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LAST BATTLE
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Janky Twitter - 1991

If you can't see a tape here, ask the kindly
newsie where it is!

ALSO REVIEWED:

Darkman, Edie,
Graham Scott World Class Cricket,
Grandstand, Rubicon, Gauntlet III,
and **TURBO CHARGE vs. OUTRUN EUROPA!!!**
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CONTENTS

6 HEADSTART

• All the latest news, views and nasty old screws with Beverly Gardner and the strange pixie parcel

11 THE DREAM TEAM

• Who are the gits who write the mag? Nope, we haven't got a clue, either.

13 WHEELS OF STEEL

• The instructions for

GAMES

- 4 FINAL FIGHT
- 4 LAST BATTLE
- 26 DARKMAN
- 27 EXILE
- 28 GRAMM
- GOOCH WORLD
- CLASS CRICKET
- 30 GRANDSTAND
- 38 TURBO CHARGE
- 38 OUTRUN EUROPA
- 40 RUBICOV
- 44 SAUNTLER IV
- 52 THE MTS 2

Due to a technical fault some copies will not have a cassette on the front. We apologise for this situation.

the completely spermy games on the cassette!

18 FILM FRENZY

• Beverly Gardner has a look at what makes a film successful

23 POST APOCALYPSE

• The moony old get answers your letters (if he can be stuffed).

36 US GOLD COMPO

• Win loads of US Gold goodies, and one of two funky tape decks!!

48 THE BUDGIE COLUMN

• Things that make you go baww!

53 COOZIN' EUGENE'S SCUM OF THE EARTH

• Cheats, cheats, cheats and, er, more cheats!

57 BIG THRILLS

• The best media section this side of, er, Big Thrills basically!!



FINAL

Ooo... It makes you mad, doesn't it? No, not when a gang of villains kidnap your daughter and hold the city up for ransom, but when you lose the soap in the bath. **Mad Henderson** grabs his bar of Imperial Leather tightly and battles the evils of the world!

★ The Mayor was just sitting around one day, wondering what to do with the city sewers (something seems to be infesting them - reptiles or tortoises, or something) when he notices a girl in the street.

The girl's name is Jennifer and her father gets kidnapped by a gang of rogues so named they'd soon see a cunning American of Chinese descent, the famous 'Fishing' brigade.

Fortunately, the voice on the other end of the phone says his daughter has been kidnaped by the evil Mad Dog gang, and that

they've got her locked up in an undisclosed area of the city and are torturing her with a large array of 'playground' antics - i.e. a very brutal form of 'British Bulldog', etc. Fortunately Haggard, the Mayor's brother, has the key to get her back for the time being, but on one occasion (and with the help of a few of his cronies), he's decided to go off to fetch on us and get his daughter back with his cheque.

By now it's probably a bit of an overkill to suggest that I'd described anything short of a beat-'em-up rough and

The youth club has closed for the night and **Jason "Mean" Miller** has nothing to do but cause trouble on the streets. Shine up those knuckledusters, Jason!

★ Once, after I've been out for the evening, I pop to the fishbar

shop at Chinese 'restaurant' but not even I have heard of 'Jai-Kee-Che' - it wasn't any of the numbers on the menu, maybe it's a martial art.

your 'Nyxia' has been captured and you're dead! The only hope - the only one who can handle this case! Jai-Kee-Che is the answer to her survival, a martial art of the 'kick-'em-up and renege' his hair, etc.

Once again the world is suffering devastation by a nefarious power. They've established an empire too, just like Bolo's nation.

A classic novel of



LAST BAT

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AL FIGHT

through. In fact, it's a beat-'em-up with a twist, since

you can even invite a friend to come along and kick the crap out of some of the locals. What also makes it a tad different is the normal flock of six background characters that share a fair few moves to perform and each of the three characters you play have different attributes. Added to that is



the ability to pick up objects, which is especially fun because you have to smash up boxes and other objects before you can find them, and once you've got 'em you can use them to crack open the opponents' skulls, ha-ha!

The game is a bit of a laugh, doubly so when you've got an able chum to take control of your other joystick. It was all coded by Mike Hutchison from Creative Machines, whose previous track record

contains the excellent *It-Cool* and the, er, *OK Double Dragon II*, so his two-player games are consistently on the way up, and *Final Fight* is his best to date.

The graphics, blocky though they are, are brilliantly

with the odd try, kick to the enemy "friendly" safety - it's never failed.

Last Battle is your typical here quest that challenges you to overcome nasty obstacles and solve a few puzzles, which will help you rescue Alyssa faster.

There are also conversations between you and some of the characters which will give you hints, but beware, a few are tricky.

At the end of each chapter, you'll receive various three star rank-invincible heroes who will make your



mission a life of misery, with each chapter being divided into stages filled with action and deadly nemeses flying around from all sorts of angles.

An extra bonus for ingenuity, depending on your skill, is the *Labrynth* (minus David Bowie), which is full of enemies - more of those ninjas. You can gain power or points, too. More power will enable you to have a better punch and kick like a horse.

The only problem is that the *Labrynth* will only appear when certain conditions in the chapter are achieved...

Last Battle sounds like a spiffy game, huh? Wrong! It's just your average beat-'em-up with graphics that are very pebble looking, in the

large - just like the Capcom coin-op it's been converted from. And although I've actually completed the entire machine, I can't see the later levels of this 'em being as easy this is good, actually. If you're a fan of the genre, get yourself some



psychiatric help, and then get *Final Fight*, it's a bit splendid-and-a-half. **D**

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89%

FINAL FIGHT vs. LAST BATTLE

THE DEAL: See you with broken bottles and baseball bats locked in a room, who comes out first?

BAG GYPSY

FF: Gets a few bag increases to deal with, and the obligatory mid-air level greasers - who are a bit tough, if you know what I mean. **[B]**

LB: A whole lotta boxes and some mid-air level toddlers. Not much variety. **[B]**

WEAPONRY

FF: Loads of pieces of iron and wood lying around with which to beat the enemy. **[B]**

LB: The chance of ever more powerful moves that nothing to check about. **[B]**

TECHNIQUES

FF: Gets a few, and each character has a different set of moves to perform. **[B]**

LB: Punching, kicking and, er, that's it! **[B]**

ORIGINALITY

FF: Er, y'know, *OK*, it does have the weaponry factor and there's not many beat-'em-ups that allow two simultaneous players. **[B]**

LB: If you've seen *Old Shadow* *Demon* style games, you've seen them all, really. **[B]**

SCENERY

FF: There's lots of rooms, streets, warehouses, etc. If it contains some, it's here, basically. **[B]**

LB: Lots of Temple locations - maybe there's more on later levels? **[B]**

WHO'S THE PROTEST?

FF: *40/50*
LB: *25/50*

So, *Final Fight* wins the golden award for being the game that truly footpans are most likely to play, ha-ha!

style of a *Specthunk*. Really this matter, the ultimate lack of any variety, life sound and ever-slightly naff gameplay make the game lose that little potential it had. **D**



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"...just your average beat-'em-up"

56%

BATTLE



head start

WITH BEVY BABES



YC'S TOP TEN GROOVY THINGS TO WEAR

1. Space Robe - Origin
2. Robocock - Ocean
3. Snake-Gas - Thalarius
4. Bar Ring Bouncers Back - Konis
5. Live and Let Die - Danians
6. Mahman - Ocean
7. Blazer Squaw - Blade Software
8. Suit 'Em Up Construction Kit - Outlaw
9. ThunderCape - Elite
10. Soviet Fighter WIG 20 - Codemasters

This month's Top Ten was kindly donated by Roy Stang from Central in Cardiff, who wanted to see his name in print. Easy - **PROUDLY DISPLAYED**. Any other requests should be sent to Bevy Babes at the usual address!

BIG FAIRY COMP!

Have you ever thought that little fairies and elves live under the cracks in your bedroom? Well, now you can give them their own wall to play on!

Those equally nice and cute people at Starline have given us not one, but two huge Rodland posters - which will cover a whole wall. How do we know? Well, because they're for toddlers only and you'll not fail to see them in software shop windows up and down the country along with the rather spiffy games.

For your chance to win one send in a postcard entitled "I want to be a Big Fairy" at the usual address, with your name and address - before the 1st November 1991.

HOW TO BE A COMPUTER PROGRAMMER with the help of ECLIPSE

Step 1 - Grow your hair long and don't wash it for six months - this saves money on unnecessary hair products and trips to the barbers.



Step 2 - Suit out all the old clothes you used to wear, (e.g. jeans, denim, baggy Goffs jeans, Vici Douglasan t-shirt) and wear them again.

Step 3 - If wearing a shirt, always leave your top button open - it makes you look much more professional.

Step 4 - You really need some glasses, especially if held together with a fairy piece of plaster to add that final touch.

Step 5 - Be prepared to pose for FBI shots - a serious and rather disinterested look goes down a treat with the public!

Step 6 - Now program a top ten game and you're a fully qualified computer programmer, or, ham!

OH GOODY!

Those mega people at US Gold - who are currently wildly promoting Mega Twins, Bonanza Bros, Outrun Europa, Final Fight, and loads more - are offering five lucky readers the chance of a US Gold Goody bag, which includes a T-shirt, poster and computer games. Send a postcard entitled "Bag of Gold" to the usual address,



before the 1st November 1991, and if you forget to fill your own name and address on it and you'll find it flies like a fish straight to the land

YC DIARY DATES

Computer Market Show
(Amstrad/PC & Business)
11-13 October 1991
Rex Centre,
Birmingham
10.00am-6.30pm (5.00pm Sat)
Admission 05.00

Amiga Format Presents
World of Commodore Show
08.00 adults/04 under 14's
15-17 November 1991
ExCeL Court 2,
London
9.00am-6.30pm (4.00pm Sun)

Ideal Home Computing Show, Ideal Toys & Games Show, Ideal Sports Show, Ideal Environment Show
3-5 April 1992
ExCeL Court 2
10.00am-6.00pm

HOT GOSSIP

Short stories which are hotter than a *Vindicta* and hotter than your average *Jiff!*

MAD MAX

It's mad, we know but US Gold is set to announce what looks like being the best compilation this year. *Maximum Action 88rs* (MAX for short), sounding more like a jar of coffee than a software compilation, includes the hit games *Tarzan II*, *St. Dragon*, *Night Shift* and *Seiv* - plus, you'll need the coffee to keep you up all night playing it!

Another compilation, entitled *Super Sim Pack*, is also making it's merry little way to you. This bundle of simulated fun includes, *International 3-D Tennis*, *Crazy Cars II*, *Italy 1990* and *Airborne Ranger*. Sounds sim-ply great (*Goat* Reader).



EXPRESS YOURSELF

All your love-love characters could be coming your way soon courtesy of the Sales Curve, 'cos the Baltimore-based company has signed up an exclusive deal with Hi-Tech Expressions, who are responsible for licensing from Matt Disney, Hanna Barbera and Warner Brothers.

So, before you can say "It's a Wonderful Life", you'll be seeing *Bugs Bunny*, *Daffy Duck*, *The Muppets* and *Tom and Jerry* on your CDt, although their spate of sales do stress that the licenses would be of a more educational/utility genre. Just the stuff, eh, to help you with the old homework!



DOMARK'S MONEY KIT

It's official, Domark's 3-D Construction Kit has made a million pounds at retail (i.e. in the shops). And I always thought money grew on trees!

Incentive's highly-acclaimed product has sold so well that Domark is receiving over 40 user registration cards per day and is busy collating all the information and ideas, which will be published in a regular newsletter. Hurrah!



VIRGIN GET A NEW MOTOR

If you were to see the Virgin lot you'd notice that they've got a bit strange - they've started wearing leather jackets, have goatey long hair, seek of patchouli oil and their offices have 'heavy metal' blaring away.

Yup, they've signed up *Flock Gode* Motorhead for a computer game.

There's no news as yet as to what format the game will take but it's bound to star Lemmy and some rather loud music!



INFO FREAKO

Nicola Jayne Whitehead, US Gold's European PR Executive, answers this month's fan stupid questions...

Q: How do you ever stayed up all night?
Doct' yes... it was an all night party.

Q: What's your fave part to YC?
All the good reviews of US Gold product. (Quoted) straight from the US Gold big book of PR quotes for every occasion, methinks! Dev

Q: What's the worst thing you ever did at school?
Oh, I did loads of bad things at school, but the worst must have been dropping my homework book down the back of the pigeonhole, out of reach, so I wasn't get into trouble for not actually doing the homework.

Q: What did you eat for breakfast today?
Kellag's nutty cornflakes, orange juice and coffee, very healthy eh?

Q: Which computer game would you like to star in?
Outrun Europe. For the fast road!
(A US Gold product, speedy or what? Dev)

Q: What's your fave soap character and why?
Ha, that's one of the questions they asked me when I auditioned for *Blind Date*. I was a stand-in, you know, for that small blond girl who thought she was Betty Boop. I actually had to get her ready, and kept my fingers crossed that she would fall ill... anyway I'll tell you what I told them - *Beverly Hills Dynasty* on the girls to wear all the nice clothes and meet nice men.

Q: What's your oldest memory?
I can remember as far back as being six years of age.

Q: If you had a girlfriend, what would you call it?
I did have a girlfriend called *Tipsies* but it fell down the toilet!

Q: Name something you got for Christmas last year?
I did well last year, I got a TV.

Q: What's your next best?
I'm paranoid about trying up.
Do ya want a full time job looking after Rick's desk? *Jiff!* (Dr Group Jiff)

Readers, if you want to answer YC's fan stupid questions in the future, just send in a photo of yourself along with your telephone number to *Info Freako*, YC Mag, and you could just get a call from us pretty soon!



THINGS TO COME

HMMM... SCRUMMY

If charging around, jumping on muddy and sweaty bodies, is your sort of sport (hang on, we're talking Rugby not real wrestling here) then you'll be pleased to know that Donark is set to release the official Rugby World Cup game (and judging by the information we've received it sure looks as close to the real thing as possible - without the really fast and fun cars though).

It's a realistic top-down view game, featuring all of the 16 international teams and smooth multi-directional scrolling - which allows you to see one fifth of the pitch at any time. A radar at the top of the screen will show the current position of play in relation to the actual pitch. The knockout rounds are just the same as in the World Cup - four groups of four teams with a points system for winning, drawing or losing - with the top two teams going through to the next round.

You'll be able to experience all the excitement of the real game with try-scoring, conversions, scrums, kicking, shirt pulling and even shoving and barging. It sure looks scrummy doesn't it - and it'll be in the shops late September priced at £14.99 cassette and £14.99 disk, ready for you to get into practice for the October World Cup.



HEROES IN A HARD SELL



Green issues are certainly a priority at Microsoft as they prepare for the release of the second Turtles license. This time, though, the exploits of the pizza-breaded foursome are based on the smash hit Konami Coin-op.

The game format is a boat-wreck-up set in New York and you can choose which awesome green team to play. First you will have to rescue poor old April O'Neil from a burning building and if that's not enough you'll have to face the evil duo Bebop and Rocksteady. Then it's to the rescue of Splinter who gets kidnapped by Shredder. Finally you'll have to rout the formidable Foot Clan, rescue Splinter and then face Shredder in a showdown at the Technodome. My word, what a lot to do, but when all is said and done, you're a green millionaire hero!

The coin-op conversion is being managed by Probe, who will be changing away on Pizzas until November to bring you the finished product. Until then dudes, you'll have to watch the second Mrs. Keen on wearing the fairly old faded T-Shirts and hope to keep on impressing your Granny by continuously saying "Cowabunga".



IT'S THE PITS... NO NOT REALLY!

Atari's fastest-ever selling Tengen Coin-Op, *Fighters*, is fighting its way onto your computer shortly.

It's no game for the wimps amongst you, I mean it's so damn hard, the fighting is definitely below the belt and there are no rules. And choosing from names like Buzz, Ty or Kato and using wrestling, kick boxing or karate, you know it's for your fancy-busting.

There's four fighters in the pit so the punch-up can be between any of the contenders, i.e. one against one or in gangs against the rest. At the end you are awarded a knockout bonus, a brutality bonus and your share of the dosh. A grudge match is held every third match to allow you to wreak vengeance on your opponent. The main aim is getting to the Championship match in which you get the chance to rob the Ultimate Warrior of his title.

I mean is fighting to get the program to you, via Donark, for Christmas for £19.99 cassette and £14.99. It's bound to be a knock-out!



BLIP BLOP PING BLIP BLOP PING

Just as you thought it was safe to go back into your Kebab shop... Donkirk is set to release Taito's Super Space Invaders onto home computer. "But that will be dead easy to program!" I hear you shout. Hal Alene and the likes have progressed a lot in 13 years!

The game will feature level after level of increasingly weird and hostile invaders (Le Saddam lookalikes), amusing multi-way scrolling playfields, waves of aliens, swooping in from all angles, dozens of different attack formations, huge end-of-level baddies and secret hidden levels for you to find.

Er, guess what you have to do - yep, blast the buggers back to where they came from - preferably in bits and pieces - and collect power-ups like souped-up weapons, e.g. a Fireflower to freeze them or a HyperLaser to snipe them.

The Kremlin is programming this addictive masterpiece and it will be available in October for £19.99 cassette and £14.99 disc and you can be guaranteed many a good night in front of your screen with or without a Kebab!



THE HEAT IS ON

So, driving games are going out of fashion are they? You try telling that to the entire computer games industry, and if it's got a car in it, it's big (and I mean BIG) bucks!

Microsoft has announced the latest release to add to Turbo Charge and Outrun Europa, and it's based on the excellent Jensen coin-op, *Glac Heat*.

But what's so different about it? Well, for a start you play one of the rovers in your spanking new San Francisco PD car, and you have to race through the streets of San Francisco (our Michael Douglas, side-burns, fangs, and pomps in pink, fony trilbies), against other members of the force.

Although one driving game is much the same as any other when it comes down to gameplay, it all depends on how fast this one will be.

Look for it on the Imageworks label this November!





WHAT'S IT ALL ABOUT THEN?

Bugged if we know!!! But in this amazing section we explain exactly what the scores on the doors really mean!

CREDIT CARD

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"It's a truly special game that will have you enjoying like a genius on the end of a telephone line..."

86%

The Credit Card is our easy-to-view guide to how good a game really is - best used when you can't be bothered to read the whole review (you fiend!)

The four spaces for comments give you concise ideas on how we felt about the game's specific parts. The quote is a snippet from the review itself, and the central mark is the reviewer's personal summary of the game.

The YC Plus 1 award is given to games that receive an overall mark that's 80% or higher, and it too was felt plastered all over the layout of that review so you'll instantly know that this game truly is the dangly bits that hang between a male dog's hind legs!



THE SCORES ON THE DOORS

- 80-85%** This game is truly, without a doubt, crappier than the crappiest on Earth!!!
- 60-80%** It might well be worth checking this game out if it's all you've been lobotomised recently, and if it's all you've got absolutely tonnes of cash!!!
- 51-55%** A distinctly average game that made our reviewer fall asleep!
- 30-40%** A reasonably good game that deserves a look!
- 85%-95%** A brilliant game that certainly deserves to be in anyone's collection.
- 100%** The best blooming game in the entire history of the console world got this score!

The Dream Team

We like to encourage our staff writers to observe the arts, and this month mainly sees the topic. Classified on their favourite topics, this is how they responded:



Beverly "Gardner" Gardner

"I love classical music," started the Haines School "Beethoven and

Bach are among my favourites. Their music is full of feeling and imagery. I can sit for hours and just listening to it."

Could you recall or approximate any?

"Oh yes!" she exclaimed. "Here's my Beethoven's 5th Sonata."

She sits behind a Commodore 64 keyboard and collects it repeatedly, with some force, whilst making powerful "yawn"-type noises. Eventually the keyboard shatters, sending keys in all directions.

"Oh wow!" she says. "It must have been brilliant to be Beethoven! I really enjoyed that!" **Oh yes, very good. 4 out of 10!**



Richard "axe head" Taylor

"Oh, heavy guitar music!" he says. "Like Metallica or Rhapsody."

Then, do you think you could give us a demonstration?

"Oh, certainly!" he enthuses. With this, he starts to jump around the office, making awful screeching noises with heavy "oh my chug chug!" every now and then.

This display lasts for about 2 minutes and has several flashes with him inconspicuously taking things, including monitors, etc., standing on a desk, and jumping off with a few "Caldwell-sunshine!" through a window and into a hedge. After being removed, an ambulance was called and he was taken off. **Best of luck!**



Nik "Raining" Henderson

"What? Oh!" of course! And here's my impression!"

With this, he leaps around shouting "Oh oh oh OH YEAH (yay) yay'vee unbelatable!"

Then for laughs to get really wild, shouting loudly and twirling an imaginary microphone around.

After a while, he sets fire to the face, parrots forward in the face, gestures obscenely and collapses in a heap on the floor, gasping weakly. The flames were extinguished, and he was carried off to the nearest hospital. **Very good! 10 out of 10!**



Jason "acid house" Miller

"I love to rave, and dance all night to hypnotic house rhythms."

OK, Jason... He stands for a couple of minutes, shaking wildly and throwing his arms around. This is accompanied by strange

steering noises with a heavy "bass drum"-type thumping sound every now and then. When this finishes, he jumps to grab a metal beam, swings back and then forward, planting a heavy kick into Richard's teeth.

"Now stop instantly handling me about this crap!" he shouts and stands, looking down at him for a minute, before leaving. **A definite 4 out of 10!**



Jason "stare" Kook

"I am what I am!" this rather busy chap thins.

"Right is just out of this world, and Jason is just, just amazing!"

Oh dear, that, oh your thing! "Oh yes!" he continues.

The lights are dimmed, and he stands in the middle of the room under a powerful neon tube.

"Tooooo many broken worlds in my head. Too many worlds are broken apart, wouldn't baby you make me heart?"

"Never gonna give you up, never gonna give you my toy, because it's mine, and I want my love!"

Oh, crap. His song, but, well, it was. **A big fat one (10), like the coloured Group 6!**



Jeff "the bar" Dany

"Oh, like wow! Like, y'know, stress

psychiatric, man, heavy stuff and all of the rest. Like Florida and Pina Floyd and The Byrds, y'know!"

He stands for a few minutes, wailing in a disturbingly high tone and waving his arms around, shaking his head. Out of nowhere, a strange light show starts, filling the walls with blurred heavy colours, gradually increasing in intensity and speed. The strange guitar noise produced by Jeff begins to completely take hold of his brain, and with a moan of "oh wow! Two heavy, mind!" he collapses into a heap on the floor. **William! 10 out of 10! What does Jeff?**

GET YER MITS ON

THE HITS

2



SNARE



RETROGRADE



HEATSEEKER



SUMMER CAMP



CREATURES

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THALAMUS

THALAMUS LIMITED, 1 Saturn House, Colliers Park, Aldermaston, Berkshire RG7 4QW

WHEELS OF STEEL



Spots is a dice game for up to four players, although the game allows the computer to play any or all of those players. Brief instructions are included in the game and a more detailed explanation is included below. The game is similar to some commercial dice games but uses more dice and slightly different rules that increase the strategy element of the game.

Play involves initially rolling six dice and subsequently choosing to hold on to or roll, any or all of them in an up to a maximum of three further throws. The aim of each throw is to try to use the dice to make one of a number of scoring patterns. Thus the skill lies partly in choosing which dice to hold on to and which to rethrow, and partly in deciding how best to score the result.

There are fourteen patterns or categories that a player may aim for and these are listed on a scorecard at the side of the playing area. On completion of each throw a score must be entered in one of these categories, even if the dice do not complete the chosen pattern in which case the score for that category will be zero. So a complete game consists of fourteen rounds, each player filling one category on his scorecard each round.

The fourteen categories can be broken down as

follows. The first six are the number categories 'Ones' to 'Sixes' and are used to score any pattern of dice that contains any dice of the selected value (Ones = 1, Twos = 2, ... - the score in such case is the sum of the spots on these dice. For example the dice pattern 6-6-1-4-6-6 would score $1 \times 1 + 1$ point in 'Ones', $2 \times 4 = 8$ points in 'Twos' and $3 \times 6 = 18$ in 'Sixes'. If the pattern contains no dice of the selected value, then the category score would be zero.

The next three categories are 'Three', 'Long' and 'Full' and are used to score patterns that include a number of dice whose spots are in order. 'Three' requires at least 4 dice in order so any of 1234, 2345 and 3456 will score the 30 points available. 'Long' requires at least 5 dice in order so 12345 or 23456 will score the 20 points available. A 'Full' requires all six dice to be in order so only 123456 will score the 30 points here. (Note: the dice do not have to be displayed in the given order, the points will be scored as long as each of the dice needed is somewhere in the final pattern.)

The four categories from 'Set 1' to 'Set 6' are used to score patterns which have a number of dice showing the same spot pattern. 'Set 3' requires at least three of the dice to be the same, 'Set 4' requires 4 dice the same and

so on up to 'Set 6', in which all six dice should be the same (which does not happen very often!) The scores for these categories are 20, 30, 60 and 50 points respectively.

The final category is called 'Chance' because it is a chance to score ANY pattern of dice, the core is simply the sum of all the spots shown on the six dice, so 241280 would score $2 + 4 + 1 + 2 + 8 + 0 = 17$ points, the minimum score is 3 and the maximum 36 so don't waste it.

In addition to these scores two BONUSSES are awarded, the first if concerned with the number categories is greater than 60 a bonus of 50 points will be added to the player's score. The second bonus is awarded at the end of each game, for each player it starts at 25 points and is reduced by 5 points for each category with a zero score, so if a player has more than four zeros on his card he'll get no points from this bonus.

Control of the game is achieved using joystick in part number 2. The joystick will control a 'cursor' on the screen, use the joystick to point the cursor at the required function and press the button. There are several selections to be made at the beginning of each game, such as number of players, but these are self explanatory. On the main screen of the game are

Somebody said to us the other day that we don't put enough games on the cover tape. "Not enough games," we said, "we'll soon rectify that!" So we went through our library of COMPLETELY ORIGINAL product, never before published in cassette form, and came up with not one, not two, not even three full games, but four. Four incredibly hot games, and if that doesn't make your datasettes go moist, you can bully well bugger off...

several options.

The number 5 (1 to 6) are used to move dice into a 'rack' which then may be kept whilst other dice are re-thrown. To score a given die in the rack, simply select the number that is shown below that die.

The remaining three options are: 'Roll' which is used to re-throw any dice that are not scored in the rack, 'Dice' which is used to empty all the dice out of the rack - in case you change your mind or find a better pattern to keep, and 'Stop' which will move all of the dice into the rack and end that turn.

In a similar way, scoring is done by pointing the cursor at the selected category on the scorecard and pressing the button. Choose carefully as mistakes cannot be taken back!

The only section not controlled by the joystick is the entering of player's names. This is done directly through the keyboard. Names may be any alphanumeric sequence of up to ten characters, the names are not checked in any way as they are purely for the benefit of the player.

As explained in the program to make the computer play for a particular player, simply press the Return key without entering any name for the player. The computer will give its first player the name CPU 1, second CPU 2, and so on.

For anyone interested,

the strategy of the computer players is based simply on probability and loss minimisation - the computer will attempt to make the pattern it thinks has the greatest probability of success and will score the results so as to lose the

minimum number of points. As the game is largely dependent on chance - the spots on the dice - this strategy efficient and the computer will play a reasonably game. In general, scores during games tend to be close until the later

rounds and it is very easy for the situation to change suddenly - particularly when any bonuses are added.

At the end of the game the score cards will be shown along with the finishing positions of the players involved. Pressing the Return

key as indicated will return to the title screen and the start of the game.

At any time between the title screen and the final score the game may be aborted and re-started by pressing the Control (CTRL) key.

MICRODOT

It is said that, back in the 20th century, there used to be people who repaired computers when they broke down. They said that computer repair would be a thing of the past way back in the 21st century - little did they know!

Of course, now that the impossible has happened and a military satellite has passed through a freak radioactive storm, malfunctioned, and is getting itself ready to blast us all to Kingdom Come, it's my job to sort it out.

They've given me the 'Microdot', a tiny remote controlled craft capable of entering the satellite and aborting all the 99 radioactive particles, that the storm left scattered around. And, of course, it's my job to pilot it around, avoid the hazards, collect the particles and save mankind, again!

Obviously that's not all they expect of me. Once I've collected all of the particles I've got to reactivate circuits

inside the satellite and get the Microdot out - all before mankind realises a greasy fried egg. Why me?

Play The Game

MICRODOT is controlled by a joystick in port 1.

Left and right move you horizontally.

The cursor moves to the jump.

For extra height use the SPACE BAR to activate the jumpdrive, fire and up on the joystick performs the same function. Watch out for the following on your travels:

BONUS TRIANGLES - One of six random bonuses; **DIAMOND BELTS** - Carry Microdot in their direction of flow; **RESET POINTERS** - contact with these blue squares marks the return point following your death; **SPARK TRAPS** - A dangerous spark travelling between two points; **RUBBER MATS** - Cause Microdot to bounce.

To complete the game the player must collect all of the radioactive particles, find an 'electricity switch', then leave by the gap created for his escape.

And There's More ...

For players with creative tendencies Microdot comes complete with its own construction set. This allows you to create a whole new set of levels. To enter the editor press 'E' while on the opening screen.

Editing the Layout

The landscape in Microdot is made up of blocks of 3-D characters, including the steel triangles, rubber mats, etc. Each level is a 13 by 7 matrix of 81 blocks, the main labyrinth is a 12 by 12 matrix of 144 levels.

A joystick is used to move the cursor through the levels. If you move out of the matrix you will move out of the editor and back into the opening screens of the game, the back arrow key (top left of keyboard) has the same effect. The fire button on the joystick is used to lay the character that you are currently moving around. Press any letter to change the character that you are going to place. The first Del key will display all of the blocks available. The function keys are used to select which of the four different block styles is selected.

If you want to delete, the @ key will select a character that allows you to rub-out your mistakes.

To set the start point press the = key.

Two blocks (E and @) consist of 2' blocks of electricity and appear to be identical. Well, they're not. Always use F, except when the blocks form a pool embedded in the ground.

Each room has separate

colours for the balls of static electricity, the rubber mats and the four different brick types, those are normally changed with keys 1-6. Since these keys are also used when editing the objects a letter at the bottom signifies which mode these number keys are in. When C is displayed the number keys change the colours, when S is displayed they change the objects of Sprites. Use the RETURN key to change mode.

With each trap use the N key to lay the beam between the pointers.

Positioning Objects

The moving blocks of electricity, radioactive particles, bonus triangles and the final electricity switch are all sprites or objects. A maximum number of seven sprites is allowed in each room, each with its own reference number. To create a new sprite use the lowest unallocated number, eg. if there are 5 sprites on the screen press key number 6, 1 on a screen with no sprites, etc. To change an existing sprite simply press its number.

After the position of a sprite by moving the joystick, alter its colour by pressing C. Press T to move through the four sprite types. Sprites can be wiped using W or fixed by pressing fire.

Moving sprites travel for a specific time and then return. This time is measured by the BU value shown at the base of the screen. This is changed with the + and - keys. D is used to change the starting direction, S changes the speed of movement and A changes the animation speed.

To see what your sprite looks like hold down the left shift key. NO sprites must NEVER overlap.

TAPE PROBS

If you've got any loading troubles, follow these simple steps...

- 1) First try your datacette on other games to see if they load!
- 2) If so, by adjusting the heads on your datacette, and after you to load the race point!
- 3) If it still will not load, and the datacette is okay, send it to:

YC TAPE 32 RETURNS,
STANLEY PRECISION DATA SYSTEMS,
Unit P, CAMDENHOLM COURTYARD,
SULLYLOW ROAD,
MILTON NORTH INDUSTRIAL ESTATE,
COBLEN,
NORTHANTS,
NN17 1JX.

Don't forget to include a small explanation of the problem, and you just say if we don't send you a new one by return of post!

Save It All

Pressing the CTRL key while in the editor produces the Input/Output menu. From here you will be able to LOAD or SAVE your creations to or from cassette or disk. Note, if using disk you will only be able to save one level on each side of your disk.



The King of Sabiana is, to say the least, a little upset. Tomorrow is his daughter's birthday and he has no idea what to get her.

An Magic Knight you have been ordered to find the Princess Gemstrade a very special present. This may be your chance to prove that you are worthy of joining the famed "Polygon Table", the highest honour any Knight could wish for!

The King transports you to the Castle of Spiritoland which is teeming with many weird and wonderful creatures. Also there are two mazes which contain many of the Queen's relatives! Apart from the grisly ghouls and energy sapping creatures there are ghostly traders who are often quite willing to exchange the treasures that you find in the Castle for money which they stole in their former lives.

Some objects will react with each other to form either more or less valuable objects, to sell or collect. You now have two choices:

1 You may try and collect as many treasures as possible and escape from the Castle of Spiritoland.

2 Collect the treasure in order to please the King and the Princess Gemstrade and join the Polygon Table.

Will the temptation of keeping all the treasures be too much for you or are you loyal to the King and the Polygon Table of Sabiana? ☐

Controls

Left
Right
Up
Down

Keyboard

Z*
X*
P*
L*
G*
D*
T*
F1*
F3*
E8
<*

Joystick

Only used during Mazes

Music On/Off
Border On/Off

5
8

F5



* Can be redefined at outset of program

KENTILLA

Kentilla has a sophisticated input editor to ease command entry. CAPS SHIFT 0 - Delete character at left of cursor. CAPS SHIFT 9 - Insert a space at cursor. CAPS SHIFT 8 - Move cursor right. CAPS SHIFT 5 - Move cursor left. CAPS SHIFT 1 -

Recall last command. This must be used before any other input is made. It is useful for lengthy battles, correcting mistyped commands or conveniently altering

a command (eg. after KILL UFGA you might want to EXAMINE UFGA so just recall the last command and overwrite KILL with EXAM).

ALL can be used with the verbs GET and DROP to pick up everything in a location or drop everything carried. It will ignore hidden objects, etc., and dead characters. LOOK is used for seeing into containers, eg LOOK INTO CHEST. It can also be used to look at adjacent locations, eg LOOK EAST will tell you what objects

and creatures (except hidden ones) are there.

When giving an object to a character, it must be done in the form: GIVE object TO (character). Eg. GIVE SACK TO ELVA.

Talking to other characters

To talk to another character you must mention the character and use quotes, eg. SAY TO DRAGON "GIVE ME THE SWORD". Friendly characters will usually cooperate if they can - others not necessarily!

HINTS

Kentilla is a richly devious adventure. Collecting objects is not an end, just means to it. You may have to revisit some locations a number of times in order to make overall progress, and time may be of the essence. Much is hidden, and not revealed at first examination. Apparently useless things might have curious effects on those who threaten you. The very title of the game is of great importance in its playing ... but you will find that out ...

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MAKE SURE YOU HAVE ALL THE GREAT YC GAMES

Other issues are available but not shown.

THE BATTLE OF BOX-OFFICE

film
frenzy

Computer film licences have grown in popularity so much over the last couple of years it's almost become a necessity for a company to have one, or two. YC looks into the auctions, and other sides of the licence business. We gave **Beverly Gardner** a big box of popcorn and a family-size Klax-on!



My Left Foot made a gripping, intense film, well-worth of it's numerous Oscars but it would hardly convert into a good computer game.

So just what is it that attracts software publishers to certain film licences? Does the computer film biz have its ups and downs like Hollywood? What are those all important ingredients that make a Top 10 film-licensed computer game?

THE MONEY PIT



The film licensing trade is not to be toyed with, that's for sure - it's a risky and expensive business. Hudson Hawk has just become the second film to cost \$100 million and has flopped miserably in the States.

You only have to look at the amount of cash that goes into making a box office smash these days, the

sets, the fixing and the millions of dollars the stars command, not to mention their expenses.

Only recently we heard that Kim Basinger insisted on washing her hair in Evian water every day, during the making of The Hot Chick.

It's no wonder that when I asked Publishers how much a film license cost, I drew a blank. All I can say is, that it's damn expensive!

Think of a successful film license and you'll think it only to big Software Publishers, Orion, UFI, Data, Microsoft, Demtek, Grandstream, Activision, and more recently Capstone, Disney and Titus, who obviously have the



amount of cash needed for such a venture. However, each deal is unique. It depends on how many rights you require as to how much the total bill will be. Is it just Europe, and how many computers you intend to convert it into. Is it home computers only.

The price of film licences was certainly a deciding factor in Danark's Company Policy. Although they published the Star Wars

trilogy and Bond licences, they have decided of late to stick with safer options of baseball and flight simulations. As Danark's MD, Mark Strachan explained "You take a huge risk when signing a film license and it might not succeed. It's a huge responsibility and we have our staff to think about."

E OF THE E BULGE!!!



DEALERS

▶ So, if Publishers have the money and will take the risk, how do they go about purchasing a license? It's not just a case of seeing a good film at your local cinema and ripping down to Sainsbury's to pick it up.

New licenses have to be snapped up by Publishers before the film has even been screened. That means rushing through scripts. Miramax, riding high on the success of *Turles*, *Back to the Future II & III* and *Predator II* actually hire a agent in America, namely Mr Dick Lehtberg.

He told us that you usually purchase a license by dealing through the actual studio such as 20th Century Fox, Universal or Disney and that most studios have appointed licensing agencies, who handle all of the merchandising rights.

However, he did stress,

that you do have to convince the studio that the film will be safe in your hands, i.e. that the company produces high quality products, has a good presence in the world market, has good marketing strategies, and will consider consols.

With Miramax's track record he has no problems. Even the stars become involved sometimes, explained Lucasfilm's Gold spokesperson, Sue Luckano. Both Michael Jackson for *Moonwalker* and Harrison Ford in the *Indiana Jones* series wanted to approve the artwork and see themselves portrayed as part of the deal for they did not want themselves portrayed in a bad light.



FATAL ATTRACTION

▶ What exactly attracts a publisher to a certain film license and do they plan for a particular kind of film?

A jolly good script is something Lucasfilm/US Gold look for, with a strong storyline and plot, as the *Indiana Jones* series of games rely heavily on intricate puzzles and adventure elements - so much so, that they will be releasing *Indy 4*, just based on the script alone. The same can be said for the *Godfather* license.

The actual movie stars can be an attractive asset as *Steven Hill* of Grand Slam Entertainment explained: "buyers like to identify with the licensed characters, Bruce Willis is a good example... and, let's face it, computer games are all about giving pleasure and enjoyment to the end-user, well that's what Grand Slam aims to do".

The *Blues Brothers* game is about to be released by Titus and at first light did not seem a good license, but as

Marcus Pauwels explained, "they're crazy, destructive, funny, always in trouble with the police... people like them".

It is of no surprise that films, which star heroes like Arnold Schwarzenegger, Bruce Willis and Harrison Ford, big names like Sigourney Weaver and Michael J Fox and not forgetting "likeable" and endearing stars like Mandy Patinkin, Bill N Ted, The Blues Brothers and The Turles, are snapped up because as the end-user has no problem identifying with them and would relish the prospect of playing the game in their starring role.

The type of films that publishers snap-up tend to be those which appeal to those target audiences. When all is said and done Publishers are in the game business, so it would be no good signing up a license that was aimed at the over 65s, like Shirley Valentine.

As Capstone's Marketing Manager, Claire Bowen explained, "brand recognition is important, mention the names (Bill N Ted) or the film (*Horn Alone*), to a kid and they'll know who and what you mean."

THE BEST FILM GAMES EVER

(PROBABLY)

There's been so many of the biggest, which ones should you bother to try out, and why?

BATMAN - THE MOVIE

(Ocean)

This is the first definitely good film licensed game, and worked because of two factors: a) it was loosely based on the film, and b) it had the policy that has now become Ocean's trademark in such cases, by being a multi-level game with varying playing styles, all based on different sections of the film.

Everything about it is right, and although the early sections are hard, it's all very rewarding. It also had the biggest licence of all time, save for the new TG. **OOOO**

PREDATOR

(Activision)

The first of Arnie's films to be made into a game, and was a bit of a corker in its time. It was a left to right crawling-shoot-em-up-action game, and is best remembered for having the chunkiest looking sprites possible - after all, one of them was our hero. The game was a bit hard though, on reflection. **OOOO**

BACK TO THE FUTURE 2

(Microcass)

Probe coded and designed this, based on the movie, but had the problem that the film company wanted them to feature *not* all things as many job titles throughout the game as possible - even though Marty only throws one of the darn things in the whole movie. Nonetheless, they followed Ocean in splitting the film up into different sections, and therefore featured several different games in one. The best section by far, was the truck shoot, but the whole package dropped with grace.

making it third time lucky for the BTTF series. **OOO**

ALIEN

(Cinemathek)

A ALIENS

(Activision)

Alien - the game - was a strategy game that you really didn't want to play in the dark. You had to guide Ripley (and Jensen the cat), and as many of the cases of the Neostromo as possible, around the ship and escape. The tension was amazing and for a game that came out in 1984 it was, and is, simply a classic.

Aliens - the UK version (for there was a more typically crap American version too) - also had that tension-builder appeal. The aliens jumped out all you when you least expected it, and the action was based more on escape than killing the xenomorphs. **ALIEN - OOOO**
ALIENS - OOOOO

ROBOCOP & ROBOCOP 2

(Ocean)

The first film was brilliant, the second was *poor*. The first game was average and the second was a real stonker! Ocean decided to be a bit more conventional with the titles, and based them more around one specific style (shooting) they both had similar bonus sections where you had a shooting gallery. That style was shoot-em-up-style-drag-em-up! And lots of it - just like the movies! **ROBOCOP - OOOO**
ROBOCOP 2 - OOOOO

TERMINATOR 2

(Ocean)

Reviewed last last, this game is obviously a bit more advanced than any of the above. Its multi-level variety is well set, with a good range of things to do. There's beat-em-up sections, arcade-adventure sections, car chase sections, and helicopter shoot-out sections. The graphics and presentation are also as up-to-date as you'd expect. And y'know, Terminator is the biggest thing since someone

discovered that if you ground wheat, mixed it with other things and baked it, it tasted quite pleasant! **OOOOOO**

THE STINKERS

The worst film games?

Yep, there's been a *hundred* of 'em!

COBRA

(Ocean)

Complete crud, basically!

INDIANA JONES AND THE LAST CRUSADE

(UK Ocean)

Far too unplayable.

BACK TO THE FUTURE

(Activision)

& BTTF 2

(Microcass)

The former was crap for being *DUUU*, the latter for being, er, crap!

A VIEW TO A KILL

(Ocean)

Ho, ho, ho, ho... (collapses into a fit of laughter)

HOWARD THE DUCK

(Activision)

A terrible travesty of a game from a terrible travesty of a film!

DICK TRACY

(Ocean)

Smart, crisp, shorter!

THE RUNNING MAN

(Cinemathek)

The best thing about this game was the intro screen - 'null' said!

JAWS

(Screen 3)

The first stick-on donal fish was the only memorable part of this. (Are you sure about that?) **OO**

FRIDAY THE THIRTEENTH

(Ocean)

The box artwork was banned, the game should've been!

EVIL DEAD

(Activision)

Hurn... THE WORST.



THE SECRET OF MY SUCCESS

► Gary Horman looks for outstanding acting (and excellent direction) in a good film. Mr Average likes a good old shoot out, while Mr Average tends to like a good drama or thriller and a scopy hair-scratcher. So what secret ingredients do publishers look for in a film to make it a good game?

Central, action and excitement were companies' favourite ingredients. Grandstar's MD, Stephen Hall, seemed to sum up this whole aspect when he said "a game has got to have that innate joy/sick reaction". Just like sitting on the edge of your seat/sit in the cinema, I suppose!

Types of action lend themselves superbly to games. Take the Bond licence for instance, apart from the action and suspense, "there are four or five unbelievable stunts which, when converted, make an excellent game", explained Denmark MD Mark Strachan.

Public awareness of the film also feeds right on publisher's agendas. For Entertainment International, the sales and marketing Company behind Dick Tracy, The Blues Brothers and Anarchymania, a film licence is a Godsend.

Their spokesperson explained: "there is already a big marketing machine behind the film, so the public already know the product in a way, it makes our job a whole lot easier".



If Publishers strike, all jump on the back of the publicity bandwagon and release the game in line with the film or video then their marketing becomes easier.

There certainly is a lot in a "winner" in the computer industry.

"We only sign the biggest names," said US Gold's Alexa Coschowski. "It must be a blockbuster". said Miramax's Cathy Campos.

Publishers would never sign up the most recent of Thames Mersey Night 'n' Movies, starting with 'who?' and 'who?', for it is so important that the movie from which the game flows has been commercially successful.

Coschi's Britain, for example - would the game have taken a suitcase without Ten Barker's movie idea and the sheer hype surrounding it.

This is where the element of risk and expertise comes into it as, in order to snag up the most recent of licences, publishers must sign up from reading the scripts, as Miramax's agent Dick Lehrberg commented:

"The hardest part for us is in reading the scripts and figuring out which ones will make big games. Our power is no guarantee. Bruce Willis' Hudson Hawk just released in the US is incredible hype, has died a miserable death. If we could accurately predict hits from scripts, we'd probably be making big screen movies instead of movies on 3 1/2" disks".

Even conversions though can be a hit or a flop. Dick Tracy, Total Recall, Nightbreed to name but a few, were all hits in the cinema, but died a

death as far as game sales go.

A hit in the cinema doesn't necessarily guarantee a good game, for at the end of the day the quality of the product has to come up to the standard of the film. US Gold, spokesperson Alexa Coschowski stressed this as she talked about their Godfather license: "The Godfather is a strong name and it has to be a strong product. Our Development Team, Creative Materials team game as far as travelling to New York to study the architecture. Quality wise our product will be faithful."

A good review on Film 66 or in Time Out does not equal a YO Fun One. It's a baby and baby old business, the Mrs licensing trade, as we have just found out and if Publishers want to make big money out of big-budget films, they'll just have to sit on the edge of their seats and wait for the end result!



TO LICENCE OR NOT TO LICENCE

Films that are yet to be signed

- Hong Kong
- An America
- Harbors
- Kick Asser
- Goodfellow
- Prince of Thieves
- Anytime
- Lethal Weapon
- Honey I Shrunk the Kids
- Ghoul

Films you wouldn't sign up in a million years.

- Gone With The Wind
- My Left Foot
- Pretty Woman
- Room with a View
- 1/2 Broke Back
- Grand
- City Slicker
- An Alibi
- Parenthood
- David Peck's Society
- Repressed

WE ASKED "WHAT ARE YOUR FAVOURITE FILMS?"

"Oh - The Godfather Trilogy and the Indy series" - Alexa Coschowski - US Gold (amazing that - Surprised Ed).

"Green Card and The Italian Job - I saw it 3 times in 3 days... and although we published the Star Wars trilogy, I've never seen them!" - Gematik's MD - Mark Strashan.

"The French Connection, Mollfingers, Goodfellow, The Great Escape, Star Wars, 3000, Alamo, Back To The Future trilogy... I am incredibly excited about a preview of Terminator 2 tomorrow... Also a favourite is a film I have obtained of Peter Dinklage (Miramax's boss) being toilet trained..." - Dick Lehrberg - Agent for Miramax.



GEM'X

ビット!

AMIGA-FAST

quit



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VERSION

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with POST APOCALYPSE

Yo! It's your love posty here again! This time we've a bag full of strange grumbings from you scruffy lot, but at least we've got a lovely new look to brighten our day - either that or I'll have to sort you all out with me fave chainsaw, and you might not like that...

Dear YC
I am writing to say I am sick of seeing all the letters in your mag coming from lads. Ladies do read your mag too and I think more should write in. I think your mag is brilliant and I just wanted to tell all these lads that we read it too. I just thought I'd include my fave-top five games in my fob

letter.
1) Wonder Boy
2) P.P. Hammer
3) Flimbo's Quest
4) Binky's Scary School
5) Rainbow Islands
From a girl who has proved a 100 percent.
Katie Allen, Durham
PS. Girls write in NOW!
PPS. Print my letter NOW!
PPPS. I want lots of it must NOW!

PA. Right, no patronising Peps! E... erm... er... oh said H! Hurrh, a girl has finally put her pen to paper - how about the rest of you females getting out your fave films and giving the fellas a run for their money? Talking of money, you can't have a lotta of it and award because of

you asked, and those who ask do not get, and I) you didn't enclose a crisp five with your letter, sorry! See, I managed to say all that without being too patronising or stereotypical.
Er, by the way, don't you think your list of games is a bit silly?

compare the CDi to an old film, of course it's crap! I mean, you can't reave down a group of animal rights activists with a ten-year old computer can you?
And you'll have to put up with Kit even more now, 'cause he's your new Group letter, and he's here to stay - or at least until the men in the ambulances arrive to take him to his four star padded cell!
And Knightlight is not, to my knowledge, ever going to be out on budget - 'cause it's a pile of dog's muck, so get a life!

Dear Posty
How's it going?
(Please tell Kit Henderson that he is a complete and utter a**hole. In the June edition, when he said "CDi's were crap" and



Dear PD
I'm going mad, angry and vicious! You've got to answer my questions or else, and please print this as lots of it must (sorry, no lads, no lotta of it must) - P4!
1) Is there any other way of accessing more memory on the Commodore 64?
2) Can you list your top 5 games and music (I would be grateful for this)?
3) Which computer is better, the Sega or the 64?
4) Are the following games ever going to be released on the CDi or CD405: Golden Axe, Teenage Mutant Ninja Turtles, Super Mario Bros, Nintendo kind, Wonderboy III, Mickey Mouse, and Street Fighter II?
5) Will you ever put any disk games on the cover?
6) Can you get any 3D glasses and light Phaser gun on the 64? If yes, where?
Now I hope your brain hasn't been washed recently, because now I have some

"he was an Amiga man now", in Computer Boffs of the year 1991, I was going to get my CD4 posse to go round to his house and surgically remove his small brain and stuff it where the sun don't shine. If he is an Amiga man, why is he still working for YC? He can sod off.
Oh yeah, is Knightlight out on budget for the CD4?
Dan Jones, Mollingtonborough, Northants

PA. Can, Mollering! Nip! Get up on the wrong side of the bed did we? When you



LETTA OF DA MUNF

Dear Poopy



How about letting your gran do the letters' page? How, that would be different. Let's take (a-a-ah)... I live in Newport Pagnell, yes, Newport Pagnell. What do you mean you've never heard of it? Good, good man, wotse up. Newport Pagnell has a well known service station, I mean everyone knows Pk got stuck in the logs there! Oh yeah, and it's near M4, (Millon Keynes), so I live real close to the YC guys (well, nearby). There's this kid called Muff who makes weird noises like "GooooooggggMuff", so if this letter gets printed please title it GooM (GG) + Pk. Thanks, now let's get down to the good (wow, that point was sharp).

YC in general, it's crap (only joking), though it does suffer from people copying other mag's tips and too many mistakes (like the Star Control review).

Questions...

a) I ordered the tape instaling Watlad and it still hasn't come. I wrote this on the 08/94.

Please could you send me the tape?

b) Is anyone going to convert Great, the arcade machine?

c) What is the best cricket game?

d) What do you think is going to be the final no. 1?

e) Have any of the YC crew ever been to Softly in MK city centre? It's crap isn't it? Or have they been to Milton taxi?

That's it for now

See ya

Shaun Sams, Newport Pagnell

PS. Umms, I've forgotten

PPS. Aaaaah! The parcel force van is coming. No, no, I can't stand it!

PPPS. Paul Rigby is funny!

PPPPS. I hope the bible encourages you to print my letter!



Oh, Shauna Kessell... Oh... what a nice young man! Here, give us a kiss, and I'll give you a lovely, you suitable boy!

That Mark boy sounds like an absolute beast. In my day we'd have looked him in a cupboard and put him out until he'd learned to control his muscles. Even then he'd have to clean out my dear father's cartridge for a week, as penance. Turl Rids today have no respect.

Ok... I'll try to answer your questions (where did I put my reading spectacles? Ah, here they are!...)

a) Have you thought that the tape may have been lost in the post? In the day a postman would rather die than have his letters go missing! I remember the time when Paul broke both his legs in a crowd. Myrtle made village leader accident and he had made sure our Jenny received her birthday cards... he left a horrible red trail up our garden path though, and collapsed before he could clean it all up!

b) The real wotse came what you're on about young man! It's Great! Lots of money for money! Oh... I remember the excellent board they had at the end of the pier in Ramsgate. Or is it one of those horrible "keep them together" you found in the seaside areas of Southend?

c) Cricket's not the same since Poopy. Treacher gave it all up (you know the way such a word appeared young man! Cover worked).

d) No! No! no! CITE Richard. Don... he makes me feel all young and exciting again!

e) No, but I have been to Doctor-on-Road!

It's a lovely place, with a rather splendid large hall, I seem to remember!

PS. I think that Paul Rigby is funny too, he makes me laugh lots... or was that George Perry?

Oh... I think you can see why my gran (she's?) answer every letter! - Pk

ways to make your mag better. Firstly, your magazine is great (that's what all people say, right). But there's a problem, who has all the colour gone? It's mostly blue, black and white. Please add more colour, it'll be a hit!

Next, you should add some programs to type in for people should send some in and they could win something great! It's for the people who are new to the Commodore 64. One more thing is to add more reviews.

To them, goodbye!

David Gains, Milton,

Acacia

PS. Don't let yourself down!



Pk: Alright

(yawn) here's a few answers to your questions:

1) Memory on the 64? Barry,

what was the question again?

2) I didn't know whether you meant top 5 games and top 5 bands, or top 5 game music, so I've given you all of them:

TOP 5 GAMES

(in no particular order)

- 1) TurboChamps (System 3)
- 2) Last Ninja 3 (System 3)
- 3) New Zealand Story (41 Squad)
- 4) Manchester United Europe (Krisalis)
- 5) Rainbow Islands (Ocean)



TOP 5 GAME MUSIC

(in no particular order)

- 1) Turbo Outrun
- 2) Last Ninja 3
- 3) Manchester United Europe
- 4) License to Kill
- 5) Queen Quest



**YC CUT-OUT-
AND-KEEP
3D GLASSES**



TOP 5 BANDS
(in no particular order)

- 1) Anthrax
- 2) Metallica
- 3) Are there any other bands?



3) It depends on a) how much cash you're willing to spend, and b) what you want to do with your machine! The CD4 is the best 'cause we don't cover the legs, and you'd miss out if you had one of them.

4) Golden Axe - about a year ago over here! TMNT - liked 'em Super Mario Bros. - see any of my previous answers over the last couple of months! Monkey Island and Monkey Island 2 - not sticky! Street Fighter II - Final Fight from US Gold is out pretty soon!



- 5) You could try our sister site Commodore Disk User, who give away a free disk every month!!
- 6) The Virgins, they used to do a light gun for war it a heavy one!! And look above for a pair of YC's very own 3D glasses - cut-'em-out and stick-'em-out!

As for more reviews, colour, etc. It's all in this issue, so read!

POSTGRADUATE POSTGRADUATE

His only wish is to answer all the incredibly dull, serious letters...



Dear YC
Here is a programme for keeping secrets on:

```

30 PRINT CHR$(147)
30 INPUT AS
40 IF AS="YC IS BEST" THEN GO TO 50
41 IF AS="TD IS BEST" THEN GO TO 42
42 PRINT CHR$(147)
43 PRINT "INTRUDER ALERT!!" FOR CT=1
   TO 3000 NEXT
44 GO TO 10
45 PRINT CHR$(147)
55 FOR CT=1 TO 500 NEXT
56 PRINT CHR$(147)
You can now enter your secrets!
Here is an example:
60 PRINT "THE MAG CALLED YC IS THE
BEST!"
61 PRINT "
```

You can keep going forever but you must

finish with these two lines:
75 FOR CT=1 TO 10000 NEXT
85 GO TO 10
Yours faithfully
Stuart Bell, Ransleigh, Chester



PG: What an excellent programme of the computer input kind, that is to say, I was very impressed with your coding which, although it sounds like a prominent way to one side or another, is of a type more commonly associated with entering into a computer in its specific language, that is to say, this brief computer ability that you have supplied in its basic form is most pleasing to me, that is to say... (I think he means thanks for the listing Stuart) - PA)

Alright you rabbit, that's all the space I've got for now but I'll be back, you can bet on it, so send your scribbles to....

POST APOCALYPSE

YC
30 Potters Lane
Kiln Farm
Milton Keynes
MK11 3HF

...and you
could win one
of these...



...Er,
perhaps not!





DARKMAN



Night has fallen and James Cook stalks the streets looking for revenge, or, failing that, an open Chippy...



The night is no longer the sole darkness that provides the hours of nocturn, the voyage can no longer be the only gateway to vanity, or to beauty, for a man who once stood proud. A nightmare dwelt upon during daylight hours and echoed at night can be the only company for... **DARKMAN**. The one remaining determination for him must be revenge.

They may have removed his face but his anger will carry him through. Durant, Strack... dead man! And this is precisely where you come in because, believe it or not, you are now the Darkman, hellbent on rescuing your beloved Julie and disposing of those two evil villains to boot.

You must venture through six levels of hell (well before you achieve your goal, carrying your trusty old camera along the way. Level one starts you off on your mission, and there you have to negotiate all sorts of varying nasties that Strack can put in your way. As if that isn't extra from all the Bruce Lee films weren't enough, savage killer-Pit-Bull terriers are at hand, flying heart-stoppingly fast at your heels.

Never fear, however, for you are not entirely defenseless; you maybe ugly, but you can certainly jump, punch or even crouch (cleadly assesses against such unpleasant foes). Having jumped, punched and crouched your way through this little lot, it's time to get

that camera at the ready.

No, you're not going on holiday, this is the time to seek disguise so you can mingle with the hooligans without being discovered too easily. You must take profile and full-frontal facial images of one

upstairs and down, without bumping into several other persons all doing exactly the same thing!

Armed with your new features, you enter level two: the factory. Your only means of escape is



particularly tedious

looking character so you can make your mark.

This isn't easy as he only appears for a fleeting second at one of many windows in a building, and it's unclear how quickly he manages to dart from window to window,

through the roof,

this is where the game reaches new heights (so, no), because as any self-respecting "Darkmanite" will tell you, the mask won't last forever, due to it's reaction to the sunlight.



Darkman in Telly Savalas look-a-like SHOCK!! (Perhaps!)

EXILE

YC blasted *Jason Miller* into space - it seemed like a good idea at the time!



TEN THINGS TO DO ON DARK NIGHTS

- 1) Paanrry!!!!
- 2) Drink (or, Cake of course)
- 3) Make ghostly noises
- 4) Sleep
- 5) Watch the stars
- 6) Watch the TV
- 7) Er...
- 8) That's it, probably

Now help me if I'm being stupid here, but I would have thought that this particular factory, with its complete lack of windows and light, would have been ideal for our super-hero's mask, but no, sure as eggs are eggs, fate it dice and the henchmen recognise you with stunning rapidity, making your escape even more hairy.

Lavie three, four and five take you from the rooftops, into your laboratory, and onto an ol' tanker by means of a handy rope hanging from Duran's helicopter. Confused? Play the game!

Finally, you find yourself at the bottom of a skyscraper

with Strack and your beloved Julie waiting at the top. Dodging your way up, more henchmen will get you to meet them, and I don't think polite pleasantries are on the agenda once you're there.

This is actually a very enjoyable game, with lots of things to do along the way to keep everyone happy. The graphics are very good, and the gameplay nice and difficult, something to get your teeth into.

A blatant disregard for keeping to the storyline (as ninjas abound) doesn't deter from a game that will probably keep you amused for a long time. ☺



The comforts of home have gone from your grasp, no longer can you stuff your greedy

face with hot dogs, cakes and coke.

You're on the way to Probus in outer space, where a stop-up gourmet meal is the size of a little readable pill.

So, big Marshash wobbles out of the excitement of going into space for your country? But so what? Those little green creatures are not going to be waving flags at you when you arrive, they're going to zap you to smithereens.

As you may have guessed, this mission takes place in a world undiscovered by humans - until now. Your task is to rescue your crew and try and repair your detector which has been stolen here you.

It is up to you how long the mission lasts or how long you can stand dodgy food, and creatures that want to

give you a rather unpleasant time in space.

Once you have your destination, your next task is to destroy the aliens' megalot machine (ideal for any passing, high-jumping, intergalactic salmon).

But around you, everything's gone strange. There are creatures that look as if they have gone and run straight into a big truck that was heading towards them at 180mph.

There are also huge birds that will play with you (seriously), although this will delay you as you are playing against the clock and time is highly important.

So don't hang about, pop him up and clear the hell out of there.

Exile is a strangely different game based upon the idea of a mixed bogging puzzle and tasks to complete before you are able to carry on to the next level.

Ultimately, it's a rather corking game, although it pales after a while. ☹

CREDIT CARD

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Availability: Out now!

✓ Flexible and secure

✓ Attractive graphics

✓ Value for money

✓ Loads of online content

"A strangely different game based upon the idea of a mixed bogging puzzle..."

68%

CREDIT CARD

Supplier: Orange
Price: £1.99 (incl. 20% Off)
Availability: Out now!

✓ Delishious graphics

✓ Long term enjoyment

✓ Challenging gameplay

✓ Doesn't take 5000 pills

"A game that will probably keep you amused for a long time..."

78%



GRAHAM GOUGH

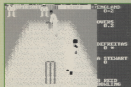
WORLD CLASS CRICKET

James Cook takes a busy Summer afternoon off to eat cucumber sandwiches with the Visor and watch the silicon version of England's national sport.



Ah, here we are once again, as the sun sets on yet another summer of sporting activities on the fields of English counties. The cool breeze, the smell of the grass being left to grow a little longer than usual, and

But you're OK, Gough is there, strong, solid and imposing as he takes his stand at the crease, nothing can prevent you from guiding us to another first class, world-shattering century... Marshall comes thundering down the pitch towards you... he bowls... it pops up... you



the faint sounds of leather on wood can still be heard on local village lanes here and there.

Yet the cream of the land are still buying themselves, jostling for recognition to be selected for... "Graham Gough's World Class Cricket." And suddenly you're there, getting your wits and doing battle with the greats of the world: the Windies, Australia, New Zealand and the Pakistanis.

You pick your team from the best gathering of men at your disposal - are you going for pace or spin, slogger or flicker? The coin is spun, and you're put into bat, there's no going back now!



Oh Gough's bat to defend... it strikes his arm! HOW DAT??... no, surely not... it's given... AWAY... Angghhh!

That's it, 0 for 1. A complete collapse follows, with the only saving grace being Gough edging a lucky single over second slip. 1 all

out, the Windies only need a couple to win. Never mind, you say to yourself, if they managed to bowl you all out in just under 4 overs, think what the likes of Fraser can do to them.

And so the excitement reaches fever pitch again as you prepare to bowl. A bounce ought to loose their



apertures up a bit. You start your run... hurtling down the pitch... you fire one in... it pitches short... it bounces, fiercely smacking Haynes in the chops... Hat you cry, that'll show 'em... but no, what's this... increasingly the ball careers off his already swelling chest for... 50!!!

It's all over, it's finished, the end. Goodbye heroics, hello seriously-based computer games. In the history of computers, rarely can there be a game of such devastating incompetence as this one. To see it is to believe it, even if I'd given both to it, I'd still not accept it is my own home, utter rubbish!

The graphics are appalling, with absolutely no collision detection, as far as I can make out.

There isn't anywhere near enough time to think about how you're going to bowl or bat, and there's an impossibly annoying wait before the screen shifts to the

batting mode after the batsman has struck the ball (usually with anything other than the bat).

The only angle of the game which could actually be entertaining, the two player mode, I didn't get a chance to see because no-one wanted to go near it.

To see the game is to see like saying Dennis Lillee took the odd wicket or two, once or twice. I played against all the teams possible and didn't survive more than 3.5 overs, with a maximum score of 4 runs.

Bowling, I assure you, is no more rewarding whatsoever, with fielding possibly the most boring pastime ever (and you, isn't it anyway).

You can opt to merely view the game, without participating more than choosing the batting and bowling order. You can't position fielders nor blow raspberries at their batsmen, fool! But you could blow a raspberry at the batsmen if you like! ☹

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

GRAND



Er, quite remarkable... Domark's newie is named after the programme that your dad watches when everybody else is watching

The Chart Show, or off down the sheep. Jason Miller puts on his Des Lynam jumper and moustache and commentates his way through this four game compilation...

Compilations, who'd have 'em? (Well, er, everybody who lances four games for the price of one, generally! Ed). Domark's is all about sport too - well, here goes...

CONTINENTAL CIRCUS

The pressure is building up on Mansell, as the formula one season draws to an end. Therefore, Domark has put you in the hot seat - although this doesn't mean that Magnus Magnusson is going to fire questions at you, it's even more taxing than that!

- you may even become the number one driver, as you go around corners at speeds that will get your adrenalin going. If you can stay awake long enough during this incredibly dull game, that is!



You are in the seat of a Formula 1 car, handling the terror of that ever-so-famous gear box trouble, and all those other nasties that can happen on the circuit. So tighten your buttocks, and you'll enjoy tackling the Continental courses and trying to qualify

VIOLENCE POSSIBILITIES:

- 65%**
- Mansell vs. Senna duel
 - Team tactics (sugar in fuel tank?)
 - Outrageous crashes
 - Crushing your opponent out (Senna?)

WORLD CLASS LEADERBOARD

Goas all around you where-ever you look, with tiny little flags in the far distance. A drag batoon's paradise? Not if it's where race and women show off their designer sweaters, whilst snatching a ball around and trying to get it into a hole (yawn)?

Frustrated? Well, so too are the golfers - shouting "fore" as if they were at a Cricket match (although this is only when England are not playing, as fours are very rare indeed at such occasions).

Golf is the ideal game for relaxation, 'cos even the most important things in the world play second fiddle to golf.



No, I'm not going mad! (Er, I think you're already there actually! Ed). When George Bush heard America was at war in the Gulf he was out on the Golf course getting in some practice.

Anyways, the game is based on a leaderboard with three different levels from 'novice' up to 'pro' - where the wind conditions put an end to even the best - so get your handikap down and tackle the four courses that wait to be conquered.

If all plays very well, and if you haven't got the game in any of its other incarnations, it's probably the best on this pack (by far).

VIOLENCE POSSIBILITIES:

- 20%**
- Players hitting each other's balls (sucky)
 - Clubbing one another
 - Ryder cup, U.S.A. vs. Europe
 - Racist abuse

DSTAND

PRO TENNIS TOUR



When people get out their rackets and balls (oo-er) Lesson wins the award for "Most over-use of the word Oo-er in a game review!" Group Ed) it can only mean one thing (A raising of the Freemasons perhaps? Ed). Yes! Tennis is here once again. The guys are back in their all white uniforms - courtesy of Ariel automatic - and, of course, Agassi and his flamboyant look, taking the Jazz image of a multi-coloured shirt and not being scared to make a fool of himself in amusing colors.

When you can volley, lob and smash you can give your opponent a back-hander down the line (what? Like a bribe? Readers) leaving him looking at the chalk dust as he has no answer to your superiority in the world of Tennis. Winning tournaments one after another, trying to gain a better position in the seeding league.

It's set on three types of level difficulties and playing surfaces and once you can hit the ball as hard as Becker, Pro Tennis is a very fast and hard competitive simulation that you will not want to put down.

Grandstand is a bit like the TV show of the same name. A couple of highlights, but generally crap!

GAZZA'S SUPER SOCCER



When the Man-a-day man Gazza wept for his country in the World Cup, the nation took him to their hearts. Now, crying is a tradition when Gazza is involved and "Gazza's Boyz" will certainly have you in tears - mainly due to such a lousy effort of a lousy simulation.

This game does not do any justice to the Grande lad at all. Whilst he was out in Italy sending his heart out and, of course, making mega bucks, Doniek (and originally Entertainment International) go and bring him down from behind (Nicky Jones style!)

The designer must've thought the more viewpoints in the game the better, 'cos it starts in side view, and when you get to the goal area it switches suddenly to sort-of top down. This sounds okay in theory but in practice it jolly well don't work, as the controls change also, so nine times out of ten your little man will just wander off the pitch, into the dressing room, and onto the number 20 bus.

Man Utd Europe is the game of the century for forty nine and World Championship Soccer was the worst until now. That honour is now, without question, Gazza's! This ranks as highly as Sophie Lawrence's singing.

But if you would like to tackle Europe go ahead, this is definitely a Spurs fan's game (i.e. you'd have to be thick to buy it - Careful Ed), the rest of us should treat it like the plague - keep well clear of it.

VIOLENCE POSSIBILITIES: 25%

- Moore and his terriers normally culminate in rackets flying everywhere
- Crowd abuse ("Becker is best" and "You're going home in a black Rolls Royce!")
- Players striking the ball up the lamp post nose when called 'out'

VIOLENCE POSSIBILITIES: 100%

- Milwall fans and "that bottle looks good in your head mate!"
- Luton's policy of "lets throw a party! No, better still, let's throw our seats onto the pitch!"
- "Lets nabble that Bash Barry over there!"

CREDIT CARD

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It's a Pro Tennis

And Gazza's Homophobia!

"A couple of highlights, but generally crap!"

76%

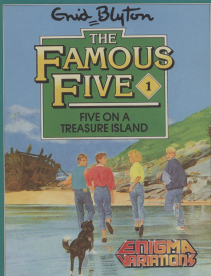
YC
POSTER

Twins





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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WIN! WIN! WIN! WIN!

IT'S MEGA...

...Twins, that is! US Gold and YC get together to come up with a competition so juicy that the man from Def Monte, he say:
"Oh, let me win? Pleasey???"

2 FIRST PRIZES:

- ★ A CASSETTE PLAYING FURY BACHINE WITH RADIO DOOFERS AND EMERGENCY!
- ★ A US GOLD GOODY BAG WITH A FEW POSTERS, BADGES, A GAME AND ANYTHING ELSE WE CAN CREAM UP!
- ★ A MEGA TWINS POP UP FLOPPY TRING ON A SPRING!

5 SECOND PRIZES:

- ★ A US GOLD GOODY-MOODY BAGO!
- ★ A MEGA TWINS SPRING TRAND!



Clever, ah? and a few other US Gold goodies!

US Gold? Hello? Is that Rick and Jeff, the wacky lumber fellows at YC magazine? YC: Er, no! This is the office cat, actually - hang on a sec and I'll put you through...
RLK: Er, hello? Can we help you?

US Gold: Hello? Is that Rick and Jeff, the wacky lumber fellows at YC magazine? YC: Er, no! This is the office cat, actually - hang on a sec and I'll put you through...
RLK: Er, hello? Can we help you?

US Gold: Yappy-doo-dah! We're US Gold, the amazing people who brought you classic games like Raid Over Moscow, and Bounty Bob Strikes Back (but don't mention Outrun or World Cup Carnival), and we're calling to inform you that Mega Twins is going to be a rather corking arcade conversion!

RLK: We know, as we have seen the arcade machine and even well impressed! US Gold: Oh good! In that case how would you like to give away a pair of completely wicked cassette decks (both identical, hence the connection with Mega Twins,

goodies? RLK: Surely we would, for we love to treat our readers with such stunning comops because they're all so spiffy! US Gold: Done, thank you!

So, that's it readers! That's the Hottest-To-God truth of how YC and US Gold got together to give you such stffy prizes (Er... are you sure about this? Gold).



THE RULES

- ★ Employees of US Gold and Applause Publications are fully not allowed to enter, otherwise I just wouldn't be fair and the whole of our charitable state would collapse due to the stress of it all!
- ★ The Ed and Group Ed (Jeff & Rick) are the folks that everybody should

listen to when it comes down to it, and if they say something you can't quite quite quite sure that they mean it. Oh yeah, and their word is that!

- ★ Please allow 28 days after the competition closing date before notification of the winners!

BUT WHAT DO I HAVE TO DO?

Well, we've made it completely and utterly easy-peasy - so we don't want any whinging, or complaints, and anybody who doesn't enter is privileged with a visit from our good friends the "Sneaky" Twins from the roughest parts of London's East End gangland - and they know what to do with knowledge, cement shoes and the bottom of the River Thames.

All you've gotta do is tick through the ENTIRE copy of this ish of YC and spot as many Mega Twins as you can (they're quite easy to recognize, really). And when you think you've seen them all, write how many there are on the back of a postcard (or sealed envelope), with your name and address, and send it to: "THE TWO OF US: COMMO, YC, 28 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3RE", by the 1st November 1991, and you could be in with a chance of grabbing the goodies!

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01 037 TOP 5 1/2
Steel Shell
Microswitches
Autofire
£ 23.95



01 044 TURBO
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TURBO CHARGE

outlook

Fast cars! Gun shoot-outs! Helicopter attacks! It may sound like Milton Keynes shopping centre on a Saturday, but really they're all in this latest in driving games. **Mike Henderson spins his wheels, and checks it out...**



"Warn," said a bood at System 3. "I fancy that we should do a driving game?" And believe it or not, they have, but not any

old it. Turbo Charge breaks boundaries in those senses than one. Firstly, its plot revolves around you trying to reach different borders in



old driving games, no stars. Instead the company responsible for the only game to have ever been awarded 100% in YC (Last Ninja III) decided that what we needed was a driving game that was a cross between Chase HQ (and sequel) and the fastest suggesting thing possible - and do you know what? They

different countries, and eventually catching up with a known third world leader and blowing them away, and secondly, it does it in quite a unique fashion (although you wouldn't notice at first).

One complaint that's normally aimed at such a product is that it's too hard to control the car and shoot the

enemy at the same time - after all, it IS an arcade game, and not a simulation! Turbo Charge deals with this by having you actually control the road, and not the car - which, although it feels like you're controlling the car at all times, means that you are not likely to crash into off the road obstacles.

At times there are points where the road splits into two, and you have to watch which way the opposition cars go to see which way you should go, otherwise you'll run head-long into a brick wall, and I feel that sweet bit!

This all adds to the frantic action of Turbo Charge, this and the shoot-'em-up aspect where you can blast your way through everybody, with either your gas-shooting Uni Guns, or a he-venge rocket launcher.

Also, when you get to the end of each section, the world leader will be waiting for you, and he'll evade about the road firing shots at your car, while you shoot at his.

It's basically a battle until one of you runs out of damage points. The graphics are pretty cool, with an incredible number of roadside extras (benches, advertisements, cars) - you know the sort of thing), but the real impressive side of it is the speed - to be honest I've never even played an Amiga driving game that was this fast.

The programmer, Chris Butler, also coded Power Drift, but has easily surpassed even his excellent work. Turbo Charge is THE best C64 driving game ever!! ☺



YC'S TOP TEN CARS:

- 1) Golf GTI
- 2) Porsche
- 3) Ford Cosworth
- 4) Lotus Elan
- 5) Corvette
- 6) Ferrari Testarossa
- 7) Lamborghini
- 8) Skoda
- 9) Reliant Robin
- 10) Sinclair C5! (Er... are you sure? Ed)

CREDIT CARD

YOUTH: System 3
Price: £14.95 (Suggested Retail Price)
Availability: Out now!

✓ Top speed unlimited

✓ Terms of trade what?

✓ Loaded with cut bait

✓ Tends to offend to offend

"Turbo Charge breaks boundaries in those senses than one."

97%

VS.

OUTRUN EUROPA

Outrun with jetskis? Yep, it's true melays. **RM Henderson** squeezes into his wet suit and finds out what **US Gold** is driving at...



First, there was Outrun, which was, in a nutshell, crap! Then came Turbo Outrun, and surprised everybody through being a truly startling arcade conversion, and boasted probably the best graphics ever seen on a C&G driving game.

Now here's the game that will insist to come yuff in between the two above, and the question is "where on Earth did I leave my umbrella in 1989?"

The answer to that is, unfortunately, that I have no idea - but I do know that Outrun Europa is the best of the trilogy by far! So far, in fact, that it's currently living on a small

iceberg just off the coast of Iceland.

Finally, the gameplay is a bit more varied this time than just the old "race-'til-you-die" type displayed in the original, for two reasons, really.

There are some sections where you can lob bombs at the opposition, and some where the boost will come into use. But the biggest difference on the theme is that each level (i.e. each road) is a truly separate game, with a different vehicle at the forefront for your use.

The other incredibly novel thing about Outrun Europa is that it's not a game

another in pictures of blonde babes in bikinis and Californian beach tennis hanging around trying to get a glimpse of the latest in Ferrari technology.

Instead, your car has been abandoned, nicked, arrested, taken by force, stolen, and it's not here anymore. So in your chase to get it back you have to jump on any old bicycle that happens to fall in your favour.

The graphics are not as good as the previous game (Turbo Outrun) which is a bit of a strange occurrence, one Probe did them both, and unfortunately the multi-creator takes absolutely ages!! But that's enough niggles, now comes the paragraph of absolute praise...

WHAT A SPLENDID GAME!! Er, that's it. It's not as good as Turbo Charge (what could be?) but it definitely comes close.

Where it falls down is in difficulty (it's a bit difficult for people like me, i.e. crap at games) and lack of action-orientated gameplay. If you, like me, love driving games it'd be well worth getting both of those games - after all if you add the cost of saving together, it's still cheaper than a crappy Amiga game.



CREDIT CARD *Includes 2% fuel from British Gas. 144 hrs free. Available. See web!

✓ It's fast indeed! ✓ Good variety of rates

✓ New rates that beat that ✓ The graphics are not even a close

✓...the best of the trilogy by far! 92%

TURBO CHARGE VS. OUTRUN EUROPA

Here we put the two games head-to-head and mark them both for the factors that make driving games great. Each score is out of ten...

	PLOT	PRESENTATION	GRAPHICS	SONGS	SPEED	EXTRAS	OPPOSITION
TURBO CHARGE	7 Being the world by setting it in the most appropriate location (Korea), etc.) may sound original for driving games, but it's a bit old hat in-game terms.	10 Loads of high-res screens (and intro bits and teasers, plus a lot more expanded).	8 The graphics aren't a high quality throughout - and the better bits on the screen is a real pain.	10 Excellent music, and the sound FX are on top. The most unique thing about it is it uses four channels sound AND the FX all go over the top!	7 You know you have to be fast because you can't get stuck in traffic, but the lack of things to do keep up with it!	8 Loads of in-game to do, a change of car colour when you get into levels, and locations when the road looks new and you have to follow the correct way!	10 More in-game than there are roads! More things are added in levels. And incredibly tough end-of-level cars that you have to beat.
OUTRUN EUROPA	8 Someone's stole your car, so you go off to get it back, which - at the same time - trying to clear your name for a crime you did not commit. It's a neat game!	9 Just a few story-board scenes in-between each level, although they're done really well.	7 The graphics seem to keep from "completely stunning" to "what the hell is that?"	9 Best music here yet!	8 Uses a completely different set of tracks, but is still pretty damn speedy!	10 Your vehicle changes from James Bond. There's also the option of a hood (but not the hood) that you can replace your own! It's looking up more along the way!	9 Many other cars (not as many as Turbo though), but the few police involved do try to add a bit of up of you.

AT THE CRUISEWAY FLAG (out of 70)
Turbo Charge 68
Outrun Europa 68

So Turbo Charge is the winner by just two points, (sorry!) but as you can see by the games' Credit Cards, they are both completely brilliant!

RUBICON

YC's own line green, glow-in-the-dark, moon-machine **Richard Taylor** trots off to fight mutants in this post-disaster thriller.



Poor old Kasa Island, it's always having a rough time.

This time a Soviet powerplant has exploded and radioactivity has covered a 300 mile radius. As a result, the climate has changed drastically and all life-forms have mutated into, well, to say the least, quite hideous

creatures. Although these creatures are beyond recognition, they still possess the characteristics and intelligence of everyday people, since some of them were once human.

They are quite dangerous, so they must be disarmed or destroyed before they can do any real harm, which they

may well do when they find the remains of the presentation and try to blow up the world, as these people always seem want to do. I'm sure they're nice people really, and have families and love each other and things like that, y'know.

Anyway, you have to store in and basically shoot the hell out of everything. The gun you are armed with, although small, is quite juicy (it's not how big it is, but what you do with it) and can really let rip when needs be. Just as well, considering that some of the monsters to shoot are made up of 64 whole sprites (i.e. pretty damn large), so they do require quite a bit of "loading".

The graphics are excellent. There are absolutely tons of sprites, all really well designed and the background graphics are brilliant. There is a two-layer parallax scroll, very similar to that of *Flintlock Quest*, that works really well. Some of

the sprites are (as mentioned earlier) absolutely gorgeous like for instance a huge 'Suro warrior' type of person that punches the ground and sends masonry slapping everywhere.

There are creatures that are on your side, that have to be freed from their cages so they can assist in some way. The first one lets you sit on it's back as a more efficient form of transport, with a steerable weapon also.

Control over your man is very good. It's easy to move around, jump and shoot. The jump especially is very good, as you can move your man in mid-jump, making it all very precise. I think the best idea is to just hold your finger on the fire button, with auto fire of course!

The music and sound effects fit the game really well, the sound effects especially seem to be perfect for it.

The presentation on the whole is excellent. The title screen is great and the

5 RADIOACTIVE THINGS:

- 1) Nuclear Missiles
- 2) Nuclear Power Stations
- 3) Most of the Ukraine (after Chernobyl)
- 4) Many British sheep (ditto)
- 5) Rik's underpants (O! Group Ed)





GAUNTLET



What is our Jason Miller up to? Firstly he came into the office saying "I'm a little Goblin! I'm a little Goblin!", now he's prancing about and waving a magic wand. Anyone of that and we'll stick him on top of the Ghrimbo tree!

★ Gasp in amazement if man like Carl Lewis can run at

outstanding speeds - even the Soviets - why oh why do computer programmers work at the speed of tortoises? And to make matters worse, they eliminate the meaning of originality.

You are probably thinking to yourself, but Jason gone and flipped his lid (yes, that had sprung to mind! Reader) and has he become totally mad? Or is it due to the influence that Bill has over him? No way Jose, it is those people at US Gold and their "let's re-release Gauntlet again" stance.

The question which arises is, why? Were the other two big boys and US Gold can't

face up to it? The answer is no, of course.

But wasn't one and two identical with few differences? And didn't they have mazes that were seen from so far away that you needed binoculars to play?

Well, er, yes! But Gauntlet 3 is a vast improvement, you look at the game in a new perspective, with a much improved angle on the action, which give you a better feel for the aim. Once again heroing and gaining riches are the

two main themes, with "let's have fun and kill a few ghoules to pass the time" type action.

Once more heroes are needed but with Solder and friends all wobbled up and Harrison "Redy Jones" Ford hanging up his boots we're calling out for new ones. So, even after going to the outermost areas of the universe, searching for heroes from different regions to take on the task, not one could be found.

The old heroes return (giving up their part-time work), I mean, I have you ever wondered what becomes of a hero? In everyday life you can see the stars

down your very own shipping centre at Xmas, in a Santa Claus costume, and the Rockman has the pleasure of being a stock broker or a bouncer at some dodgy night club looking after those lager loafs.

The Rockman would be able to re-arrange your face for no charge at all and may even be the next plastic surgeon for Chr.

But now the eight heroes have all come back.

Gauntlet 3 is a 3D scroll-pag, action-packed - and at



TEH ITEMS OF STYLISH HANDWEAR FOR ADVENTURERS:

1. Gauntlet
2. Mitten
3. Glove
4. Boxing Glove
5. Bandage
6. Knuckledusters
7. Rubber Glove
8. Scissors (ho, ho!)
9. Rings
10. Glove Puppet



three humorous - arcade-adventure with little ghoules that go too - as well as a multitude of other mazes - and come from a ghost!



3



generator, which must be destroyed if you are to accomplish the mission that lies ahead of you.

much money and treasure as you can hoard in your pockets, so you can retire to a little villa in the south of

a truly splendid game that will have you wriggling like a salmon on the end of a fisherman's line, so do not

TWENTY THINGS YOU NEVER KNEW ABOUT ROCKMEN:

1. They eat rocks!
2. They like to gyrate their lower bodies while playing air guitar! (Is, are you sure about that? Eh?)
3. Sometimes they get part-time jobs as literary assistants. (This is getting silly, that's quite enough Rockman fact!)

TWENTY THINGS YOU NEVER KNEW ABOUT EVES:

1. Elves have pointy ears.
2. Elves are always very fit.
3. This is because of the National Elf Service! (This is not funny in the slightest, get an with something about Elf.)

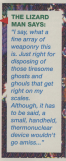
TWENTY THINGS YOU NEVER KNEW ABOUT WIZARDS:

1. They have long white beards, probably!
2. They normally wave their arms about and chant unintelligible things, like "Meevawlers" and "Abba are great!"
3. Abba-cadabra was a song by Steve Miller.
4. So was the Joker.
5. The Joker was in Batman the movie.
6. Jack Nicholson played the Joker. (I.e., I think you've stayed a bit long! Get back to the point!)
7. Paul McCartney once wrote a song about Wizards!
8. They quite like Top of The Pops! (Cueball! Eh?)
9. Wizards really like Sophie Lawrence. (Right, you're fixed! Eh?)



There are a staggering eight worlds to explore whilst you solve the puzzles that stop you in your paths. You can also collect as

Spain and live a life of luxury under the burning sun. As sequels go, Gauntlet 3 does not let you down and is not a disappointment. It's



THE LIZARD MAN SAYS:

"I say, what a fine array of weaponry this is. Just right for disposing of those tiresome ghosts and ghouls that get right on my scales. Although, it has to be said, a small, handheld, thermonuclear device wouldn't go amiss..."

hesitate any longer and go out adventuring down to the computer shop to grab a copy! ☺



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*It's a truly splendid game that will have you wriggling like a salmon on the end of a fisherman's line...

86%

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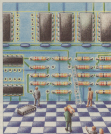
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TWEET,
TWEET, MAN!



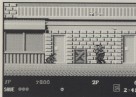
SHINOBI

Int Squad \$3.99

Just when you are recovering from your last ninja fight and your wounds are healing, that Chinese take-away menu has gotten snappy again, in the form of "SHOHN FOOD" - just pronouncing that name is

They need their mouths sluttin' for good, with a big ol' sticky snip that smashes in their gills and a few pencils to the head giving them cauliflower ears.

Shinobi is your typical oriental action snip, beat-'em-up simulation and, yes, the more of them you kick in,



enough to give to you indignation.

But Shinobi is actually a master of the oriental martial arts and has laid down a challenge once again. Why are these nipa simulations as predictable? The dark side never lays down after it has taken a hell of a hiding.

the more they increase in their numbers getting.

Basically you have to kill all the doggy ninjas and rescue some one in the Ninja stronghold - little savings, so it seems.

Badly, Shinobi has nothing on the other beat-'em-ups available. 0000

STACK UP

Zeppelin £3.99



These youngsters in jolly boogie old Oxford in their fancy stoken cars, buming rubber, will have one all nighty stack-up down the motorway scanner or later. So why be a fool like them when you can have a stack up in the comfort of your own home on your Commodore (That's a rather tedious link, Jason! Eh)

Stack Up is a highly addictive game which requires a little brain power and can punish your head.

You have to solve the best position to store falling signs - the principal of stack up is that of "Tetris" but the difference is in the symbols. You are spoiled for choice, there are food symbols and little bananas do a strip show performance as they descend, peppy retrieval, hold.

If that was not enough, there are even green trees and many more intriguing symbols!

You have to place the symbols in horizontal and diagonal lines like a cross between Tetris and Connect 4 and this concept makes the game very quickly solved.

In fact, it's a corner of a game. 0000010



TWIT, TWIT, JAW!



CABAL

Hit Squad CD-ROM

Be an American hero in the form of yet another Rambo-combined-with-Armie figure—a powerful warrior with a rather brain-filled manner is ideal. Cabal is, predictably, a twist, fierce and relentless action



simulation where leaving booties around and blowing up tanks is all in a day's work.

It is played on four different levels where you must eliminate all the enemies, tanks and helicopters with no mercy whatsoever. In the straightly

final stage you will be up against one hell of a tough cookie indeed in the form of a adversary who is capable of making your face the latest and bestest way of having misce meant for real.

So destroy all that's around you with your grenades and bazookas, and they may look up to you. That'll teach them to give you no respect! 0000

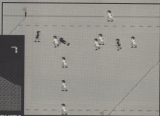
4 QUATTRO SKILLS

Codemasters £5.99
SKATEBOARD: Party on down skates! and have a totally radical time doing evies and stunts; flipping across-country whilst doing some stiles. Before you scream, an ollie does not mean jumping in a ring and twirling a huge ball with your skateboard (er, is this a weak joke on "Do" kid), you have to be a real calm and cool head to attempt the skateboard challenge.

11 A-SIDE SOCCER: The chanting and screaming from a really exciting game of footie is not that far away in 11 a-side soccer. This is

and three-ins.

PRO TENNIS: Tennis is a game of two people sweating buckets and running around after a little ball making minutes pass! And what's Tennis without that famous saying "The ball was in"? So, if you wish to battle against the best in a Tennis league and against those unripe without



their glasses on, you know this is for you.

ROBOTS: Not being a rigger fan, I found the game a let-down because of awful graphics. The really simulation has in-outs and scores but not in the class of American Football - now that's a real man's game! 0001/7



pretty good and includes the essential features of persistence



THE NEW ZEALAND STORY

Hit Squad 03/89

The New Zealand Story is, supposedly, a hilarious adventure best-of-its-kind simulation with a kiwi as its hero, armed with a bow and arrow to accomplish its mission.

Auckland Zoo has been troubled by an psychotic

squid of a kiwi has the task of beating up a walrus to rescue his buddies, destroying all the creatures that get in your way. If you fail, you'll look OK on a dinner plate, I guess.

Sadly, some programmers just have no idea about an action-packed one, who wants a mythical creature to be their ideal hero of all time? I don't! No way! Why use a kiwi to do this heroing, especially given



walrus who has an appetite for kiwis (so why did he miss this one).

Not only does he like a kiwi for his dinner but he has all the zoo held captive around the nearby islands. So this little jumped-up

bird has looks like *ROD* the Duck after a lightning accident.

If you don't mind wings as heroes then this game is OK and can be rather funny in places.

0001/3



TOOBIN'

Hit Squad 03/89

Hi! The person that thought of this game is either an idiot or very much stupid.

Toobin' is about two

crooked dudes in tuxes

who must be guided

down a river

which contains

no exciting

background

music, either.

But it does

contain

crash, crash

and fly

characters

on the shores,

along with

various

characters used to

prove that these

people were not in

the hood, you have

hundreds of penguins.

The is completely

and out-of-the-world,

cannot fly and do not

have the ability to fly

or anything.

I guess these guys

are Columbia's kind

of people, but I

bet this game certainly

doesn't give you a

fight, or the

ability to fly.

0001/3

0001/3



game will do to show you how.

This is the biggest crime of crap I have ever seen in my eyes on. The programmers have done no justice to the arcade version. More to the point, you'll have more fun in the bath with your rubber duck.

0



THE

When we said to Jason Miller, go and review *The Hits 2*, he went off, put on his best dancing flares and got out yet another one of those music compilation albums. After we'd tied him down and slapped him about a bit he realised what we meant, and got to work immediately!

RETROGRADE



Are you ready to pit your wits against the most hostile enemies ever to be seen? You are a security hunter in one of the most enthralling action-packed simulations ever. *Star Wars* may have been a really big hit and grasped all the kiddies by the ears but this is by far the greatest adventure ever based in space.



Things will get ugly and violence will be very handy but mayhem is your middle name and killing is your job, so capturing those evil suckers will be a pleasure, as will leaving their bodies all over the place!

Retrograde is a *Star Wars*-y adventure working on a horizontally-scrolling idea that works fantastically, making the game a real corker. *Retrograde* is a real gem.

84%

HEATSEEKER

Er, er, er... I'm finally lost for words! I've seen some real rubbish in my life and as for *Heatseeker*, the word 'crap' would be to weak to do it justice.

There's no mistake when I say that the programmer has gone totally off his trolley. *Heatseeker* is a game where your aim is to unfavour the petals of those plants on the planet of Ners.

The world is under pressure as these plants are eating up the oxygen and the world is becoming very hot indeed. Unfortunately you are but a bug with a basketball stuck on top, and

therefore completely crap, and you must jump around firing the basketball at the various creatures and flowers. I did say I was lost, but this takes the biscuit. It all takes place in a six



level insected jungle, but you're most likely to just get the wifery rears off your screen as soon as possible!

9%

SNARE

The old country bumpkin farmers use snares to capture animals in, and although this is a rather barbaric thing to do it's also a real good metaphor for *Snare*. The reason why is that the person who came up with this is torturing the computer world.

Snare should be kept out of all youngsters hands, because having a



HITS 2

SUMMER CAMP

You don't have to have a degree in science or be Einstein to work out that summer camp is based on an American ideal: fresh, summer camp - all that foliage, fresh air, water sports and barbecues as the nights draw to a close.

Being an American cartoon adventure, Summer Camp starts with the pride and joy of America having been stolen, and it is your task to return it, once you're the prime suspect. No, the burgers and soft drinks have not gone missing, the pride and joy of the U.S.A. is the stars and stripes, and there are only 24 hours left before the opening ceremony of the camp and it will be a disaster without the flag. How will they have a nice day when the big American prize is as big as an ant.

Summer Camp is a real riot-baker for everyone, consisting of four very large levels. You

have to collect as much some boxes as possible to create a vehicle in which you can return to the summer camp and pass onto the next stage. So, that's why teenagers have Acnes, so they can build a free cast (i.e. I think you mean Acnes, not Acne!) bit.

If you're looking for a laugh a minute this is one that'll even please Les Dawson fans (i.e. they don't get to laugh very often).

The structure of Summer Camp is a platform arcade/adventure with the most crazy cartoon figures - with you as Maximus Mouse - and is a real snaffy game.



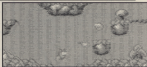
87%

CREATURES

Fuzzy moth-ball creatures have landed and are here to stay. The fuzzy-wuzzles have been captured by evil demons and held captive and that one and only Radcliffe has the chance to be the hero of the day. Any

mistake, though, will lead to torture scenes which are hilarious and comical as Creatures is an arcade/adventure/squish-on-up with a really weird sense of humor behind it.

A creature being a hero is



a violent game is a big job but it works every so often. This being one of those times, with jolly creatures, such as moles and their chairmen as dirty work is

involved. And killing and sapping is all there for good measure.

86%

The Hits 2 is a collection of three excellent games, but is marred by the fact that two of the inclusions are really crap, and no mistake!

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✓ Spend a monthly savings

✓ Summer Camp and Creatures are best

✓ Includes a discount!

Two of the inclusions are really crap!

78%

all on the end of your nose the size of a golf ball is better than playing it and no-one likes to have pits. Mind you they can be alternated with a bit of cream.

computer software can't.

Although Sines is too the pages, not all is lost because the idea behind the game is quite good - it's just the rather lousy game play that lets it down, and

it is the most important thing to take into perspective when computer games are involved.

The actual game has no less than 20 levels, and you must navigate your way through deadly mazes whilst hunting for treasure. It's all based on a scrolling screen, and this game had everything going for it, but it fell at the first fence as you got the idea as somewhere it went wrong. It has the most useful control system to use to control your spaceship, and in the end you'll be putting your hair out of your head.

62%

Oozin' Eugene's

scum of the earth

"Where were you on the night of the 14th of August?" the officer asked Eugene solemnly. Eugene managed to hold back a large amount of wine that was bubbling up in his breath.

"At the Dog's Breath pub, drinking apple juice until 12.30, harvest! Ask the landlord!" he spluttered.

"I am the landlord!" cried the officer, as he changed into Digbird from Sasano Street.

"You shall be hanged by the neck until dead!" he laughed as he flew off into the sunset.

Eugene woke in a cold sweat.

"Plead!" he said.
"That'll teach me to eat loads of cheese before I go to bed!"

The following listing should help you cheat on Armalyte. Remember to save the listing before trying to run it.

```
8 PRINT CHR$(147)
9 FOR I = 543 TO 631 : READ A$
10 L = ASC(LEFT$(A$,13) + L$) - 65 : IF L=5
    THEN L=L, 47
11 N = ASC(RIGHT$(A$,13) + N$) - 65 : IF N=5
    THEN N=N, 7
12 Y= (L*19) + N : G=C+Y : POKE IV : NEXT
13 IF C= 10229 THEN PRINT "ERROR IN
    DATA" : GND
14 PRINT "SAVE NOW: DATA CORRECT"
15 PRINT "USE SYS 543 TO BEGIN"
16 DATA 30,30,37,36,49,15,80,81,30,49
17 DATA 27,80,82,30,49,81,80,80,80,30
18 DATA 80,30,49,43,80,27,30,49,80,80
19 DATA 20,30,20,80,30,80,43,80,80
20 DATA 40,01,48,40,80,41,81,48,30,80
21 DATA 42,01,48,30,80,43,81,58,40,82
22 DATA 01,42,30,80,81,02,80,30,80,81
23 DATA 10,37,80,18,30,49,40,80,87,81
24 DATA 80,30,49,48,80,80,70,37,80,80
```

In response to the things in August's issue for Florida's Game, these prices should work.
POKE 9228,173 for infinite lives
POKE 10392,168 for infinite time



Some very cheapy tips from Steven King in Carolina, who owns a large piece of Edam for his efforts.

These prices will require an Action Replay or similar cartridge to enter.

Blastoid

POKE 11521,173 for lives
Change HQ -POKE 38782,173 for bullets

Arkanoid 2

POKE 2658,189 for lives

Dragons Lair

POKE 4298,168 for lives

The Berlioz

POKE 6878,173 for energy

Retrograde

POKE 86274,173 for lives
POKE 86274,256 to set it back
POKE 80808,173 for infinite power points
POKE 8828,8 for 8889 AAA
POKE 8828,8 for 8889 AAA
POKE 2828,8 for 888
POKE 2827,8 for 888

Alien

POKE 42043,189 for infinite ammunition

Bionic Commando

POKE 7318,168 for infinite lives

Blood Money

POKE 12734,189 for infinite lives

Slayer

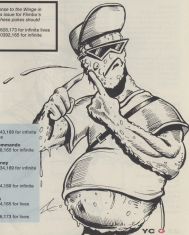
POKE 6824,168 for infinite lives

Barbarian

POKE 8844,168 for lives

Saberon

POKE 4868,173 for lives



Via

Some **PORES** for life from Kazan Saped
PORE 7121,113
PORE 7382,113
PORE 4817,168
These will have to be entered before every race.

Some low-fat cheese spread tips from James Frackel in Cornwall. Aida's own or Pirinca's?

Many Goals

On the high score table, enter your name as "BRANDAD". Play the game now, and pause with F1 and skip levels with the back arrow key. According to Steven King, if you enter your name as "MAD CYRIL" (with a space in between) then you should start on level 4.

Shadow of the Beast

On the title screen, type in "HOW BAD TO BE THE BEST?" (with the spaces) for infinite energy. If only he'd used low fat spread! Ho ho!

Vegetta

Try blowing up the professor with a grenade by standing on the other side of the statue. Go over to the remains and level as if you were to complete the game and your score should go up quite a bit.

Spiky in Transylvania

Hold down the keys C, J and Z and the border will go yellow. The chest should be operative.

Bubble Bobble

Here is a Bubble Bobble playing guide from Jonathan Perry in Birmingham.

Tip 1: To build up your score when you've killed all the nasties, stand near a wall and blow bubbles. They will burst and you will get 10 points for each.

Tip 2: If you see a chest or walking stick with a bow tie, collect it. Then kill all but one of the nasties and capture him in a

bubble, and blow lots of bubbles around him. Burst the bubble with the nasty in it, and a large bonus item will fall to the ground. All the bubbles will turn into mixtures of what ever it is. **Tip 3:** On some levels when you burst the last nasty bubble, all the other bubbles will turn into goodies. So it is best to blow loads of bubbles before you catch the last nasty, so you can find which levels this works on and which it doesn't.

Egg things: Touch these oval shapes and they shoot about the screen killing anything it touches.

EXTEND: Collect all bubbles with letters in them, as once you have collected them all, you skip a level and get an extra life.

Bubbles: All the nasties disappear and funny shapes appear. Collect all of them within the time limit.

Clocks: All nasties stay put. Glowing skull, all nasties stay put again, and you become invincible and run very fast.

Silver cross: Floods the screen killing all nasties.

Red cross: Makes you shoot flames instead of bubbles.

Yellow cross: Shows streaks of lightning.

across the screen, killing nasties.

Purple trophy: Kills everything, except Bob and Bob.

Red and yellow trophies: Both make you blow bubbles faster and further.

Apparently there are loads more features, if you find any really good ones, send them in! A Prize for the best Bubble Bobble tip!

Kick Off 2

When in possession of the ball, hit, restore and you will win no matter what!

A variety of cheats from David Battersby.

Supremes

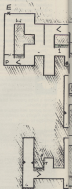
Enter your name as HARRY to get on to level 2 and ELLA for level three.

Sooty and Scrappy Dog

On the title screen, type in BRIGHTON for infinite Scrappies.

RoboCop

On level one you can make your cop fly by holding down P, G, H and J and push the joystick up and right, and press fire.



- S — START
- E — EXIT
- A — AR
- V — AR

RAINBOW ISLANDS

The same rules apply here, save before use!

- 1 FROM RAINBOW ISLANDS CHEAT!
- 2 CLIP FOR A = 271 TO 299 READS :POKE A,B : C=C +B : NEXT
- 3 IF C=2511 THEN POKE 157,128 : SYS2271
- 4 PRINT "DATA ERROR"
- 5 DATA
- 6 DATA 248,108,108,141,20,3,168,189,141,88,3,188,141,141
- 7 DATA 88,3,188,122,141,88,3,188,141,141,141,88,3,188

Thanks Steven, TD, pounds worth of cheese!

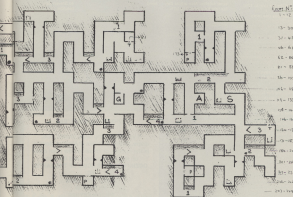
Here's another excellent map from B.J. Clarke in Essex, this time for the cover game METAPLEX. Choose of your choice is on the way!

These POKEs also go with the game, and as usual, your computer will have to be reset in some way before you can enter them.

POKE 50120, [1-248] to start in rooms 1-248.
POKE 50126,128 for extra time (acid quantity)
Cheese! BT

METAPLEX - THE MAP

METAPLEX



P... POWDER FACE Door Type 1
G... GARTH " 2
T... TRANSFER " 3
T... TRANSFER " 4

F... FUSE A... ACID
C... CHEAT
E... KEYPAD (Room 7 & 21)
L... LAYER 10% not functioning

SUPREMACY - THE SOLUTION TO LEVEL 1

Here is a complete "Mature Blue Skilton" solution to level 1 of Supremacy from Steven King.

1) Buy one Horticultural station, one mining station and one solar satellite. Launch the solar satellite and order the horticultural station and mining station, then put them on the planet's surface.

2) Set the tax rate to 12%.

3) Then buy one more horticultural station and put it on the surface of the planet.

4) Now wait for the atmosphere processor to be ready. When it is, buy one and send it to planet one. You should just have enough credits, but if you don't, raise the tax rate to 100%. As soon as you have the credits, set tax to 12% again.

5) Buy another horticultural station, if you do not enough credits, then do the same as number 4. Then put it on the planet's surface.

6) Now wait for planet one to be ready. When it is, buy one horticultural station and one solar satellite and send them there.

7) Set planet one's tax to 10%.

8) Terminate planet 2.

9) A magnetic storm should come about now so remember to turn your machines back on.

10) Buy a horticultural station and a solar satellite for starbase.

11) Planet 2 should be ready by now, so send a horticultural station and a

solar satellite.

12) Buy another horticultural station for starbase and adjust the tax rate to 5%.

13) Set planet 2's tax to 10%.

14) Terminate planet 3.

15) When starbase has over 20,000 citizens and over 20% growth, you can start to train platoons 1-24.

16) By now, planet 3 will be ready - so buy and send one horticultural station and one solar satellite. Also, adjust the tax rate for planet 3 to 10%.

17) Now scrap the atmosphere processor.

18) Set planet 2's tax rate to 100%.

19) Send planet 2's horticultural station

to planet 1. Also send its solar satellite to starbase to order.

20) When Starbase has 30,000 citizens set the tax rate to 10%.

21) When planet 1 has 30,000 citizens, set the tax rate to 100%.

22) Buy 3 battle cruisers, fuel and crew them.

23) Equip all of your platoons with battle armour and recoil cannons. If you do not

have enough credits then set the tax rate at starbase to 100% until you have enough.

24) Set planet 2's tax rate to 100%.

25) Fill the 3 battle cruisers with platoons. Then send them to enemybase and land them.

26) Buy 3 more battle cruisers, fuel and crew them. Then fill them with the other platoons. Then send

them to the enemy base.

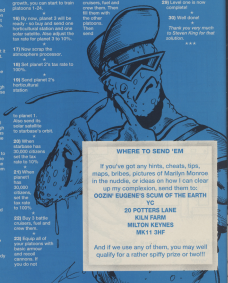
27) Get the aggression level to MAX and unload the troops from battle cruisers you have landed (23). Then launch them into orbit and land the other 3, unload the first platoons.

28) Now all back and watch your men capture WOTOK.

29) Level one is now completed.

30) Well done!

Thank you very much to Steven King for that solution.



WHERE TO SEND 'EM

If you've got any hints, cheats, tips, maps, bribes, pictures of Marilyn Monroe in the nuddle, or ideas on how I can clear up my complexion, send them to:

OOZIN' EUGENE'S SCUM OF THE EARTH
YG

30 POTTERS LAKE
KILN FARM
MILTON KEYNES
MK11 3HF

And if we use any of them, you may well qualify for a rather spifty prize or two!!!

BIG THRILLS



VOICE OF THE BEEHIVE INTERVIEWED!



TANGO & CASH ON BUDGET VID

INSIDE

FILM

- Jacob's Ladder
- Dave Hughes' Tales From The Script

MUSIC

- Thousand Yard Stare
- Voice of the Beehive
- Buzzcocks
- The Specialists
- Ned's Atomic Dustbin
- Airhead

- Martin Hannet
- Guitar Greats

VIDEO

- Blake's 7
- Dinosaurs
- Fatal Image
- Rainbow Drive
- Earth Girls Are Easy
- Tango And Cash
- Goldfish
- Insomniacs
- 35 Greatest Cartoons

THOUSAND YARD STARE

One of them lives in a paper bag!



Though he's noted for his famous pop bands, there's, er... er... we can't think of any, actually, but Thousand Yard Stare could be set to change all that.

Formed in 1988, they've gigged around the country many times and have released one or two platters on their own Biffed Records label. Now they've signed a big-name deal with Polydor and their next single, No Scene (After extra time), will be out very soon indeed.

The band are Stephen Barnes (Vocals), Dominic Bonstock (Drums), Sean McDonough (Bass), Giles Duffy (Guitar) and Kevin Mason (other Guitar). We interrupted them all in the studio and spoke to Sean, the 'Fannies' bass player...

Why did you choose the name?

We liked it cos it indicated thinking big, looking forward. We wanted a big, brain-sounding name to make big, brain-sounding music.

Did the band ever have any computers?

I used to have a Spectrum. We're a really Spectrum band. Spectrums were better than CD's! We've got a Nintendo Gameboy at the moment and we want to become Tetris kings. I think we've missed about a week of studio work through playing it!

Would you do a computer game soundtrack?

No, but we would do a cover version of the Kiss soundtrack!

What's the most bizarre thing that's happened to the band?

Having to go on stage after a magician in Brighton and playing next to a swimming pool in Exeter!

What's the best place you've ever visited?

Dominic's fridge! And when we were going to Aberdeen, we stopped off at a castle and it was really good.

And the worst?

Milton Keynes. But I only went to the McDonalds.

What's the band's philosophy?

Have a good time, all of the time!

If you were a vegetable, which one would you be?

A cucumber, cos they're green and environmentally friendly. Giles would be... a much worse guitar player!

If you were an animal, which one would you be?

A hedgehog. Giles would be a mole, so he could dig up football pitches, he loves football.

Which fruit would you be and can you do an impression?

An orange. (Phone goes silent for a moment) Thank Well, everyone here thought it was a really good impression!

How would you describe Slough in 5 words?

Football, multi-cultural, train-to-Windsor! There's nothing to do in Slough unless you go to the ice-rink and get your head kicked in.

Do you have a tidy bedroom?

No, neither does Dominic. Ravi's not got a bedroom, he's got a brown paper bag in the corner!

If you could be a pigeon, who would you snap on?

Eric Thornecut, Spurr's goalie.

What's your favourite colour?

Red! Cos Arsenal wear it!

What would you find down the back of your sofa?

The TV remote control that'd been lost for a year!

What would you be if you weren't in the band?

A full-time dreamer!

"Daddy, what did you listen to in the 70's?"



In 1977, music went all funny! A new breed of loud, brash, young bands

offering music to shock your parents emerged - punk rock! Not all of them had



wisely pins through their noses, though, some of these looked quite respectable and could knock out decent guitar toms.

One such combo were the Buzzcocks, who came from Manchester and who've inspired other bands from that city, such as The Stone Roses, The Smiths and the Happy Mondays.

Document records are rather keen on the Buzzcocks and believe that their records are classics, especially 'Special Occasion' (their first EP) and 'Time's Up' (a previously practically-unavailable bootleg). And now the label have released them into the shops.

So if you fancy getting hold of a slice of the 70's Underground culture, get hold of these discs!

JD

Blake's 7



If you thought science fiction programmes were all the 'Star Trek: The Next Generation', with patchy special

effects and the like, think again! Blake's 7 is classic British TV sci-fi, originally broadcast in the late 70's and early 80's, never repeated and now released two-episode-to-a-tape by BBC Video at the rate of two every month or so.

It's the story of a guy called Blake and a few people he picked up along the way, who are trying to fight against the



JD

Jacob's Ladder (18)



If there were awards for "most suddenly-shocking any-slightly-

confusing, hold-on-what's-going-on" film of the year, Jacob's Ladder would win them. It's all of the above and concerns a guy who begins to have terrible flashbacks to his tour of duty in Vietnam - one particular night, in fact, where something rather terrible occurred.

This begins to affect his work at the Post Office, his relationship with his girlfriend and his whole life. Well, it affects you too if you kept getting nearly killed by demons in fast cars and late-night tube trains. He also experiences fantastical harrowing dreams which are really nasty. Jacob attempts to get to the bottom of it all and has to address just what is real in his life.

The film itself is nicely filmed and acted and its ending is freaky as anything. But only go if all you're over 18 and you don't mind being suddenly jolted out of your chair!

DDC/12



JD

might of the all-powerful Federation - the government of most of the Universe - which is corrupt, evil and all the other things you'd expect someone to be fighting against. Luckily for Blake and friends, they find an incredible spacecraft early on and speed away from their home planet around the Galaxy, avoiding their arch-enemies Sorvans and Trans (officers of the Federation).

What makes the whole thing so good is not the acting (dodgy) or the scripts (stupid) but the costumes and the strange ideas that 70's sci-fi designers and scriptwriters had about the future (robots and aliens in the far future?) I suppose it could happen! It's an experience overall as being mildly entertaining.

Keep a look out for it. Blake's 7 may have had a small budget but they stretched it a fair way.

JD



VOICE OF THE BEEHIVE

They think the architects of the 60's ought to be shot!



RECORDS

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A few years ago, Voice of the Beehive had a few cheesy pop hits, and then

they disappeared. A month or so they returned with a vengeance with another hit, "Monsters and Angels".

Now they've got a new album, "Heavy Lingers", and a new single (which is a cover version of a 1971 song). And when you read this they'll be in the midst of a tour, but we caught Simon "Woody" Woodgate, drummer with the band back then, before that, with wacky early-60's pop funsters Madness, before they left!

What's your favourite piece of clothing?
My 601 Levi's, and my American green bomber jacket. I've had a pair one since 1978 and it never left my back.

What's the strangest place you've ever played?
In Warsaw, Poland, with Madness. We played there many years back and were given the equivalent of two point wages with which to buy whatever we wanted. But there was nothing on the shelves, so we had to use mobile shop, and all they had was a lampshade, a pyrophone and a drum. I did come back with a camera and a paper outfit, though. The top was a real eye-opener.

What was the worst show you've ever played?
When 30 people turned up to see us in Toronto, Canada.

The power went down, so we played an acoustic set but the crowd didn't like us and we were booed off!

What's your favourite colour?
Green, as in the bomber jacket!

What's your favourite breakfast cereal?
Porridge. I went to his Welsh farmhouse once and they served particularly nice porridge - and breakfast poached in milk!

What's the strangest thing you've ever eaten?
In Italy I ate a seafood pasta with big crabs and a mini-octopus in. Apparently they were from the sea but it didn't look like it! And when we went to Japan, we went to this restaurant where they pressed fresh seafood before our eyes.

Has anything bizarre happened while you've been recording with the band?
The first album was pretty bizarre. We went to the studio in Denmark and it was in the middle of some floods that were sprayed with mussels all the time. We had to stay there for a month and we used to wake up gasping for air!

Which building would you demolish?
60's high-rise office blocks. And a car showroom in Camden Road. From where I used to live, you always thought "I could have a reasonably nice of London". I think most of the architects

of the 60's ought to be lined up and shot!

Have you ever used the Yellow Pages?
The only time I did was to find someone to build me a bike!

If you were a fluffy animal, which one would you be?
A cat, cos they're independent and have such a comfy life. A cat doesn't take any stick from anyone.

Which animal would the band be?
Obviously a lion. Or, that isn't an animal. Big. Trolls. Big.

Who would you most like to meet?
I'd like to meet Brian Eric (discuss any musician). The one other person I always wanted to meet was David Bowie. I met him and I thought "he's short".

If you had a baseball bat, who would you hit?
Woody James (from Television Vamp).

What's your greatest fear?
Losing a limb. I came close to losing my hand when I was eight. I put it through a pane of glass in a door and severed the nerve. I still can't feel the top of my fingers.

What would be your idea of perfect happiness?
To own a perfect, hand-built carbon-fibre-frame bike but they're so expensive. My big hope is that we crack it in America...

5 Voice of the Beehive albums to give away!

You've read the interview, now win the record - as it were. And what a spiffy

record it is, too, with two two chart-hit singles on and lots of great pop toms. Just pop your name and address on a postcard and send it to: 'Beehive yourself' comps, Big Thrills, YC, 20 Potham Lane, Isle Farm, Milton Keynes, MK11 5HF.

JD



redubbing feature seems to be that it stars Michele Lee, who also stars in *Knots Landing* - and that's about it. It's all an incredibly slicked thriller that revolves around the fact that Lee's on-screen daughter witnesses a murder with her video camera and the fatal guys want it destroyed, and her dad, Ma? I'd have sent it to Jeremy Beadle's *You've Been Framed* and maybe we could've gotten rid of that old fart at the same time. **OO**

Dave Hughes' TALES FROM THE SCRIPT II: THE REVEALED



Caught by the Coglions
The final excuse for my not delivering my *Bill* (in every sense of the word) **TFTSII** on time ("I was in a plane crash and had to eat the disk it was on to survive") wouldn't wash. I scurringly admitted to Rick and Jeff (Ma?/Jeff as I call 'em) [O! You want to come back and sit or what?!!] Ed that it was my computer that had crashed - and not the plane - but my resolve was dissolving fast in a glass of water on the table, I had a read over dinner of a magazine. I gave in. "Tomorrow, definitely."

Uncovering my fingers and heping up with a polite "Por favor, non mi rompere i coglioni" [see Goodfellas for translation], I lit the bullet and suited off the Smith Carcano. "Eases isn't funny any more" He had opined. "Make it weaker" Jeff had pleaded. I hate opined/pleaded but I got on with it anyway. It's a dirty job, but somebody's got to do it through **Scanners II**.

Olve wants his Mummy
The recession has hit Olve Barker - it's official. Word is out that both **The Mummy** and his top (i.e. not very recent) **Blades** project have been sold by Universal, and **Sam of Colossus** won't even get to storyboard. All that's left is **The Perfidians**, a book-to-movie adaptation of a **Book of Blood**. What's more, **Hellraiser II: Hellbound** (director Tom Noon) has been thrown off **Hellraiser III: Hell on Earth** on the very grounds that he cannot direct traffic. He has been replaced with Anthony **Warlock** Hides on the ever more viable grounds that **Warlock II: Lost in Time** is supposedly a good job. A spokesman said: "Would you like to buy some of my spokes?"

The Bullman for the Yab
Sylvester Stallone, who spent the whole of 1999 being the world he wanted to be taken seriously as an actor, then spent the whole of 1999 making comedies, then spent in **Stop or My Mom will shoot**, directed by Ivan **Shostakovitch** Pettina (whose not-so-very-comedy **Undergarten Cop** will soon break quietly past the \$100-million mark in the US). The film has a scurringly similar plot to Stallone's recent **Tap** Oscar, directed by John Landis (who, after **The Blues Brothers** and **An American Werewolf in London**, should know better, so don't be surprised if it does equally badly. Pettina's buddy **Frank** Schatzberg, on the other hand, is making **June 5** **Presal** in favour of **Teach**, in which Arnie inherits the job of teachy fair from his aging father... Remember where you read that one first - I might get a new **Not** baby **Idiot**.

1991 - The Summer of, well, nothing much really first, Labour Day is well past and the summer is officially over (possibly faded too, it was topless in Sunday's this morning), Remember those wild predictions I made in **Blood the Table** (YC-74)? Well, how'd I do?

Not terrible, as it happens. I backed **Backdraft** and won. I said **Bill** and **Teo's Bogus Journey** would make \$20m (it made \$20m, "Big disappointment") I said of **Hudson Hawk** (you know the rest), **The Naked Gun 2 1/2** I said would "surprise everyone except me". I was right. I said **101 Dalmatians** would



beat the \$20m mark by the end of summer. It made \$21m. As for **TE**, I voted for \$10m. I was \$2m out.

I got a few things wrong. I underestimated the now immortal line "America says yes, Dave Hughes says no" regarding **Die Stickers**. It went on to gross over \$100m. I said **Rain Man**, **Minor of Thieves** was "uncertain". It's made \$100m so far!

Obviously we'll have to wait and see how my **Dear** fair fare...

The Video Band
Stay-at-home types will find little to comfort in video across this month. Warner have **The Bonover** with **Rae Dawn Chong**, from the director of **Henry**. **Portrait of a Bestial Killer** (but don't be that fool you, **Larry** then) that they also finally have **Nightmare** to make up for it.

Call-thru sites, there's **Memento Belle** and **Genline 2** (both highly recommended) from Warner (again), and **Hart to Kill** (for the hard of thinking). And just check out the goodies new boys 4-Front **Flies** are putting out in their cheap 'gold' range...

Need issue
If Ma?/Jeff are to be believed, I'm to be 'reused' and replaced by a fabricated monkey with a serious muscular disorder and chronic 'yapping' who, I'm told, can 'write, dance and sing' better than me. They will have their little pee, but not.

TANGO AND CASH (18)

Well-through
Stallone + Russell + Leads of action + Brit movie. Or at least that's true in my book. Kurt Russell and Sly Stallone team up on two radically different crops and decide to take on the entire underworld after they're stitched-up and sent to prison.

There's more action than you could shake a stick at, and the relationship between the two liberalised scene stealers gives rise to many cerebral situations. **Tango and Cash** is great value at a budget price, and is rousing fun. **OOOO**

Fun



Cartoons. Boy, how I laughed at the classic **Beetle Manly** shorts and the other old favourites from when I was but a small boy - but afterwards I felt like going out and letting a mouse run over the head with a flying pie, and had to have a cold bath.

Lastly, I had a view of **Insomnias**, which is a collection of sheep leaping over a style several times - unfortunately I never got to the end of this letter because I fell asleep half-way through, that'll teach me to drink a hot cup of **Quintess** during my video-experiences. Bye, bye! Unfortunately, since writing this column, Mr. **Strangely-Duff** has suffered a rather nasty accident when he went to Peasack the other day, and grazed his knee on the most common - for should he prefer by real (leave thought)

Absolutely no competition!

Come on, who puts these competitions together? **OK**, just try and list these two and skip **Schwarzenegger**. I've got ten copies of **Cherry Cheeser's National Newspaper's Christmas** (available in your area) (thanks, Warner!) and six copies of the for less video **Telstar** (available in your area). Polygram to anyone who can write in with a suitable link.

Between the two films, I asked a few friends to think of one film to go with. "It's, I'll have to think about it." - John Major; "Banned if I can think of one and the antagonist" - Bob; "White, certainly" - James B; "You've got well 75 copies to think about it, so back up your ideas, mate!"

Guitar Greats



Dust down your old fared trousers and platform shoes for this great line-up of guitar rock stars (see 60's stars The Who, Jimi Hendrix and Velvet Underground) but be warned that this is no musical journey to heaven (great Ed), particularly when you consider how much there is to choose from the many groups over the years. Some notable omissions for an album with such a title: Where are Carlos Santana, Alvin Lee (three influential 60's rockers Ten Years After) or any of the great blues and soul guitarists? (Perhaps they have been held back for Guitar Greats II?)

The verdict is that it's good, not great, but one to add to the collection. I think I'll keep my review copy if think not Ed.

GDG

5 Airhead singles to give away!



If you listen to the radio at all, you may have heard "Furry How", the new 40 from Airhead (who used to be called Jefferson Airhead, a reference to 70's rock group Jefferson

Airplane, and who we'll be interviewing next issue). It's a neat song with the rather wry chorus about the inequities of love and life ("Furry how the gets you fall in love with some fancy you, fancy how the ones you don't do..."). How you can win one!

Just check your name and address on a postcard and send it to "One stop airhead of the red" c/o compo, PO, 20 Roberts Lane, Milton Keynes, MK11 2JF.



'Trust them!'



Head's Atomic Quartet, Northern garage-rockers retrograde,

have got a new single, "Trust", hot on the heels of playing the Reading Festival and their vid previewed a few scores back by Rick) and just before they go on a massive tour of around the country.

The single is a classic slice of their two-bass-guitar-and-plenty-of-noise antics and apparently has a video filmed on the set of the rather dodgy 1970s children's programme "The Banana Splits".

In case you're interested, the tour dates are (all in October): 22: AYR Pavilion, 23: PRESTON Guildhall, 24: CORKY Assembly Hall, 26: NEWPORT Centre, 27: BIRMINGHAM Aston Villa Leisure Centre, 28: LONDON Kilburn National Ballroom.

PG

JD

JD



KNOB TWIDDLER



Influential producer Martin Hannet died in April. We worked wonders with bands like the Blazaxons, Joy Division (now New Order), Stone Roses, Happy Mondays and plenty more. Now Factory records have released "Marble", a compilation of tracks by 13 bands whose production (twiddling knobs in the recording studio) he did.

As well as the ones mentioned before, on this album are GMD, U2, World of Twist and a few other bands whose sound was revolutionised after Hannet's studio work. And it's out now!

next
month

Oh, the feeling
all straps on,
a bit like a
super 80's!

In November's reader-feedback album CD:

Q THE VO HUMILIATION TOUR

We really, really, promise to come on to (Broom) and get our little knicker also challenging them to a contest on their own.

acade machine. We just, er, couldn't afford the bus fare this late!

Q SUPER SHOW SPECIAL

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Q ANOTHER EXCELLENT COVER TAPE

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Q AND A line-up of reviews so stunning, it'll make your knees knock and your brain drop out through your nose!

Q PLUS: News, compo, charts, celebrity interviews and small scandals called 'bits' (are you sure about that?) Ed.



But it's a super 80's!
I would need it
immediately with my
copy of November's PG
magazine!!

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FORMAT	Amiga		BT	PC	CDi		Spectrum		CPM	
	1	2	1	1	Top	Disc	Top	Disc	Top	Disc
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Amiga/Amiga and BT/PC versions will follow in early 1992.
Spectrum (ATA 4 - CPM) available early November.
Amiga BT & PC available early October.

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