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INSIDE!!
8-PAGE
PULL-OUT T2 SPESH:
FEATURES, POSTER
& EXCLUSIVE
GAME REVIEW!!

**GAMES
REVIEWED**

★ **FOOTBALL II** ★

★ **BALL GAME** ★

★ **TEST DRIVE COLLECTION** ★

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AND MORE

Once upon a time
in a land not far away,
There lived a little pizza king
Called "Sibby Nobby Noy".
He skipped into the streets,
With crates and cooking caps,
To buy his tape TC,
But it wouldn't get its tape.

Verloos the king was
That he couldn't leave his fun,
So the witch took his head,
Which proved "Never leave games without one".
Funky Feather '91

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3



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featueroonies

- 12 virtuality ii** *Jeff journeys to places never to follow it. Includes and is amazing performing Virtual Reality feature!*
- 20 codies profile** *The ever busy Jeff also plays a few joints of checked from the Codies and debuts down his with a list!*

reviews

- 28 speedball ii** *(YC Fan One)*
- 40 the ball game**
- 44 test drive - the collection**
- 50 3d construction kit** *(YC Fan One)*

regulars

- 04 data** *News, views and real, better advice with Steve Babes!*
- 07 the dream team** *Just who the hell are those guys?*
- 15 scam of the earth** *What games are we giving you, for steel pigeon treatment on this time?*
- 23 compo** *The Codies have given us a few Game Gear's (some) hand-held consoles to play with - and then we give them to you, friends!*
- 25 post apocalypse** *Prety and his change follow friends answer your mail and then show it in the bin.*
- 41 compo winners** *Did you? Didn't you? Just whom?*
- 46 next month** *There'll be a few changes, as you'd know if you were James Bond.*
- 48 budgie footy games** *Out release 'em, we chuck 'em about on the internet!*
- 52 budgie column** *No budgies, or parakeets, but loads of budgie games reviewed!*
- 56 misadventures** *Paul Ripley gets even stronger as he escapes from a small room in an institution!*
- 60 big thrills** *Loads of vids, etc., for you to read about (probably).*

supplement

- 37 big thrills spesh** *Everything about Amie and his amazing catchphrases (and bank balance) is revealed here, along with an EXCLUSIVE review of Terminator 2 on the console, whooptit!*

on the tape

- 12 football manager, gold train, tank battlezone**

posters

- 34 terminator 2 - judgment day**



0 BIG THRILLS SPESH (p37) - Terminator 2 gets the full once-over from all angles (oo-er) from a dedicated team of YC hacks who were horribly forced to see the film weeks before everyone else. Isn't life tough? **PLUS!** An **EXCLUSIVE** review of the game!

0 VIRTUALITY (p12) - Remember V-TOL and Battlensphere? No? You've got a short memory! But we'll refresh it and improve it with a whole new feature about the next generation of Virtual Reality arcade games.



0 NEW BANDS SPESH (p44) - YC, if you remember, were the first to tip you off about EMF. Here's the low-down on a whole new batch of bands coming to a record shop near you **NOW** and Top of the Pops soon!



0 CODE MASTERS PROFILE (p20) - Top budget gamers the Codies got a sweeping visit and grilling about their origins, their new games and the strangest thing they ever did...



SPEEDBALL II (p28) - The **Blatop Brothers'** excellent future-sport violence-arena viewed with the YC eye in full colour!

DATA



THINGS THAT

**PEOPLE DO THE
SPACKIEST
THINGS!**

Coderwasters certainly know which way their business is going or are they just getting a bit shaky?



**DAYS OF
THUNDER-JAWS**

Just when you thought it was safe to go back to the computer store, Denmark has decided to delay its Tonger weekend, Thunderjaws, for late September.

The game is a weird cross between sharks and meteorological weather maps (no it isn't, it's another flippin' shoot-'em-up, isn't it? - Reader!), or... between sharks and parvies in scuba gear. And you'll just have to wait abit longer! Hah!

GOING FOR GOLD

After three years in USI Gold's garage, Colnuc (Europe) has finally made it onto the road and I thought the AA were quite efficient nowadays! What a role it promises to be though.

It's a seven stage race across Europe in a Porsche 911 (red, of course) or a Ferrari F40, avoiding foreign police and European terrorists, in an attempt to relieve some of Mrs. Soanda like a food doesn't fit - apart from the water problem (no, not wanting to go to the loo started but crossing things like shanks - well those wonderful Europeans have invented a Turbo-charged Power Boat, so no worries.

Watch out for the fall games in September but don't blink or you'll miss it speed past.

YC DIARY DATES

All Formats Computer Fair
(or 'bring an exotic partner')

Admission £4.00 10 a.m. - 4pm. 4pm. South 6.4pm.

Sunday 1st September
University of Leeds Sports Centre,
Cathery Street LEEDS.

Saturday 7th September
Boswell Horticultural Hall, Carrwood Street,
Mansfield, 014540X (Victoria Tube)

Saturday 14th September
National Motorcycle Museum, Solihull, B
944 Birmingham International Station

Sunday 22nd September
The Bristol Centre, Bristol Old Station,
BR2 2DQ, next to Bristol Temple Meads
Station



The Computer Shopper Meet
Adults 60, Children under 16 (2.00),
Family ticket (2 adults, 2 children) £10

December 2-6 1990
Wembley Exhibition Halls
10am-6pm, 10 am-4pm
Wembley Conference Centre
Tel. 1026-1026
Wembley, 014540X

WITH BEVY BABES

MAKE YOU GO HMMMM!

I GET
A KICK OUT OF
YOU

Time to get your shoes and socks off and your fists out for the task as we peak at US Gold's Final Fight.

Unless you've been on the Planet Zed for the last five years, you'll know that Final Fight is the sequel to none other than Street Fighter, that kick-'em-up where you come face-to-face (or foot-to-foot rather) with some of the meanest punks on the streets. The sequel is not that different. You play Haggler (see-Streetfighter cool cartoon viking), now Mayor of the city, whose detestable daughter Jessica goes and gets herself kidnapped by the brutal Mad Gear Gang - obviously a set-up by Capcom to make the sequel unethical.

Anyway it looks to be a good old fistic, fat and knees spectacular if you like that kind of thing with colourful and huge sprites. You can bet though that it won't be the Final Fight - even the Last Ninja survived 3 fights.



GOING DOWN A STORM

US Gold's delayed Alien Storm coin-op conversion is now imminent, cool. The game promises to have three large arcade sections, all of which are based around other games.

Finally, there's a Golden Age-style shoot 'n' cook-'em-up, where you (and a mate, if you can find one) walk along a horizontally scrolling landscape wasting any blob that comes from outer space (Milton Keynes?) - they could be shaped like anything too; chairs, tables, Dan Gheesle and other punks of wood.

Then there's an Operation Wolf section where you, guess what? Blow away some more alien spuds! And, finally, a shoot-'em-up, forward-scroll section as you run at break-neck pace towards the end-of-level machine. Er, and that's it really!

INFO
FREAKO

The names behind
the games!

Infogrames Ltd
104 Old Town
Clapham
London
SW9 6LB
Tel: 071-738-0595

Palace Software
The Old Forge
7 Casadesian Road
London N1 8DB
Tel: 071-378-0751

**Midrange
International**
The Coach House
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Scovens Hill
West Sussex
RH11 7HG
Tel: 0444 801701

Rainbow Arts
Stony Chase
Blackheath Business
Park
Northampton
NN4 0PL
Tel: 021-792-0323

YC'S TOP TEN
'FOOTIE' GAMES

1. Liverpool of Radiance - U S Gold
2. BatMan United - Ocean
3. North & Southampton - Infogrames
4. Crazy Carsons - Titus
5. P.P. West Hammer - Demonware
6. Man SimCity - Infogrames
7. Operation Wolves - Ocean
8. Beyond the Ice Crystal Palace - Elite
9. Newcastle Zealand Story - Ocean
10. Leeds of Chaos - Blade

WORLDS APART



If you're into 3-D isometrics, then you'll love Gamak's latest compilation of recently best games (their only games actually). The big box contains, Castle Master, Diller, Total Eclipse and The Crypt (never previously released) - all for the stingy price of £14.99 cassette and £19.99 disk, if you can't afford

it, then you'll have many days and nights ahead of you on your Connection Kid

THE DREAM TEAM

Who are these people? Where do they come from?

We like to actively stimulate the YC editorial staff's imagination, so we asked them what their favourite vegetable matter was and to do and impression of it, as best they could with out resorting to physical violence.



Jason "Medallion Man" Miller

Jason, being the patriot he is, opted for the Saville orange.

"Call me old fashioned", he says, "but the plain old orange is still my favourite when it comes to munching fruit."

"Listen", he shouted defensively, "you can do all sorts of things with them. You can squeeze them, cut them into rings and put them on the side of your drinks, and ... and..."

His rather modest impression consisted of sitting on the floor and painting his face. As if desperate to prove a point, he soon placed a piece of green paper on his head.

This lasted for about a minute, before he told us to stuff our fruit where the sun don't shine and stormed out shouting about how oranges will always win.

Best 2 out of ten

Richard "Er, I'll do it" Taylor

"Oh, bananas definitely".



proceeded to peel off.

"Oh no!" he screamed, "Oh my God! Please don't peel the AVOCADO! In the name of things holy please don't eat me!"

This rather disturbing display lasted for about two minutes and ended the office completely.

Best 5-out of ten

Rik "Monster Munch" Henderson

YC's group editor looked a little



exclaimed Richard: "They're like, really good for you and can help reduce your cholesterol level if taken in excess. Really high in fibre and sodium you could practically live on them. In fact, certain fibres in rainforests in South America have been known to add punch to bananas and avocados (a close second, by the way) and rarely experience health problems. So there you go!"

Er, thanks Richard. His over-the-top impression consisted of lying on the floor, covered in a blanket which he

taken back when asked this question.

"Do pickled onion hats keep clean?" he enquired. "What about afro hats? I know! Coca Cola contains vegetable extracts. It says so on the tin. So therefore my favourite vegetable is coca cola!" Er, OK Rik. Do you think you could impersonate one.

He looked a little confused at this concept.

"How about if I stand here and make flapping noises for a few minutes? I can sit down while and still stretch down my side if that would help..."

Oh dear, wrong end of the stick completely Rik. Best 0 out of ten.



Jeff "Navigator" Davy

"Like mango?" queried the excited editor. "They're really juicy and they taste so nice. I think a close second place has to be the common or garden potato. They are just so versatile! You can mash them, bake them, fry them or even boil them and make a rather powerful alcoholic beverage".

"As for my impression, I'll go for the mango. Here it is..."

(Curls up in a rather odd shape and lies motionless for two minutes)

"They wow, I really know how it feels to be a mango!"

Thanks Jeff. 8 out of ten.

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Back numbers include 50p postage and packing and are available from YC back numbers, Select Ltd., 5 River Park Estate, Berkhamsted, Herts, HP4 1HL. Cheques should be made payable to ALPHAVITE PUBLICATIONS LTD.

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Other issues are available but not shown.

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ON THE TAPE

What do you get if you shove a mouse and some cheese into a liquidizer? Mouseronic cheese! Err, very poo-er indeedy. Why do you bother?

THE CONTENTS

Side A: **Football Manager** - remember this?

Side B: **Gold Train** - a totally original arcade game
Task Battlzone - er, an arcade game

There are plenty of options, all obviously named in the game. They are easy to access so the play is very straightforward. I think the best advice I can give on this is to just load it and try playing!



A

FOOTBALL MANAGER

Programmer: Kevin Tones
Type: Strategy game
Controls: Keyboard

If you don't remember this game or have never played it before, then here's a few brief instructions.

The idea is to take your football team from the bottom of division four to the top of division one, winning the FA cup as many times as possible on the way. Sounds easy!

You can buy and sell players, you have a limited budget so don't over spend and remember you have to pay them as well.

B

GOLDTRAIN

Programmer: David Shepherd and Dominic Taylor with just a touchy bit of help from Richard Taylor.
Type: Arcade game
Controls: Joystick only

This year is er, 1940ish I suppose, and the Californian gold rush is at its peak.

Tremendous amounts of gold are being transported across America to major cities and ports.

With all this gold moving around, there bound to be a few bandits waiting to pounce and strike it rich by robbing one of the Gold Trains. That's what the US



government thinks, which is why they have grouped together a team of wealthy, fearful cavalry types to escort them.

This is where you come in. You must protect the train from bandits, Indians and anything else that threatens

the train in some way. If you successfully reach your destination town (Chicago) then you could become very rich indeed...

HOW TO PLAY

You control the horseman with the joystick. Controls are, north so fire moves in normal directions, fire and back to jump, fire and forward diagonally to shoot and fire and left or right to jump left or right.

Forward and back with no fire will accelerate and slow the horse.

Best idea is to build up full speed, and run ahead of the train.

If you reach a station (for energy re-charge) and pick up extra gold before the train, don't worry. It will pull up if it's your time. It's never really that far behind you.





TANK BATTLEZONE

There was a slight problem with the duplication as at, here it is in all it's fullitech glory! Hurrah!

Programmer: Andrew Bowen
Type: Complete game - arcade action

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

It was decided, one day during World War II, that a special crack squad should be sent behind enemy lines to try and take out a rather large munitions factory. A squad was assembled which 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 squadron), that they could pass un-noticed.

If they had to destroy

defences,

then they could work well together - being on ground and in the air.

The squad was like an impetuous tank, 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 part is needed, although one player can play with joystick in either part.

The idea is simple, shoot all the defences 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.

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



TAPE RETURNS

If you've got a problem with this issue's YC tapes, send it to:

**YC Tape 21 Returns,
Stanley Precision Data Systems,
Unit F, Cavendish Courtyard,
Sallow Road,
Weldon North Industrial Estate,
Corby, Northants, NN17 1JZ.**

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

“LAND OF MAYA”

THE RETURN OF VIRTUAL REALITY

Still wearing his YC “out-out-and-keep” Virtual Reality headset, Jeff Dawy stumbled down to London’s Rock Garden and Trocadero to lose himself in some more virtual worlds.

Last time we saw Virtual Reality (and, please, can we just call it VR from now on, please?) it was

sorts peer into an enclosure full of journalists and other degenerates.

The centrepieces are two



in the massive surroundings of Reality Conference Centre - which was full of Press people, the rest of the world, and their dogs. W Industries were showing off their sit-down VR arcade machines which offered V-TOL, a harrier sim, and Earthsphere, a space action game.

It's all a bit more intricate this time - outside the Rock Garden, a restaurant and bar/pub sits within in London's Covent Garden. Tourists and other curious



podiums. Both have a person on them, a person with a VR headset. Each is clutching a joystick, on the end of a shower-pipe-style metal cable which leads to a small waist-pack, and is moving their head around in a very strange fashion indeed, as if watching a troupe of performing, slow-motion, high-jumping rabbits.

Next to each podium (which are a good 12 feet away from each other) is a monitor, on

TAKE BELIEVE™

which can be seen what the boss in the headset can see.

This turns out to be *Nightmare*, a new VR game (or "experience", as the Press Release would prefer me to call it) which involves neither planes nor spaceships but walking around and shooting things.

But there are no ordinary things to shoot. *Nightmare* has - apart from swooping, green, fire-breathing pterodactyls who'll tear you to shreds if you let them get too close - the best kind of opponent of all. A real, live, human opponent. Those two podiums are linked and it's dead-to-the-death time.

Nightmare takes place in a 3D (match) battle arena, made up of blocks, steps, platforms, life and columns, and which appears to be suspended in the middle of space - you can see the stars. As you move your head, so the view follows. If you press the top button on the joystick, you "walk" forward. The other button fires your grenade/rocket pistol.

The two players arrive in the arena simultaneously, and have two minutes (that's what you pay for; time not lives) to find and kill each other as many times as possible.

It's pretty good too. The fact that there's a human opponent makes it even better.

It'll open to the public at the Peak Garden from now on, too.

The action moves to the Trocadero, down the road at

Piccadilly Circus.

In the midst of the Troc's tourist-trapery lies the Fun Land arcade, which was one of the first places to install the original V-SOL and Battlesphere VR units. Now they've got a new attraction: Total Destruction.

What'd this may sound like it involves smashing the



whole plane up, before the security guards drag you away, kicking and screaming. It's actually a stock-car racing game.

Those sit-down units are back. This time with a hinged front that clicks down over your legs, two pedals (accelerator and brake), a two-position gear stick (forward and reverse) and a steering wheel, as well as the ever-present headset.

Four units (ranged two opposite each other) are linked together in this 3D race game, which is more in the style of *Hard Driver* than,



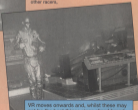
say, *Continental Circus* and its ilk.

The race starts and, well, you just have to race around the track and guided by massive red and yellow-flashing arrows) the track, trying not to incur too much damage and bumping into other racers.

While everyone else does the same and piles into you.

It has a very loud soundtrack to go with it, in which a voice that sounds just like Steve Martin shouts "Yo-bass! Deeeenstaurtorre!" throughout.

The game lasts until someone wins, not until you finish and costs two-quad per race. A bit, er, pricey, really. But fun.



VR moves onwards and, whilst these may not be the best things since sliced bread, they are still a good taste of the future. What ever could be next?

Watch this space...

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OOZIN' EUGENE'S SCUM OF THE EARTH



Eugene yawned lazily, stretched and sat up in bed. He stood, took one pace, trod on a paper package containing cold chips, gravy and a rather large pickled onion and proceeded to skid across the room.

His movement was soon halted by a large bag containing hundreds of letters from excited readers explaining their latest strategic pokes and key depressions to enhance game play on a rather good computer.

"Oh God," he said, "I've got bloody loads of work to do."

Yes Eugene, you have. You'd better get on with it now!

More splendid cash prizes go out this month, a rather large chunk of which finds its way into the wallet of a Mr. B.J. Clarke in Essex. He has sent in a rather superb map and pokes for YC's excellent cover game, **Misadventure Lane**.

Thanks B, or can I call you BJT? It's good to coming you may very soon!

The pokes to go with this are:

POKE 4622,165
for infinite lives.

POKE 4672,4
for extra keys, rings and diamonds. X is for how many of each you require.

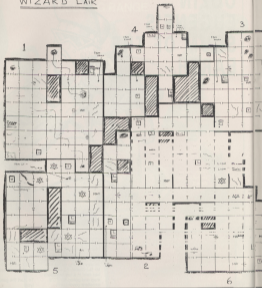
You need plenty!

For a complete cheat, type **POKE 46741,15** for all the pieces of the loot.

To start the game again, type:
075-46200

Unfortunately, when you reset the game (which you will have to do to enter the pokes in the first place), some data corrupts and renders some of the rooms inaccessible. This should not happen if you are using a cartridge such as Action Replay or the Expert, but will if you just normally reset your computer.

WIZARD' LAIR



Now for some Speedball II tips from our very own office barman picker, Richard Taylor.

When you head up the field when the game first starts (or after a goal has been scored), run straight towards the ball and just before you reach it, pull the joystick up and right and

keep pressing fire. If it works, the ball should hit the scorifier and bounce back into the goal passing straight through the keeper. It may need to be hit again, but your winger should be right next to the ball anyway. It takes a bit of practice, but when you have mastered it, it means you can score goals very quickly (five seconds,

usually).

Another piece of advice is to forget going for score enhancers (the twinky bits on the side) and just try to keep the opponents away from them. They always go for them and seem to end up getting both even if you're trying to get them yourself!

It is also worth saving your money for a bit and

buying star players.

Also, if the opponents' keeper appears to have "died" in the corner, run up and take the ball straight off him. He shouldn't put up a fight.

Thank you very much, Richard. 50 quid is on it's way! Or maybe we'll just pay you your normal wage.

Mr B. J. Clark's rather superb map of Wizard's Lair



- 1 — CAVE
- 2 — HALL
- 3 — CRYPT
- 4 — SQUAD
- 5 — WALKY
- 6 — LAIR
- 7 — LIONS



PANG

On this game, press pause twice in quick succession whilst moving on to the next level. If it has worked, you should be rewarded with infinite lives. Couldn't be easier!

A couple of gems from Robert Atkin in Mid-Edinburgh.

On *Scor*, if you pause the game and then press the Commodore key followed by G and the Commodore key again, you should be given unlimited people and helicopters.

A cartridge poke for *Skull and Crossbones*, type POKÉ 20475,165 for infinite lives and energy.

Cheers Robert, fear coming your way (hey hey hey)

According to Greg Douglas from Steniscoumar in Scotland, if you press G during play in *Fast Drive II*, you will skip to the next level. Well I never.

Mr A.N. Oymous from Northamptonshire (according to the postmark, and they don't miss around) sends the following tip:

Number

On the high score table enter your name as NYLSE, with a space before the K and you can now select any mission.

Creatures

Once the game has loaded, wait for the title music to end

and the Clodes to stop dancing. Put the joystick in port one and waggle it like crazy. The Clodes should now do an odd sort of frantic dance and eventually turn grey. Once this happens, put the joystick back in port two and start the game with infinite lives.

Greenies 2

On the high score table enter your name as SERRIRA for infinite lives.

CU's Elephant Antics

Try POKÉ 18429,181 for lives on port one and POKÉ 19871,189 for the same on port two. Type SYS 5144 to restart the game.

A poke or two from Andrew Preston in West Lothian, Scotland.

Red Heat

Load the game and reset it.

Now type POKÉ 2128,165 (return) POKÉ 2558,165 (return) and SYS 28176 also followed by return.

The game should now start with infinite lives and energy.

Also a tip for

Batman The Movie.

Get to level 2, 3 or 4 for die. Ignore the missed message and press stop.

Level 3 should load with infinite lives.

Carl This is becoming very common amongst Ocean games.

Try it on all Ocean multi load tape games. It may well work.

Cheers, A.M. it looks like I'll be spending your money down the pub tonight lol. lol

How for a juicy little selection of tips and pokes from Brendan Randall in South Africa. He also gets ten apendixes for these tips!

Eliminator

The passwords are:
Level 2 - MONIC
Level 3 - BLONDE
Level 4 - CLICHE
Level 5 - DIMPLE
Level 6 - EBBLE
Level 7 - FEMALE
Level 8 - GOBLIN

Savage

The passwords are:
Level 2 - SARRITA
Level 3 - POKESOME

Sim City

When your funds get low simply press F1

Now for some POKES that will require a cartridge to enter:

Dynaboid

POKÉ 26878,165 for (you got it) lives!

Dominator

POKÉ 2310,234 for lives

Starfield

POKÉ 28210,173
POKÉ 28288,173 for something different

Gyroc

POKÉ 12478,189 for infinite lives

Led Storm

POKÉ 7658,165 for lives

Predator

POKÉ 5875,165

Renegade

POKÉ 36217,173 for lives

Typhoon

POKÉ 4221,173 for lives

Splitting Image

POKÉ 3214,173
POKÉ 3248,173 and
SYS 2816 to restart

Storefront

POKÉ 23888,173 for lives

Thanks, Brendan.

WINGERS CORNER

Lots of people wing it all the time. Why? Various reasons... some people do it out of boredom and some have genuine reason. Some people are not happy with their lives and some do it through greed. In this column however, people are not happy with the way they play their computer games and need some help to improve their play. Heavy problems, huh?

If you feel the same way about a certain game, send a letter to "WINGERS CORNER" at the normal YC address. If you can help these people, send advice to the same place.

Mark Goodley of Newcastle requires some assistance on Skull and Crossbones and would really appreciate a cheat mode and a poke to remove the "all enemies must die to advance to the next level" feature. What a good feature that is.

Ernie Copeman, your Frosty help is finally on it's way! A poke to remove various nasties (including the famous "stuck 81") will appear in next issue. Sorry about the delay, we beat Richard Taylor around the local several times to make him do it, but unfortunately we beat him so hard he's having to spend a few weeks in hospital.

Bill Schultz needs help on the all-time old classic, RED L.I.D. A poke for unlimited lives would really go down a treat.

Remember Confusion? Well Barnaby Tanker in Norwich needs a cheat badly. Well Barnaby, if I remember rightly, type **LOAD =, 1,5** when loading the cassette version to make every second level accessible.

Tommy Jones, who lives in Clevedon Hulme, needs some help with International Soccer. Oh Tommy, when you start the game, run in the direction you are facing and kick the ball into the back of the net you see. This should give you an advantage over your opponent. Keep doing this until the final whistle blows. (That's enough joking about, Ed.)

Can you poke? Well what are you waiting for! Hack away at the latest and requested games and sort out some serious cheats! Major prizes await those with the best and most original pokes. Come on you hacking crew, get to it!

A reminder that **POKE** entry information was given in the July issue of YC. Please refer to this for instructions.

A certain Pk from Northampton sends the following list:

New Zealand Story

If you have a tape version of this game, then when you die on level 1-4, leave the tape running and the next level will load. If you have the standard Commodore tape disk, then if you wind the tape to 153, level 3 will load. Also try 139 for levels, 181 for levels, and 175 for levels

It-Type

POKE 1290,173 for infinite lives and **POKE 12700,36** for no sprite collisions. Type **END 2044** to restart.

Breakthru

POKE 5847,3 for infinite lives and **END 2040** to start again.

Chase HQ

While playing the game, hold down the fire button and type **GRWLER**. Frosty will see it, pressing T will reset your time.

Saxon

Cartridge poke only. **POKE 2604,173** for unlimited lives.

Skirmish

Another cartridge only poke. Try **POKE 3200,173** and **POKE 4434,168** for a cheat mode.

Thanks, Pk. You get 10 pounds for that.

SOME ADVICE ON CHEATING ON GAMES

If you own a utility cartridge (i.e. Action Replay, Expert, Final, etc) that possesses a machine code monitor, then you are able to cheat on most games. Here is some advice on removing enemy collisions.

Some games use the standard hardware 'sprite to sprite' detection. To remove this, first enter the monitor as explained in the cartridge manual.

After that, type **H 0000 FF7F 1E 00**. This searches the memory for instances to sprite collisions. If any numbers are printed after pressing return, i.e. 1876 or what ever, then type:

D 10F5

Always use one byte previous to the printed number. When it lists, press run stop. If it reads **LD A,3000C**, or **LDH** or even **LDX**, then you are on the right track. Now change this to read: **LD A,8500** followed by **NOF**.

Enter this by moving the cursor up to the statement in question and typing over it. Press return after each entry.

Now return to the game as specified by the cartridge instructions. If it has worked, sprite collisions should now be removed.

If you want to change it to background collisions, then change the **1E** to **1F**.

The sprite/sprite collisions should work on games such as: Magic Miner, Frosty the Snowman, and loads of others.

The sprite/background collisions should work on Amnalytia, Fortress, Dig Diver and again on loads of other games. Try it and find out which ones work.

A cheat for the old Interceptor game, **Aquasaut**. When playing the game, hold down the Commodore key, shift and the pound sign.

Keep doing this until your sub disappears, and you can now travel anywhere.

On the subject of Interceptor games, on Triflie Shells press the back arrow and type **MSA**. The cheat mode will now be operational.

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

DOON EUGENE'S SCUM OF THE MONTH
YC, 20 Penton Lane,
Kiln Park, Milton Keynes,
MK9 1J 2BF

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

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Name: _____ Title: _____

Address: _____

Postcode: _____

Which computer? (if any, do you want?) _____



CHEAPSTERS FOR YOUR LOVE

Code Masters are no longer just boy whizzkids. The company has transformed, while no-one suspected, into the most successful software house in Britain. **Jeff Davy** (clutching his legendary YC cardboard camera) ventured deep into the English countryside to meet the Darling posse.

“We’re on the verge of being the biggest thing around here,” laughs Code Masters’ PRK supremo Mike Clark, as we speed down rural Warwickshire lanes in his rather powerful sports car, “who else has 88 cars? We must be the biggest software company in Britain!”

That’s slightly misleading, and he knows it, but when we glide up the gravel drive of the Coders’ HQ it’s easy to

believe he could be right. A basic farmhouse, converted by boisterous builders, now has a maze of extensions added to it. The ultra-new complex is a far cry from the huddle of portakabins stretched around the rear that made do as offices last time YC paid a visit.

Out the back, there’s a lake — in it is a boat made by Richard Darling and a friend. Mike insisted on rowing me around in it. “It won’t sink” promises Mike, as he swings

the craft from side to side and snags the car on branches and rafters.

To one side of the farmhouse is a wall, a massive beam has behind, from which there are occasional mooring sounds. Says Mike, as another ‘tree’ fills the air, “They’re involved in breeding cows. I’ll leave the rest to your imagination. We do get some awfully strange noises coming over” Inside, the offices are a hive of activity. Over 30 people are on the payroll, accountants, people, programmers, executives... the latter are stationed on the new “executive floor” (well, an upstairs bit, anyhow) where Mike and the Darlings have their offices.

Code Masters now sell more games than any other software house in Britain. For what it’s worth, they have over 25% of the market according to Gallup, whose business it is to know these things. Their next rival isn’t even close. “We rate the 5-bit race,” says Mike, before joking: “We’re so good at the software industry, the challenge is diminishing week by week”.

“Don’t jinx that!” he adds, suddenly seeing the scribble his every word into my notepad.

The Code Masters/Darling story is one of a meteoric rise. David and Richard Darling were young, talented, programmers who... but don’t



have me explain. Have it in Richard Darling’s own words: “Around 1982, David and I were about 13, him being 10 months older than me, and our parents lived in Canada. I think they wanted to make sure, although they weren’t with us, that we got nice presents. One Christmas a cheque arrived, so we went to London and bought a VIC-20 (the computer before the GSI).

“They were launched in the US a year before Britain and before we left Canada, a friend of ours bought one and we spent a lot of time around it.

“I’d always like electronics and it seemed absolutely amazing to produce something with a soldering iron. With very little effort, you could make a machine do things.

“Once we bought the computer, we used to write games for it, ‘cos there





weren't any available. We started to place ads in Popular Computing Weekly (an old computer magazine),

under the name 'Caberle Software' and we offered the 'We'll-pack'. It did fairly well. "Towards the end of 1983

there was the LET Show (the show before September's annual CES of Earle Court) and we had a stand. We met up with several computer companies including Mastertronic (the first budget games company) and got contracts to produce games for the C88 for them.

"Pretty soon it became apparent that Mastertronic was going to go places. We

moved to London and formed AP. We produced all the software they sold, in April 1984.

"It was very successful but it was heading in a different direction to us. We wanted to concentrate on producing original software, so we sorted up with them and started our own company.

"We took nice screenshots, getting the games

The Strangest Thing That Ever

happened to
BOB AND
DARREN...

"When I was in Taipei (in Taiwan), where we were having some cartridges manufactured, we went out to a long street with market stalls. It was only six feet wide. There were shops that sell live snakes' blood as a beverage.

"The Chinese seem to think that drinking the blood of snakes is very medicinal.

"They have these live snakes hanging down and they slit their throat, tip them up, get a jar, and pour the blood into it.

"The specialty is one of the organs from the snake, a little grey thing, and they add this green stuff from inside this organ. People pay a lot of money for that."



SPOT THE DIFFERENCE!

The Terminator is back! But which picture is which? One of these people is a future-war android with an Uni-Fish and one is a PR person for Britain's biggest budget software house. Can you tell the difference, readers?



ready to launch. The philosophy was to release original games over all formats.

"In September 1988 we launched and it all went very well. We followed up with another batch of 12 games. The flagship was BMX Simulator which was the bestseller.

"David had the best-selling game the year before with The Last V8 so we were happy and busy producing these games on a small industrial estate in Banbury.

"Then things started to expand, life said very, very

boldly that we were going to be Number one inside a year. We got there within 12 months of launching and since then we've been able to hold it."

As I leave, with Mike, for the day I ask Richard why, as a teenager, he chose to program computers. "I didn't like skateboards!" he laughs. "No," says Mike, with a mischievous grin, over the good PR person, "it was a prediction of future trends!"

Whichever, they're number one and they're riding high.



THOSE NEW CODE MASTERS GAMES IN FULL...

Hidden away down some stairs is a room full of computers with the Codemasters' new games ready to run. Holding court is Paul Pearson, the 'new' Development Manager (this means he talks to the programmers and whips them when they're late).

"There haven't been many Code Masters C&A releases, notably, I suspect. 'We're trying to find fresh games now, to stretch the gameplay to new, heightened quality is what we want,'" says Paul and there does no sign of letting up the pressure. And don't fret, there are C&A releases planned well into the future...



A simple idea, quite nicely executed, which should provide a good challenge.

dropped TV cops but, er, Code Masters' legal department wouldn't like to be involved with well-paid, sun-banned American lawyers so we'll just pretend it's a coincidence, right?

The action takes place in a maze of urban streets, which even includes a raised train-line (although you can't give chase underneath it, but in French Connection), and your mission is to catch a criminal by, um, racing around like a madperson.

MEAN MACHINES

A 'SpyHunter'-style game, which is intended to be really fast. You drive your mean machine up the road, avoiding obstacles (like holes) and other cars, which try to smash you around and make you crash.

To make it a little more interesting, you can pick up various 'outposts' to help you on your way and drop off behind your car to get other vehicles.



SKY HIGH STUNTMAN

Hands up who likes vertically-scrolling shoot-'em-ups... Right, a good few of you, then. Well, this'll be to your taste.

You play (rather tenuously) a stuntman who m.o. by a balloon, biplane, jet and helicopter - all in the name of good, big-screen action.

It's nicely presented and, says Paul, "the music's really brilliant". But then he would say that, wouldn't he?!



MIAMI CHASE

Amiga-centrists have already seen this one. It sounds distinctly like it ought to have something to do with well-

SLIGHTLY MAGIC

This is a game in the Discip/puzzle/objects/tasks mould involving a trainee wizard called, yes, you've guessed it, Slightly Magic. By trundling around the wizard's creepy castle (full of bouncing enemies and ghosts), manipulating (there's a long word!) the objects you find along the way, you can complete the game and become a better wizard.

BMX 2
SIMULATOR
YOGI BEAR
GRANDE
LET SKI

'ONE MORE THAN THREE'
CODIES COMPO!!!

The lads were all sitting 'round t'other day and scratching their mop-tops! "We haven't run a big compo since... ooo... since the England comp!" said Posty. "Oh no," said Jeffrey, "we'll have to sort that out then!"

With one brief phone call and a bit of arm-twisting he got those incredibly wonderful fellows at Codemasters to give us some incredible prizes-to give away. Then he went off into the Warehouse and had a bit of a lie down, for he was surely gold-smacked at the generosity of the amazingly skill budget-games company!

"WHAT DO I HAVE TO DO TO BE SO AMAZINGLY PRIVILEGED???"

Firstly, you have to stand on your head for four minutes. Then, eat four soggy jam doughnuts without licking your lips!

And tell four different people on the street that they have a personal odour TAA problem... (You don't have to do this, but we'd wager you'd only live for four

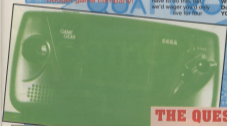
days in a coma if you did, Ha! Ha!)

Really, you have to examine the four following questions below and scribe the answers on a postcard or sealed envelope, then send it to:

"I've Four-gotten What I'm Meant To Do" Compo, YC,

30 Potters Lane,
Bin Farm,
Milton Keynes,
MK11 3HF.

It must arrive before the closing date of **October 4th 1991**, or it gets bolly well mopey in the bin, matey!!



WHAT ARE WE GIVING AWAY THEN?

Thanks to those bill Codies we've got four Game Gears (the wonderful new hand-held console thingies!) to give to four winners (can you see a trend starting here?).

Plus! Each of the four winners receives four different Codemasters Game packs (it's pretty obvious) - Cartoon Racers, Ringpower, and Arcade.

Not only that but four tinnies-up get the Game Gear packs too (that's right, there's a rather clever trend involved here around the number four, isn't there? Ooo... We're so subtle sometimes!)

THE QUESTIONS

Who are the odd ones out in these lists of four?

1. Yogi Bear, Roger Rabbit, Jerry Mouse, Bob Hoskins
2. Kenny Dalglish, Graham Souness, Bill Shankley, Bob Horness
3. Madonna, Kylie Minogue, Jason Donovan, Cathy Dennis
4. Nick Cotton, Pauline Fowler, Harold Bishop, Frank Butcher

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POST APOCALYPSE



Who's the man with the biggest
bag,
Of mail, that is, in this commie
mag?
And who's the guy who wears
tiny hats,
And uses forks to skewer cats?
What's the name of this lethal
bloke,
Who laughs at earthquakes
and kills old folk,
Who squirts acid at mice with a
rusty needle,
And has a worse sense of
humour than Jeremy
Beadle?
It's... POST APOCALYPSE!!!

If you wish to converse with
the fellow who would rather
shove a he-uge baseball bat up
your bottom than read your
letters, write to: **Post
Apocalypse, YC, 20 Potters
Lane, Kiln Farm, Milton
Keynes, MK11 3HF.** And if
you don't, we'll send him
'round to your house when the
vicar is there and ask him to
make rude farting noises
during tea!

Whatcha mates,
how's you all doing?
Not as badly as one-
eyed Pete-I bet, who's
just lost his one eye!
Do you know how
he lost it? I poked it
out with a stick, ho,
ho! That'll teach him
to call my hairstyle
"nice..."

Oh, by the way, I've

lent parts of my
column (the first
person to say so-er,
gets a jolly hard
kicking in the private
place - just 'round the
back of the secret
tree) to a few of my
sorting-office chums,
and that means you
can have a few more
of your letters, humah!

OOO... WHAT A LONG ONE!!!

I've decided to take up Thomas Brown's stance by writing to put you straight as to why YC is falling to bits (what? Are the staples falling out? - PA).

I buy three Commodore related mags, and I'm afraid that YC is lagging way behind the other two. They are both crammed full of stuff, and what do you offer? A photo story? Not much of a sales booster.

Okay, enough means. First of all, get the price right (or, I thought you said "enough means"! - PA). It should be \$5.00 like the other two, which would help cover the cost of a tape box. This is a help when deciding which mag to buy. If it looks as though money has been spent on production, the kids love it.

Plus, something that all the mags that have tapes should do, is put games into an one page, either side, so it can be removed and be more handy when you are playing the goodies.

Don't spread the free tape details over the pages, get it on one page and it would save time wasted on searching for playing instructions. I also agree with Tom about more demos, I'd like two games and possibly two demos.

Okay, to keep in line with other letters here's some questions:

1. Could you give us any more info on the C65, or haven't you let heard about this yet? The most important thing I want to know is, will everything I've bought so far game-wise be playable on the new C65 - I'd hate to buy it all again!

2. What's been the highest rated game so far in YC?

3. What's been the lowest?

4. Have you got a copy of Shadow of the Beast around that no-one wants?

5. And can I have it?

Well, that's that. I hope you'll take on-board my suggestions - I'd like to see YC out-sell those poncey other C64 mags, as you chaps have a bit of fun in your mag by bit of growling here and there - PA), and I'd like that game I mentioned (I know it - PA).

Yohan, Lanarkshire

PS. Navy Babes contraspread please, playboy page three style, thanks!

PA. Firstly, it's that old \$3.30 debate again (right). I do not think that two souly pieces of plastic are worth 25p, and anyway the worst injury you can cause someone to have with them is a small blind man's pinch on the finger, and what use is that in combat?

What we'd like to concentrate on is bloody good games on the tape, and forget about its packaging. And like you said, YC is the only comms mag with a bit of fun.

As for your questions:

1. I tried ringing

Commodore to ask about the C65 and this is what I got?

Please: Bring

C6M: Hello?

Mr: Hello, I'm Post

Apocalypse... and I'd like to

know about the C65, please!

C6M: Hello?

Mr: I'm POST

APCALYPSE... and I'd like to

know about the C65!

C6M: Hello?

Mr: WHAT ABOUT THE

15% OFF C65?

C6M: Hello?

Mr: OH GOD IT! Click...

Later I found out that I had taken too many hayfever tablets and I was in fact talking to a banana and not a telephone at all.

Unfortunately, a small price saved that doesn't know an awful lot about home computer entertainment... It told me how to lag a hot water pipe though!

2. The highest rated game was Last Ninja 3, where PA had a bit of a funny turn and gave it 100%!

3. The lowest rated was Kenny Dalglish Soccer Match which got 5%, and that was when PA was feeling a bit generous (it's just say that he thought he'd stepped in some doggie doo!)

4. Nil!

5. It depends what you want? When somebody says

"can I have it?" to me, they normally end up in the local infirmary!

As for a Navy Babes poster, it'd be a bit out of the question really. Mainly because if we did that, we'd also have to print a poster of PA or Jeff in the middle, so that we're not deemed sexist, and that'd be a thought for the hilarious to contemplate, sorry!

SIX OF ONE...

Please answer the questions I have to ask!

1. Is Golden Ace any good or what?
2. Could you give me the cheat for Baboon, because on level four - where you climb steps - I can't get past it?
3. Is proxy really such a bad thing?
4. I have heard there will be a new computer out soon, named C65. Is this true?
5. Is Snake Bros available for the C64?
6. In the game Escape, how do you get the gun? Where is the key? And the

LETTA OF DA MUNF

BORED IN SCHOOL

I don't know what the hell I'm gonna do 'cause me dumb parents had to go and send me to boarding school. Now I can't buy YC mags because I can't find them anywhere down here (The Gold Coast, Southport) to get 'em.

Furthermore, I would have written this letter on my computer if I had a printer, which I now don't because me mum was cleaning my desk and she broke it the bloody thing off, and will have't paid the damages.

Lars Granthol, Darwin, Australia



PA: You've got three options on what you can do: a) Get your mum and dad to pay for a subscription to YC, so that you get it sent directly to you every month (a couple of months before it comes out in the Aussie shops) for payment, for smoking your printer b) Run away from boarding school, and hide in bushes for the rest of your life, only coming out to beg for money and buy your YC in the local paper shop! Or c) Get new parents! I'd personally advise trying 'a' as the best option!

matches? And how do you open the safe? Is there a way to reach the springs? In the cartoon it said "Is he dead or dead?", what do I have to do? And finally, do the playing cards do anything? Please help if you can.

Andrew Butler,
Birmingham

PA: Here's the answer, I suppose...

1. Help
2. The best way to cheat at Robocop is to just go around saying to your mates "I got ten million points at Robocop last night!", and convincing them to believe you!

3. Piracy was a pretty bad thing for Rod Board, he was hung for it. And how would you like it if you spent a year and a half programming a game only to have it copied by thousands of people who don't think they're doing anything wrong, and therefore robbing you of loads of cash? Coo, it makes me mad!!

4. Commodore are doing a new computer, but if it has as much prospect as the O64GS, the only place you'll be able to buy one is in the Orkney Islands for £3.50 and a sunshine voucher.

5. Nope, but I've heard that it might be soon!

6. Be serious...

POST GRADUATE

By night he train-spots, by day he answers your lousy letters...

I have always wondered why tape games are an different category. Everyone I tape games from my friends I have to tape up my fingers' base stick and hold it around with the screen until I find the right setting. They are I said I have a friend...

After a few games, when I want to play another game, I have to fiddle around for half an hour, trying to find the correct setting. This is driving me to drink (ging, ging, hai).

P. Johnson,
Widnes, South Africa

PS: I want to thank my friend Zahed Mahmood for allowing me to be I think who to write to.

PS: And you have a problem. But it is very, your tape taping machines are constantly causing you to get that is to say, if your tape deck was working perfectly, and tapes were of the same standard you would have less of a reason to even find it. But on with it - PS.

The problem was figure that it's possible to do from which you choose to deliberately leave the work of two and therefore in the extreme possible by entering it a machine leaves comments on piracy is wrong study. But it is to say, by being given that an amount of different experiences is actually a natural obstacle, but it was between the subject with it was to be made in comparison to the original and therefore requires more the nature of your Commodore cassette tapes. But to be fair, if you decided that you wish to tape games from your friends, who are also people although not of the experience and game hand - and you use a piece of machinery to actually copy games from cassettes to another, the system is possible - the only - it is not a natural even reason of the original, that is - I think we means that you should I copy games to the first page and it's your own fault if you're too stupid to buy the original! - PS.



POST HASTE



He's just a blur as he answers letters extremely quickly...

THE GOOD OLD DAYS

What the hell are the YC team playing at (some of us are playing Miss Uno Europe, and some of us are playing 'red fire in pussy cats' - PA)? What's happened to the good old days, where there was space on every page and at least 2 chessmove per ish? And where is the purple puzzle page, for bloomin' 'flips sake'?

If you don't bloomin' well pull up your socks sorry Jim, I'll cancel my subscription for good!!!

Timothy Myers, Dumfriesshire, Scotland

PS: You and Eugene are the only good old traditions left!

PPS: Be right!

PPPS: Or any other direction!

PPPPS: Byeooooo!!!

Phil Zaxon... I don't even wear socks!... Wrooo...

Speedball II

Dr W.P. Lighthouse (who looks suspiciously like Richard Taylor) wearing his James Caan stick-on sideburns, takes a look at the further fixtures of the future's fave sport.

These kind of games aren't really my thing, so I wasn't looking forward to reviewing this. I find the whole concept really boring, and Amiga Speedball I, I found really tedious.

Why is it then that this game has kept me up until the small hours, with three

days solid of playing and the use of physical force to remove my brother from it? My opinions of it have changed very dramatically.

This is an incredibly addictive game. I found the one player option much more challenging, as opposed to a two player simultaneous



game.

The idea is simple enough. You take control of a team of, to say the least, rough looking people in an attempt to work your way up through two divisions of Speedball league.

You can alter an individual's strength and play-power through a series of statistics including throw power, stamina, speed etc. These can be bought only, so with your limited cash you must spread your spending evenly as possible across the individuals stats.

There is an option to modify these as group defence, midfield and attack) or as a whole team. Other players can be bought, but these are quite expensive and you need to save for a while to afford them.

Once you have initially modified your team, then you

can start play. You take control of Brutal Deluxe, a poor and fairly weak team at the bottom of the second division. You must play other teams, such as the notorious Steel Fury and Damocles and the very powerful Revolution.

When the play begins, you are the red team. It is set out in similar fashion to Kick Off, with a vertically scrolling screen with goals at either end. The player under your control is the one with a semi circle over his head. Once play starts, time for violence!

A good idea is to pass the ball as much as possible and try to punch out the opponents players! There are bonus "bunny bits" on the side of the play area, which if activated will double your score when a goal is scored.

There are also plenty of bonus stat items lying around the play field and come which

MANCHESTER UNITED EUROPE

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

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



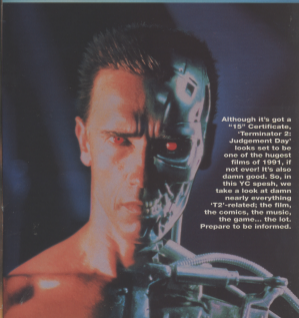
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YC
YOUNG
CULTURE

**BIG THRILLS
SPEESH**

**TERMINATOR 2
JUDGMENT DAY**



Although it's got a "15" Certificate, 'Terminator 2: Judgement Day' looks set to be one of the biggest films of 1991, if not ever! It's also damn good. So, in this YC spesh, we take a look at damn nearly everything 'T2'-related; the film, the comics, the music, the game... the lot. Prepare to be informed.

“HASTA LA VISTA, BABY”

“The future is not set. There is no fate but what we make for ourselves.”

— John Connor

“I’ll be back” said Arnold Schwarzenegger in the 1984 smash hit science fiction movie **THE TERMINATOR** (and almost every other Arnold film since). Well, it’s taken seven years, but he’s back, all right — with a vengeance.

Even before the movie’s July 3 US opening, the buzz surrounding the budget-busting sequel, **TERMINATOR 2: Judgment Day**, had reached astonishing levels. And now, well over a month into the \$125-million movie’s US release, shockwaves are still being felt across the world as the latest stage of Arnold’s world takeover had taken its.

The original **TERMINATOR** movie told the chilling story of a cyborg from the future (played by Arnold) sent back in time to kill the innocent and unsuspecting Sarah Connor (played by Linda Hamilton, later to star as an mom of *This Beauty and the Beast*) before she could give birth to a son who would one day lead the human resistance against the deadly self-aware machines of the future.

The cyborg failed its mission.

Now, in **TERMINATOR 2: Judgment Day**, a new and deadlier cyborg, the T-1000 (played with expressionless charm by Robert Patrick), has been sent back to strike at Sarah’s son, John Connor (portrayed here by Edward Furlong, who he is still a child). This time, however, Sarah (Hamilton again) and John don’t face the terrifying and relentless

machine alone — to protect the young boy, the human resistance has sent another Terminator from the future, a T-800 model (Schwarzenegger) programmed to be an implacable in its defense of John, as its cyborg foe is in its pursuit of him.

First Sarah must be “rescued” from the mental hospital where she has spent the years since the first Terminator’s attack, and meanwhile there’s *World War Three* (the “Judgment Day” of the subtitle) to be averted...

Director James Cameron (who directed the original **TERMINATOR** as well as **ALIENS** and **THE ABYSS**) says that the decision to make a sequel to **THE TERMINATOR** was not arrived at alone.

“Arnold was always a very strong force in trying to get the sequel made,” he says. “I realized that **THE TERMINATOR** was the one film I’d done that was closest to my heart and that I’d really enjoyed making just for the sheer fun of it. Kind of liberating. So with **TERMINATOR 2** I’ve come full circle.”

The main man, Schwarzenegger himself, had to be turned down **PROCATOSIS 2** to rejoin Cameron for T2, again. “Everything about the first **TERMINATOR** just itself to a sequel,” he says. “Right after we wrapped the first one I told Jim that we needed to continue this story.”

Since audiences of the first film identified more with Arnold’s death-dealing





quicker than Linda Hamilton's putative heroine, it was important to Schwarzenegger that, for the sequel, he'd play the hero.

"In the first film," he says, "everything I did, they just mirrored and loved it, you know, like I was the final boss."

Soon Cameron and co-writer/producer William Wisher had come up with a satisfactory script, and *TERMINATOR 2* was underway.

The road back to the screen was no rocky ride, however. The sequel's producers, Caruso, had to "buy off" the owners of the *TERMINATOR* rights: Homebox Film and Gale Ann Ford, Cameron's ex-wife, for less than Arnie (\$15 million), the director (\$2 million) and returning co-star Linda

Hamilton (\$1 million) and get a script together (another \$1 million or so). Before Cameron had shot a single inch of film, Caruso had spent nearly \$30 million.

It was small wonder that *TERMINATOR 2*, Judgment Day would go on to become, at close to \$125 million, the most expensive movie of all time. And, while this may be good news for genre fans eager to see exciting new products every summer, it's bad news for 99.9% of film makers, the ones who want studios to spend only a few million dollars on their movies.

Before *TERMINATOR 2*, Judgment Day's astonishing US opening, one Hollywood analyst said, "A scenario worse than *[HITLER IS A MAJOR REP]* - which was a flop

before - would be if *[it]* is a success. This would prompt people to think, 'Gee, it's OK to work with massive budgets.' It would be hellier for everybody if *[T]* bombed badly."

Hellier for everybody except Caruso, whose early success - crowned by *RAMBO: FIRST BLOOD PART II* - has soared, with expensive failures, such as *AMERICA AND MUSIC BOOK*. They have, in fact, spent about \$300m over income since 1986, and their debts kept him \$1.2m to more than \$200m before *T2* opened.

But however much money they spend on the film (and believe me, every dollar is on the screen), the price of admission stays the same, and therefore *T2* has to be

one of the best value-for-money pictures of all time - right up there with *STAR WARS*, *THE WARRIOR* and *THE ABYSS*.

It's a long film (a goal to over two hours), and the special effects ("just at the edge of what's possible" according to Cameron) in the movie's many set-pieces are genuinely unappreciated.

It's a chase movie, almost a remake of *THE TERMINATOR*, with a generous helping of *ALIENS* (particularly in the development of Sarah Connor as a kind of Ripley-clone), and the finale's *ALIENS*-reminiscent set.

But the way it's pulling in money all over the world (\$115 million in three weeks in the U.S. alone, it's quite likely to end up the highest-grossing movie of all time. And if that's bad news for low-budget film-makers, it's good news for genre lovers like you and me.

But although it's as wacked a movie as Arnie devotees have come to expect, it has a real '90s conscience - as Caruso puts it, "This film says, 'You like that action? You like that violence? This person pays the price.'" - and that's as good a reason I have for pushing back the inevitable critique.

WORDS: Dave Hughes

YC



POSTER





TERMINATOR 2 FILM REVIEW



Ten years later and Arnie's back. But this time he's not on a killing mission. He's a Terminator cyborg reprogrammed and sent back to the 20th Century to protect John Connor, son of Sarah Connor, the Terminator's quarry in the original film.

In the future, John Connor becomes the resistance's leader. Humans fight against the machine might of Skynet, a military defense project built in the late 1980s by humans that went terribly wrong. Skynet had, y'know, triggered a huge nuclear war (Judgment Day) in the late 1990's which decimated the human population.

To get back to the early 80's, another Terminator has been sent to eliminate John. And this isn't the metal-and-steel of Arnie, but a revolutionary new make of Terminator (T-1000), made of liquid metal. Every time something happens to it, it just re-forms. And not just in one shape; in any shape it feels like.

It can imitate people it has come into contact with, tools, vehicles - quite a few rather nasty things, as it goes. It's even more unrelatable than Arnie. Problems, huh?

Once the T-1000 (Arnie) has found John, the film becomes an eternal chase, as the T-1000 (in the form of a mean-looking cop) comes after them, and, later, them and Sarah Connor, who boy and cyborg spring from a mental asylum. It seems that no matter how much ammunition (and, believe me, he gets through a lot) is fired at the T-1000 he just keeps coming...

The whole movie is an excellent-ly-fused, nicely-synchronized, real-action extravaganza, with a wealth of special effects including the cooling, object-forming, liquid-metal body of the T-1000 and the mass of explosions, crashes... it's just great.

It keeps you going right up until the finish, with its mixture of suspense and humor (the Arnie burning Spanish street-dance, rock as "Hasta la vista, baby" and the immortal "No problems", which surely threatens to replace the immortal "I'll be back" of original).

Quite simply the best film this year.

REVIEW: Jeff Day



TERMINATOR 2 THE GAME

With another massive film stacking its way to cinema box office, it's obviously too late at the Page & Cathlamet) got to be "seen the first/beat the book/were the last/beat the song... now play the game" time.

And so it is, with Ocean's cartridge-based (although it will be out on tape and disk too) "game of the T2 film", which takes sequence-slices from the movie and turns them into chunks of game action.

Anyone who hasn't seen

placed film and some frantic loadcutting. At this stage the T-1000 is fairly easy to knock out.

Next it's onto the chase, well, one of many, anyway! Arnie, having saved John from a small racing bike onto the back of his Harley Davidson motorbike (yep!), is being chased down a large concrete storm drain by the T-1000, who just happens to be driving a rather large truck.

The only way to get out alive is to jump over numerous puddles using



the film yet should think carefully before reading on, the game follows the plot and if you don't want to know what happens... But, hell, you probably all know already (and if you don't, read the film review) so let's crack on.

The first chunk comes at a fight between Arnie and the T-1000, in the carport of the (amusement) arcade where John Connor has been found. As Arnie, you must parry your opponent with well-

range provided and not to crash into foliage or other obstacles. Every time you do something wrong, you take a knock back. One knock too many and you get rightfist on the front of the following track.

If you escape that, it's operation time! Arnie's (robot) arm needs some attention, a bit of an operation, as it goes.

This takes the form of an involving puzzle game in which you get a view of

TERMINATOR 2

GAME



"No problems!" said Jeff Davy, when asked to write an exclusive review of the T2 game. Everyone else thought the job might be a "raw deal" (That's enough rubbish Arnie Jokes!)

Arnie's wrist and a row of mismatched metal joints to shuffle.



before the end of a time limit. If you succeed, full energy is restored. Good, eh?

Sarah Connor has to be helped to escape from a mental asylum, next, and this is a sort-of side-on rescue game with a warren of lifts and corridors to negotiate and a host of guards and lockys to avoid.

A few minutes later and Arnie must stall for time (with his gun, yeah) while Sarah and John escape in the lift. This involves another killing rush with the T-1000.

Puzzle time again for the following installment. This time it's a "steering-the-blocks"-style puzzle game. The blocks make up Arnie's face and if you complete the puzzle within the time limit,

you get all your energy back!

The corridors make a return as Arnie finds himself speeding through waves of SWAT team people to get out of the Cyberdyne Laboratories building. This is more lifts and lockys-style play. Let rip with the paragon

to the penultimate level, Arnie is driving a stolen SWAT van from the Labs, as the T-1000 follows in a clopper. You have to drive the van, avoiding anything that gets in the way, whilst Sarah shoots the clopper from the back until it crashes (or you crash).

The final part takes place in the... well, see the film. It's a tight sequence and even if you drain all the T-1000's energy, you still have to guess how to finish him off... "Watch the film, chucker" as YG's film critic Dave Hughes would say.

This clock is as one of the best "game-of-the-film" adaptations on the CD. The action is fast and furious, it moves fast, the comic-strip-style graphics. In the game, too, and the sound is consistent throughout.

There's been a whole lotta attention to detail, too, especially with the customary between-level screens which explain the ongoing plot.

Get hold of this one, it's almost as mean as Arnie!



CREDIT CARD

Mean	Impassive, especially on the fight and combat scenes.	Good gameplay will attract and absorb you.	Hourly rating, 2 of the Terminator team.
Soundtrack	Impassive, especially on the fight and combat scenes.	Good gameplay will attract and absorb you.	Hourly rating, 2 of the Terminator team.
Sound	Impassive, especially on the fight and combat scenes.	Good gameplay will attract and absorb you.	Hourly rating, 2 of the Terminator team.
Impassive, especially on the fight and combat scenes.	Good gameplay will attract and absorb you.	Hourly rating, 2 of the Terminator team.	Hourly rating, 2 of the Terminator team.

NAME: Terminator 2: SUPPLER: Games.
PRICE: Tape £15.99, Disk £19.99
RELEASE DATE: Out now (probably).

OVERALL

94%

No game can capture the film's atmosphere and power but this'll go a fair way.

TERMINATOR 2 COMICS

THE TERMINATOR: SECONDARY OBJECTIVES

#1 (of 4)
Dark Horse

Wow! What a tight, taut, rousing corner of blood, guts, metal and bullets. What we don't get in *Secondary Objectives* part one - the sequel to *Tempest* - is a moment's break from the action that no Terminator could live without: the fact that one of the strands from *Tempest* has survived and we essentially just get to watch it in on his furious rampage through the cops of L.A.

Its best features are definitely the pace and the artwork, but this is quite honestly the best of all the Terminator comics now being reissued/released.

★★★★

THE TERMINATOR: ONE SHOT

Dark Horse

This thin graphic novel has far more content to Terminator - the movie, mainly because it deals with a Terminator that appeared in America at the same time as Arnie, only this one went after the wrong Sarah Connor, and is a female model of the android.

The comic itself has those redeeming features; firstly, it's drawn by Matt Wagner, one of the most down-to-earth and 'guy-friendly' artists currently working in comics; he's just drawn the soon-to-be-released *Batman vs. General* for DC; secondly, it has more action than the Arnie flick itself; and thirdly, it has the most innovative 3D pop-out action ever seen in this medium.

That's about it, it's not as good as *Tempest*, but no Terminator (a Terminator fan) can do without it.

○○○

THE TERMINATOR: TEMPEST

Dark Horse

This is a collection of the first series of Dark Horse officially-licensed comics that do not rely on a movie



adaptation or any other sort of job of unhelpful creep.

It's totally based on the 'idea' behind the original Terminator film and does not dwell on that movie plot as such. Instead it sends these 'new' Terminators to roaster day America, to actually meet as bodyguards to a scientist who is the perfect Artificial Intelligence, and therefore injects the necessary spark into creating 'The Machines'.

Similarly, a bunch of human combat troops from the future have come back to kill the scientist and prevent The Machines from ever coming to pass, almost as if it's a complete swap on the plot of the first cinematic episode.

The artwork is outstanding, the storyline (across four parts) moves at a pace that, although, at times, leaves certain major questions unanswered, and a few errors in continuity (why has one of the Terminators got his face covered in bandages in one frame, and only half-covered in others?), but these are just rather petty niggles and I'd prefer to stick to saying that if you were ever slightly turned-on by the original, this'd get you a slice of action that under 15s will be sorely missing.

★★★★

REVIEWS: PAH Henderson

TERMINATOR 2 MUSIC

(Guns 'n' Robots!)

Centennial, so, they have getting into involved. Los Angeles band Guns 'n' Roses are probably the latest people to have done the TG theme. Apart from the fact that their remaining metal sound starts well into the film's leather, bikers and guns action atmosphere, they only released a single on a

recent label called 'Up Suicide'. Maybe Arnie would be proud!

The band have had four Top 10 singles now. 'You could be mine' (the TG theme) was just the latest in a string of hits since 1988. In that time there have been 2 LPs as well.

The new albums 'Use Your Illusion' 1 & 2 are planned for release

simultaneously in the next month or so. But the time between their first album and this hasn't been easy.

They've been accused of being racist, anti-gay, and a bad influence on young people. Lead singer Axl Rose was sacked from the band one evening, then he came back and kicked the other band members, then they all came back and sacked the drummer (who couldn't get over the drugs the band had been taking whilst on tour).

Most recently, there was a riot at one of their US gigs that caused

\$200,000 worth of damage to their equipment and the venue. And they're out here at the end of August

WORDS: Jeff Davy



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THE BALL GAME

The only person with enough balls to review this was **Richard Taylor**, so here he is! (Boooo ... that was a bit predictable! The Readers)

This sounds like a tedious version of break out. Doesn't it? Well, I'm glad to say it isn't and has absolutely nothing to do with it. What is it then? Football? Football? Footballs and crosses? That amazing Lunar Lander cartridge on the W6-207 (Don't rest its soul) No, it's all about putting balls on a 3-D play area.

"Ah ha!" I hear you cry. "I can see it already. You control a ball who has to catch these computer opponents and cover as much of the board with his balls (ahem) as possible. The winner is the player with the most points after everyone has teleported off the board." How the hell did you know? Played it before?

"Er, no. Just a lucky guess!" I can't believe you. You've been peeping.

"No, honest. What, are you paranoid or something? I know what you've been up to!"

Oh my God! Who are you? Leave me alone! Arrgh! Marned! Haha! real!

"Calm down, you bloody schizophrenic nutter. Keep taking your serotonin pills. Arguing with yourself."

Indeed? Who said that? Er, where was I?

Oh yes, this game. Well, to be quite honest, it bored the pants off me. I couldn't seem to derive any pleasure at all from playing it. It's idea is really boring and, as I didn't really like it at all. The graphics are fairly good, the board looks nice. I feel sorry for the guy that wrote it, he obviously tried something different

and, well it didn't really work. I liked the title screen also, and the music is really good. I just couldn't really get into the game.

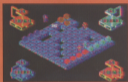
The idea is to cover as much of the board as possible with your coloured balls (oh dear) and also change the colour of the opponents to yours. You can teleport around the screen, if you feel it necessary and place your balls anywhere. Once the screen is full, the players will teleport off the

board and the winner is the one with the most points after that.

The graphics are OK, and the sound is good but I really recommend you play it first to decide whether its your thing or not.

Maybe as a budget game it would stand out there, but at the asking price it just doesn't really seem forthcoming with.

Sory guys, we just didn't get on.



Oh how long do you think we can hold back from making a comment about inflatable (L... (straining voice?) Oh no, we couldn't hold it - look at all these INFLATABLE BALLS!!!



CREDIT CARD

- The title music is
- good, and the effects are OK.
- The board looks OK and the balls look great when inflating.
- It just didn't grab me by the balls!
- I can't see anyone playing it for too long.
- I can't see anyone playing it for too long.
- I can't see anyone playing it for too long.
- I can't see anyone playing it for too long.

MAKER: The Ball Game.
SUPPLIER: Eurovideo Dev.
PRICE: £19.99 Tape, £19.99 Disk.
RELEASE DATE: Still here.

THREATS

30%

Better games with balls have been produced.

EVERYONE'S A WINNER (BABY) III

Hi (Twinkle!) It's the YC Office Fairy back again to inform all you lucky, lucky YC readers who's won the compos in the past few issues.

If you're a lucky enough sod to have won a prize, don't call us for a month or so, 'cos we're so busy editing the magazine that we've barely got time to stuff compo prizes into envelopes.

So, without much further ado-ing, here are the winners for the compos run in YC's dynamic June issue (still available from our back issues department, only... [Smack] Ouch! Back Issues Ed)...

"I've got inflatable balls" compo

This was your chance to win an inflatable American football. If you could answer a question about London's most successful American football team. The answer was 'The London Monarchs' and the lucky winners are: Justine Pritchard, Bournemouth; M.G. Coleman, London; Jason Firth, Aberfeld; Shane McElroy, Co. Down; Andrew Cavanagh, Hull.

"YC Goody Bag" (June)

The only thing you needed to do for this was to send in a postcard with the name of the prize you wanted to win on it. Then we drew it from a hat (Jeff's sister Catherine Polish (Stonehenge) hat, as it goes) and...

5 BEST OF INDIE TOP 20 CASSETTES: Steven Taylor, Northwich; Matthew Tomlinson, Northwich; Mark Edwards, Milton Keynes; Shane McElroy, Co. Down; Robert Plaine, Birmingham.

3 PARIS ANGELS CD'S: Steven Taylor, Northwich; James Lichard, Salford; Aaron Hilliard, Slaney Station; Shane McElroy, Co. Down; Deaf Miles, RAF Druggus.

HUGE OUT-OUT BIFFA SACOM: Andrew Cavanagh, Hull.

5 NAVY SEALS CASSETTES: Sarah Sinks, Ellesmere; Jill MacLennan, Milingdon; William Mison, Co. Down; Steve Mackman, Aylesbury; Robert Harvey, Warwick.

5 NEW FASH AUTOMATIC EMPLOYEES CD'S: Brian Allison, London; Steven Taylor, Northwich; Martin Birch, Navest; Matthew

Archer, Gillingham; Mark Edwards, Milton Keynes.

20 NAVY SEALS POSTERS: Robert Rowe, Beckenham; Geoffrey Miles, RAF Druggus; James Lichard, Salford; Steven Taylor, Northwich; Brian Haines, London; Michael Jones, Southminster; Matthew Tomlinson, Northwich; Mark Edwards, Milton Keynes; Shane McElroy, Co. Down; N. G. Coleman, Southfields; David MacDonald, Peterborough; D.R. Steel, Brampton; Robert Plaine, Birmingham; Stephen Roberts, Dagenham; Kristofer Miller, Penistone; Andrew Sutherland, Basingstoke; Simon Wood, Stockport; Paul Gambley, Whitley; Richard Lewis, St Helens.

"Gimme Gimme Gimme a copy of Turrican (After Midnight) Compo

It was caption time here, and you needed to come up with a suitable caption for either one of the members of ace 80's band A&A or, at the time! Five Winners are in line for a Rainbow Arts goody bag and 10 runners-up get a copy of the original Turrican...

5 WINNERS: Alex Legg, Farnham - Horse: "Just look at those two, they've made a fortune out of selling their crap. I've produced piles of the stuff and they just gave it away!" Steven Dwyer, Glasgow - Women: "If he

doesn't get his YC mag, he's bound to be in a stupor, then he'll start writing songs worse than Super Trouper!" A.R. Dymond, Waltham Cross - Horse: "Oh so! They're not going to sing again?!" D.R. Steel, Brampton - Horse: "I only I'd trade the horse the lead singer!" Debbie Webster, Warwick - Women: "This wife must be the only thing that's worse than car singing!"

10 RUNNERS-UP: Nathan Ross, Salford; Robert Drew, Andover; Barry O'Neill, Co. Monaghan; John Pope, Liverpool; Paul Dent, Co. Durham; Tim Gibson, Bristol; Robert Dempster, Co. Down; Mark Bost, Co. Kerry; P.J. Thompson, Bristol; Robert Harvey, Warwick; Peter Farrow, Hull.

"Well, the bit in the lift was quite funny, I suppose" compo: (Tales from the Script)

There were Ghost videos and T-Shirts up for grabs to the people who could complete the caption "I think Demi Moore is far too good for Bruce Willis because..." in the most interesting and amusing manner. Strangely no-one took up Dave Hughes' suggestion to enter their answer on the back of a 10 pence note. How strange!

D.R. Steel, Gumberia; H. Trayner, Northampton; M. Smith, London; K. Grabowski, London; M. Jones, Wales.

TEST DRIVE II

The Collection

Richard Taylor reviews the sequel to Test Drive. Is this the road to hell? – Choose your steed and go with speed...

Expiration comes hard when sitting in a dim bar listening to Steve Miller and the clicks and clanks of pool balls.

noises of urban life and clocks going about their relentless business. (OK, settings right, now the review, please! lol.)



When the game has loaded, you are presented with a menu giving the option to change your car, opponent and setting. There are five disks in the package, four of which are dedicated to selection the above.

There are already a few cars on the master disk, and two other disks. These range from top-of-the-range sports



Maybe I should be tan-car-cruising down the sea-front with the sounds of Metallica's 'Master of Puppets' blaring out of a 300 watt stereo. I'm sure that would help.

Unfortunately, I don't have access to a fast car and I don't live near the sea. Instead, I will have to do with a sitting room, with a large table, a 64 and the

If the idea of fast cars appeals to you, then maybe you should look at this game and play your favourite loud music very loudly indeed.

Remember Test Drive? Well this, believe it or not, is the sequel. You may also remember that the first one had limited cars and only one landscape to drive through. This is where the follow up differs.



NEXT MONTH

IN THE MAGAZINE THAT CAN SAY "SALMON" IN POLITE CONVERSATION AND NOT BE SEATCH ABOUT THE HEAD AND TESTICLES BY THE WEST MIDLANDS SERIOUS CRIME SQUAD...

Not! You're standing on my foot, you fat trolopf!

What's the matter, lux? Newsie's run out of the latest splendid issue of YC, then?



OO-ER! YC'S GOING A BIT FUNNY:

Yep, your fave Q94 mag is having a funny turn, thrashing about on the floor like a flopped turtle, and writing its knickers after drinking a strange, bubbling concoction!

But what's happening, me-loddes?

FUNNY THING 1: The design is going to become funky, flighty, and so downright fruity that you'll all wonder where you put your dazzle-resistant glasses!

FUNNY THING 2: The regular columns are going to become a bit more informative (and a bit more funny)!

FUNNY THING 3: There'll be soddes and soddes more colour than EVER before (I'll bet the we had an accident in a paint factory, so you'll have to put away your crayons 'cause we've done it for you!

FUNNY THING 4: Loads more reviews will be spattered around the incredibly well-endowed pages!

FUNNY THING 5: And we see the incredible 'love-the-dead'-style return of Rick 'Amigas are crap really, gimme my Comic Book' Henderson, as Group Editor and all-round cynical old (?) hack!

ALSO:

THE YC HUMILIATION TOUR PART TWO (HIGHEST)

Stom has volunteered to host the YC 'gimme more sandwiches and cake' team, and they'll wish they hadn't when they find out their office has been turned into a small bedsit for a number of homeless luns (i.e. The YC team).

A NEW, IMPROVED VERSION OF ON THE TAPE:

The tape is going to be well stanky and no mistake. Firstly, we're giving you four incredibly swanky FULL games (some of which you'll have heard of, and some are completely original), plus one copy of an upcoming full game. And secondly, the On The Tape section (jazzed 'Wheels of Steel' is to EXPAND, and give you some interesting things that nobody else has thought of yet.

YC OCTOBER '91

It's as chunky as dog fassaweeey!

OUT SEPTEMBER 27

Once upon a time we really, really tried to supply exactly what was stated on the next month page, but now we couldn't give a sod! So if the next month page and the actual real content of the specified magazine were in any way different it's only because we've found something even more stilly to put in instead!

Please Newsie, I would trust you like the good of Queen Mum if you'd be as chunky enough to put aside a copy of the incredibly splendid no computer magazine! For this privilege I'd most give you quite a fair amount of sporadicities (91.95 to be precise), and I would do this every month too!

MY NAME

MY ADDRESS

Give this to your Newsie before he emigrates to The Falklands, and becomes a sheep farmer!

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IT'S A COMPUTER GAME OF 90 MINUTES...

As the new season arrives, Jason Miller was 'over the moon' to be given a whole lotta footie management sims to look at. But 'cos they all look the same, he decided to not really mention them at all!



STRIKER MANAGER

When you're stuck in the suburbs of Milton Keynes, surrounded by foliage and concrete cones, trying to gain some inspiration is a very tall order indeed. Then the question "how many 'Shouldn't I read?' to give to the players?" springs to mind.

No, madness has not crept in. Questions like this have to be at the top of your mind because you're going to have to think like Douglas (he has been around in the business and knows what he is talking about). In the future world of management, it is up to you to gain

promotion for the club and maybe a place in Euro-championships.

And if you've been giving those dodgy toewaggers (Er... steady on... Jason, 1987 and all that) but a taste of their own medicine then maybe you could become the manager of the National side. Showing them the English style of football!

Once you have seen one management game you have seen them all (Don't you just?) young thing! Oh, but although Striker Manager is no exception, it is almost in a league of its own with its high playability, reality and neat graphics.

- SOUND:** Hard to trust but going deaf!
- GRAPHICS:** Gull the game to a lot!
- FIX FACTOR:** A real treat for footie fans!
- HALF LIFE:** You'll be playing it until the cows come home.
- SCORE: 85%**

2 PLAYER SOCCER SQUAD

Gull have an obsession with footie management simulations - does this sound good or very dull and boring to you? Well, it is great news for footie fanatics, if you're not one you'll be bored out of your socks.

You need a friend to play with you (not an, or you could use your annoying little brother, as it is for two players - as the name suggests).

Transfer markets, bookings (James's specialty), etc. all apply in 2PSS. Although there's no real player lore! You should keep away from the level-up tactics used by the likes of

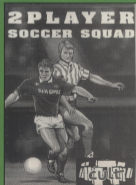
Quax or you'll be out on your ear, mate.

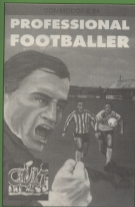
An' remember, it's not continental footie we are dealing with, it is boring old Torquay-style footie, where the 'bricks of the trade' will roll over. You know the sort, "Blah! Ho! Cheer!", or the famous "Cheer for the best actor" - well, it doesn't wash in English football.

In the whole, 2PSS is a rather poor-quality game. You'll have more fun pulling the petals from a flower than from playing this one.

- SOUND:** Did I stop out and miss something?
- GRAPHICS:** Nothing to brag about! And you can't stand your opponent!
- FIX FACTOR:** Eight to-10 mins up to you!
- HALF LIFE:** Eight to-10 mins up to you!

SCORE 40%





PROFESSIONAL FOOTBALLER

Do you have the Mittelbach? Making money out of kicking a ball around the park, with your feet, not your hands has demonstrated by Maradona who was very talented player. But in the end he decided to join for the Columbian specialists (Got it Ed).

Or maybe you're the next David Platt? Earning more money than the Bank of England, since you have to prove yourself amongst the best in the world so that one day you can play for your country. Making crucial decisions throughout the match.

Overall, a simulation that is worth a look at. This is a rather demanding game for such a low price and you'll be a fool to let this one slip through your hands.

SOUND: 'Deep Beep', almost like a dripping tap. Would be a star if they played for Scotland.

GRAPHICS:

FX FACTOR: Just what the coach ordered.

HALF LIFE: A real gem for "goooooool" sort of person.

SCORE 80%

THE MATCH

With the new football season upon us, everyone is asking what lies ahead.

Well, no need to worry any more, 'cos Manchester UTD are going to dominate the English classes with the league and cup double. Feel better now? (Does the Man. Utd. by any chance?)

The Reader), I enjoy the odd game of football in the park, which makes me wonder after playing The Match - yet another one of GEM's football sims, or should it be "sim"?!... Let's face it, for many Cooles spill the truth and therefore the Match must have been developed by a whole football team.

To show what I mean, you become the manager of West Ham, and if that isn't awful then Juan Pablo the second is not the Power Being, manager of West Ham is like feeding a baby & giving a load of dribbling around the area with out any success.

I'm not biased about the fact that Lancashire produce the best teams in England, like Man Utd and Liverpool, but this game is the biggest pile of horse droppings that I've ever seen.

Even though it does have some arbitrary, it also has some fine graphics which make this game a big, not, letuce.

SOUND: Good for a Charlie Chaplin movie.

GRAPHICS: Very Spectrum indeed.

FX FACTOR: Mouthwaters is more intriguing, and that's putting it like a missing di - not at all appropriate.

HALF LIFE:

SCORE 20%



YES! JASON THE FOOTIE SIM KING SPEAKS!

Well football fans, Jason the new expert will give you an extra bit of advice for nothing. We here in "YC" are considerate to our readers and don't want you to waste your money. If the game is rubbish, we'll say it's rubbish - I am not the sort of person to play around with my words.

So, out of the four football sims, by far the best is Striker Manager, with Professional Footballer a very close second.

These are the sort of games the Germans produce on, and look! They are the champions of the world. So why are you standing around? Practice and you could be the next manager of England and have glory just like in 1966!

Use your 484 or 485 tables to become number one - those are not numbers for any bar or Chinese restaurant!

JASON MILLER

(Ei... thank you Jason, you can lie down now! Ed)

3D Constructi

"Build it up, build it up, build it higher! Build it up, up, up, up, up into the sky-er!" sang Richard Taylor as he tried out this 'freescape' game creator.

As I gently drifted back into the real world from a deep and peacefully relaxing sleep, I wondered to myself what it would be like to see a 3D, almost "virtual reality" generator on the 64. "Comfy bed simulator" I mused in a stupid 40% awake thought, sounds like a Codemasters game.

After waking up, showering and treating myself to a 5 mile jog, (best 50.) I've thought still stuck in my head. Would it be possible to generate an entire 3 dimensional world moving smoothly from location to location with the ability to fully explore the terrain? No, I decided suddenly, it wouldn't, as more tubular thoughts of entering a public house entered my mind.

The next morning after strutting into the more than adequately luxurious YC offices, I was greeted by an enthusiastic Mr Derr, hogging from foot to foot clatching a large, black, featureless-looking box.

"Look", he spluttered excitedly. "It's a 3D Construction Kit for the 64. The other members, in homage to states, what it would be like to see one of these. Here, go and review it."

So I sat down and waited in wonder for the disk to load.

Where do I start? 3D Construction Kit is a pretty accessible piece of software, it has many applications, but I suppose the one that will appeal to YC readers the most is the fact that you can create your own games with it. These games, once

created, can be compiled to run independently of the main program and even, according to the literature, can be distributed and sold as long as the program is credited. Castle is an example of a game created with this



package. So what's it all about? Here do you go about it?

Basically, the program will let you select shapes (cube, pyramid, hexagon etc) that can be placed anywhere within the allocated area. These objects can then be stretch, stretched, rotated and moved around until you decide what's right.

Once you have put a shape in place, other shapes can be added to create a desired object. For example, if you placed a pyramid on top of a cube, with a bit of stretching and shrinking, a house type shape will be achieved.

Windows and doors can then be added using the two dimensional shapes. Doors can be turned into entrances that lead to other areas so you can actually enter your

shape creation. If you're studying this to get an idea of what you can do.

The control system is very easy to use as everything is icon-driven.

The first menu contains load/save create/delete and colour, etc. From there specific sub menus are displayed.

At the top of the main screen are the movement icons. You can do the standard "Dungeon Master" type movement from here, e.g. forward, backward, left and right and also left and right. The whole area can be repositioned by left and can be moved up and down as in other games. These operations within a fixed dimensional space.

You can have the complete freedom of a beer garden mode of movement, i.e. stretched from walk to fly to and.

With well over an extended feature set, the program has a "steep" type icon that you will move along a constant parallel and fly will move you in any direction you can help.

Very simple once you have tried it. You also have a view tool which will let you observe the current area from north, south, east and west. The "view" thought here directly above your current position.

Of the main menu you



tion Kit

can go to the **File** Object Panel which will let you alter the dimensions of the selected object.

The shade menu will alter the shade or colour of the object.

Once you have put together an environment you can then enter the programming mode to set conditions within your world. For example, you can allocate items that can be opened or entered, walls etc that can be shot by, I forgot to mention that you are armed with a **Disc-type laser** and **blasts** that can be picked up.

Don't be put off by this if you can't program at all, the language is very simple and contains conversely like "IF-THEN" meaning if you shoot a specified object then whatever is specified.

Doesn't that sound easy? Well, it is, the program might look like this:

```
IF HIT
  THEN
  GO TO 1 2
  meaning if the shape I hit
  (and or what ever) then go
  to this area one to two. The
  language is fully explained in
  the manual. Sound effects
  can also be added through
  the.
```

If this of sounds too much, don't be put off. The accompanying manual and help screens make it all very clear and easy to understand after a while you

can become very fluent in it's use.

It is impossible to explain all the features in this review, there are many more for "The tuning" of things, mainly through the language.

This couldn't really be called purely a game creator, as it has many more serious applications. I don't know if these would work overly well on the 64 (machine language, not software) but it would be possible to design an entire in the smallest detail, car, rocket, boat or spacework file, the possibilities are almost endless.

Maybe we could run a competition for the best design or game using this package.

If you want to write a game and you cannot program, then I would recommend you buy this. If you want to use your 64 for design, then buy this, if you are bored of your computer and want to do something new on it, then buy this.

In fact, I would recommend this to just about anybody with a 64 as I am sure anyone can entertain themselves with it in some way.

Overall, an extremely versatile piece of software, technically amazing, very and great fun to use. This could be the future of home main software, go and buy it!



© Excellent! Building stuff without getting your hands covered in brick dust and mortar. In these two shots, the VC expert shows how to plonk down massive shapescreens...



© ...and, er... the VC expert seems to have had one too many sherberts and has gone quite, quite buggy. Look out for those easy-to-build artificial 3-D shapes, VC expert!



SPECIAL RICHARD TAYLOR BOX (For he has gone quite funny)

The normal VC credit card wouldn't really work with this, so it really is up to you how everything turns out. The only thing it doesn't seem to bring on is the sound as no music is present and cannot be entered. The sound effects are also fairly limited.

SOUND Very limited - 8
 GRAPHICS Capable of being very good indeed - 8
 VC FACTOR Once mastered, very competitive - 10

NAME: 3D Construction Kit.
 SUPPLIER: Domini/Incentive.
 PRICE: Over £20.00.
 RELEASE: 14/11/84 out now.

OVERALL **100%**

An amazing piece of programming and design

TWEET,
TWEET!



THE BUDGIE COLUMN

WITH RICHARD TAYLOR

AMERICAN 3D POOL

I played a 3D pool game on the Amiga some time ago and it really didn't seem to work very well. I didn't think this would be very good at all.

I was surprised to find that it is really quite a playable game and it looks really good.

To actually aim at a ball, you are presented with a top-down 2D view of the table, and you must point the cursor at the position you want the ball to go for.

Once you have done this, a 3D table is displayed and you press fire to start the shot, pressing again when the cueball has reached the desired height. If you do not press fire a second time, then the shot goes to full power so you have to be quick.

The balls move well and bounce around in a convincing way. Once all the colours have been potted, the black ball must go down to assure your victory.

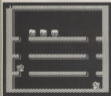
Two players can play, so it could be fun to play a friend, cheaper too.

There are other games you can pick within the program, such as *Billiards*, a tournament, and even a trick shot editor.

The graphics look good and work really well and what sound there is fits appropriately.

In all, a fun game, good to play a friend on and will definitely fit a rainy Sunday afternoon.

OVERALL
0000



BUBBLE BOBBLE

I always wanted this game on my list when it first came out, this is the first time I've actually seen it. The arcade machine was pretty damn addictive and so is this version!

A quick explanation for anyone who is not familiar with this game. The idea is to guide Bub and Bob (two players simultaneously) around a platformer type screen, shooting various enemies with "fetter bubbles". When you shoot the

enemies, the bubble encases them and you have to go and pick them up. When you do this, they drop fruit that bounces away and can be retrieved for bonus points. Once all the enemies have been disposed of, then next screen is entered.

Sounds easy? Well, it gets really hard! There are over 100 levels and loads of bonus screens and balls.

The control is really good, you can bounce around everywhere and even on top of your own bubbles. If you have two joystick and no friends, then go-out and socialise for a few weeks to get to know people so you

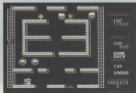
can invite them back to play two players. It really is worth it.

Loads of graphics and funky music and jingles, all adds up to a classic game

that should not be missed at this budget price.

Great fun!
Recommended!

OVERALL 00000



RENEGADE

III

Once again, you take the part of street-wise fancy dude, the "Renegade", the all-around nice guy super hero who must again rescue his girlfriend from "forces of the future".

These forces have somehow managed to travel back in time and land your girlfriend in the middle of a prehistoric land surrounded by caverns and dinosaurs.

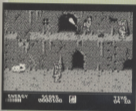
You must walk along beating up these things in

this level, then you are teleported a bit further forward in time to ancient Egypt with zombies and Helioglyphs and then to "dark age" England with Knights and dragons.

The control and movement is fairly standard with combat moves when fire is held down. The enemies are fairly hard to kill, and require quite a bit of punishment.

Time is also tight, so you need to hurry.

This game looks good, and the sound effects and music fit in really nicely, if you didn't like the previous



an almost "Fistful of Dollars" fashion.

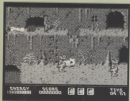
The graphics, spcies in particular, are really good in this part with Captain Caserman strutting around doing his thing.

If you make it through

Renegades, then don't worry. This isn't really much like them at all.

I'd say this was worth buying if you're looking for a decent budget game

OVERALL **0000**



THE UNTOUCHABLES

Play our Eliot Ness. What a hard and challenging life he lived. Oh well, his choice - I suppose. You got it, 1930's Chicago and you take the part of Mr Ness in an attempt to bring justice to many gangsters and hoodlums. The ultimate objective is to find Al Capone and destroy his evil empire of booze and violence.

You start this mission in a warehouse, in which you must locate various items of evidence in an attempt to accumulate enough to use

which is being used to transport liquor in to America across the Canadian border. You can swap between untouchables - you need to change to avoid the hoodlums.

Level three takes place in back street alleys, with you trying to stop Capone's accountant from making a getaway to the train station.

In level 3 one of Capone's henchmen has taken the accountant and threatens to



shoot him in five seconds.

You have sprung at a good time, a large booze movement operation is taking place and book-keepers are present. You must take the opportunity to seize their books.

Also lying around are extra energy pods, ammunition and the like. Loads of hoodlums are wandering around, so you'd better be quick on the draw. Level two is a bridge

which is being used to transport liquor in to America across the Canadian border.

The first level takes place on a rooftop, chasing the hood huns. If all levels are complete, then Capone is put behind bars and all is well.

The graphics are excellent and the music is very atmospheric. It plays well and is great value as a budget game.

OVERALL **00000**

TWEET,
TWEET!



THE BUDGIE COLUMN

WITH RICHARD TAYLOR

The arcade version of this was OK, not brilliant, but a certain fix factor was there. Since it seemed to rely heavily on graphics, I couldn't see it converting too well to the old bit. It hasn't really.

The idea is to complete various sections of a moon base by destroying everything within them and

collecting coins and bonus objects to ready your tank.

Enemies include gun posts, tank and UFOs. Gun posts must be shot at the right time to be destroyed.

Also lying around are mines that must be avoided at all costs. You are given an energy bar and can take quite a few hits.

The control of the tank is

slightly awkward and must be rotated through 45 degrees with forward to move in that direction.

One good thing is that two players can play at the same time, so friends can join in.

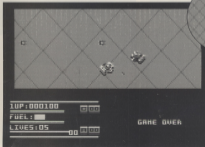
Once a screen is completed you are given the option to modify your tank with extra firepower, shields,

etc. to build up a powerful bottom loader.

If enough sections are completed, then you are transported to another planet that must also be destroyed. Once they are all destroyed then, er, I don't



VINDICATORS



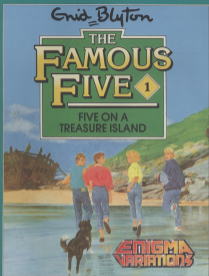
know, actually, I never got that far.

That graphics are good in places, with some flashy effects to keep you amused. Loads of rotating characters and colours.

It's ok as far as budget games go, so if you want a fun of the arcade version, it's worth a look. Nothing outstanding, hampered by bad control and lack of depth.

OVERALL **OO**

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 "Worldscape" adventure system you can play any of the children as they solve the mystery of the Treasure Island. Featuring a powerful text parser and many graphical locations, this is a game for the young and the young-at-heart

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In which Paul Rigby continues his slow slide into insanity and talks about a few adventures, if we're lucky!



0487

- **MMN**
- **JAMES T. POWELL**
- **BESTIARY SPONSOR** and **introducing**
- **KATE SADIY** the war reporter and **PRESENTER** as, er, the presenter.

(MMN sits in well-lit studio, he looks very smart, very professional) Hello, unfortunately Misadventures has been postponed due to water damage so to replace this advertised program we will be going live to... (Introductory music) Lemon Curry!

(PRESENTER swings 'round on his chair) Good evening and welcome to another edition of 'Lemon Curry'. On tonight's programme Miles Antonakis, the Greek rebel leader who seized power in Athens this morning, tells us what reasoning he uses for lemon curry.

(Cut to a quick photo of a guerrilla leader with a gun; sudden dramatic chord; instantly cut back to the presenter)

From strife torn Bolivia, Kate Sadiy reports on lemon curry there (MMN of a Bolivian city and again a dramatic chord) and instantly back to the presenter! And closer to home, the first dramatic

pictures of the mass (all break near the lemon Curry factory in Maidenhead. All this and more in Lemon Curry! But first, this...

REVIEW

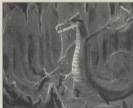
KEYS TO MARAMON
MINICRAFT/ELECTRONIC
ARTS
DISC

If you have ever wanted to delve into role-playing (but thought that the present batch of RPGs are a little bit heavy, or if you fancied a little more action to your RPGs, then Keys to Maramon is your bag.

Including short, concise documentation, Keys allows you to assume the role of one of four heroes: Hunter, Blacksmith, Scholar or King's Courier (the only female character). Each has four basic ratings for Speed, Dexterity, Strength and Life Points.

Your quest is to save the town from the monsters who come out to loot each evening. Final success hinges on sneaking out the catacombs beneath Maramon and confronting the usual 'ultimate bad guy' who's responsible for all the trouble.

Actually the title tells you



of one of the game's principle assets - keys. You start with a key to the strongrooms.

Access to the catacombs below hinges on collecting other keys, each of ever more precious metal. The better the key, the further the access. You will have quite an extensive key ring before the end of the game.

Weapons available provide a good selection of the usual swords, axes and hammers (which suffer wear

and tear). These are melee weapons, which means you must sneaker up to monsters, look them in the eye and press the fire button for all you're worth!

The bows and arrows actually fire 'ranged' missiles, so monsters can be felled from a safer distance. The downside about arrows is that you can only pack 99 of them and 99 shots can go pretty quickly.

Magic weaponry is available, too. Flame and



VENTURES

Fear wards (the former two being damage at range, the latter holding a monster in its place for a time). There are expensive weapons,

however. While the Scholar has the best magic skills rating of the four characters, the others seem to fare better with cheaper, and easier to wield, steel.

The real heart of the game is to become an avid reader in the town's library. For every 1,000 experience points, the prayer book can

be "read" from the closed stacks in order to gain a statistics point for a basic attribute.

By simply stealing out serious loot, the rare book room can be visited for some major class and skill to your character. Be sure to take a few notes when spending time in the rare book room. Everything learned there will make a lot of sense towards the end of the adventure.

The armour is the usual leather, ring mail, chain mail

and steel plate. Upstate suits include mittens (as opposed to gloves) and, if found while dungeon-delving, pearl armour (all the strappy dressers know that Marston is famous for its pearls). There are no penalties, however, for wearing heavier armour, so battle down, buff up and battle through.

Magic in the Keys revolves around herbs and mushrooms. Depending on the flavor they will increase your basic statistics or up the armour class (all with a temporary effect, so pack a big lunch). The vital herbs and poisons are the ones which, naturally, restore Life Points.

Keys to Marston arrives on one disk, so no disk swapping is required. A 26-page manual plus a CD4 specific reference card is also included. Copy protection is manual based.

Keys is an ideal RPG for the new adventurer providing a large dollop of addictive gameplay. Well designed and easy to get into, Keys to Marston is heartily recommended.

RATING

87%

(Cut to a road in front of a heap of smoldering rubble. Out from the smolder. Reporter, Kate Sadist, in short sleeves, standing in tight shirt. Explosions going off behind her as fireworks.)

"This is La Paz, Bolivia, behind the you can hear the thud of mortar and the high-pitched wails of rockets, as the battle for control of this volatile republic shakes the foundations of this old city (slowly we pull out during the until we see in front of her a fairly long traffic table set out with a range of different-sized tennis courts.)

But whatever their political inclinations these Bolivians are all keen eaters of tennis curry (the explosion continue behind her.)

Have the largest size is used for banquet such as marriage ceremonies. Unlike most revolutionary South American states they're an intermediary size in between the 200 and 300 sizes.

This gives the poor but proud people a useful curry for Sunday lunches and barbecues. The smallest curry - this little 200 size for snacks and takeaways.

No longer used in the West it remains here as an unspoken monument to the days when La Paz knew better times.

Kate Sadist,
"Tennis Curry",
La Paz."



WINKS & NUDGES

WINDWALKER

Artifacts: ingredients: flowers from Nubian princess, bluecoats from (Mistard's) catkins, jade behind Emperor's throne, gold dust (Thore's cave), peach seed (secret valley behind the Om's cave)

KNIGHT'S OF LEGEND

General Tips: To trade gold, have the character with the gold say an item. Then trade it to the character who needs gold. He can now sell it for the same amount. To get lots of gold, trade all items to five or three characters; you won't have enough products to hold everything. Then enter the same inn where the characters with the items. Have those without items exit the inn, then quit the game. When you restart the traded items will have been duplicated.

THE MAGIC CANDLE

In Demagog go all the way north and east until you reach the door to the Teleport Chamber on the north wall, enter it and use three Cubes to teleport to Yborton. Go north to Crysta Castle.

Move into under the King's Castle. Take the stairs down to level two. Take the stairs down to level three. Take the stairs to level four and then again to level five. Go to the Obelisk and get the word "Bastabamara". Go back to level three. Take the Portal to level two. Take the new stairs down to level three. Go to the teleport chamber. Use the pyramid, sphere, pyramid to teleport to Kressos. Get the location of the Obelisk above the wizard's tale. Go the word "Esbarekora". Go to Kall's temple and get the chant. Go to Kall in Daxland and get the attribute raised. Go to Shiron.

[Cut to a darkened room. Faint sounds of love-making and aqueous bath-

springs fill the room. Soft, sensuous whispers and a light is turned on. James T.

Poolester looks startled. Peeping out of the bath-clothes to his left is a hotel

maid]
[Even oh...oh...care...and
now over to Bertram Spenser.

[Bertram Spenser sits with a commentator's microphone pressed to his lips, woolly jacket and trilly adorn him along with a mass of hair to keep out the cold]

Pinge...back to Pinge...Pinge again...a long ball out to Pinge...and now Pinge is on the ball, a neat little flick inside to Pinge, who takes it nicely and sends it through on the far side to Pinge, Pinge with it but passes it instead to Pinge, Pinge again, oh and well intercepted by the swarthy little number nine, Concito Marsson. This twenty-one-year-old half back, remarkably stocky for 6' 3", square-shouldered bulging plant, hair blowing in the wind, bright-eyed, perky, young for his age but oh so old in so many ways. For a thirty-nine-year-old you wouldn't expect such speed. Normally considered slow, he's incredibly fast as he wanders aimlessly around, sweeping up and taking the defence to the cleaners. Who would have thought, though many expected it, that this remarkable forty-five-year-old, 9' 4" dwarf of a man, who is still only seventeen in some parts of the world, would ever really be...Oh and there was a goal there apparently...and now it's Pinge...back to Pinge...Pinge again...a long ball to Pinge...[crackle]

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 them all in a pressure cooker full of citrus fruit and spice to make a huge lemon curry, or maybe he'll print them in the next issue.

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 000 - Yeah, pretty neat.
 00 - OK, we suppose.
 0 - A big "no".

CONTRIBUTORS: Jeff Davy, Rik Henderson

MUSIC VIDS

BRIDEWELL TAXIS (live at the Hacienda) (ReMixion)

If you haven't heard of them before, the Bridewell Taxis are a rather spiky group from

Leeds (home of flat caps, whippets, etc.) whose most interesting feature, apart from their ability to write-greatly entertaining and often danceable songs, is that they have a trademark to add an extra 'oomph' to their sound.

This vid seems them performing an epic gig at the Hacienda (a very famous nightclub in Manchester,



or a lead recording for video - it's pretty muffled and leaden. Which is a shame, because the Bridewell Taxis' sound can really sparkle live.

owned party by New Order) which looks like it must have been pretty damn good.

Unfortunately, this video (which features all their classics) isn't filmed too well and the sound suffers from either bad mixing or the right

Ultimately, this vid will be a good souvenir if you were there, but as an introduction to the band, their current 'story so far' LP is a lot better.

000

JD

VIDEO

LOOK WHO'S TALKING TOO

20/20 Vision
(Certificate '15')
 Stars: John Travolta,
 Kirstie Alley

C'mon, hands up all those that were recently pulled out by the 'pissup' of baby movies! Funny enough, even though it's immediately put

my hand up (I didn't have one of the little taglines myself), there were a few of the films that really stood out as good pictures: Three Men and a Cradle, Parenthood, and, of course, Look Who's Talking.

Now, like the recent release of Three Men and a Little Lady on vid, 20/20 is trying to catch the tide of the 'Baby Boom' just before it hits the shore and wipes out, with the release of Look Who's Talking Too on tape.

This time, little McKay (still voiced by the excellent Bruce Willis) has a little sister to contend with (as voiced by Roseanne Barr), and the formula is even more stretched by the excellent

vocals of McKay's best friend by Damon Wayans.

Unfortunately, if you've seen the proposal, you've seen the sequel too. The acting is very good, and the quips sparkle, but the idea is jaded and the plot as shallow as the kiddies' paddling pool. Recommended for those who haven't seen the excellent first film.

000

PH

THE BIG PICTURE

20/20 Vision
(Certificate '15')
 Stars: Kevin Bacon,
 Emily Longstreth



Mick (Kevin Bacon) is a director straight out of the school and into the 'big time' of trying to cut the grade when it comes to Hollywood breaks. Unfortunately, he finds out that to make it is the toughest bit of film making, his friends and loves all have to take a definite back seat, as he falls over hurdles that he never even knew existed.

Now if this sounds like a completely crap idea for a film you might as well go rent out floppy (insert number) and get yourself some popcorn.

The Big Picture is a very clever and amusing spoof of the Hollywood scene, and although you have to sit in the tall of all times - its plot seems to start from one small,

seemingly insignificant scene to another - perseverance will reward you with many laughs, an enjoyable night, and a yearn to fire out another Martin Short comic the spatters here in a career.

0000

PH



MUSIC FILM

BLUE AEROPLANES

Best Songs (Chrysalis)

More cerebral guitar rock this time with the Blue Aeroplanes, possibly one of the most underrated groups of the last few years. Their melodic groove-fueled rock

songs have so nearly made it into the charts so many times.

Lead singer Gerard Langley fires forth a mass of poetic words and phrases as the rest of the band - and Peter's quite a few of them - back him with a barrage of guitars.

Some of the songs on this LP are rather quiet but most of 'em kick rock ass in the way that's best, many mean electric guitars in a mission to entertain.

The Blue Aeroplanes are low-flying, high-powered guitar musicians of poignance, get beatings and get ready for a pleasant flight.

OOOO

JD



SELL-THROUGH VIDS

Entertainment for you to keep, all around a tenner, OOO...

DEADLY FORCE

Polygram
(Certificate '18)
Stars: Wings Hauser

Well, there you go... Just when you thought that Return of The

Swamp Thing was the worst "reboot" movie made, along comes Wings Hauser and his amazing performing abilities and Deadly Force is born from a pile of steaming crap!

Serial killers seem to be all the rage at the moment (Slender of The Lurks, Henry - Portrait of a Serial Killer, et al) and the mysterious "X"-man has appeared,

mercilessly slaughtering all manner of people.

Thankfully (7) Inspector Wings Hauser is here to save the day, and in typical seventies (with-wah guitar, fast American car chases) style he tracks the killer all over the globe, and to be honest, who gives a s---pate?

1/2 (For the excellent haircuts)

RR

DOUBLE REVENGE

Polygram
(Certificate '18)
Stars: Leigh McCloskey, Joe Dallesandro

Another cheapie filler that looks as if its been made for TV. That is, until the shooting started, and you realize what the entire budget was spent - on take girls and blood, no doubt.

In a bank run that goes wrong, the gunman's brother gets killed (thanks to a



SOAPDISH

(Certificate '12)
Stars: Sally Field, Kevin Kline, Whoopi Goldberg

American daytime TV is a funny, low-budget affair, in general. 'The Sun Also Sets', the fictional, top-rated daytime soap in this film is no exception.

Sally Field plays Celeste Talbot, the show's longest-appearing and most popular actor, who has to put up with a life of last-minute script-changes and the most calculating bunch of off-screen defectors and rivals that you'll have seen for a while.

Even though head-

writer Rose (Goldberg) is on her sick, she still has to contend with the scheming of her co-stars and other writers, not to mention the sudden reappearance of the soul of Jeffrey Anderson (Judd), although he was killed out twenty years previously, at the instigation of Talbot's arch-rival co-star Mylena Moorhead.

The film itself turns out to be something of a lame affair and, although amusing in parts, just doesn't add that much new to the genre of film/soap operas about Soaps. Its funny bits include Talbot visiting shopping centres just for the love of her age of being recognized and the bizarre trial of a new (and immediately successful) actor's parents.

Unfortunately, the ending seems to have been largely lifted from the classic Gwyneth Hoffman film Tootsie. And, really for Soapdish, Hoffman did a better.

OOOO

JD

killer), and her sister's wife gets a failed suggestion.

Now, both the fellow-Marie each offer for their relative/spouse's demise and they go out to tip each other's bottles off. It's all reasonable but, in a fairly average sort of way, and it might be best to wait for it to be shown on Sky.

OO

RR

LOCK UP

Polygram
(Certificate '18)
Stars: Sylvester Stallone, Donald Sutherland

Cap... A film we've all heard of, and to be honest, I saw this when it came out on rental. Also I must admit, I find it quite entertaining in a load of

"yes, it fits in the mold" way!

Stallone is a model prisoner (that doesn't mean he's made from steel - although some would say he's acting as) and when he's transferred from an open prison to the harsh surroundings of Gatooga - run by a Warden with a chip the size of several potatoes on the shoulder (Donald Sutherland) - things aren't quite so rosy.

The film, like a few that have graced us recently (An Innocent Man, Death Warrant, etc.) is not so much a tale of one man, more a look at the American

prison system as a whole, and if such prisons exist, the acting here is extremely good.

Lock Up's a film that would be enjoyed by nonpagan anti-prison activists, and lovers of Stallone violence-orientated movies alike.

OOOO

RR





FROM THE SCRIPT II: THE REVENGE

Dynamic Dave Hughes casts his net over the film world from his office in the heart of London's cine-city.

FAIRY TALES

OF BATS, CATS AND RATS

What's up? Seems like only last month I was throwing together this spectrum of speculative speciousness (look it up, dude), and - whaddya know - it was!

Reading between the subtitles there's a lot going on, and although at the moment much of it seems to involve **WOLVES**, **LAMBS** or **THEVES**, by the time you read this it'll mostly be bats, cats and rats.

Bats: the intriguing **ADDAMS FAMILY** movie - starting (as predicted in *Tales* a few years ago) Peter Juss (James), Anjelica Huston (Morticia) and Christopher Lloyd (Uncle Fester, really) - is all wrapped up and ready for Christmas. Based on the Charles Addams cartoons of the '30s and '40s (and later the American '50s TV series), **THE ADDAMS FAMILY** is likely to be a well-oiled feat...

Cats: Annette Bening's endless pregnancy by Warren Beatty has led her what would have been a classic role - **Catwoman** in **BATMAN 2**.

After a brief affair with Madonna and Cher, the babe (tabloids to you, creep) picked up Michele "to die for" Pfeiffer for the role.

I sincerely hope it isn't true (you just ain't out out for

actor Michael J. Fox (the man who gave Michael J. Fox the 'L' in his name) as 'the cat-catcher'. It's a glossy, gory 3D thriller set in a flooded London in the year 2008, where a vicious duke is

shelving scouring for sequel scripts again - most uninteresting.

While **THE OMEN IV: THE ABBOTTING** and **PSYCHO IV: THE BEGINNING** have both been shelved out for American TV, further instalments have been announced for a raft of other product. **THE NAKED GUN 2½ 1½ FOR THE RECORD** will follow **TRANCEURS II** and **PANTAZIA CONTINUED** (an 'update' of the classic Disney feature) into production, while **HOLLANDER II: THE MARGOAN** (also predicted in *Tales*) has also got the green light.

Contrary to my *Tales* prediction, however, **H3** will star Christopher Lambert, and will be set somewhere between the first **HOLLANDER** and the appalling sequel - good move, if the script can pull it off.

Meanwhile, don't believe anything you read about **T3** - director James Cameron's all to make **THE CRUZZARDS FOR PAUL TOTAL** **RECALL** **Verlovers**.

Meanwhile, the news that **ALIEN 3** is back in London this month for \$20-25 million worth of reshoots ('Why, T3 did well, let's throw some more money at A3!') and I have some exclusive crew T-shirts to give it!

Only £15 (inc. p&p), they're black with the **ALIEN 3** logo on the front and an extremely rude word (a quote from the movie, I'm told) on the back (if you want one, send a cheque payable to M. Davies, to 86 Upper Tollymore Park, London N4 4NS...)



it, girl) and that they'll wait for Annette or, as I suspect, choose Raquel Welch instead (now you really did read that here first)...

Rats: (serious, but never mind) I spend a pleasant couple of days traipsing through seminars on the various London locations of the Rutger **THE HITCHER** Hausen/Kim **MANNEQUIN** Cabral movie **SPLIT SECOND**.

Also starring **BONNIE** AND **CLYDE**'s great character

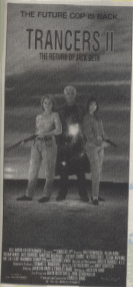
stealing people's hearts for fun (that sounds like me).

SPLIT SECOND will be around some time early next year.

SEQUEL AND DESTROY

The unprecedented success of **TERMINATOR 2: JUDGMENT DAY** has sent

ABSOLUTELY NO COMPETITION
And not this month, either. (You're rubbish! G!)



BOARDFIRE OF THE BATTERS, the first of my spiffy new Video-Of-The-Months.

Rated a "miss" on the leg screen, Brian DePalma's dark adaptation of Tom Mottin's best-selling novel - starring Tom Hanks, Bruce Willis, Melanie Lynskey and Kim Cattrall (the latter a superb but grossly underrated performance) - actually works brilliantly on video and should be rented immediately.

Also on video (just-though, this time) are the rather splendid "videocassette" versions of leg screen classics **ALIEN**, **THE HARD** and the three **STAR WARS** movies. Usually when films are transferred to video, up to two thirds of the screen area is lost (compare the shape of your TV screen with that of a cinema and you'll see why), so you're only getting two thirds of the movie. With Fox's "videocassette" releases, however, they've shrunk the whole screen area down to fit on a TV screen as a package (this is known as "letterbox" format). Enjoy.

THESE and **TALKS FROM THE DARKSIDE**: THE MOVIE is have joined the growing list of post-**MISERY** Stephen King adaptations scheduled...

I mistakenly identified Gale Ann Hull as the director of **NEAR DARK** last month - the writer-director who wrote (and told me it was Kathryn Bigelow) ran out my shorts...

The **TWIN PEAKS** movie, featured last issue, is off - unless, according to TV series co-producer Mark Frost, "the cast get a lot more desperate than they are now".

Watch out for Kyle MacLacklan's real-life spouse (and Twin Peaks star) Lara Flynn Boyle in this fall's **It Was A Wonderful Night** movie **MODSTERS**.



missed any of these of the cinema (that I did - I was only ten when **ALIEN** (R-rated) came out), you'll never know how big they really were unless you buy these great tapes - highly recommended.

AUGUSTUS SHEZURE

A brief update on August's **Tales**...

THE NIGHT FLIER,

TRUTH OR DARE

Outrageous rumors about a movie version of the Eagle's **Dare DARE** strips, a reported \$2 million production, are not to be believed - the production is for twelve half-hour TV programmes, not for a feature.

Casting is underway, with pretty-boy actors Nigel Havers, (Rupert Everett) and Jason Connery all favorites while ugly-boy footballer,

Paul "Gazza" Gascoigne, also rumored to be under consideration for the part, is least favourite, at least with me).

My money, for what it's worth, is on Jason Donovan - remember that.

VIDEO KILLED THE VIDEO STAR

So what else is new? Well, **NICAM** digital stereo's fairly new, I suppose. So is

NEXT ISSUE

It'll be off the start and on the case for more deliciously irreverent **Tales** (remember 'Christian Slater in **HIGHLANDER 2', 'STAR TRUCK IN VOYAGE INTO INFINITY'** and Jack Nicholson in **ORACULARY MAN**). He he he he he - she'll 'hell, don't believe everything you read in computer magazines...

Last, choice.

About this time last year, YC interviewed a little-known band from the Forest of Dean and said "you'll be seeing a lot more of them soon". That band were EMF - now with a stack of hits under their belts and a number one in America. Below, Jeff Davy looks at a few bands whose discs are growing on the YC turntable and says...

THEY MIGHT BE GIANTS*

(But then again, they might not, but they're pretty spiffy anyway!)

(SO YA WANNA) DANCE

Dancefloor bands a beat ahead of the rest.

Slow Bongo Floyd

"I lived in a caravan for three years and a flat for six months to save money. There was one year when I

was nothing but failed beats every day. All so I could get a studio together!" says Michael Jones, vocalist of up-coming dance-bands **Slow Bongo Floyd**, whose debut singles "Open up your heart" and "More than Jesus" are proving a modest popularity with a little beat and plenty great guitars, and the like. They take their sound fully from contemporary dance music but from the perspective that's just spiffy and colorful in the way of the 60's. Their album *Beats* (Sahmco) should be around in September - look it up!

Intastella
Intastella's press office

Poppy Factory

The "Forever Sweet" EP is the third from Bradford's

Poppy Factory, a group whose lead singer and guitarist Jack Curtin wears Puka-bat pajamas on stage! Apart from playing a brand of perfect keyboard-and-guitar pop, when they play live they decorate the area around themselves with futuristic sculptures made from bits of metal and paper-mache that are made by some odd sculptor-friends of theirs. Songs like "Yo!" (which samples 80's film star Albert Finney) and "Beam" which has lyrics of tripe guitar are truly odd-but-sung for the 90's.

HOT ROCKERS

People with a little more grit, loud, rock music to their sound.

Teenage Fanclub

"Probably the best Scottish group since... the **Beatles**!" (Sings 70's group that were Tartan-fanciers, if you hear, but that Press Officers always do have to exaggerate!) Either way, **Teenage Fanclub** do have a very good way of using their electric guitars (which are connected to enough effects pedals) that make their sound quite "hot/grungy" (well, etc.) to call one rock songs. They fit

you up and alert you to the wall, inspired as they are by noisy American rock bands of the 80's, if you like your music flavoured with extra-rock power, get a load of **TFC**.

Blue Aeroplanes

What can you say about an eight member rock band who have a mighty barrage of electric guitars and have a dancer amongst their number? A dancer that jumps into and swings from anything in sight? Their lead



singer, Gerard Lumley (who wears cool-side sunglasses ALL the time), is more of a lead-past, belting both a stream of words and phrases. It's either air born you'll have heard before. Couple that with a brilliant rock guitar sound and you've got one of the best rock'n'roll bands on the planet, and no mistake.

MINDBLOWERS

Obscure, mind-blowing guitar sounds, not for Vanilla Ice fans!

Spiritro

"It's not like it. It's not the same. It's the attitude," say **Spiritro**, musicians with an attitude formed by listening to

so much 60's and 70's rock music, like that of **Jimi Hendrix**, and watching too much heavy TV, like **Blasko** and **Mutah**

and **The Six Billion Dollar Man** - they do a version of the latter's theme tune! So their compositions are a heady brew of wah-wah guitar and heavy beats, an experience not to be passed up. "We are really one of the more talented bands around at the moment." They conclude, modestly.

Chaplinhouse

Lastly, but not leastly, we come to **Chaplinhouse**, a set of long-tinged songsters who already play to 1,500 people in London and who prefer spending thousands of effects-pedal-driven pounds with mean, almost dancey, beats beneath. Their album, **Whisper**, is full of such tunes, each one a minor classic in its own right. They like to put an impressive stage-show around, full of smoke and flashing lights that really make the music go down great. There are many people who sound similar to them, but only a few that sound as good.





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