to knock the spots right off of its predecessor, with individual team member selection, more weapons and, more importantly, more violence - you'll earn more higher points for injuring an opposition player.

It promises to push the C64 to it's 'very limit', so remember to take cover when leading the final game, 'cos it might explode.

Out in September the game will cost £10.99 on cassette and £12.99 disk.



## PEOPLE DO THE SPACKIEST THINGS!



And we all thought Jimmy Hill had a problem but Bruce Evers smiles on regardless - well wouldn't you if you were making 88p per minute!

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## EVERYONE'S A WINNER (BABY) II

**B**ack for an irregular run, the **YC Office Fairy** has been drawing and judging complete, and has brought everything right up to date.

From now on, we'll be printing the winners each month for the competition in the issue two months previous, with no tally-tallying behind!

So, here are the winners from February 1983 to May 1983. And remember, if you're new (yes lucky, lucky people) and you don't get your prize straight this month (from now) DON'T WAG LIPS! It's the company who've offered the prize and we're here instead!

### "Kate Adie Calling" - YC February 1983

The chance to win a first prize of a model pen, a model helicopter and a copy of *St. Dragon*. Two small prizes of a lamp and *St. Dragon*. And ten nice-up prizes of... *St. Dragon*. All this in return for a gloriously well-written, which we said we'd print if you won. **Final Prize Guy** Breakthrough, South Birmingham.

His winning entry was a bit weirdly realiser: "As I stand here in Riga, capital of Latvia, I can hear the sound of bombs exploding in the surrounding countryside. Hand-to-hand fighting is taking place in the suburbs, and we know we are surrounded by Soviet tanks."

This unnecessary war, now in its second week, started when Latvia declared complete independence from the USSR.

Now, a rocket exploded quite near us, damaging the main television Soundbuilding. Staffers we run for cover to our bunker. The Latvian people know, of course, that they cannot hope to contain the might of the Soviet military machine. But they fight on, putting freedom before their own lives.

As they die their legions bury out-dated rifles into the air at Soviet MIG fighters, the determination shines on their faces.

Latvians everywhere appeal to the great Russian people and President to put an end to this conflict.

Another explosion, a flock of wild geese rise into the air and fly

westward - in formation." **Second Prize**: Michael Jones, Quinton, Birmingham. His entry was even more exciting!

"We has been ready to take out, after months of occupation. All the talking is now over and both sides are taking up arms. With all the latest technology. Commanders are calling it the two-minute war."

Peace and tranquility have been reached again. While Heads of State contemplate how to annihilate each other.

There have been massive casualties on each side, with hospitals swarming around the clock, trying to cope with the backlog of dead and wounded.

"Peace, young and old, shooting in the streets for peace, asking God for help. But their words go unheard, drowned by the noise of incoming bombs and jet-streams cut the fire."

State supplies, electricity, bridges, airports and roads are the main targets, with around the clock bombardments. At times, the noise is overwhelming. Buildings shake and crumble with a moment's notice, millions are caught under a mass of rubble. Rescue workers are few and far between, people trapped in the sea of rubble of fear and bewilderment. It is a sad, sad sight. One of staff never forget.

If only the Heads of State could play war on a computer, it would be the cartoon of an every scenario."

The other **Second prize** goes to: No name, Birmingham.

This was a rather amusing entry: "And here is the update of the info war. Old here, it is reaching DIZZY heights. We hope these SMOGGO will also stop, that this is the LAST SMOG."

They are going to send in the **HEAVY TANKS** at midnight, but we can **DEFEND** those soldiers, their soldiers are just eating their **KNIFE SHANK**.

Get here, there are **CHINA TANKS** and **BRICKS** at flight!

The opposition are **PLOTTING** to **ASSASSINATE** the pilot but we are sending in our **TOP-SUN** pilots.

At night, our **PRISONER** **BOY** soldiers are nothing but a **SABOTAGE** of a **WARFARE**.

The weather out there is atrocious, the days are called

**SOYS OF THUNDER**. There are also lots of bombers, when one falls you must **DASH** from the **BOULDER**.

We hope that this war will end soon, so that **AFTER THE WAR**, the year 1983 will be peaceful again." **Runner-up**: Alan Mead, Coventry. Joe Baker, Bristol. Jonathan Trickett, Phillington. Steven Reed, Gosport. Peter A. Preston, Leicester. David Hughes, Hingham. Paul Kelly, Cleveland. Tom Miles, Stock-on-Trent. Raymond Cullen, Gosport. Gordon Blair, Birmingham.

### "YC GOODY BAG" - YC March 1983

This was just so-so simple to enter. All you needed was a postcard to win these five prizes: **5 BUCK TRACY P-SHOTS**: Roy Stamp, Carlisle. G. Coote, Cleveland. George Cox, Luton. Adrian G. Forbes, Isle of Man. Lee Williamson, Coventry. **5 BUCK TRACY MOGS**: Roy Stamp, Carlisle. G. Pitts, London SE13. Julian G. Forbes, Isle of Man. Marc P. Turner, Lincoln. Mark Pearson, Ashton-under-Lyne. **5 STAN PUNNER POSTERS**: A.J. Hoag, Birmingham. Roy Stamp, Carlisle. G. Pitts, London SE13. Michael Jones, Birmingham. Mark Pearson, Ashton-under-Lyne. Chris Roper, Chesham.

**10 DIRT'S INTERNATIONAL POSTERS**: Nick Swan, Chesham. Chris Roper, Chesham. Steven Reed, Gosport. Geoffrey Miles, RAF Bruggen. A. Ramen, Chesham.

Chris R. Pitts, London SE13. Alex Wade, Stockport. D. Steel, Birmingham. R. Turner, Luton. Roy Stamp, Carlisle.

**10 JESSE JAMES POSTERS**: Nick Swan, Chesham. Chris Roper, Chesham. Geoffrey Miles, RAF Bruggen. A. Ramen, Chesham. R. Pitts, London SE13. Alex Wade, Stockport. D. Steel, Birmingham. P. Turner, Lincoln. Roy Stamp, Carlisle. Steven Reed, Gosport.

**10 SUPER MANSOFT OP POSTERS**: P. Turner, Lincoln. G. Steel, Birmingham. Alex Wade, Stockport. No Name, Middleton Road, Otham. M. Buttery, Monmouth. Michael Jones, Birmingham. Roy Stamp, Carlisle. G. Pitts, London SE13. George Cox, Luton. Julian G. Forbes, Isle of Man. Philip Cole, Redcar. A. Ramen, Chesham. Geoffrey Miles, RAF Bruggen. Steven Reed, Gosport. Mark

Pearson, Ashton-under-Lyne. Chris Roper, Chesham. Nick Swan, Otham. **20 STAN PUNNER POSTERS**: A.J. Hoag, Bristol. P. Turner, Lincoln. D. Steel, Birmingham. Alex Wade, Stockport. No Name, Middleton Road, Otham. M. Buttery, Monmouth. Roy Stamp, Carlisle. P. Pitts, London SE13. George Cox, Luton. Philip Cole, Redcar. A. Ramen, Chesham. Geoffrey Miles, RAF Bruggen. Steven Reed, Gosport. Mark Pearson, Ashton-under-Lyne. Chris Roper, Chesham. Nick Swan, Otham.

### "DEAD 'AND HARDWARE" - YC April 1983

Here you could have won three first prizes of a "Hardware" video, baseball bat, and watch in return for knowing what heavy metal rock the player it had driven in the film. The answer was, of course, Lemmy from Motorhead and the winners are: Tim Patten, Norwich. Adrian Sharp, Whitthorpe. Stephen Lowery, Wellingborough.

### "SUPREME BEINGS" - YC April 1983

We offered the best prize of a copy of *Supremacy*, Monty Python, Golden Age, Super Off-Road and Judge Dredd to the person who came up with the best caption for a picture of the Sole collector's stuff.

The winners "I've never to start reading YC weekly. Death Rider's getting too difficult to understand for this!" - Robert Clark, Bradford. "The Post Car collection is dangerous!" - Neil Brewster, Darlington. "He's not collecting my Post Card" - Edward Wilson, Huddersfield. "I hate trying to get the stars' last copy of PJ!" - Michael Clark, Bradford. "I'd like to know if you'd like to see my YC magazine?" - Ray Bell, Birmingham.

### "EYE WANT TO WIN" - YC May 1983

A pair of "terrible glasses" in the person who answered "Yup!" to the question "What is the round Mark trying in the middle of your eye called?" The winner D.R. Steel, Birmingham.

### "WERE THEY CUT THE EGGEN-SNAPPOO SEQUENCE CUTTY HAS FRANK MILLER REALLY SOLD CUTTY" - YC May 1983

10 "Cutters" and 10 "Fingers" 7 is ready to be won in "Fate from the Song".

The winners: Robert Harvey, Harlow. Stephen Woods, Wellingborough. D.R. Steel, Birmingham. Michael Jones, Birmingham. T.S. Fox, Thetford.

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# ROD LAND

When Storm came to show us a few exclusive levels of the company's forthcoming arcade conversion, we decided that the person to write the preview should be youthful, full of jollity, bouncy and extremely friendly. Unfortunately **Rik Henderson** was the only fellow available so the grouchy smag had to do.

## JUST WHO ARE THESE STORM GEEZERS (AND GEEZERESSES)?

Er, a bunch of programmers and programmers who, like, programmed the game! (That's not good enough! - Ed)

Err, and they, er, wrote a couple of other games too, like, er, *Guiv* and *Silverworm*, probably! (And more! - Ed)

Oh, they also have exceedingly good parties at Christmas time, and they take you round to the Pizza place for lunch even if you don't like Pizza so you have to make do with Chocolate fudge cake (which is okay, 'cause I quite like choocy fudge cake). And, believe it or not, they also deny being small fairies and leprechauns and things, and haven't even seen *A Midsummer Night's Dream*. (You're rubbish! - Ed)



**T**here I was sitting under my favourite toothbrush when up pops Jimmy Tortoise with his little sailor suit on, and his very nicely trimmed frilly tu-tu. "Hello", said Jimmy in his cheerfully cheerful voice - for it was his birthday - so I kept him!

Now that's the sort of fairy story I'd prefer to read to small children, so when

I'm asked to do a preview of a cute game I stick my fingers down a throat (preferably someone else's) and read the whole affair with a little scepticism.

But when a cutsey game is so darn spiffy as *Rodland* looks to be I'll even get the bucket to clean up the puke myself.

The game, you see, is a bit unique. Okay, it's

converted from the popular Jaleco coin-op, but to be honest it's the way you grab the monsters and smack seven shades of ruddy pucey stuff out of 'em that gives it that "Ooo, what a smashing little splendour of a game" appeal.

The style is most definitely based around a platform-gamery type of thing, you have to clear each screen the number of sweet-looking baddies that roam around.

This you do (by using your rod of Sheesnamo) (awk, bear with me, it doesn't all read like an *Am Surfers* catalogue) to zap them, and whilst in your grasp you can beat them on the floor.

Do this three times and they will disappear, leaving a weapon of some description. You can then use these to kill the other baddies and win the game,





## CREDIT CARD

NAME: Rodland

SUPPLIER: Storm

PRICE: To be announced

RELEASE DATE: September

## A THOUSAND THINGS THAT FAIRIES AND PIXIES LIKE TO DO (ER, WELL, A COUPLE ANYWAY!)

1. The washing up - It keeps their hands ever so soft!
2. Bounces joyfully around meadows and frolic amongst the buttercups.
3. Eat loads of small cup cakes!
4. Help old shoemakers make all their shoes in the allotted time.
5. Rip teeth out of children's mouths.
6. Watch Mithral every Saturday down the dam!
7. Place illegal bets on Dragonfly fights.
8. Eat small children's noses!
9. Steal Santa Clause's boots and shoot his reindeer!
10. Edit computer magazines and tell everybody that they are the best-selling C64 title!

humant!

There are also many flowers placed on the

screen that, if you manage to collect the hat, will change the monsters into



to Jassand... Mithral! EXPLODE!!! There's a mighty lot of screen destruction going on here, eh? And we thought they were each side character!



collectable thingummies for a while and you'll be able to dispose of them that way.

There's also other original factors, like the lack of a jump ability and a magic ladder-creating ability thrown in to replace it (i.e. you can build a ladder anywhere on the screen at any time - when you build a new one, the old one vanishes).

There are huge,

humungous, gigantic, ginormous, flippin' large and no mistake, monsters to defeat every so often and the feel of the graphics and sound, and every other small aspect of the gameplay is cute through and through.

It's all enough to make you hve-uh! Till your slinkback bring comes up - but, from the looks of it at this early stage, it'll be well worth it!



## ON THE TAPE

What do you get if you put three corking games on one cassette? The YC cover tape, of course! There's loads of joystick crunching action on the tape this month, so load up and play away!

## THE CONTENTS

**Side A:** *Metaplex* - arcade action game

**Side B:** *Task* - another arcade action game  
*Monitors* - a wend strategy game

## HOW TO PLAY

To destroy a power unit, you must drop a flask of acid on it. First find the empty flasks and fill them by standing under the drip.

You have levels of laser power, shield, acid and super laser status. Various messages will also appear in the top left of the control panel.

There is a rather complex

go to the room on the left. On the floor in the room is a security unit. If you touch this it will alter the status of the left hand column in the centre of the control panel.

- Providing you have only touched it once, the left column will allow:
  - Laser refill system active
  - Door type one open
  - The doors to the four rooms with power units are open.

The centre column will show:

- Side transporter active.
- Air to the right is flowing. Throughout the complex you will come across air flows, you cannot travel

against the direction of air.

c) Electrical barriers are active.

The right column will show:

- Air to the left is flowing
  - Your laser is active
  - Air to the right is showing
- If you touch the sensor again then you will alter the security status.

There are many other security sensors throughout the complex. As you find your way around, you have to decide which doors need to be opened and which things to activate.

A

## METAPLEX

**Programmer:** Prism

**Type:** Complete game - arcade action

**Controls:** Joystick

The game is set inside an asteroid, in a huge metal complex, controlled by a two-headed monster called Garth.

You must seek and destroy him, as he intends to destroy the Earth. To do this you must shut down four power control units, to sufficiently weaken him and bring him to a deservitable level.

After you have done this, a door will open on the first screen so you can escape.



security system that must be understood:

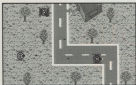
There are four types of door, numbered one to four, you can open those at the expense of activating other parts of the system. Here is an example.

- Start the game and



B

to try and take out a rather large munitions factory. A squad was assembled which



## TANK BATTLEZONE

**Programmer:** Andrew Boswell

**Type:** Complete game - arcade action

**Controls:** Joystick in port 1 and port 2 for two player game.

consisted of a tank and helicopter, it was named the "battlezone" squad.

They had to travel across a large, heavily-defended land, but it was hoped (due to the smallness of the squad), that they could pass un-noticed.

If they had to destroy defenses, then they could work well together - being on ground and in the air.

This seemed like an impossible task, and if they ever made it back they would be hailed as heroes.

It is a dangerous mission and once again, it's up to you.

### HOW TO PLAY

Two players can play simultaneously, one controlling the tank and the other the helicopter. A joystick in each port is needed, although one player can play with joystick in either port.

The idea is simple, shoot all the defenses and try to make as much progress as

possible.

The tank can only drive on the roads, but the helicopter can fly anywhere. The screen scrolls up only, so be careful in the tank that you don't run out of road if turning a double left or right corner.

improve monsters to fight other monsters and win cash prizes.

The aim is to take control over Cybill, the level's monster and earn over 2900 credits so that you can retire.



The action can get pretty hot. Keep cool and work together!

### HOW TO PLAY

The play is straightforward and instructions are contained in the program.

Basically, use the function keys and space bar to select various options off the menu. The menus are self-explanatory and easy to follow.

Try to build up your monster by improving it, and buying weapons.

## MONSTERS

**Programmer:** Darren Cook

**Type:** Fantasy strategy game

**Controls:** Keyboard

Monsters is an easy-to-use fantasy strategy game in which you can buy, sell and

## TEN DIFFERENCES BETWEEN STANLEY PRECISION DATA SYSTEMS AND MADONNA\*

1. Madonna says "Vogue", S.P.D.S. don't (and probably wouldn't know how to "vogue" anyway)
2. Madonna is American, S.P.D.S. are not (and are based in Colby, Northants, which is nothing like America)
3. Madonna is very rich, S.P.D.S. are not, probably (do you reckon they make millions from tape returns, readers? No.)
4. Madonna like Wembley Stadium, S.P.D.S. don't.
5. Madonna doesn't accept "YC" tape returns, S.P.D.S. do.
6. Madonna wears party hats, S.P.D.S. do too (or... are you sure about this? Eh?)
7. Er...
8. That's it.

So, if you've got a problem with this issue's YC tape, don't send it to Madonna, send it to:

**YC Tape 20 Returns, Stanley Precision Data Systems**  
Unit F, Greenish Court,  
Salford Road,  
Wetherby North Industrial Estate,  
Colby,  
Northants,  
NN17 1JX

(But make sure you've checked your Datacard with some other games and tried adjusting your tape heads before you send any 'sloppy' tapes back. Thank you.)

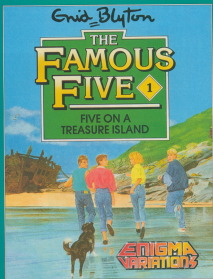
\*Don't quote us on this!



It was decided, one day during World War II, that a special crack squad should be sent behind enemy lines



RELIVE THE GREATEST ADVENTURE OF YOUR CHILDHOOD!



Enid Blyton's much loved characters come alive in this faithful version of the best selling book. Using the "Worldscope" 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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# OOZIN' EUGENE'S SCUM OF THE EARTH

I was quite surprised when Eugene bounced into the office the other day and apologised for his 'irrational behaviour' last month. He then proceeded to kiss all the staff in turn and sing a rather odd song about the 'nicer things in life'.

Of course, appropriate authorities were called immediately and he was carted off, with no resistance, by the "men in white coats".

It was later discovered that someone had slipped something funny into his coffee, and after a vitamin injection and, a few hours rest, he was back to his normal self. Who ever was responsible, could they please give him a bit more next time?



First of all this month, a selection of pokes from Russell Hough.

#### 100 Degrees

Unlimited lives: POKE 2398,173  
Unlimited money: POKE 11790,99  
To start the game again type SYS 2128

#### Chunkle Egg II

Unlimited lives: POKE 24577,1  
With SYS 18068 to restart

#### Great Glass Sisters

Unlimited lives: POKE 8257,172  
SYS 2098 to restart

#### Karnov

Unlimited lives: POKE 3291,195  
Unlimited time: POKE 35844,166  
SYS 30768 to restart

## POKES

Brasserie Unlimited lives: POKE 5428,172  
SYS 2068 to restart

All of these games need to be reset

before the pokes can be entered. These games, however do not have to be reset.

#### Fighting Soccer

Shoot from the penalty spot to score every time.

#### New Zealand Story

Press shift and left arrow key to skip levels. You will still have to kill the end of level badies though.

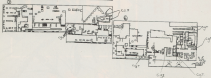
Cheers Russell, 90 crappy funky charity pounds is on it's way.

Now for the complete maps for **DU'S ELEPHANT ANTICS**

rather splendidly provided by **Carson Dilly** from **Geosport**.

I think that deserves a letter itself, thank you very much **Darrel!**

By the way, in cheat on this game, type **"HARRY ARSE HOLES"**



Right is up on map

- = stairs
- = doorway

## COVER GAMES

**RESCUE**, press **\_7** and the shift key to advance a level.

**MIND GAMES**, press **reset**, shift and push the joystick up and you can pass through the top of the screen, if you are surrounded by aliens.

**DIP DIVER**, type **POKE 1289,165** to stop the back grounds from killing you.

Thanks to **Alex McCann** for most of these.



## MEGA-FIENDS FROM HELL

**Rory "Retrograde" Stamp**  
Scored 51845 on **Cyberdine Warrior**

**Conor O'Shea**  
Scored 50637 and completed **Dragon Breed**  
Completed **Double Dragon** scoring 72345  
Completed **Gazza II**.

**Alan Morgan** of **Limerick** sends in a few high scores and challenges anyone to beat them.

**EMLYN HUGHES INTERNATIONAL**  
**SOCCER 21-7** [kill level 10]  
**10-1** [kill level 10]

**NAVY SEALS**  
52140 level 1-6

A cheat from **Robert Atkins**

**JUDGE BREDD**  
Hold down the keys **RYLE** to get to the end of the present level.



A couple from **Richard Maxwell**.

**DEEZ**, **POKE 10942,173** with **575 8182**, after resetting your computer, of course.

**GHOSTS AND GOBLINS**  
**POKE 2175,355**, then **575 2128** again after a reset.

Now for an Action Replay or Expert **POKE** from **Ashley Robinson**.

**CREATURES**  
**POKE 7328,173** for infinite lives.



## WINGERS CORNER

Here are some tips from our friends in CA, known as "Cyber Technologists". Thanks, lads, or ladies, I think you deserve a crunchy ten pound note for your efforts, unless we can find any Australian money lying around.

First one for Adrian Sharp, who needed a cheat for **PREDATOR**.  
POKE 9872,169 for infinite lives.  
POKE 4379,169 for infinite ammo.

POKE 4169,169 for infinite grenades.  
POKE 2179,169 for infinite time.  
They do not know how to fill the magazine or fill the tree trunk, if anyone can help, please write in.

**MIDNIGHT RESISTANCE**  
POKE 2169,269 for 255 lives.  
POKE 19082,173 for infinite weapons.  
POKE 48587,173 for free weapons.

**DEFENDER OF THE CROWN**  
POKE 6838,169 for free ammo.  
POKE 7952,169 for free cashes.

**QUADEX**  
POKE 17872,183 for infinite time.

**RETROGRADE**  
POKE 52238,99 for invulnerability.

**CYBERNOID**  
POKE 11582,285 for 255 lives.  
POKE 28670,169 for infinite lives.  
POKE 28751,99 for invulnerability.  
POKE 17872,x to start on any level.

These pokes require a reset cartridge of some sort to enter.

Thank you very much, Nigel B (just found your name), your money is on its way.

Nail Corcoran would like some help with Last Ninja 1 and 2, Myth, Fantasy World dizzy and Marty On the Run.

Well, I can help on two of those. On Myth, press "Y" and "Shift" to obtain most weapons. On Marty on the Run, type I WANT TO CHEAT in the high score table and pick up the boat on the second screen.

Rob Gray would like some help on Flimbo's Guest and Defender of the Crown.

Met Masters would like a "Non-cartridge based" poke for Rainbow Islands

Lozley Hall would very much appreciate any help she can get on Interceptors "Tales of the Arabian Knights"

Mr S-A Fleet requests any help he can get on anything at all. Mental or physical.

That's all for this month folks! If anyone has any tips, pokes, maps or any kind of help on any 84 game, then send it to

**GOZIN EUGENE'S SCUM OF THE EARTH,**  
YC, 20 Potters Lane,  
Kiln Farm, Milton Keynes,  
MK11 3HF

There will be crispy notes given to anyone who we think have really gone out of their way to provide wholesome crunchy tips.







THE YC  
HUMILIATION  
TOUR 1991  
STAGE 1

Once upon a time the YC boys thought they were quite good at the old games malarkey. Little did they know they were really absolutely crap, and after a bright executive thought up the challenge idea the lads were about to be educated. Rik Henderson reports about the team's embarrassing display. Jeff Davy takes the snappers.

## THE GAME

Rampart is the name of the game, and it's not to be confused with a pretty poor effort released a few years ago called "Ramparts".

The new Targan machine (one of the most recent acquisitions for Domark) is a coding cross between Missile Command (that old Atari coin-op where you have to control a track-ball and shoot lines that come down from the top of the screen) and Tetris (I mean, do I really have to explain THAT game?).

What you have to do is build a castle wall around your castle base (the computer does this automatically at the start) and then place a number of cannons within your fortification.

you get to do the same to them by controlling a cannon with a track-ball (since the Missile Command license).



Then you'll be attacked by invaders (either another player with the same limitations or a fleet of ships on one-player mode) who'll try to blast the smog out of your walls, and

After this time, the destruction is realized and you have a brief time to rebuild your wall by using Tetris-like blocks that appear on the screen (simple, huh?).

If you don't manage to do so you lose a life or a credit, if you do you can even be adventurous and attempt to surround other castle bases and therefore give yourself loads more cannons.

The game is to be converted pretty accurately, but we'll have to wait 'til next year to see it on the home computer.

Bood

# Rampart Challenge

## IN THE DOMARK CORNER

Weighing in at around 450lbs the Domark lads were looking forward to the sheer destruction they were to partake in.

They were all tipped as the favourites to come out of it as the victorious team, but Erol Ziya was their brightest hope as the ultimate winner and Richard Browne was quite able to beat the best on his day.

The team (from left to right) Richard "Killer" Browne, Erol "Destroyer" Ziya, James "Pit Bull" McCormack.





## THE TOURNAMENT

# Import Challenge

The tournament was structured so it was one against one for the first rounds (as you can have up to three players in Rampart at any one time) and the three winners would meet in the final, and the three losers would meet in the consolation final.

The games themselves would continue until one of the players had outlasted his opponent(s) when they had run out of credits and must retire from the game.

Also taken into consideration was the fact that the YC team were all likely to be completely unpriced and therefore go out in the first round, if they were each up against Domark's opposition.

So all the games were drawn from a hat in order to give the perennial team a fairer chance.

## THE COMPETITORS

### ROUND ONE

*James McCormack (Domark) vs. Rik Henderson (YC)*

James was the least experienced of the Domark team, and Rik was the most experienced of his side. Even still, he was crushed to a humiliating defeat and the hops now rested on Jeffrey's shoulders.



### IN THE YC CORNER

The YC team knew they were up against it at the start, mainly due to the fact that Jason had never played Rampart before. Jeff had only played it for about an hour at the Arcade trade show and Rik had come across it when he was at Domark last.

They were going to get a right stuffing and no mistake.

The team (from left to right): Jeff "Miscar" Clavy, Rik "Flick-knife" Henderson, Jason "Bull Fighter" Miller.



## ROUND TWO



*Jeff Davy (YC) vs.  
Jason Miller (YC)*

Thanks to a fluky draw we were guaranteed of getting one of our own through to the final. From the start it always looked like it was going to be Jeff, and he cruised to a convincing win.

## ROUND THREE

*Richard Browne (Domark) vs.  
Erol Ziya (Domark)*

This was tie of the preliminary rounds, with both Richard and Erol being Rampart masters (what DO they do in their lunch breaks?). Erol managed to win in the end but only on points as Richard took him all the way.

*Rik Henderson vs.  
Jason Miller vs.  
Richard Browne*

With two of the magazine fellows, the plan was to gang up on the Domark chappie and wipe him out of the



## THE TEAM RESULT

To find out the team result we decided to award the winner of the final six points; the runner-up five points; etc. And this is what we came up with -

**DOMARK - 13 points**  
**YC - 8 points**

Which goes to show that the 'YC team are quite convincingly crap, and Domark are rather splendid!

## NEXT ISSUE:

Next time the team come up against Storm, who you'll all be utterly humiliated at such arcade machines as Double Dragon II, Roadlands, Holy Heat and a couple of others! See ya then!

## THE CONSOLATION FINAL

game first. Needless to say, it failed abysmally and Richard romped to a convincing win.

First: Richard Browne  
Second: Rik Henderson  
Third (to last): Jason Miller

## THE GRANDE FINALE

*James McCormack vs. Jeff Davy vs. Erol Ziya*

The bookies decided to close up the shop as soon as the final line-up was made, and by rights too. Erol cruised easily to the first YC challenge trophy (er, a plastic cup), although there was a bit of a victory for the humiliated team for the fact that Jeff managed to knock James into third place and therefore take second place overall.

First: Erol Ziya  
Second: Jeff Davy  
Third: James McCormack

# THE YC GOODY BAG



Whence walking down the street t'other day, a large man approached me and asked if I could handle a sound punishment. When I enquired into the origins of his question, he replied:

"My kid nearly had a bleedin' 'earl-attack last month thanks to your 'overly generous' Goody Bag. Tone it down boy, or I'll really sort you out".

So this month, to avoid death and mayhem in the streets, we are down to one page. This doesn't stop us from giving away even better prizes than ever, though!

Besides, I didn't know his kid suffered from "crunchy" cholesterolled arteries.

## 5 MOCK TURTLES LP'S

Straight out of Alice in Wonderland, these Curious Creatures of corrupt creativeness could transform your bedroom into a spectacular showcase of mooching beds. On the other hand, you could listen to it at a friend's house, or at a party, or in your car, or whilst you peeling the potatoes or digging the garden (Can you dig it? Ho, ho! Ee). This mighty versatile album could be listened to just about anywhere, and if that appeals, just write **MOCK TURTLES LP** on your postcard and send it to us.



## 5 JESUS JONES VIDEOS

If you appreciate the 'I can't sleep standing and by gummy don't these chocolate nice taste really nice' band, then you won't want to miss out on this opportunity of owning your own 'Jesus Jones playing live in the moon' video (as reviewed in 'Big Thrills'). All you have to do is write 'Jesus Jones video' on your postcard.



## 5 RAINBOW ARTS T-SHIRTS

These cleverly-designed sheets of cotton can be placed over the top half of your body and complement a lovely pair of green cords really well. They also say 'Rainbow Arts' (unobtrusively) and make you feel good when the sun comes out. They can be worn on all occasions, at parties or down the pub, on the beach, at meetings and even at work. We've done this bit before. Ee.

They should be washed at medium temperature in a coloured wash, and drip dried and stretched back to original shape whilst damp, probably.



## 5 RB12 BASEBALL CAPS



## 5 RB12 BASEBALL CAPS

If the idea of doing DMF impressions by wearing one of these (excellent) caps seems like a good thing, then you're pretty laid really. Why? Because they say 'Do work' on them. They are still pretty cool items of clothing though and would go well with your Rainbow Arts T-Shirt and look good whilst dancing to Jesus Jones. They can be worn pretty much anywhere. Write 'BASEBALL CAP' on your card.

Please send all your cards to "THE YC GOODY BAG IV", YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF by 1 September 1991.

If you want to enter more than one (or even all of them), send a big envelope full of postcards, with "LOADS&PRIZES" written on the front.

# POST APOCALYPSE



It's time for the column with huge amounts of letters, sarcasm, and blood. The satanic rituals are over, and Posty has other things on his mind! So pull up a stool, get yourself a pint of lemonade, and sit down for the ride of your life... Post Apocalypse is in session.

If you've got something to say about YC, or any other subject (teenage angst, etc.) write to: **POST APOCALYPSE, YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.**

Alright mates, how'ya doing? It looks as if the Aussie readers are winning the battle of the letters - what are you pon readers doing? G'mon and write us a letter, or else the column will eventually be taken over by readers from other nations (although they're more than welcome to drop me a line)...

## SHOT-EM-UP

As a Commodore 64 owner, I'm used to looking at a game packaging and seeing Amiga screenshots. I expect software houses to show the best screens of their games, but feel that they should

specify the format or show screenshots from each version (which is what Kristie did with Max, Uta!).

I was very angry with *Ulti Gold* (although they are not certainly not the only guilty party) after buying a copy of "July 1997". On the packaging some outstanding screenshots were shown, so I took them to be Amiga screenshots, but still expected to see a 3D cover game on the 64, even if it wasn't as good. When I loaded the game I was astonished to see an overhead view of the pitch, and no sign of a referee or crowd. It looked like a completely different game.

Marky Gendek,  
Sydney, Australia

**FMU Ooo...** Aren't we touchy then? What's your problem? July 1997 was a superb footy game on the C64, and was a bit soft on the more-expensive Amiga - so if you don't stop whining I'll have to

come round and give you a good going over.

To be honest the only thing software publishers should print on the packaging of all their games are pictures of dead bunny rabbits - that's stop this cruddy cut-em-up trend!

## BUDGET PLAN

How are you doing? I'm doing just fine. I got a C64 for Christmas, so I'm getting your cool T0 mag.

I've got a question for you though: What are your three best budget games? Mine are Last Ninja.

**Barbarian 2 and Paperboy.**  
Jon Sugden,  
Northumberland

PS. I think your free tapes are great!

**PA** What'ya mean 'How are you doing?' Doing what? You're mighty confused, my good fellow, but I'll put you straight about budget games. It really depends on what your budget is, to determine what a budget game is. For instance, with what T0 pays me I could just about afford a packet of cards, whereas Jeff (the editor of this fine magazine) gets ten-up wages - so the computer program that concocted the 'Operation Desert Storm' affair would be his low budget game (you should see what his 'full-price' collection contains).

## THE LAND OF OZ

Just a thank you for your terrific mag. I buy it each month, although here in Australia we are three months behind.

In your November issue you offered a free tape and although I never got that mag 'til February I sent for the free tape cover expecting to get it. But now, it came in the mail yesterday!

So, once more, a big, big thank you for caring about your readers in Australia.

Jeanette Downie,  
N.S.W., Australia

PS: Not only do we care about you and your pages, but we

wish all your cultural programmes Neighbours, Home and Away and Prisoner of Cell Block H are truly splendid, and the acting is as good as any Shakespearean production (what do you mean life over there's not like that?)

## YANK 'EM OFF

Few just read T0 for the first time and I have to say, what a fabulous magazine! It is well & certainly makes the others into lousy (whatever that means).

Anyway, as I'm writing off to the good old U.S. of A. soon, I was wondering if you could advise me if I should buy any games from there, as I'm not sure if they'll work over here? Please help!

Also, could you please tell me just how long your reviewers spend playing a game before they get down to writing a review? Do they try to complete the game or only play the first few levels? I see this because the marks for 'real life' are not too accurate for some games, i.e. *Mighty Morphinck* - which got a bit boring after a few days.

Muhammad Choudhury,  
Luton

**PA** Games sold in the U.S. of A. are just the same as over here, but you'll probably have a problem in finding a software shop that sells C64 stuff. The PC is the popular computer over there, and absolutely nobody owns a cassette deck.

And the amount of time a reviewer spends on a game varies, depending on the reviewer and how good the game is. If a game is crap it might not last too long before landing in the bin (ok at Henry Dalglish Soccer Match - although P0 kept that for 'funny value').

Also, P0 has for more television, and will try to finish soon P0's hardest games (even though he's totally crap at them), whereas Jeff and Jason can spot a half-game from miles away and won't bother too much if they know everybody's games agree with them.

By the way, *Mighty Morphinck* was still

# LETTA OF DA MUNF



## A GOOD GRILLING

I'd like to ask you a few questions:

- 1) Will there be any wrestling games coming out for the C64, like *Main Event* or *WWF Superstars*?
- 2) Why don't Nintendo bring out any of their games on other computers? They would make stacks of dosh if they released 'Mario Bros' or 'Zelda', to name just two.
- 3) Why don't you put a cover on your tape? Commodore Format and Z\*\*g manage to do it and they only add a measly \$5p to their price.
- 4) Is *Last Ninja 3* really as good as you said? You gave it 100%.

**PA** Could you print a list of all the teams' highest scores on *Barbarian 2*? Mine is 17,500. Is that good?  
**PPS** Keep up the good work!

**PA** I suppose I'd better answer your queries:

- 1) Yeah, Downie's just announced the forthcoming release of *WWF Superstars* for the Commodore - see Data for more details. I'd like to know if anybody's ever gonna release a game about furry creature-hunting!
- 2) Nintendo wouldn't dare release such a hot product on our computer. Most people buy a Nintendo so they can play games like *Super Mario Bros*, so it'd be stupid to sell a game for fifteen quid when they're theoretically selling it for eighty! Not only that but they really don't need the dosh, they are expecting to have sold over 25 million Gameboys worldwide by the end of '93. Don't know how many of the regular consoles they'll have sold.
- 3) Why should we expect you to cough up an extra 50p for a cover for the tape when a three piece of plastic is not worth it. Just think about it, you could buy a Mars bar for that. What would you think if we stuck a free Mars bar to the cover instead - 'cause in theory that's what we're doing!
- 4) Yeah, it's the naughty bits that stangle between a dog's leg!

By the way, our highest scores on *Barbarian* are so crap that you could add them all together on one hand (if you've got about 10,000 fingers). So your score's quite good really!

It's here at last - it's the bonafide final. The part of this epic competition that you've undoubtedly all been waiting for! It's the end! Six of the most trivia-minded industry bods clash at last!

(The setting is a bright, glossy and ever-so-slightly-fashionable TV studio. Standing at the front of the stage is a computer, glowing from ear-to-ear and wearing a spangly suit. He begins to speak...)

Hi viewers, in case you've forgotten, for the last four months we've been grilling various sections of the computer game industry on their software and their knowledge.

In the first round it was PC people, in the second it was programmers, in the third VC people got a bash and in the fourth, last month, managing directors were the target of our attentions.

So, waiting behind me, there are four proper finalists and, since we need six contestants, we also have two (almost) deserving runners-up from previous rounds to swell the numbers, or, to make it more interesting.

Everyone who's been part will get a certificate, whilst the winner will get, or, an even better certificate, with "winner" written on it in green crayon, and a plastic cap that says "Computer Game Champion" on it, is smudged black felt-tip pen. Remember, this is small TV and our budget is small.

But without further ado, let's... meet the contestants! (Massive audience cheers)

## THE CONTESTANTS:

**Danielle Woodgett (US Gold)**  
"I don't think I'm going to win" says Danielle, US Gold's PR Supremo (responsible for more blurred colorations than any other company). "But if I win I'll wear something black from my wardrobe, I'm not going to walk around with a paper crown on!" (She'd be referring to 'Miracle Sex Garden', a strange blend of pop and Medieval music. Odd, huh?)

**Jon Bonar (Probe)**  
Mr Bonar works for Probe, the most completely hairless programming house around. "If I win, I'll include a certain amount of time drinking everything out of the cup and I shall wear my prize-winning T-Shirt and some

shorts" he says. And would he like to work with children? "I do like children - but I couldn't eat a whole one!" (Er... Thank you, Joe.)

**Jeff Davy (VC)**  
The incredibly well-tung (as in 'he should be totally well hung') editor of this fine organ - "I may be small, but it's what you do with it" - would really, really, really like to win if he did, he would. "Go on a holiday to Australia and surf & sunbathe with Kyle Minogue", although we think that Game Boy's coverage is more his style. He'd also like to "all my A&Os albums", and "wear very loud fluorescent surfing shorts and a T-Shirt with 'YO - better than a rap in the face with a vest

# COMPUTER BOF

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

## The

kipper, and a lot less faty" on the front". Yep, sooooo, he seems to have missed his body.

**Bernard Dugdale (Elite)**  
Bernard is our MD (chief exec) from

the last issue and, having got over the celebrations from July's victory says that "I've, I've, I've several more parts of Madden's Pedigree at my local." He continues "I shall start



1. Name five Karate-related games, excluding sequels.	Bruce Lee, Last Ninja, Karate Champ, WOTEF, IK. [3]	Karateka, IK ("of course"), WOTEF, Bruce Lee ("a bloody classic game, that's it"), Last Ninja. [5]
2. What have Pyjamanssa, China Miner and Trollie Waffle got in common?	I don't know, I'll just have to be a wally (Intentional or subtle?) [1/0]	It's Wally, isn't it? [1]
3. Which company is to release Wrath of the Demons?	Empire [1]	Realsoft/Empire [1]
4. Who is Mel Croucher?	He's a cynical game & help-line [1]	He's a person with a magazine on the phone and a microphone, that last bit's important! [3]
5. Which company has most of the Bond game licenses?	Comark [1]	Comark [1]
6. How many 64's have been sold worldwide?	0-0m [0]	A million-and-something, 5 million, or, 1.2 million? [0]
7. What does 'Exclusive Dr' do?	It's a command, 1/0=1, 0/1=1, 0/0=0, 1/1=1. [1]	It changes the state of bits, it flips them. (Close enough) [3]
8. Which game did Laurence Van Der Dink write, about a year-and-a-half ago?	(Little clue) Flimco's Quest [1]	Flimco (Dutch programmer) Flimco's Quest [3]
9. Who is YO's programmer-on-a-string?	Richard somebody, or, Taylor? [1]	Oh hours later, and we're not holding! Richard Taylor! [3]
10. Which band based? I got a computer game about them but releases the single "Never Enough" and "Boys don't Cry"?	The Cure [1]	The Cure [3]



# OFF OF THE YEAR 1991

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

## Final

my Flamingo Five shirts which make me look frightfully mature, just like Julius, I'd listen to 'Lovely Day' by Bill Withers, after all it's summer, I'd be in my shorts and I'd be on the way to

the pub!" Excellent!

**Phil Henderson (HG/Year Amigos)**  
Fresh from putting together a "1992's Speech" for Y&A, Phil declares: "If I least anything, I

share my shavings with Dorian and fly to Sweden in a small white shell called Garuda. I'll wear a suit of purely synthetic fibers to avoid chapping," and adds: "Have you seen my funny

hayfever tablets?" before passing out.

**Mike Clark (Code Masters)**  
Mike was a runner-up in the first round but is planning a real assault this time. He says that if he wins: "I'd like to sail around the world and meet lots of people, especially buyers from major chain stores so they can purchase lots of Code Masters (probably in order to, uh, uh, being about world peace)." He says he'll be listening to his "Dougall and the Blue-Cat" record if that's the champ. We feel we ought to mention that he has talked us with C20 and a Smarties Easter egg. Nice meet!

JD



BD



RH



WC



IK, WOTEP, Ho Ar Kung Fu, Ninja Master, Bruce Lee [2]

WOTEP, IK, Kozzeka, Bruce Lee, Last Ninja [2]

IK, WOTEP, Ninja, Last Ninja, Bruce Lee [2]

IK, WOTEP, Kozzeka/Warrior, Kung Fu Master, Kung Fu [2]

They all have 'Wallie' in them! [1]

They all star Wallace [1]

They all featured a Wally [1]

Characters called Wally [1]

Empire [1]

Readywork/Empire [1]

Empire [1]

Looks it up! Er... Empire! [1]

He's a parrot! [1]

A slightly balding, ascetic, industry veteran [1]

Industry God! Inventor of Penaria and he wrote a book with Christine Gordon [1]

He's a balding, genial cut, does anything for money and he's deeper than the Mariana Trench [1]

Domark [1]

Domark [1]

Domark [1]

Domark [1]

1.5m? [2]

A shade over 1.5m (Dain chose) [1]

1.5m [2]

5m [2]

It inverts the list! (Close enough) [1]

A binary function that helps prevent attribute problems (for a practical answer) [1]

It flops them! [1]

If your two input bits are different then the answer is true, if they're the same, then false [1]

(After much prompting) Flimbo's Quest [1]

Flimbo's Quest (after a mangled clue) [1]

System 2's diegly Dutch programmer, he wrote Flimbo's Quest [1]

Flimbo's Quest [1]

Richard Taylor, Harsini [1]

Richard Taylor [1]

Dr... You! (To Richard Taylor) [1]

Richard Taylor [1]

The Cure, of course! [1]

The Cure [1]

The Cure [1]

The Cure [1]

## COMPUTER BOFFO OF THE YEAR 1991

### How They Got to the Final

#### ROUND 1: PR-TYPES

Danielle Woodyatt (US Gold)

*lead*

Mike Clark (Code Masters)  
Daniel Marchant (Storm)  
Nicki Hennings (Rainbow Arts)  
Tarey Lock (Domark)  
Cathy Campo (Microvision)

Danielle was by a half-mark gained by out-smarting the YC comps on a question about Out Run Europe. Mike Clark later said "I was rattled!"

#### ROUND 3: THE YC STAFF

Jeff Davy

*lead*

Rik Henderson  
Beverly Gardner  
Paul Eves  
Paul Hoyle  
Paul Applebyne

Rik still reckons that this one was a fix, 'cos Jeff's the Editor and he won by just 1/2 a point. Says Jeff: "It's a lie!", although some contestants claim he was later seen passing money to the comps behind the fax machine.

#### ROUND 2: PROGRAMMING PEEPS

Joe Bower (Probe)

*lead*

Carl Muller (Freelance)  
Stan Schenkel (System 2)  
Bobby Bate (Cosmos)  
Richard Taylor (Freelance/YC)  
Jason Page (Softgold)

The Probe 'team' cheated terribly by phoning YC on our other line to ask Rik the answers! So we gave them the point in question, and they won!

#### ROUND 4: MANAGING DIRECTORS

Bernard Dugdale (Elite)

*lead*

David Darling (Code Masters)  
Geoff Brown (US Gold)  
Tory Kavanagh (Kinaste)  
Dominic and Mark (Domark)  
Hermi Goron (Infogrames)

This was a very close heat, there was just half a point in it but Bernard Dugdale just snatched it by scoring full marks!

cartridge in September and, with any luck, reviewed in the next issue or the one after.  
4. Mel Croucher is a revised figure in the computer industry. He formed a company called Automata and wrote a classic game called "Pirania" which offered a Gordon Gunda to the person who could follow the clues to where it was REALLY

#### YES! IT'S THOSE CHEEKY QITS AT PROBE, AGAIN!

You may remember that the last time Probe didn't know a Bofo answer, they rang Rik and ASKED him! This time, to find out the name of our programmer-in-training, a member of Probe rang Paul Cowley, YC's Sales and Marketing boss, and pretended to be Stuart Disney (the editor of CTW, the computer games world's trade newspaper) to get the answer. And they would have got away with it too (if they could so stay at the end of 'Society Day', it's hard to leave for these meddling QITS - in this case, Rik and Jeff knew the answer and Probe didn't but not the answer from us!

They also rang us a day later with their answer to that JME (their answer to the 6th question which they got from OGM themselves) Cheeky git! No point!

#### THE POINTS

Danielle Woodyatt (US GOLD) 13

Joe Bower (PROBE) 13

Jeff Davy (YC) 13

Rik Henderson (YA) 13

Mike Clark (CODEMASTERS) 13 1/2

(an extra half for offering us the swartest egg! Thanks Mike, but we just couldn't give you the extra 1/2!)!

But the overall Bofo Winner is!

**Bernard Dugdale (ELITE) 14**

His prize is on its way!

We salute him, no-one knows as much computer trivia as he does, he's the new champion for 1991!

buried! He also wrote "Doss Ex Machina" which was a game accompanied by a soundtrack tape full of celebrities which you played while you went through the game. He describes himself as "a budding, genial curf", and who are we to disagree. Basically, he's a god, or at least a minor deity.

3. Domark, match. Although they probably won't be doing them.

5. Our reasoning (and this is also according to Commodore) is about 14 million. What a lot of OGM!

7. 'Exclusive Or' is a very dull programming routine, as anyone who's ever sat at a Computer Science A-Level will know. Basically, it's too dull to go into here, but Mike Clark got it right!

8. Herbol's Coast. And we hear he's working on a sequel at the moment. This game was decent, you may recall, on a YC cover tape which you can still get (see our tape offer page)

9. Richard Taylor. He also wrote this issue's Bofo questions. What a coincidence that this question should appear, eh? 10. The Curs. Here at YC we rather like them (could you have guessed?)

## COMING SOON!

Computer Bofo is over (for this year) but look out for future challenges from YC. Over the next few months we plan to take on programmers, PR-Officers, and the like, at things like Pentesting, Go-Racing and anything else we can think of, as well as going on our now-regular "YG Humiliation Tour", where we get pounce threatened at the arcade games that are being converted by the companies we challenge. All this and more in the future...

#### THE ANSWERS:

- Way of the Exploding Fist, International Kung-Fu, Last Ninja, Yie Ar Kung Fu... There's loads of the damn thing! It's one of the most popular game genres ever!
- They all star a character called "Wally".
- Empire. It's going to be on



## CAST OF CHARACTERS:

- ◊ **MIAM**
- ◊ **PHANTOM CLUB**
- ◊ **COMEDIAN**
- ◊ **JAMES T. POINTLESS**
- ◊ **BERTHOM SPONGE**

[Darkness. Sounds of shuffling, clinking of metal, the cold crunch of stubbing toes and swear words.]

Man appears in the glow of a nearby M of lamp.

Two miners rest on their pick-axes, a camera crew and sound man collapse on the floor in exhaustion. All are disoriented by dust.

Man speaks.]

"Good evening all! This month [cough] Misadventures comes from a special location. From one of the deepest mines in the world - the gold mines of [cough] South Africa.

Have we got a camera for you this month? [cough] Mine behind him? - ah! that right look? [no answer] Lads? Miners. Well, take it from me

we have. Two miners and a selection of hints and tips." [Suddenly loud creaking sounds appear - a tremendous blast of light materializes from above the tunnel and a woman's voice is heard.]

"Gerald? There are six men hiding in the oven - fetch the police!"

[Cut back to man.]

Time, over to our first review, from a dinkum-Australian-kangaroo-KOOL-aborigine-bondal beach-surf'n'-lady by the name of Dorothy.

## REVIEWS

### TROUBLE AT BRIDGETON

**SUPPLIER:** ATLAS  
**ADVENTURES**  
**PRICE:** DISK - 3.99 | TAPE - 2.99

A strange plot resides in this

here adventure. Your good self has been left to look after Bridgeton asylum for the day.

Why? I don't know. I also don't know why you forgot to lock the door. So everyone's escaped which means you'll have to persuade the escapees. (Yes, yes - no, don't laugh - that reminds me of the story about these three Irish priests, walking down the road, you WALKING faster, you'd slow you sniggering in the front row, yes, is that your wife mister, eh, ah? Bit of slight, a bit fat though, eh, a bit fat, Eh? Eh? But my mother-in-law... [sound of preacher telling Jesus] - sorry 'bout that, the Phantom Club comedian I'm afraid.)

Anyway, the escapees, there are ten in all, must be returned to the asylum before the shapes in charge find out.

Bridgeton, produced by Dorothy Millard, includes the usual adventuring commands, including 'speak' to interact with the characters in the game, plus handy abbreviated commands such as EX or, simply, X for examining anything.

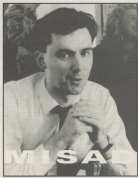
The design of Bridgeton is lighter than Dorothy's earlier games, it is also much larger than them, too.

Although rather basic, the 'exam' command doesn't give you an awful lot of extra info so, therefore, you lose a lot of atmosphere, the overall game is her best effort to date.

There is nothing "fast" about Bridgeton. Just a collection of puzzles strung together by a basic plot. However, this formula still results in an enjoyable game.

**RATING - 70%**

[Back to Man who is helping the two miners to try to dig another tunnel away from Gerald and his wife]  
Over to James T. Pointless who has some exciting news from the Planet Urph.



**MISADVENTURE**

**VENTURE**

FAMOUS FIVE



nd all the boys are here  
 and I've got my copy of Spock  
 and I've got my copy of Spock  
 and I've got my copy of Spock  
 and I've got my copy of Spock

### INTERLUDE - THE SEARCH FOR SPOCK

[Cut to James who is in the bath, reading a copy of the "Fantastic's Guide to Heathy Rock Collecting". James looks up a little startled]

Oh, err, can you come back later? I not ready yet.

[Cut to a heading entitled...]



You are sitting on a chair next to the rest of a scene

FAMOUS FIVE



You are standing in the middle of a scene

FAMOUS FIVE



FAMOUS FIVE



You are standing on the platform of a train station. A train is coming from the East.

\*\*\*\*\* NEXT I PRESS A KEY \*\*\*\*\*  
 LEAVE THE SCREEN

FAMOUS FIVE

up to explore several directions at once. This is essential to solve some of the problems.

The parser is up to modern standards with linked sentences using AND, THEN and COMMA. Prepositions can be used to alter the meaning of verbs and group commands such as ALL and EVERYTHING are also included.

During play, the screen is divided into two sections. The upper portion of the screen contains all descriptions, messages, and graphics which pop up for selected locations. They are very well drawn and appear instantly on screen - pretty good going for graphics of this complexity.

The lower section is the text input area.

Highlights and criticisms fall upon the parser. When you can't examine something, the EXAM is automatically displayed ready for you to EXAMine something else; very thoughtful and user friendly.

But the parser doesn't understand some basic words included in the location descriptions, although memory restrictions may be a factor here.

Criticisms apart, this is a well-produced game, with lots of imaginative production techniques. I hope that Enigma Variations are working soon a sequel to this first Five instalment because I am sure it will be enjoyed by all those who love Enigma adventures.

### THE FAMOUS FIVE ON TREASURE ISLAND

SUPPLIER: ENIGMA  
 VARIATIONS  
 PRICE: TAPE - \$39

"Murah" and "Lashings and lashings of ginger beer" and "Murah" again and other spilling phrases are part and parcel of Enid Blyton's Famous Five series.

Oh yes, I remember the series of books well. I had the whole series in my room.

Yes, there was I, a wee nipper, chickpeas by the anvil, saved by a steady supply of the jolly adventures of Julian, Dick, Anne, George and the blarney dog Tinny.

But let me ask you this, what on earth was our Eric thinking about when she named the kids' Aunt "Fanny" and their Uncle "Quentin"? Well, really, shrill on, but a duck, I ask you, eh.

Any read up, this text/graphic adventure includes some intriguing character handling using a system called Worldscape.

The game begins when

Julian, Dick and Anne visit their Aunt and Uncle. This is the very first adventure so they had yet to meet George, the tomboy girl and her dog, Tinny.

From there they learn their way into treasure island, full of stereotyped villains and secret caves. Great fun, in fact.

The game world is dynamic, which means that events move on while you wait. I'm not a big fan of this type of wandering character system; it doesn't present realism, just an impression of a game full of aimless meandering.

You can TELL and SAY things as well as ASKING them ABOUT things. Characters have their own special facets so you can ask a character to perform an action you might not be capable of.

You can also BECOME any of the Famous Five (except the dog). Each character has their own advantages: Julian is strong while George is the best swimmer.

You can even split the five

URES

RATING - 3/5



[Cut back to Alan who is being dragged, feet first, out of the oven situated in the kitchen of Mr and Mrs Foster, Nottingham.]

"Aaahhh [grunt] well, hope you enjoyed our little show before we go here's a word from our sponsor, Lego of my foot...!"

All games can be acquired from:  
**EVER SOFTWARE, 44 HIGH PLACE, AYLESHAM, CAMBRIDGESHIRE, CB23 5JL (CHECKED FOR PAPER TO J.A. LOCKSWAIN)**

[Applause as Mercurius Spencer waits through a sea of silver tables, up a short flight of stairs, to stand before a podium. The applause dies down.]

Ladies and gentlemen, seldom can it have been a greater pleasure and privilege than it is for me now to announce that the next award gave me the great pleasure and privilege of naming a man without whose ceaseless energy and tireless skill the British Film Industry would be today.

I refer of course to my friend and colleague, Mr David Niven [just applause, a bit of emotion from Spencer]. Sadly, David Niven cannot be with us tonight as he is dead, but he has sent his fridge

[Applause: 'Around the World in Eighty Days' music: the fridge is pushed down by a chap in a brown coat].

This is the fridge in which David kept most of his milk, butter and eggs. What a typically selfless gesture, that he should send his fridge, of all his fridges, to be with us tonight. [Another burst of applause. The fridge has a black tie on. They adjust the neck for it. Then it proceeds to announce the nominations for best film...]

## WINKS & NUDGES

### ROBIN OF SHERWOOD

In the dungeon, stand on the prisoner's shoulders, grab the guard's tunic, then strangle him. In Nottingham Castle, talk to Marion then go through the window. In Sherwood Forest, fight Little John then get the quartermaster, tell him to follow you. Enter the waterfall to Home the Hunter's cave and get what's inside. Just before the archery contest - go to the outlaw's camp where you hear about the contest. Go to the location where you can see Nottingham in the distance then GO TO NOTTINGHAM and enter the contest. When you have won the silver arrow capture the sheriff. At Castle de Bellereau climb the statue then enter the place of devil worship where Marion is held and kill Simon de Bellereau then ask Marion to follow you.

### MANIC MANSION

Using Bernard, Ed and Razor, in the family room with the portrait, typewriter and, erm, man-eating plant. An unsightly paint-splotch is on the wall. Have Bernard USE PAINT

REMOVER with PAINT SLODCH and a door appears. He OPENS it. Since it looks dark and there's no light he decides to wait until later (you should find a candle later on, open it and put the batteries you find inside into the flashlight).

### VOODOO CASTLE

When holding the chemicals, carry the shield. Mix the chemicals for height reduction. To travel by the chair use the ring. To open the safe, dial 38 and 33.

### THE BIG SLEAZE

Can't decode the note? DECIDE NOTE Keep having your office land-mined? LOCK THE FRONT DOOR Can't open the safe? PUT DYNAMITE INTO KEYHOLE. LIGHT FLUGG. Need the crowbar? EXAMINE THE MAC.

If you want to swell Paul Rigby's ego by sending him letters or if you want to ask him some adventuring questions, write to:

MISADVENTURES, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF

- and he'll put it in David Niven's fridge, er, print it, next issue.

*Championship Special*

ENGLAND



  
**GRANDSLAM**  
COMPUTERS

AVAILABLE ON:

AMIGA ATARI ST IBM PC  
COMMODORE DISK/CASSETTE  
AMSTRAD DISK/CASSETTE  
SPECTRUM CASSETTE

# ROD-LAND







## NEON ZONE

S

**Jeff Dasy** (carrying his legendary YC cardboard camera) trucked to West London to check out all that's new and shiny in the arcade world.

## STEEL GUNNER

**STURM** - a group of ruthless international terrorists, didn't you just know they'd be some of them in one of these games? - are out to do all the things that ruthless international terrorists are known for.

Like destabilise governments, kill people and, er, amass massive private armies with plenty of weaponry just so that you can come along and have a good time blasting it all.

And that's just what you do, in this latest, version of "Operation Wolf" and its ilk. You get the now-familiar view from down the barrel of a recoiling gun, mounted on the machine, of saddy troops and machines heading towards you with one thought on their mind - your death.

It's not all hard, mashing, action, though, it does have

## STREET FIGHTER II

Several years back you may remember that David Bowie

and varied as you work your way up the "Street-Fighters" ladder and your opponent's moves are different according to who they are.

Apparently, in London's West End, spectators actually bet on who'll win while two players slug it out on screen. It's that real. But then again, it might just be that some people will bet on anything.



flashes of comedy, such as between each level, when your Chief bashes the table in his anger at the way the terrorists have taken over the city.

Another variation on a tried (and trying) and tested theme. Quite a good blast.

and Mick Jagger got down to some "dancing in the street" but in this beauty you can get down to some serious vicious smuggling in the street.

It's a one-on-one combat game with freeze-up sprites that animate all over. Lo, they shuffle and breathe as well as smack and kick.

The opponents are many

## (UNNAMED) RACING GAME

Another in a line of formula one racing games but this time with a rather smart, seemingly-digitalised, car to drive.

It moves smoothly even if the sound's not always as smart as it could be.

However, the main attraction to the game is that up to four players can race simultaneously if two of the standard two-player, two-steering-wheel, cabinets are connected.





# NEXT MONTH

IN THE MAGAZINE  
THAT MAKES THE  
ENCYCLOPAEDIA  
BRITANNICA  
LOOK VERY  
DULL INDEED...

Whenever this arrow  
lands, I shall purchase  
the September issue  
of YC.

## THE BEST COVER TAPE YET (PROBABLY):

Not only do we have 'Fruity Fish', a wholly-new game written by our favourite New-Age programmer-on-call Richard Taylor but also... The one, the only, the original: 'Football Manager' - the footie management game that launched a thousand others is on OUR tape, yes siree! Another classic hit for you lucky, lucky readers.

## THE YC HUMILIATION TOUR 1991 - PART TWO:

The YC Unruly-Squad go for another severe drubbing at the hands, this time, of Storm's programmers on some of the arcade games being converted at the company's shady London HQ.

## CODE MASTERS PROFILE:

This time we really do, honestly, promise to look behind the scenes at Code Masters. We'll get 'dizzy' interviewing the Darling brothers and see what 'arties' they get up to at their farmhouse hideaway.



**PLUS:** So many other pages of colourful news, review, previews, compos, cheats and other wonderful goodies that we daresay you'll explode just thinking about it!

## YC SEPTEMBER '91

Summertime, and the living is easy!

## OUT AUGUST 22

Since we are strange and rather creative types, we often change our minds about what we put in this fun-pocked magazine. So don't be surprised if next ish is full of different, but even more corking, features than we've mentioned here. OK?

Please Nivvie, I'd rather like you to reserve me a copy of the ever-so-squally 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 Tom, Dick and Harry of a computer magazine.

MY NAME .....

MY ADDRESS .....

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

# FINAL BLOW

**Jason Miller could have been a contender, instead he's stumped with previewing this new Storm boxing sim.**

the opportunity to become the next world champion without getting your face damaged, in the comfort of your own home. The aim is to splatter your opponent and get him knocked out of the arena, using a combination of strength and skill.

The ring is shown from the side — you control the distance of the other — one of the loading characters looks huge, they're larger than your average spilt! You don't get the whole ring on the screen, either, as you beat your opponent backwards (or they beat you backwards), the screen scrolls to reveal the ropes.

The boxes move their legs and arms in a grand fashion, boxing neatly at each other, blocking shots when they can. Their size really adds to the action. In the previous version there's no sound, but we're sure it'll be cracking, as will the frenetic boxing graphics and movements.

So if blood and violence has you intrigued, then *Final Blow* will be the game for you. It's shaping up to be a real knock-'em-out game that you must have a look at upon its release.

**S**ounds like *Final Blow* is great, making money out of smacking the living daylight out of some poor sucker's face. You know what I mean, right?

If you're brain-dead, you might as well use your head as a human punching bag and make a few megabucks out of it. You may be lucky and become World Champion. So grab your boxing gloves and go to the gym — smash the gameworld out of some-guy's mouth, leaving him with a mouth full of blood.

Your chance to join Chris Eubank, Nigel Benn and Enzo in this slightly barbaric sport's hall-of-fame, as you forget about the Queensberry rules and nearly kill your opponent.

With *Final Blow* you have



So you wanna be a boxer, in the golden ring... Goof, don't, don't! The YC boxer plummets his opponent to the side of the ring and into the ropes!



## CREDIT CARD

**NAME:** Final Blow  
**SUPPLIER:** Storm  
**PRICE:** TBC  
**RELEASE DATE:** September

## HOLIDAY SPECIAL



THE HOLIDAY SEASON.

AFTER OUR LAST OFFER WAS A COMPLETE SELL-OUT, WE THOUGHT YOU MIGHT NEED EXTRA GAMES FOR

READER OFFER

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Y03



Jason Miller was feeling rather thirsty and spotted the box marked 'Jahangir Khan's Squash'. "Hmmm," he said, "I wonder what flavour it is?". Predictably, Jason stayed thirsty!

# JAHANGIR KHAN'S SQUASH



What an absurd picture this is, why are these people in the middle of a block of Canary Wharf? Do the Environmental Health people know about this?



It's that time of year when everyone gets out their rackets and balls (oo-ey) and watches the international championships on the old box (Dr. that was last month) this. Pretending to be like the stars, such as Stefan Edberg or maybe Mats Wilander. Tennis is here since sport.

But this is a Squash game we are dealing with, so that's not paid to that. And nothing to do with orange or lemon squash but Jahangir Khan, the world's greatest and most successful foot in the world of Squash. He's won the world championships six times.

Jahangir Khan's simulation is a rather piece of software, brought to you by Kinuets, and offers a wide range of options.

Well, what with Ghazizadeh Khan and Imran Khan, the name Khan must be connected with winners - when Jahangir is in a Squash court, you would probably need a pair of Miles Air 180's with an engine connected to them to keep up with him. He's fast!

What do people like so fascinating about him? He's smacking a little ball around a court? I don't have a clue! But Squash is

quite a simple game to understand and is played by millions, although you'll need a level of fitness well above normal in Jahangir's simulation.

as the difficult level is of a high standard.

So Squash, why does it have any rules or do you just hit a ball against a wall? Well, don't worry, I'll explain the rules for you behind it. Just like the racket game, you have your court which is divided into two halves. You can only win points on your own serve and you must serve into your opponent's half. Just like badminton, the first person up to nine points takes the set. Even a victory count isn't used (and squash is the best.)

So, you'll need your Miles Air 180's or (look, you need a computer from Nike, or something?) Where's my ball? But as you take part in either club tournament, where you play in a not so hard league (that must be a joke! Have you tried playing the game?) where you play the sort of ~~winners~~ and yourself, or the pro level, for no extra charge at all. I must stress now that this game is very hard to win, but once you get the hang of it (and the rules, you may and so the champion).

Now, this may sound simple, but then again how simple hitting a ball against a





# R KHAN ASH

wall is not all that same - but the colour of the ball controls its speed and the amount of bounce it. Well, hell! But a tennis fan will enjoy this.

The graphics and sounds are not that bad, but the sound does become a pain after a while, just the sound of a ball against a wall, it could drive you mad.

But if you are into hard physical sweat and racquet games this is just the one for you. So hit that winning streak and try out...*JK's Request!*



A game full of balls and rackets with enjoyable gameplay

CREDIT CARD

SONICS	GRAPHICS	GAME ACTION	VALUE FOR MONEY
●●●●●	●●●●●	●●●●●	●●●●●
Can become annoying after a while	OK, but nothing to boast about	Very hard from the off	You'll look for more if you aren't 'purchasing' too often

NAME: Last Things 2.  
 DEVELOPER: System 3.  
 PRICE: £9.99 tape, £14.99 disk.  
 RELEASE: Early January '91.

OVERALL

72%

THIRD TURN!



## THE BUDGIE COLUMN

WITH RICHARD TAYLOR

## RED HEAT

HIT SQUAD £2.99

I haven't seen the film and (excuse my ignorance) hadn't actually heard of it until I saw this game, so I didn't know what this was going to be about.

You play the part of super-butch, bull-busting hero Ivan Banks (or whatever his name is) who gets into it to track down Viktor Farkavik, the head of an international drug-trafficking ring.

In the first part you guide Ivan through a rather large and swasty hot house, punching, head butting, shooting or just insulting every hired heavy that comes at you. There are various objects lying around to be picked up, including guns and ammo.

If you make it out of the hot house then you'll go on to a hospital, the streets of Chicago and another location.

The graphics are quite detailed, even if you do only see half of your man at a time. The do work well and the animation is good. The music is a bit weird, I couldn't make up my mind whether it was crap or not.

There is quite an original high score table input, it looks like a real film turning when you select.

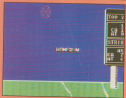
I suppose this is worth the asking price, it will probably keep you scoring back for a few games.

SCORE OOOO





Jason "Smasher" Miller catches the ball skywards and makes a daring run for first base. The fielders scurry to catch his fiery shot.



**W**hen the word "fan" is heard all across the United States it can only mean one thing. Yes, it's Major League Baseball, the Americans' love pastime.

The crowd goes wild, stuffing their faces with popcorn and candy bars.

The movie "Major League" with Charlie Sheen in those tight pants and slick baseball cap could soon be you, not forgetting that all important part which adds to the true meaning of Baseball.

Unlike your "ah, ya, let's watch a game of boring old Cricket", baseball has

**Jason Miller** declares he's had enough of leather on willow and goes for a real American Sport.

# BASEBALL



enthusiasm and excitement. When the Americans do something they do it in style.

Baseball is a game to be reckoned with and after you have played NES Baseball you'll be a great fan of George Bush's love game.

Once these guys go down to the park to play ball, all they have in their mind is to win! This is because

Americans must have a winner - draws do not count - unlike Cricket which usually ends in a draw due to the weather, a Baseball player is so macho he is not deterred by a little bit of rain.

NES Baseball simulates real baseball in the sense that all the rules and game play are the same, and before you start to worry, the rules are not difficult to learn. You have nine innings, a batter, a pitcher and fielders!

Good, I'm really moonstruck as I'd never have guessed that, but it is not so simple!

The aim of the batter is to attack the ball out of sight over the grandstand for a home run.

The field is split into both defence and offence, the pitcher is defensive and must strike out his offensive opponents by hurling the ball at an amazing speed of up to 100 mph. When the batter hits it, they must sprint to one of four 'bases' before the ball is caught and thrown at a 'base'.

The umpire is never wrong, if you are out there is no arguing with him. This must be the reason why J. Moenroe took up tennis as there is no place in Baseball for a super-hero. Then again he doesn't get his own way in Tennis!

Just like the real game if your team is struggling then you must change the players. The players do get tired during a game, especially the pitcher, as no one can throw a ball at an average of 90

# B I 2 E B A L L

mph all night.

So put on your glove and step in this fantastic and well-detailed high-velocity ball-against-wood game. This must be the most realistic version of Baseball and you don't even have to be an American to enjoy it.



**CREDIT CARD**

<p><b>SONICS</b></p> <ul style="list-style-type: none"> <li>Not a ball game can get annoying after a while</li> </ul>	<p><b>CALIFORNIA</b></p> <ul style="list-style-type: none"> <li>Very well illustrated</li> </ul>	<p><b>YOU'LL BE</b></p> <ul style="list-style-type: none"> <li>amazing into it before you know it</li> </ul>	<p><b>YOU'LL BE</b></p> <ul style="list-style-type: none"> <li>playing even</li> </ul>
		<p><b>TO FIGHT</b></p> <ul style="list-style-type: none"> <li>when your gun goes out the best!</li> </ul>	<p><b>HALF LIFE</b></p> <ul style="list-style-type: none"> <li>when your gun goes out the best!</li> </ul>

**NAME:** FULL Two Baseball  
**SUPPLIER:** Domark  
**PRICE:** £10.99 (save, £18.99 Del.  
**RELEASE DATE:** Out now

THIRDMAN

**89%**

Domark hit a home run with this baseball smasheronic.



## THE BUDGIE COLUMN

WITH RICHARD TAYLOR

TWEET, TWEET!



## APB

HIT SQUAD £2.99

You take the part of veteran cop Officer Bob, whose job it is to clear the streets of crime.

You must winch your way through just one week. Each day you are given up to four different offences that must be apprehended, these range from litterbugs and drunks to highly



## L.E.D. STORM

KICK £2.99

If you like the older style top-view racing games, then you'll love this.

Straightforward idea, drive as fast as you can whilst avoiding other vehicles, oil slicks and mines etc. There are things to be picked up, including energy pods, shields and point bonuses.

Special cars can also be collected to spell out 'ENERGY', which will replace all of your fuel.

Whilst driving along, you can jump to pass otherwise untraversable areas and cars. You can land an enemy car to squish them for bonus points.

By pressing fire and pulling back, you can change to a motor bike if you feel it at all necessary.

The graphics are suitable and the sound is OK. And, like I said, if you like older racing games, you really will enjoy this one.



dangerous drug-dealers.

Sometimes, when you catch a particularly nasty offender, he must be taken to the station and questioned by, strangely enough, wiggling the joystick until he confesses. And, by God, I don't think I could take too much of that either.

If all goes well your salary bonus should be quite a hefty one.

It looks quite good and it runs fairly smoothly. The David Whitaker music fits the game quite well, too. Not amazing, but fun to play and worth a few quid.

SCORE 0000

SCORE 000 1/2

# SWITCHBLADE

**Richard "Hallbut" Taylor stands in dark alleys and threatens passers-by as he tests out Switchblade...**

**T**he scene is not too exciting, Havoc has descended on the lands. 100 is a rather powerful power-keeping sword has been disintegrated by a bunch of bad guys.

You, as a good guy (natch), have to find all the sixteen pieces so that Havoc can be defeated and everybody can live a happy, peaceful existence, listening

to Radio 3 and tending their gardens.

To achieve this you must wander around exploring underground caverns and encountering various nasties. Better weapons than the blade you begin with can be found lying around, although some are hidden by backgrounds, so it is worth checking everywhere. Better weapons have

limited shots,



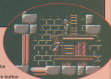
usually about twenty shots per weapon. The strength of certain weapons can be increased by keeping the fire button depressed, and is indicated by a power bar.

Pieces of the sword are also hidden about the place, along with other useful items, such as energy boosts, weapon enhancers, and power-ups can be discovered.

A majority of the underground backgrounds are brickwork, and some of this can be shot away to gain access to other rooms and to reveal hidden objects. These look slightly different from normal bricks, and it is worth knocking all of them away, just to see what happens.

The control of your warrior-sprite takes a bit of getting used to, and at first seems really awful. You can kick, fire, jump and run. All fairly standard, really.

The graphics are quite bad on the whole, the sprites in-particular are pretty awful



Some

are pretty

respectable, though, and the explosions are nice, with pieces of whatever you've destroyed floating about the screen for a while.

The music and sound isn't too good, tending towards the dull and repetitive side of life. The presentation isn't really up to the mark, either.

It might sound that on the whole it isn't really that good, but there is a strange addiction that creeps over you and a nice control method that will make you play this quite a bit.

My first impression of this game was, "Oh God, this looks awful". It didn't seem to play very well either. After forcing myself to have a go at it a few times, I started to get into it quite a bit. After a few hours of play, I was really hooked.





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Other issues are available but not shown.

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## STAR CONTROL

A C C O L A D E



Screen shot from IBM PC version.



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# MERCS

We told Jason Miller to test out *Mercs* and the next thing we know, he'd been picked up for car theft at the executive car park – maybe he misunderstood.

**W**hilst toiling in central Africa, trying to obtain a certain amount of Zuluian revolutionaries decide to have a bit of fun by kidnapping an ex-president of the United States of America.

What the hell is he doing there? I hate you sir! On a peace assignment for the peace of the world, for our man, peace to all brothers and love to our neighbour yeah! A typical hippy attitude towards life.

That could be the reason for saying at the beginning of the game "Winners do not use drugs" but they come very close to becoming a champion, saying so names, don't they?

The Americans decide they will not send in military intervention and leave local

eyes. So they can send in the Mercs to stop the entire Zuluian rebels, of course I should have remembered that one man can wipe out the



thrill packed levels containing game play straight outta "Black Head", where the enemy is ready to destroy you or an "Afribeast" whose the fire power is beyond belief.

This section is the heart of the matter and the life of the president lies in your hands.

Shoot everything in sight as water, fire energy, weapons and a Megalodon.

Also collect as many medals as when you kill all these innocent and the not so innocent Africans you can

become a hero and have a chest full of medals. (Don't worried men have hair on their chests? Yes, but you're a Merc super-hero.)

*Mercs* is a rather hard game to play, which makes it more interesting than the other commando shoot-'em-ups. If you can complete a game in just a few tries, you will get bored of the game and put it to the side. The graphics and sounds are pretty nicely indeed with a very smooth game play.

nation of Africa! Are you set to go to Africa?

You are a trained soldier and an expert in anti-terrorist tactics.

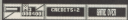
So with all that training go and beat-up the way mercs do, giving no mercy to the enemy whilst Julia Roberts would sleep with the

enemy, I know which one I would prefer and its a different sort of action packed fun. (Or... so-er! lol)

*Mercs* is split into eight







## CREDIT CARD

<ul style="list-style-type: none"> <li>OK but can't become anything after a while.</li> </ul>	<ul style="list-style-type: none"> <li>Fast and</li> </ul>	<ul style="list-style-type: none"> <li>Very hard to complete but you'll</li> </ul>	<ul style="list-style-type: none"> <li>...and you have received the president.</li> </ul>
<ul style="list-style-type: none"> <li>SONICS</li> </ul>	<ul style="list-style-type: none"> <li>smooth game play and</li> </ul>	<ul style="list-style-type: none"> <li>WIFE FACTOR</li> </ul>	<ul style="list-style-type: none"> <li>has glued to your seat.</li> </ul>
<ul style="list-style-type: none"> <li>HALF LIFE</li> </ul>			

NAME: MERCE  
 SUPPLIER: US Code  
 PRICE: \$19.99 (save, \$19.99) (save)  
 RELEASE DATE: Oct. new.

OVERALL **56%**

Thrilled with fast-action packed fighting from the off.

TWEET TWEET!



## THE BUDGIE COLUMN

WITH RICHARD TAYLOR

Ghostbusters. That was the only good thing about it, I thought, and might well have been the same with this.

In the first part you must guide an intrepid ghostbuster to the bottom of a sewer to pick up some slime samples. On the way down you encounter various inflated ghosts that should be destroyed, for their own sake really.

As you are lowered down, you can swing left and right to pick up objects and energy bonuses. Weapons can be changed about as you drop.

If you complete this, the 'Busters go on to clear up



## GHOSTBUSTERS

HIT SQUAD - 2.99

Broadway and finally the museum. If you complete this, then who knows?

I found it a bit of a bore, which may be to do with me not being a GB fan. If you are a fan you might like it for the sake of its name.

This game doesn't have the zeech that blew everyone's socks off in the first

SCORE 00



Jason Miller's not afraid to battle with demons and trolls but he went a bit white when we only gave him dice to do it with!



**G**asp in horror or excitement! The board game *Dungeons and Dragons* has been designed as a comic adventure game (again) in the form of "HeroQuest".

So with no hesitation I grasped my joystick and set forth to accomplish the mighty task that lay ahead.

"Why is it a mighty task?" I hear you say. Well, for many decades the legions of Morder the Lord of Chaos have destroyed all. Even the bravest of the bravest of the bravest of the Empire have turned and fled with their tails between their legs!

HeroQuest is a fantasy role playing game with a dash of "let's stick it to 'em! Most 'em in the head!" too.

You have the choice to role-play the Magician, an Elf, a Barbarian or a Dwarf, who all have their own characteristics, strengths and weaknesses (because, let's face it, a Barbarian or a Dwarf is not going to be able to cast a spell and the Magician won't have a clue about weapons, eh? Then again, Lancel Blar didn't have a clue either and look where he got).

The computer controls all the movements of the evil Wizard and therefore giving you more trouble than you could have anticipated.

A typical board game is long and sometimes tedious, but you won't find that with this game as - you - you have

the chance to play with up to four players at a single time, tell me how many computer games can do this for entertainment.

Just because it's on your Commodore, muley, doesn't mean the rules of the board game change, either, since these old veteran discussion people stick to traditions. This means only a few rules have been altered so new ideas must wese through, this can only lead to better gameplay on the computer version.

HeroQuest has an outstanding amount of levels, too. In fact, a staggering 14 levels, but the primary rule is to always start with the Maze.

This level has a fabulous scenario and you can't go wrong unless you run into the evil wizard.

Just like a board game you have to turn using the dice symbol.

Stop! Do not go despair and get round abouting those unmy swear words as the game is not that boring, it is more fun than those Sunday mornings at Grandma's house having to put up with the same old conversation.

But I know you like adventures with maybe a few tactics and beat-'em-up parts thrown in, well this has them all. Combat is not combat without you using the actions and getting the feel of your man as combat is split into two different stages. Which

# HEROQUEST

are attack and defence.

Sounds slight... until you find out that the computer moderates all the action! What? That's not us, it's worse than just standing there watching your mate get the living daylight's kicked out of him in a pub punch up.

What's he on about? Well, if the computer controls your moves and you attack the

Commie he is not going to give you moves that will kill him, all you can do is wait and hope that you have enough strength to withstand his attack.

Readers, don't get the wrong impression about HeroQuest as I'm not slugging it down, the scroll play is amazing and the adventures will have you glued for hours





## LOGIC

Everybody knew that Jeff Davy had already lost his marbles but now Rainbow Arts have put them in a puzzle game!

There seem to be as many puzzle games around as driving games at the moment. They land on my desk and seem to say: "Hello, I'm a new and even more fondish puzzle game, I bet you can't work me out!"

But, unlike *Gen-X* last issue, I've twiggid this one, oh yes. And it goes like this...

Marbles, and plenty of them.

They come one at a time from the side of the screen (who knows who's throwing them?) and roll (butts more like 'slide') up and down a tube-like marble-run until they find an empty slot in (depending upon the floodiness of the level) one or more four-hole wheels.

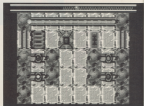
These top wheels are connected to a network of others and, by spinning the

wheels around and pulling the joystick in a certain manner (to wit), you can send the marbles roll... or... sliding around the grid.

You do all this for a particular reason. To finish a screen you must 'reptool' every wheel on it. This doesn't mean dynamiting it and losing it from the game (although that could well have made the game more interesting, if not much more exciting), it means filling a wheel with four similarly-coloured marbles, at which point it explodes.

To make things difficult, not all the wheels are connected to each other and sometimes there may only be one or two wheels at an entrance to a massive grid of other wheels.

As the levels progress,



entrances start cropping up on some of the connecting tubes between wheels, only a certain colour can pass down a tube, things like that.

And what makes it the most difficult and beloved of all is that the marbles (apart from) arrive randomly. Of course, if you're trying to fill a wheel full of one particular colour and you're waiting for the

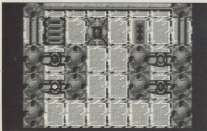
fourth matching marble, you'll probably say that it's not random at all but working against you, as you pile away another wrong-coloured bead. But that's part of the fun!

So, like all puzzle games, it appears eminently simple but in practice it's a real pain. An addictive pain, of course.

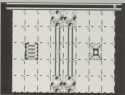
Now, I hear you ask, what have Rainbow Arts come up with? Well, the answer is another damn good puzzle game for the collection, as if you didn't have enough of them already.

The graphics might be pretty poo-er, in fact they ARE pretty poo-er, but the jolly tunes will egg you on as you experience the grip of the game's best element - its gameplay - which is stupendous. You wouldn't credit such a small, unassuming, puzzle game with such addictive gameplay.

So I have no reservation in saying that *Logic* is this month's star puzzle game and is worth shelling out the money for it a) you like this sort of thing or b) you haven't bought a puzzle game in a while and are feeling withdrawal tingles from the genre.



# CAL



This month's star puzzle-game:  
Come on down Logical!

<b>CREDIT CARD</b>	SONICS	A bit poor in the muscles	THE NOTCH	HALF LIFE
	Change times through- out	CRASHES	You'll be grinned immediately by the handful pounding action...	And with a few last, weeks later!

NAME: Logical  
SUPPLIER: Rainbow Arts  
PRICE: 19.99 tape, 19.99 disk.  
RELEASE DATE: Out now

OVERALL  
**80%**

FREE!  
TAPET!



## THE BUDGIE COLUMN

WITH JASON MILLER

the tall man. With Little Puff, fantastic animation of the cartoon figures goes with great gameplay (Oh Are you reading the book? Etc).

Creatures with no bodies play a starring role in Wizard Willy, such as eyes winking at you - it must be your lucky day!

Willy must 'zap' and 'kerpow!' all the evil goals and guardians in the Dungeons with his magic powers.

Stan and Oli were a funny bunch of guys in their time, now here come Oli and Lisa. In Oli and Lisa 2, Oli has the misfortune of having

## QUATTRO 4 CARTOONS

CODEMASTERS - 2.99

Code Masters have been at the compilation lark again, this time with four of their 'Cartoon Tier' games...

In Frankenstein Junior, Franky has to solve memory of his whereabouts of his father's body! He has to be careful not to lose his heart broken into many pieces by ghosts and the like as he plods around a creepy house. It's a hilarious game, full of action.

Little Puff sees a cute character getting heavy-headed-hazards from the tall collector. If he doesn't pay up, he can't go home (ouch, poor Puff). But by collecting magic pollen he can breath fire and become a real dragon.

This makes it easier to collect four letters to give to



to find the pieces of Lisa's car.

He must go through thick and thin with his nose to the floor, spying through a magnifying glass, looking for clues, because this is a puzzle/carcade-adventure game.

The construction of this game is well thought-out, with some real rib-ticking actions on the part of Oli.

Code Masters have put together four rather good games and for this price you can't really go wrong, unless you have them already!

SCORE GOOD



# MULTI-PLAYER SOCCER MANAGER

Jason Miller puts on his Brian Clough false nose and his Ron Atkinson fright-wig, ready to play ball with another D+H footie offering.

Are you as sick as a parrot, like most of the football managers of today, who put their hair out when the results don't go their way?

Well, you can step into their slip-on shoes with this 'un.

From the terraces of "El Estadio Bernabeu" of Real Madrid with my usual and flame-thrower (Flame-thrower?) kit, giving football that element of

excitement, I was grabbed by YC to give a view on this new footie game simulation.

MFS is a management game, where it is your task to manage your team against 60-odd computer-managed teams or 3 non-computer players (i.e. your friends, if you have any). What more do you want? If you want something that'll take a while, this is it.

I can tell you for nothing that you will need a pack of

COMMUNION DIVISION 4										
	W	D	L	P	MS	PT				
Manchester	0	0	0	0	0	0	0	0	0	0
Blackpool	0	0	0	0	0	0	0	0	0	0
Barnley	0	0	0	0	0	0	0	0	0	0
Cardiff City	0	0	0	0	0	0	0	0	0	0
Carlisle Utd	0	0	0	0	0	0	0	0	0	0
Chesham Utd	0	0	0	0	0	0	0	0	0	0
Colt Hamilton	0	0	0	0	0	0	0	0	0	0
Hull Utd	0	0	0	0	0	0	0	0	0	0
Harrogate	0	0	0	0	0	0	0	0	0	0
Leeds City	0	0	0	0	0	0	0	0	0	0
Northampton	0	0	0	0	0	0	0	0	0	0
Northwich	0	0	0	0	0	0	0	0	0	0
Sheff Utd	0	0	0	0	0	0	0	0	0	0
Southampton	0	0	0	0	0	0	0	0	0	0
Stockport	0	0	0	0	0	0	0	0	0	0
Worcester Utd	0	0	0	0	0	0	0	0	0	0
York City	0	0	0	0	0	0	0	0	0	0

PLAYERS IN : 11    TIME : 00  
 GOALS SCORED :  
 LEFT : 11    RIGHT : 11  
 CORNER : 11



Gillette Blue razors, you'll probably have grown a beard before you have even got half way through the season.

But the good things do come to those who wait, because as footie manager games go, this is one of the best. The strategy behind the game must be mastered if you are to win and, once you're hooked, you'll be there for hours, awaiting the results and hoping that the teams above you lose just like the real thing!

The other side of footie is also in play. The cat footie games and their bottles of beer cause trouble when ever they can. Yobboes are hard to keep down and they

give your club a bad reputation which can lead to a fine.

Money is very important, there being a financial aspect to this game - so you'd better hope that you don't get to manage Millwall, as you'll be bankrupted in minutes!

One thing to be noted is that there's no anxiety element to it. Not even any game highlights throughout the whole 30-week season, the League and FA cup ties also. Despite this, the idea of competing and trying to become the best manager in England is some task to behold, with your technical ability put to the test. You need to know things such as

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← CREDIT

← LIFE FACTOR

NAME: Max-Player Soccer Manager  
 SUPPLIER: B & H Games  
 PRICE: 9.99 tape only.  
 PLEASE NOTE: Out now.

CENTRAL

60%

If MP5M was a football team, it would be in the Sunday League, probably.

which player to buy or sell at the right time in the season, in order to gain the best result.

If there's one thing that this loan-controlled game does do, it gives you a better understanding of behind-the-scenes of a football manager's office, the pressures of things such as

good attendances and whether you'll have a fantastic financial record, TV coverage and large amounts of success and adulation.

This is a real football game and will have you (if you are one of them) glued to your seat, playing all day on your 64!



## TRANSFER MARKET

Team	Buyer	Player	Fee
Blackburn Rovers	£1M	Geopertou	£.8
Derby County	1.0	Skilton	£.8
W. S. A.	1.0	Cartwright	£.8
Liverpool	1.0	Hornby	£.8
Preston N. C.	1.0	Jogoe	£.8

## DIVISION 4 MATCHES

Blackburn	0-0	Stockport
Tottenham	0-1	Reading
Stockport	0-0	Cardiff City
Cardiff City	0-1	Cardiff City
Blackburn	1-0	Cardiff City
Reading	0-0	Reading
Cardiff City	0-0	Reading
Reading	1-0	York City

Week 11 (Continued) 1992/93

TWEET, TWEET



## THE BUDGIE COLUMN

WITH JASON MILLER

They are hardfists enough to die for their country, are you?

### BROWD COMMANDO

Charge up those batteries and put them to good use! Not in your waterman but in your flying arm - all the Elite fighting force have arms that can do strange and peculiar things (oo-er).

The boss of the perch from that arm would even have Mike Tyson dazzled and thank God, because the alien have once again decided to attack.

You have to swing from platform to platform,



## MULTIMAX 3

BOX - 4.99

### STEEL FIGHTER

Do you have trouble kicking your way out of a paper bag? Well, do not despair, the arcade game "Steel Fighter" has arrived on the old Commodore on budget.

So pack your bags with those knucklebusters, etc and take a trip around the world, beating everyone up for the fun of it. No holds barred, no mercy! Back it to third where it hurts!

On budget, this weighs in as not just your average beat-'em-up.

### POW

Put on those Ray-Ban glasses and that leather jacket! The Pacific sky's the limit and it's your turn to be a hero like Tom Cruise, flying in a F30, destroying Japanese battleships, blasting away through the fan-filled skies of those crazy Kamikaze pilots,



puncturing out their little glass eyes in this flying, action-packed game.

The whole Multimax pack is certainly worth your cash. These games are a lot of fun.

SCORE 0000







C'mon, we all know that you don't lock yourselves up in your bedroom with just your commie to keep you amused. In fact, we'd wager that you occasionally dabble in other forms of entertainment too. In *Big Thrills* we tell you exactly what's kickin' at the moment...

- - Go for this immediately!!
- - Well worth spending time/look on
- - Not a bad effort, worth checking out
- - A tad mediocre, only worth it if you've really got nothing else to do!
- - A pile of crap!



**CONTRIBUTORS:** Jeff Davy, Rik Henderson

# MUSIC

## BILL PRITCHARD - Jolie

It's serious-time this month in the music corner of 'Big Thrills'. At 10, we find there is a time for sitting down with our feet up and listening to something that doesn't involve loud, searing guitars and frantic drumming (even if that's the sort of music we normally do for).

Bill Pritchard's new LP provides just that. There's guitars in there, but rather good laid-back guitars. There's even so-forgoingful songs, too, about life, the universe and everything. It's all done with style and grace, with a hint of long-suffering humour and experience.

If you're looking for something that's worth slipping on the stereo which isn't run-of-the-mill rock/pop/dance, then Bill's your man. Even if he does look a bit silly in the photograph!

# VIDEO

## BACK STAB

**20/20 Vision**  
(Certificate '18')

**Stars:** James Brolin, Meg Foster

If you're into incredibly dull American thrillers and courtroom dramas, you'll really be into this movie. It, like me, you only appreciate good thrillers, with original plots, more twists than *Chubby Checker*, and real, hard actors, you'll find *Back Stab* a load of daytime TV's cut.

Architect Cliff Murphy (James Brolin) has been set up in a murder case and he's sent to jail. His lawyer (Meg Foster) can't save him from that fate, but does try to help him since he convinces her that he's innocent. It's all been done before, the acting is as stale

as three year-old bread and the ending is so predictable that anybody who watches it could set themselves up as fortune tellers.

○ (for the banking scenes) **RM**

## OPPORTUNITY KNOCKS

**Guild Home Video**  
(Certificate '18')

**Stars:** Dana Carvey

Isn't Dana that Irish singer who does an awful lot of *Chinelo* specials on *TV 52*, among Dana? Dana Carvey is a comedian who falls from the American comedy show *Saturday Night Live*. Something ground for people like Dan Ackroyd, John Belushi and Steve Martin, and although this isn't his

first movie, it's certainly his best.

Eddie Farrell (Dana Carvey) is a non-man who gets in over his head when he's mistaken for a very successful business man, but recognising a good thing, he plays along to hilarious consequences. The action is fairly fast paced, Carvey is a natural at playing the fool, and a good support cast take a mediocre plot to reasonable heights. American comedies can sometimes be only funny to those involved in the project, but *Opportunity Knocks* has that free-flowing humour element that makes it genuinely funny enough to appeal to a British audience.

○○○○

**RM**



## AIR AMERICA

**Guild Home Video**  
(Certificate '18')

**Stars:** Mel Gibson, Robert Downey Jr.

*Air America* is not what you'd expect it to be. It's not a typical Mel Gibson action movie, and it's not a Robert Downey, Jr. comedy. In fact it's got elements of both, but would probably be best

## COMICS

HORROR IN  
THE DARK #1Fantagor Press  
For Mature Readers

Just like all the rest of the horror anthology comics that we've seen over the years, *Horror in the Dark* sets out to shock us and try to make us so spooked that we won't be able to sleep at night. What the creator doesn't realize is that what we don't particularly want is a few select tales about necromancers, zombies, and things that go bump in the night.

Subtle horror is far more scary in this day and age. Take Stephen King's *Misery*, for instance. Not a single clichéd spook in sight, yet it's much more frightening than the *Creepers* from the *Black Lagoon*. And although we're presented with three tales of carnage, with some of the best computer art ever seen on two of the strips, it is so old hat that the fun's taken off

and the bonus part has been saved in. It'd be more scared by the hell-fox inspector!

C

## SLANG #2

Slang Publishing,  
11 Elm Grove Road,  
Sellersburg,  
Wisc.,  
\$P1 1.95.

*Slang* is a very good independent comic that deals with social issues, whilst amusing them with a spot of humor and a good helping of sarcasm. What it keeps away from, unlike many comics in this bracket, is the '60s style strip and would be best described as *Deadline* without the boring bits.

Its little gem that I found tucked away in a *Comix* comic shop, but you should write to the above address and find out what it's all about yourself.

OOOO

FM

## FILM

THE NAKED  
GUN 2 1/2 -  
THE SMELL  
OF FEARParamount Pictures  
(Certificate '12)  
Stars: Leslie Nielsen,  
Priscilla Presley

Stars: Kevin Costner, Morgan Freeman, Mary Elizabeth Mastrantonio

"Kevin Costner, Kevin Costner, riding through the Glen. Kevin Costner, Kevin Costner, and his merry men. Steals from the rich, gives to the poor. Kevin Costner..."

Heaven, Deven? quite scary, does it? That was the (or, updated) theme to the GI's "Robin Hood" TV progressive and, to tell the truth, I thought Kevin "Comcast" Costner would fit as easily into that song as his name does into that song.

But then I saw the film and I was knocked out of my boots, for very it was quite good. It's an action-packed romp through 12th-century England, in which Robin (Costner - superb) comes back from the Crusades to find his castle gutted - he's pretty gutted, too - and the Sheriff of Nottingham (played very amusingly) riding roughshod over the Land and threatening to take the throne.

So he goes into the forest and needs a bunch of outlaws (including Men, Blessed and Christian Slater) and Marian - the King's cousin - who, to cut a long story short, fight a bit, drink a bit, and get to a gripping finale which involves much suspense, flailing of arms and blades through the air and inevitable love between Robin and Marian.

This film is both funny and involving, with a large amount of medieval archery-action. It's a winner.

OOOOO

FM

ROBIN HOOD  
- PRINCE OF  
THIEVES

(Certificate '12)

described as a road movie in the air.

Robert Downey Jr. is an unemployed pilot, having recently been sacked from his "Day in the Sky" spot on radio. He is recruited by the States air force to fly supplies in an around the country of Laos, a few thousand miles away from the war-raged Vietnam. Mel Gibson is already an experienced employee of "Air America", who are secretly helping the American war effort in

The plot chugs along and has many underlines (drug running, unnecessary danger to pilots, etc.) although fails to concentrate on any one of them, and therefore is more a view into what happens to our two stars than actually captivates you with a storyline. Although it's keep you entertained for a night, I can't help wondering whether I'd be as worthwhile if it wasn't for the main action?

OOO1/2

FM





# TALES

# FROM THE SCRIPT II THE REVENGE

**Dave "Pretentious, Moi?" Hughes goes on a crazed rock trip to Holland and provides us with the following film news despatch...**



## GOEDEN AFOND ROTTERDAM!

Hey, this is not a test, this is kaffineak and stroop-worffel! That's right, this edition of "Tales..." is brought to you from the heart of Holland (well, actually from a rather seedy back bar in one of the less fashionable ends of the Netherlands), a country incredibly exciting and unfathomably boring and equal doses - kind of like

watching a nice colour of paint dry. But whatever else it is, it's not a country for movie buffs. If the French (Dutch-suffers) B-movies or repeat screenings of M-T in B-C C&B on RTL-Five don't get you, **MERMAIDS** in Dutch will. Luckily the sex museum provided some welcome relief (oo-er!) from TV hell and the movie world went "gee" (Dutch for "crazy") as soon as I turned my **MEMPHIS BELLE** one-jacketed back on "Engelsh", so here's a more meastier take than usual.

## HOOK MINED AND SINKING

**HOOK**, Steven Spielberg's big-budget fantasy, starring Robin Williams and Julia Roberts, is soon to be less Spielberg's bug-budget fantasy starring just Robin Williams - **PRETTY WOMAN** star Julia looks set to drop the project faster than a hot Kiefer.

Pulling out of marriage and a major nose in a single month may be a big step for Julia but it's another blow for the luckless **HOOK**, well into its six-month shooting schedule with still only bits and pieces in the can.

**WHEN HARRY MET SALLY** and **THE DOORS** - Meg Ryan will replace Julia if she does go, but **HOOK** looks shakier every day.

**JUDGEMENT DAY** and, in Britain, **TEENAGE MUTANT NINJA TURTLES II: THE SECRET OF THE OOZE** follow **ROBIN HOOK** out of the stalls (what is this fixation with double-parted movie titles?).

## THEIR LOVE IS KING

After the financial critical and Oscar success of Rob Reiner's neatly adequate adaptation of Stephen King's starring novel **MISERY**, Hollywood is once again queuing outside King's mansion in Bangor, Maine, much as they were in the 60's, when **CHRISTINE**, **CHILDREN OF THE CORN**,

## 'ARCHERS' MOVIE BREAKS RECORDS

Kevin Reynolds' \$57 million **ROBIN HOOK** became the first true blockbuster of the summer, despite some weak reviews. Obviously the biggest media/advertising spend of all time has paid off, for the film grossed \$25 million on its opening weekend, making it the eighth highest opener in Hollywood history. **ROBIN HOOK II: THE ADVENTURE BEGINS**, the "prequel", already has a promising script but court Costner out.

Meanwhile, opening records look set to be broken again and again this summer (as in 1996, as **THE NAKED GUN 2 1/2: THE SMELL OF FEAR**, **TERMINATOR 2**:



OLIO, CAT'S EYE) and a few other King stories beginning with 'o' followed THE SHIPING to the big screen.

Of the 80's adaptations... GRAVEYARD SHIFT has already opened and, well, stilled. The busy, three-hour-plus TV version of IT built Tim Curry as Pennywise. The clown should be available to rent on video now.

And in Hollywood, several adaptations are underway. The most ambitious, THE LASHMOWER MAN, is a \$10 million futuristic thriller loosely based (as with THE RUNNING MAN) on King's short story of the same name.

Starring Jeff PSYCHO II Fathy and Pierce "Not James Bond" Brosnan, THE LASHMOWER MAN is distinctive in that it will be the first feature film to use "virtual reality," allowing the audience to experience sensations felt by the characters on the screen.

Also in progress are screen adaptations of THE TOMMYKOCKERS, SOMETHING THEY CAME BACK, THE STAND and THE DARK HALF, the latter to be made by Columbia's directorial duo George A. Romero.

Watch too for CHILDREN OF THE CORN II: DEADLY HARVEST, which, as you can see, has some neat-looking publicity stuff...

## A MARRIAGE MADE IN HOLLYWOOD

Julia Roberts' slick sophistication of her wedding to YOUNG GUNS star Kiefer Sutherland a mere 72 hours before the event has made me take a long, hard look at the high-profile Hollywood couples.

"She loves me!" Long-time lovers Goldie Hawn and Karl BACKDRAFT Russell were brought back together after a major bust-up when Goldie bought Karl a 1980's Rolls Royce...

"She loves me not!" Warren BEATTIE's Pylee and Johnny DEPP's BABY Doll have broken off their long engagement...

"She loves me!" Kim Basinger and TODD HOT



Blue 'n' Alice

TO HANDLE co-star Alec Baldwin are planning a winter wedding...

"She loves me not!" Jeff THE FLY Goldblum and Geena THELMA AND LOUISE Davis are to divorce...

"She loves me!" James TERMINATOR 2 Cameron's ex-wife, MEAN DARK director Gale Ann Hurd, recently remarried BOEMRE OF THE WAITED director Brian de Palma.

## HONEY, I DROPPED THE TITLE

The sequel to HONEY, I SHRUNK THE SIZE went into production on June 1 as THE LITTLE HONEY SEQUEL.

Previous working titles included HONEY, I REPEATED THE KIDS, I SENT THE KIDS TO THE MOON, but it's finally says the sequel (again) starring Rick Moranis



Moranis

will eventually be called HONEY, I BLEEM UP THE BERRY (as in 'enlarged,' not 'enveloped,' sorry).

Original HONEY director Joe Johnston has his \$60 million comic-strip movie THE ROCKETEER opening in the UK on August 2. Last fall (or now) of the big

budget comic-strip features (after SUPERMAN, BATMAN and DICK TRACY), THE ROCKETEER will hopefully be a big earner, despite the relative obscurity of Dave Stevens' superlative comic-strip and the fact that, despite a worldwide gross of \$203.4 million, BATMAN is still \$30.8 million short of breaking even, joining a growing list of hugely successful movies (including ALIEN, COMING TO AMERICA and FATAL ATTRACTION) that somehow never manage to show a net profit...

**ABSOLUTELY NO COMPETITION**

Well, not this month, anyway.

of old movies to be updated in the near future is VILLAGE OF THE DAMNED, from THE HITCHER director Robert Harmon.

"Bruce Willis" justifiably doomed HUDSON DORR (U.S. Premiere magazine's predictor for 10th biggest hit of 1987) dropped out of the U.S. money chart as \$10 million, \$65 million less than it cost to make...

Gary STATE OF GRACE Oldman has dropped out of Oliver Stone's JFK movie, don't know why...

## IN BRIEFS

Jennifer Lynch, daughter of director David and author of the book that inspired WITH PEARLS (new of the movie version in "Tales..."), has signed Kim Basinger and Ed THE ADYOS Harris to her feature debut, BOOKING HELENA, in which Ed kidnaps Kim and keeps her trapped and terrorized in a trunk...

Christopher Lambert WILL appear in HOGWARTER 2: THE MAGICIAN after all, although Christian MONSTERS Slayne will expected to play the young McLeod...

Melanie, Jimmy Ions and director Oliver Stone are all out of the EVITA project, which has, sadly, been shelved...

## NEXT ISSUE

I'm leaving Redd Foxx's poor stardom in Holland behind for Britain again, so if you hear anyone else singing "Sing songs on 'Kalyvalosia', it won't be me.

It'll be back to bring you BATMAN: THE NEXT STORY, Arnold Schwarzenegger's US Presidency plan and other news hotter than the red light district's hot lips.

So, until then, 'bark it, or dog!



## JULY NOTED

Now here's a brief update on things mentioned in July's "Tales...": Joining THE MUSEUM, THE IMPOSSIBLE MAN and CREATURE FROM THE BLACK LAGOON on the list



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