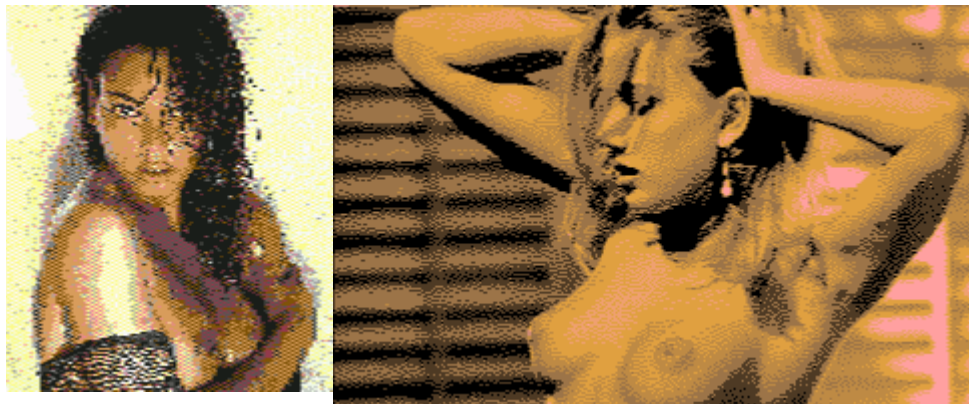


BACK COVER

FRONT COVER



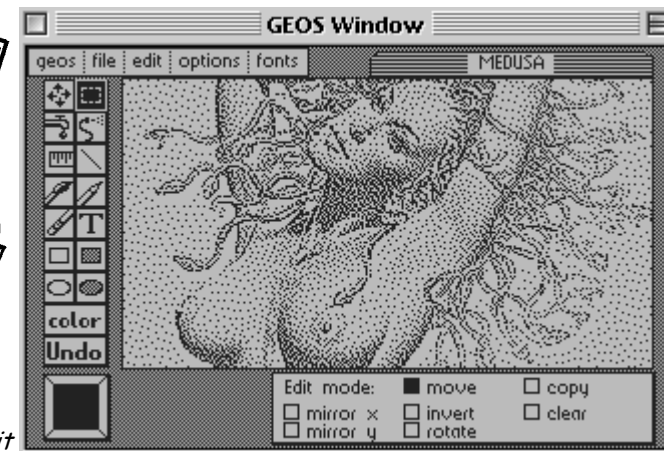
INTERLACED ARTWORK



This special issue has been a long time in the making, for many reasons it was kept on the 'back burner', but I hope you all like the finished product now that it has finally been put onto paper.

Despite my worries about the lack of 'naughty' items for this issue, I was amazed that when I started looking into it I found that the amount of stuff that could have gone into this issue was absolutely huge! - I had to severely restrict the content as too much of anything can be just 'too much'!

Even though this issue is not being sold to anyone who is even 'slightly' unsure as to its content, I have had to pull some of the more graphic and vile images from the pages due to grounds of decency. For those of you who need more in-depth details then please locate some of the



more 'mature' demo programs that are out there in Commodore land!

In the following pages you will find a couple of reviews and some nice graphics from the Commodore 64 screen. Even the mighty GEOS enjoys a brief dalliance with the naughtier side of the Commodore, even if it is only restricted to geoPaint pictures (see above).

During the last few years it has been possible to create and view high resolution graphics known as 'interlace' graphics on the C64. There are some of these pictures in this issue too enjoy them all.

I hope you enjoy what is here.

Allan Bairstow



CONTENTS (no particular order)

Acknowledgments
Blue Angel 69
Naughty Fun & Games
Famous Faces ?
Rude Bits
Fantasy Artwork
Interlaced Artwork
Manga Art
Sex Games I & II
Pink Pictures !



Ah yes, Blue Angel 69 was (and still is) one of my favourite games and many of you who read Commodore Scene regularly will know this game as I have mentioned it before several times.

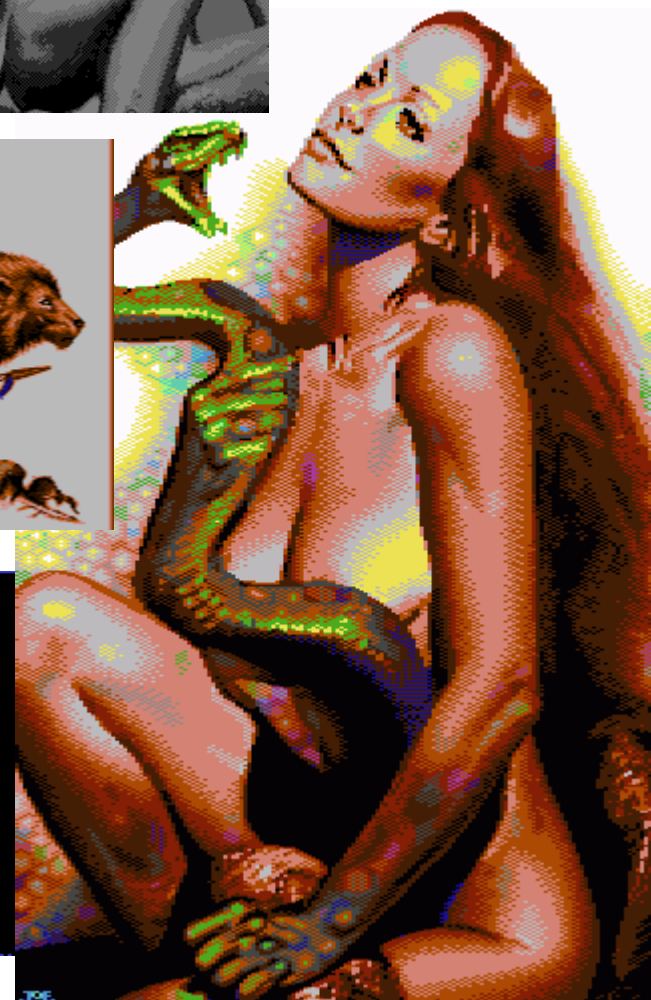
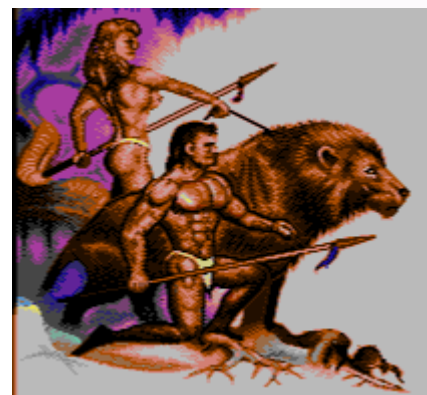
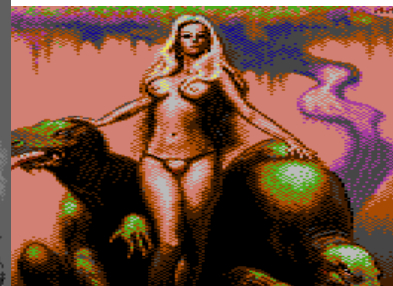
The game itself is very straight forward with you pitting your wits against either the computer or another apponent to remove numbered (and

coloured) squares. A RED square removes the points from your total whilst the GREEN squares add the points on. Sounds easy? - well it's not quite as easy as it first appears because, one player gets to go up & down

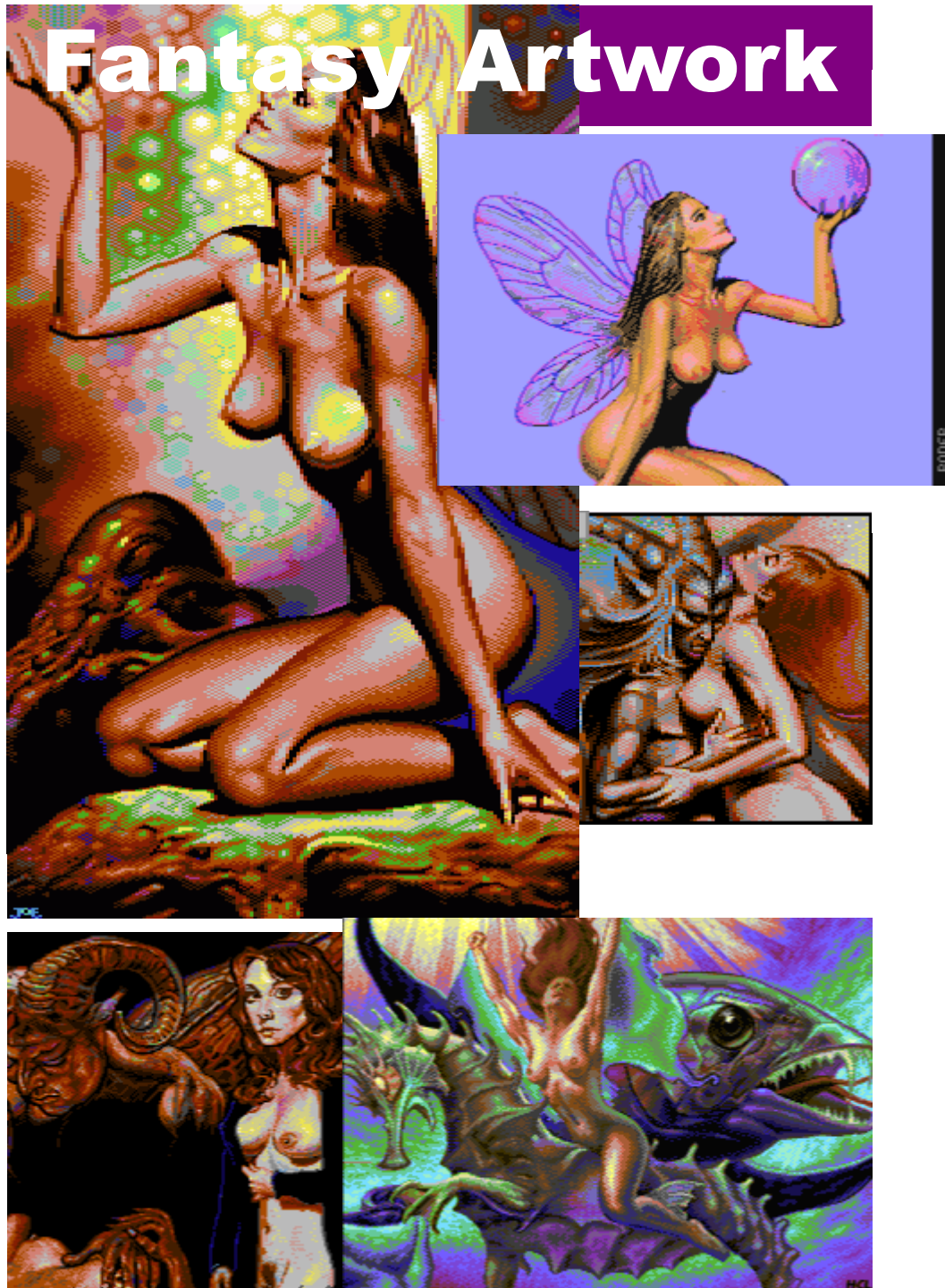
I have a real liking for what I call 'chrome women'. I am sure there is a proper title for these types of pictures but I don't know what it is.

These two piccys to the left are from a demo called "Krestology" by Crest. The artwork is superb, I'm sure you'll agree?

I particularly like these piccys because of their detail and superb colour.



Fantasy Artwork



only while the other player gets to move left or right. So, a strategy must be formulated to allow you to win.

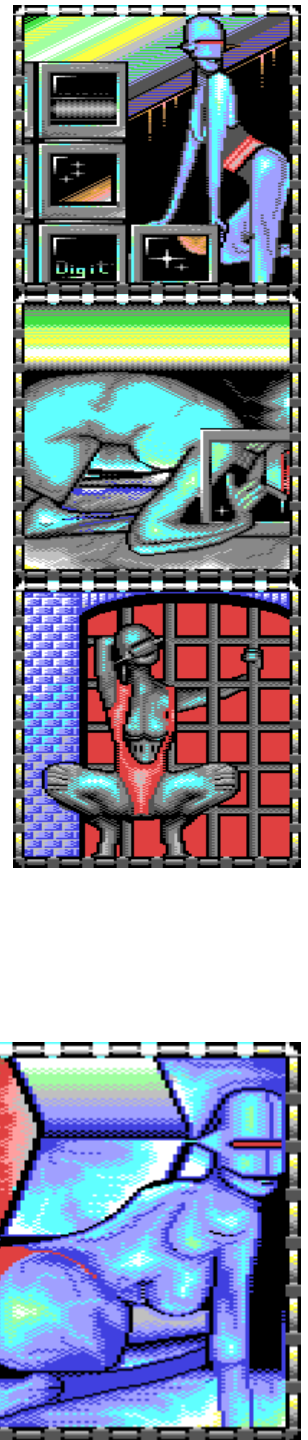
The player with the most points at the end of the game wins and also gets to remove the empty playing grid to reveal the girly type picture underneath.

Even though I have played this game many times in the past, I have never been able to capture the resulting screenshots of those lovely ladies! So, again, my thanks go to Kai Spitzley for obtaining them for me to use in this issue.

Oh, did I mention the music? Well here we have one of two pieces of music which rank as my all time favourite pieces on the Commodore - EVER! (The other piece being the music from the DOOMS-DAY demo).

THE END !
(pun intended)

Allan Bairstow



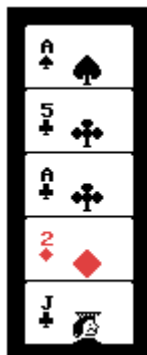
NAUGHTY FUN & GAMES

by Andrew Fisher

Purely in the interest of research, I have played some interesting games recently..

ANIMATED STRIP POKER

by KnightSoft is a clever game, with animation and speech. If either player loses their money, they have to strip off an item of clothing (you could join in at home if you wanted.. just kidding!). This plays a good game of poker, despite the girl's constant folding if you bet too heavily on a particular hand !



PRESS ANY
KEY
TO DEAL
THE CARDS



FREE SPIRIT SOFTWARE, INC.
PRESENTS

SEX AND VIOLENCE VOL 1

1. BITE OF THE SORORITY VAMPIRES
2. SEX VIXENS FROM SPACE
3. HATCHET HONEYMOON

WHICH ONE DO YOU WANT?

(c) 1988 all rights reserved
Free Spirit Software presents

"Hatchet Honeymoon"
by Peter Grow

To claim your inheritance, you and your beautiful young bride must spend the first week of your honeymoon in the old ancestral mansion on a cold stormswep island. You must conceive an heir. If your wife fails to become pregnant this week, you lose the family fortune.

You anticipate an erotic week of sexual discovery, little realizing the horror that waits you within the dark walls.

You pay the weathered boatman as your bride runs ahead. She turns around and beckons, her half open blouse revealing the swell of her generous bosom.

Press any key to continue

as Brad, captain of the Big Thruster. Fly from planet to planet tracking down the legendary Tribe, a group of women planning to enslave the galaxy.

SORORITY VAMPS is a little trickier, as I have yet to get past the first few locations. Revolving around an American college, you have to find

A trio of text adventures by American company FREE SPIRIT SOFTWARE were sold on a single disk by FSSL - who knows if it was legal ? First up is **SUPER SEX VIXENS FROM SPACE**, starring yourself

on the breastplate! Mind you, there was a distinct lack of complaints about a later Wakelin ad - **WHERE TIME STOOD STILL**, which featured a woman in a skimpy top with well-defined.. well.. let's just say it was a cold day! Similar fuss was caused by **BARBARIAN** and **PSYCHO PIGS** UXB. The only females featured in PPU were



sows and you had to run around kissing them. ZZAP! even published a POKE listing to make the clothes fall off the Princess in Barbarian!

HOLLAND WIND

ZZAP! also ran into problems when it

published stills from the amazing **DUTCH BREEZE** demo by Blackmail. The editor (Steve Shields, remember him?) said that they were no worse than can be found in any daily newspaper on page



3. The actual demo featured something far ruder. . unless you got your copy from **Binary Zone**. With a clever bit of hacking, Jason cut out the rudest part..

RUDE BITS

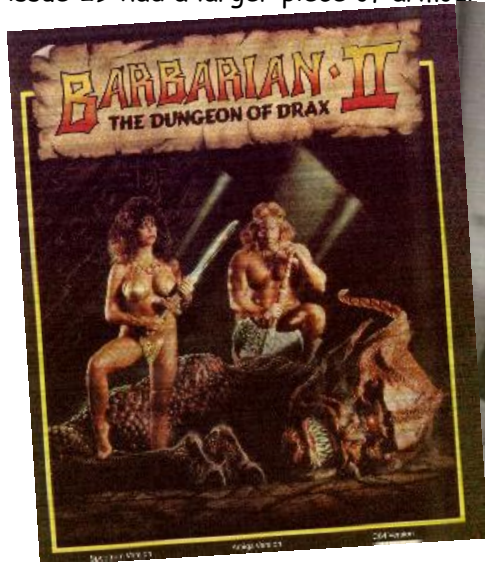
by Andrew Fisher

DID YOU KNOW ?

They *must* have put something in the water at ZZAP! Not only did editors change taster than Madonna's hairstyle, some of them went on to edit "adult" magazines. GARY PENN took his skills to "Knave". While Steve Shields is the current editor of a certain top-shelf title named after a famous street in London (think of the most expensive property on a Monopoly board!)

SEX SELLS

Adverts have caused a fair bit of controversy in the C64 community. Issue 28 of ZZAP! came with a full-page advert for **GAME OVER** by Imagine, artistically drawn by Dot Wakelin. The complaints roiled in because of the anatomical accuracy of the Princess, meaning that the advert displayed in issue 29 had a larger piece of armour



out what is happening at the Sorority house. Your suspicions are raised by a magazine hidden in the couch of the house, and a clove of garlic in the refrigerator.

HATCHET HONEYMOON has you and your bride in your late uncle's house trying to fulfil a clause in the will - your wife must conceive an heir on this holiday ! Of course, when she is abducted by The Phantom, you have to save her. All three suffer from the same problems - limited vocabulary and strange puzzles. Sometimes you get illogical responses, like EXAMINE DESK leading to a description of the pretty secretary behind it. Fun, but not exactly titillating.

Infocom's infamous **LEATHER GODDESSES OF PHOBOS** came with a 3D comic (and glasses) plus a scratch'n'sniff card to add atmosphere ! Again, you have to save the universe from being enslaved by sex-hungry women, this time from the moon of Mars. Clever touches, like choosing your sex at the beginning based on how you use the toilet and some tough puzzles over three levels of naughtiness make this a worthy second-hand purchase for all adventure fans.

WARNING! Score: 0/0
Some material in this story may not be suitable for children, especially the parts involving sex, which no one should know anything about until reaching the age of eighteen (twenty-one in certain states). This story is also unsuitable for censors, members of the Moral Majority, and anyone else who thinks that sex is dirty rather than fun.
The attitudes expressed and language used in this story are representative only of the views of the author, and in no way represent the views of Infocom, Inc. or its employees, many of whom are children, censors, and members of the Moral Majority. (But very few of whom, based on last year's Christmas Party, think that sex is dirty.)
By now, all the folks who might be
[MORE]

SUPER SEX GAMES by CAS/CCGG uses graphics from a series of funny



demos called **SEX CAR-TOONS**, each of which feature full-screen animations of a rude nature. After one conventional part with ordinary pictures and another (ruder) sequence,

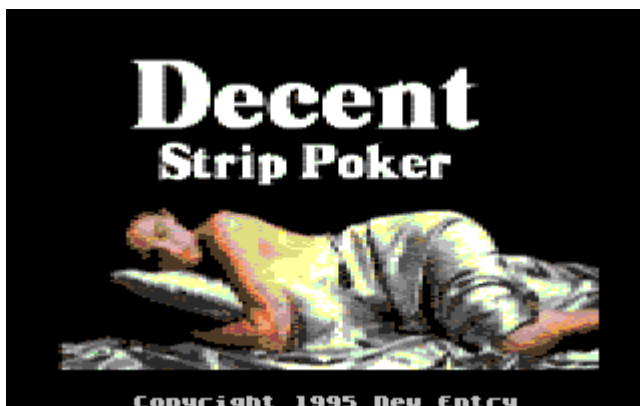


SUPER SEX GAMES, has these animations reduced in scale (but not naughtiness) to a quarter of the screen, giving eight animations over two screens. However, you only see one at a time. To

see them all you need to score 50 points by waggling the joystick in port 1. There are a couple of keyboard short-cuts and they are explained in the scrolly message. Good, if limited fun.

And finally...

As a footnote to history. A group of coders were working on a game called **DELUXE STRIP POKER** for Electric Boys before the latter's demise. Although they kept calling it **DECENT STRIP POKER** by mistake (even on the intro preview). This would have featured IF



pictures of a very high resolution and detail. I do not know if it was finished...

