EXTREME
MASSIVE PREVIEW!!
A game that gives a
good kick up the 'bot?

PLUS!!
FIRST PREVIEW
of System 3's
Turbocharge top-car
smasherontic!

AND SO MANY OTHERS
YOU MAY EXPLODE!!

OTHER GAMES
REVIEWED:

I PLAY 3D SOCCER

NAVY SEALS

STAR CONTROL

LOTUS ESPRIT TURBO

AND LO, IT CAME TO PASS
THE TAPE IN ALL ITS FAME
HAD TWO STONKY DEMOS
AND A TRULY WICKED GAME
BUT HAROLD WAS UNFORTUNATE
FOR WHERE HIS TAPE WAS MEANT
WAS JUST THIS CRAPPY POEM
AND SELLOTAPE ALL RIPPED AND BENT
SO HE GOT INTO A STUPOUR
A RIGHT UNHOLY STROP
AND HE STOMPED BACK TO THE NEWSIES'
AND BURST INTO THE SHOP!
"I'D LIKE A TAPE RIGHT NOW,
OR WE'RE GOING TO HAVE A FIGHT!"
BUT THE NEWSIE JUST SHRUGGED HIS ARMS
AND SAID: "OK - ALRIGHT!"
-FUNNY FRUITBAT, 1991

(If you can't find your splendid free tape then
bally well ask the newsie where it's run off to!)
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not—temper soon flare in head to head clashes over the spoils of your piracy.

Skull & Crossbones is the most blood-curdling arcade game on the market—not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are...AAARGH!...it’s just disgusting!

There’s treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.

It’s a rough and dirty job—and we all want to do it!

MORE SAVAGE THAN BARBARIAN...MORE BLOODY THAN PRINCE OF PERSIA.
MORE LAUGHS THAN...NEW PRINT SHOP!

Get it now—but don’t, please don’t show your grandmother.

---

TENGEN
The Name in Coin-Op Conversions

---

just a transplant? Have they all had a brain transplant? Did they all go on holiday to the same villa in Spain? All is revealed on page 42.
Quick, someone report Chris Payne of Fun School Fame to the RSPCT (Cruelty to Teddies)!
Hang on, report the teddies to the RSPCCP (Cruelty to Chris Payne) instead!

1. Daisy of Thunder - Mindscape
2. World Buttercup Soccer - Virgin Games
3. NARC-issus - Ocean
4. The Venus Fly Trap Who Loved Me - Domark
5. Saint SnapDragon - Storm
6. Weed Dreams - Rainbird
7. Roseblasters - U S Mari-Gold
8. Last Ninja 2-lip - System Tree
9. Dandelion Dare - Virgin Games
10. Pangsy - Ocean

ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT
Get into practice for Computer Boffo!
1. What do APB, Dragon Spirit & Toobin have in common?
2. What did Rainbird, Firebird and Silverbird all have in common?
3. What have Revenge of Doh, Ballistix and Krypton Egg got in common?

TEN GREEN THINGS YOU LUV TO HATE
1. Fairy Liquid (when it's your turn to wash up)
2. Coming to the end of a chocolate-spread sandwich and finding mouldy crusts
3. Lime Green Spangles
4. Bogies that hang down on your first date
5. Kermit the Frog entertainer turning up at your party when you expected He-Man
6. Killer Cheese Plants from hell
7. Mom making you eat your greens cos it supposedly makes your hair curl?
8. The dayglow green anorak your mum bought you in '81
9. McCains apple Hero Turtle pizza cos they make your puke turn green
10. Mushy peas cos they make you fart
AND IN THE GREEN CORNER . . .

Mirror, Mirror on the Wall, who's the Greenest of them All?
BATTLETOADS from Storm vs CAPTAIN PLANET from Mindscape vs TURTLES 2 from Microsoft.

TURTLES 2
Green Factor - 7
Yes, green, but the headbands break up the colour. The Sewers of New York are hardly the nicest of places to hang out - I mean they could have cleaned them up a bit, plus the empty pizza boxes add to the litter problem, they should take them to their local recycling plant!

Hardness - 8
Those nifty ring movements can do serious damage, however only fairly names like Raphael and Michaelangelo take points off their street cred.

Enemies - 10
Shredder, BeBop and Rocksteady are hardly the kind of people you'd invite round for Sunday tea.

Popularity - 8
Don't ask me why but you love em. Need I say more than Coin Op, Gallup No 1 game, Blockbuster film, pencil cases, t-shirts, lunch boxes, .....(stop – Ed)

Morality - 5
Dear BBC, my 3 year old son got his head stuck down a drain the other day and nearly hung himself from the lampshade, he was wearing his brother's school tie round his head, I think .....yes, yes, we agree with you Mrs Winge.

Total - 38

CAPTAIN PLANET & THE PLANETEERS
Green Factor - 10
This man is so green, that he makes Greenpeace look like the national "We Luv Salford glazing club".

Hardness - 3
Come on, men that wear knickers in broad daylight and have kids with winter than white non-biological t-shirts and magic powers in their gang are hardly Schwarzenegger (and maybe somebody should report him to the police)

Enemies - 8
A pig who devours the earth, a ratman who pollutes, a poison dump and a mad scientist set to devaste the planet, not a naughty bunch of people, think they forgot Sharon & Tracey hairspray abusers from hell.

Popularity - 10
They're pulling in one million more viewers than the Turtles in America and are starting their own series on TV AM. The ozone-friendly recycled merchandise is about to pour into this country.

Morality - 10
With a 30-second eco-message after each episode, moms will have you chained to the settee.

Total 41- The Winner!
This season's offering from the Krisalis stadium is Manchester United Europe and it was you, dear gamers who helped to improve on the original, which in fact sold a staggering 110,000 copies. Those sensible Krisalis people read the criticisms and ideas from over 3,000 letters, mixed them all together and hey presto have come up with their rendition of the best football game ever, including full goal keeper control, one to four player options and the chance to play in any European competition! It's sure to score more than a goal or two in the market especially if they win the championship!

EXCELLENT NEWS FOR ACCOLADE DUDES

Those cool dudes at Accolade have signed up the exclusive rights to market and distribute Capstone products, which means that multi-million blockbusters such as Home Alone and Bill and Ted's Excellent adventure will now be able to appear on your computer as well as of some pretentious, rich American's. Bill and Ted were those lovable 'hey man' dudes who suddenly found history interesting when they adopted a telephone box to jet them back and forth through time thus passing their history assignment and increasing their vocabulary to 'hey Nelson man' and 'how's it hanging Mozart?'. The computer game promises to be a cool cookie.

Home Alone starred the equally cute Maclayul Culkin left at home accidently on purpose by his parents to make a multi-million blockbuster, oh and to put off unwanted burglars. Hopefully Accolade won't be paying the 4 million, Maclayul has asked for acting in the sequel!

GET YOUR HANDS AROUND THIS!

Are you playing comfortably, then I'll begin ...Logic 3's latest stick, the Manta Ray, is quoted as being the "most comfortable joystick in the world". According to the Company, when buying a joystick, above all you go for good looks, responsiveness and comfort, bit like a new girlfriend really. Apart from looking like an escape pod from the planet Zorg, it is ergonomically designed with you in mind with a choice of 3 perfectly positioned fire buttons, or as the YC dictionary would put it, you can really get your hands around it and have a good game of SWIV! Grab at the chance of buying this slick stick in your shops now priced at £12.99 or £14.99 for autofire.

SPACED OUT!

Remember the good old days when games went "blip-blop" and "ping", well reminisce old chums with the news that Domark have signed up Super Space Invaders '91, the winning coin-up for Taito at the ATEI this year. You'll be relieved to find out that those oh so clever and spotty programming chappies are much cleverer now and you'll be able to have graphically spiffy backdrops, aliens in all shapes and sizes, and not forgetting cows being invaded by flying saucers, for your money. Also thanks to the invention of Closarall and cover-up sticks, spots are no longer a problem!

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Tel: (0908) 559819
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Fax: (0908) 260229

Editor
Jeffrey Davy
Staff Writer
Simon Dale
Comics Editor
Rik Henderson

News Editor
Beverley Gardner
Group Editor
Paul Eves
Designer
Helen Saunders
Publisher
Hannah Walji
Advertising Manager
Cass Gilroy
Contributions
Post Apocalypse, Dave Hughes, Oozin'Eugene, Alan Lathwell, Paul Rigby, Jason Chiu, Richard Taylor

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If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

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The cost is £49.95 for an Amiga 500 and £39.95 for a C64. Payment can be made by cheque, postal order or credit card.

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£44.95 COVERS ANY REPAIRS
As Europe's most innovative C64 games publishers, System 3 are now pleased to present this, our first compilation: THE SYSTEM 3 PREMIER COLLECTION.

Forget about 4 product compilations, the official System 3 PREMIER COLLECTION has 6 amazing games. This "six-pack" is full to the brim with varied gameplay, astonishing graphics and undoubtedly, the best ever formula for arcade adventure games. These titles have all in the past received some of the best reviews, always rated in the '90s from leading magazines such as "Zzap", "Commodore Format", "Your Commodore", and "Computer and Video Games".

MYTH: Voted "game of the year" and "best 8-bit graphics", pure class — not to be missed.

LAST NINJA: The "Last Ninja" series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, "Last Ninja" set new standards for C64 owners and laid the foundations for the "greatest trilogy of games ever to reach the C64".

ONLY £15.99 (Cassette)
NINA 2: A sequel to the world famous "Last Ninja" proved to be one of the best original games ever on the C64.

FLIMBO'S QUEST: The top selling title on the C64 last Summer, Flimbo provides humour and mass appeal in both young and old in this "pick up and play" cute platform game.

DOMINATOR: Computer and Video Games said, "Whatever format... if you're a hardened shoot 'em up veteran, Dominator is a game to scout the shelves for".

INT. KARATE: The first ever British game to get number one in the American charts.

Experience a multitude of various fantasy worlds in one PREMIER PACK compilation. Take a trip into the System 3 experience. The journey is magical, the result, real value for money.
If something you thought you'd lost 2000 years ago suddenly came back and began to self-destruct you'd be a bit concerned, wouldn't you. Jeff Davy helps the Earth tackle just such an extreme-ly big problem.

Pioneer 10 was a deep space probe (co-er) launched in 1973. It was sent a very long way away. Past Jupiter, past Pluto, past the Orkney Islands, even. And now (now being the operative word if you happen to live in 3021, anyway) it's back - like a rather unpleasant spot or an unwanted relative.

Not only that but it's been particularly rude and has come back with an alien spaceship which didn't wipe it's feet on the way down and which crashed. Tsk. What a mess. As if to nail the unfriendliness home (bit Biblical that, eh?), the alien ship is about to explode.

Remarkably, the only person who can save the Earth from exploding into so many parts it'll resemble a series of Twin Peaks is you. And you just happen to be a rather fierce humanoid. A humanoid made from upper-part human (and very muscular at that) and lower part robot, with lots of gleaming metal, insect-inspired legs and a massive rocket pack on his back. With a very suspect-looking gun, too.

This and they bump into you like old people in the Post Office. Except in Extreme you get points for shooting the aliens. If you shot old people.

So off you storm into three levels set deep inside the alien craft.

Numero uno is aliens and acid bath Central. From your regeneration platform you have to trundle (you get your legs back later, for this level it's tank tracks, OK?) and fly from one side of the teeming level to the other before taking a well-controlled trip through a window in an acid bath - it moves along like a lift - in which you have to avoid munching into the sides, or your energy level will begin to diminish rather pronto.

At the other end is this little crystal that pops up and has to be half encouraged and half followed (you have to be one the screen for it to move) to a sort of crystal plug point, at which point it's biffetty baff and onto the next level.

Watch, the aliens aren't happy about it. They're very fierce. You'll have to fight your way through them. But what a mess. As if to nail the unfriendliness home (bit Biblical that, eh?), the alien ship is about to explode.

Remarkably, the only person who can save the Earth from exploding into so many parts it'll resemble a series of Twin Peaks is you. And you just happen to be a rather fierce humanoid. A humanoid made from upper-part human (and very muscular at that) and lower part robot, with lots of gleaming metal, insect-inspired legs and a massive rocket pack on his back. With a very suspect-looking gun, too.

In the post office you'd probably be put away for a rather long time - without your C64, probably. You'd also be hard-pushed to find a laser-death-emitting future-weapon to use in the post office. Although I know some nice men from Switzerland who may have something, if you have the cash - strictly cash.

But I digress. Level two is an underwater-bit. Surprisingly, you don't go rusty. Maybe you're made out of the same stuff as Non-
say the first wasn't a bit of trouble, but this one's quite diff,

right? Lots more aliens abound. What a surprise.

The legs return, like a badly-prepared frog order at a French restaurant, for the third and final level. What do you mean: "Only three levels?" It's hard enough to complete them without more of 'em.

For this excursion the humanoid stomps over the landscape smuggling things with plasma beams and arcs of laser-light destruction. This is really mean, and there are more beasties to kill. But your weapons should be able to handle it. Let 'em have it!

Someone's beavered for a while at Enigma Variations here. Extreme (preview version) is generally a really good game. Sort of half-puzzle-half-blast. And sometimes ALL blast!

The graphics are round and sweet at times, as well as appearing futuristic at others although the sound doesn't quite excel. No thumping space tune, anyway.

Extreme looks to be Digital Integration's strongest release yet. If they stick to arcade action as intriguing as this, they may never need to release another flight sim again!

NAME: Extreme
SUPPLIER: Digital Integration
PRICE: £9.95 Tape, £12.95 Disk
RELEASE DATE: Quite soon, as it goes

HOW EXTREME IS LINKED TO THE FAMOUS FIVE (PERHAPS):
(Cos Enigma Variations programmed the C64 version of both, doncherknow)

1. 'Extreme' sounds rather like 'Ice Cream', which the Famous Five love.
2. Acid baths, like the one in Extreme, are fizzy - just like ginger beer.
3. Both games take place on Earth (Uncanny, huh?).
4. The word 'Enigma' is rather like 'Enid', as in Enid Blyton who wrote the Famous Five books.
5. The power crystal in the first level "follows you like a dog". Like Timmy, the Famous Five's dog, perhaps?
6. Both games are ripping good yarns.
7. If you buy both games, Enigma Variations will be celebrating with 'tea and scones and lashings of ginger beer.'
8. Hurrah!!
As Jeff Davy found out, this compilation is just like 'Jim'll Fix It'. You can be a Footballer or a Police Officer or a Tank Driver or a Space Adventurer or... or... and all without that annoying OAP with a cigar.

Truly Domark are very nice people. Very, very nice people, in fact. They’ve shoved five quite splendid games all in one box and sold it for the price of one-and-a-half.

KLAX
Possibly the most fiendishly addictive puzzle game of 1990, this one. Little blocks come down five lanes and must be caught on a platform at the end which you control. You then dump the blocks into piles at the bottom and, if you get them in a particular pattern (row, block, etc.), you get points and it’s onto the next level.

Sounds simple? Ha, ha!

A.P.B.
A Policeman’s life is not a happy one (happy one). Not in this rather poor conversion of a classically funny and playable arcade game, anyway.

Officer Bob is a man with a quota. He has to catch a certain amount of criminals each day and get back to the Police Station before the time runs out. This he does by speeding about town in his rather swanky police car, pulling over drug pushers and litter louts.

The shame is that what was very amusing in the arcade is tired and uninteresting on the 64 - little music, bad control, very sad.

CYBERBALL
The C64 version of Cyberball never found its way to full release so this is its first public airing. Its basic premise is American Football... with robots. The robots can be guided by the player and set in pre-set American Football-style 'plays'.

Compared to other versions, it's a bit slow but apart from that, quite fun.

VINDICATORS
I like nothing more than to get tanked up, or, up and at ’em in a tank. And these are some pretty sweet and not to mention rather nifty tanks indeed. They’ve got dinky little tank tracks (er, astounding!) and little turrets and a whole heap of opponents ranged against them.

Two players can go tanking at the same time in their arcade-style dinky-toy seen-from-above-but-quite-3D hardware and the point is to find a key and finish the level, pulverising all the other tanks and picking up gold stars and making sure not to carelessly explode.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
The game that I thought was about to be one of the strongest turns out to be, um, one of the weakest.

The scenario is a hilarious B-movie shpeck. A tale of human prisoners forced to slave for evil robot overlords. You play a 'hero' and have to run around 3D-displayed rescuing chained and hapless humans and running from robot lackeys which plough inexorably towards you - in droves.

Later you journey through maze-like bonus sections and impossible monster-confrontation.

Of this lot, my only real gripe falls on Escape from the Planet of the Robot Monsters which is by no means very puc-er but is certainly not as corging as it should have been.

On other versions (stop moaning, other computers exist - and the arcade machine is meant to be what the game is imitating) the graphics are sweet and cartoon-like. On the C64
They're furious.

Oh, rip-roaring VC.

Write of and sort like Other "Large under-developed.

I'll send MK11 just harumph.

So basically Domark have come up trumps. They've packaged five of their classic arcade conversions together and made them available to a waiting crowd (who are all smaring 'cos they bought them at full price last year!).

I can't help believing that Domark add that little bit of class to the things they convert. And here they prove it again (and at quite significantly better value than last year!).

They're just under-developed. Obviously the C64 is no rip-roaring arcade beast but... Oh, I digress. At least the gameplay is quite fast and furious. Harumph.

So basically Domark have come up trumps. They've packaged five of their classic arcade conversions together and made them available to a waiting crowd (who are all smarting 'cos they bought them at full price last year!).

I can't help believing that Domark add that little bit of class to the things they convert. And here they prove it again (and at quite significantly better value than last year!).

COMPO!

I'll bet all you people out there in Readerland understand phrases like "Gridiron" and "Play" and "Large Men in Much Padding Smashing Into Each Other over a small Ball". Well I don't. Ha! But I do like the sound of an inflatable American Football (a sort of squeaky sound when you slide it up the wall and an exploding sound when it hits a nail, that sort of thing).

Either way, Domark are giving away FIVE of these inflatable jobbies to link up with Cyberball being on the Winning Team pack 'n' that and all you have to do is answer the following easy question:

1. What is the name of London's most successful American Footie team?

   a) The London Queens
   b) The London Monarchs
   c) Charlton Athletic

Write your answer on the back of a postcard and send it to the: "I've got inflatable balls Compo", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF by June 30th.

Domark have come up with, as they would say, a "completely brilliant" compilation!

O With this many tin cans around things are starting to look like a Tesco's recycling plant. And who's the human fleshy one over in the corner, all tied up? I think it's disgusting, and shouldn't be allowed!!!
Are you ready to take on Kiki and her friends in this unique game of strategy and skill?

Match up the 2 patterns of stones on the screen - special combinations give bonuses and secret levels. Succeed within the time limit and gorgeous girls will lead you to the next tantalising level.

If Kiki isn't temptation enough, then 400 levels of stunning graphics, sound and speech, and gameplay so addictive that you will have to be dragged screaming from the screen, surely is.

Available on Amiga (24-99), Atari ST (24-99), PC (24-99), and C64 (10-99 cass., 14-99) disk.

To order this product or for further information please contact Digital Marketing International Limited
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Telephone: 0753 686000  Fax: 0753 680343
Oozin' Eugene's Scum Of The Earth

Oozin' Eugene's come over all strange, readers, he's suddenly started being . . . nice. It must be something he ate. Bleurgh! Let's hope it doesn't last for long!

David Yu stikes back with tips and passwords for several releases beginning with this hard-hitting game:

PRO BOXING
Mild Martion - No Password
Steady Eddie - Party
Dirty Larry - Talon
Fast Freddie - Sword
Ronnie Razor - Lucky
Deadly Dan - Union

OPERATION THUNDERBOLT
Press F1 and then RUN/STOP to quit. Then don't rewind the tape when it tells you to. Press play and the next level should load.

PLATOON
In the tunnel if it tells you to rewind to side B. Press fire instead and the jungle should load straight away.

SUMMER CAMP
Here's a cheat for Summer Camp from Adam Thomas, Rothwell, Northants. To get an extra mouse type calamity. Also press RUN/STOP to get more bullets. Adam finishes with a few hints: If there's a crate and some food get the crate, you may need the food later. You may have to sand on the food to get the crate.

Try all directions. Great heights kill you. Thanks Adam - loved the piccie of the orange cat.

WABBIT [YC TAPE GAME]
Stefan (my main) Callear has a few tips for Wabbit, our YC tape game: Whilst playing the game press the RUN/STOP key to advance to any level.

THUNDER BLADE
Mucho thanks to Alex Milann (if I can decipher the writing) for the Thunder Blade hints:

Level One
"On the overhead bit go as high as you can go. You can just go over the buildings on the right. On the straight ahead building stay just over the bottom half of the screen then you can hit the tanks and planes. When there is a building in front of you go diagonally upwards. On the ship bits go from left to right."

NEW ZEALAND STORY
It's Ian Gretton again.
"On New Zealand Story when you get to level 2-2 grab a balloon and go up as far as possible then get off and go left and get on another balloon and go to the left-hand corner. Get off on the little ledge and keep jumping up. You should jump into the water above and then all you have to do is swim right and down then you have to rescue you little birdy friend."

CABAL
From Ian Gretton
"On Cabal when you get to the second level after you've lost all of your lives don't rewind the tape just press play and press and key to load the next level.

Ian Gretton of Hucknall, Notts has a few tips for Cabal and New Zealand Story.

RICK DANGEROUS 1
Stephen Ley has help for Commies owners with no reset switch: "On high score table type: FLUFOMATIC BBOOINNGG. Then press down the left hand keys to load any level, then press No.2 at any time during the game for lives and ammo, use this as many times as you like."
POKES

Lots of exciting cartridge pokes from a pretty exciting scummy, S Elgaard - who's well 'ard.

1942
Lives
POKE 5806, 181

5th GEAR
Time
POKE 42796, 173
Lives
POKE 15171, 173
Ammunition
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BLUE MAX
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BUBBLE BOBBLE
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CRYSTAL CASTLES
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POKE 41624, 165

DONKEY KONG
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POKE 44037, 173

DRAGON'S LAIR
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POKE 4069, 165

GALAX-I-BIRDS
Lives
POKE 10505, 173

GHOULS N' GHOSTS
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MONTY PYTHON
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RAINBOW ISLANDS
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SPLIT PERSONALITIES
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POKE 7031, 173

TOOBIN'
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Pokes galore from Tim Scruton:

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POKE 36702, 173

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POKE 44183, 173

DYNASTY WARS
Credits
POKE 43004, 173

GOLDEN AXE
Lives
Enter on every level or pause the game
and then press the ";" key it will load
the next level
POKE 13158, 173

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POKE 51463, 173

SILKWORM
No enemies
POKE 32202, 173

ST. DRAGON
Lives
POKE 10469, 173

GHOSTS N' GOBLINS
Lives
POKE 2358, 173

MEGA-FIENDS
FROM HELL

The high scores:-

Dear Ooozin Eugene,
The high scores in YC, April '91 are crap
here are my own.
Turrican: 5-2 [completed]
Klax: Wave 51 [need 30 Klaxes]
PS. Stunt Car Racer: Super Div 4
Grant Gibson, Glasgow

Yeeeesaa Grant. Nice scores but watch ya
lip - or I might remove it.

Creatures
6170 [level 2.2] Stefan Callear

Batman the Movie
682,120 [completed] Stefan Callear

Turbo Outrun
12,868,100 [completed] Stefan Callear

Ghostbusters
$88,100 Stefan Callear

Teenage Mutant Hero Turtles
7482 [completed] Stefan Callear

Golden Axe [level 3]
Stefan Callear

Pipemania
360850 [level 32] Richard Herbert

Wonderboy
297980 [area 5 round 4] Richard Herbert
**TOTAL RECALL**

Stefan Callear's at it again. Get a high score and enter your name as LIFE STILL GOES ON. The border will flash white. Pause the game with F1 and press the left arrow key to advance a level. When the SKIP LEVEL? message appears press F1 to play that level or the left arrow key to load the next level.

---

**BUSHIDO**

These maps of Bushido came from Stephen Alcock of Grahamstown, South Africa – who wins a tenner.

---

**MAGICLAND DIZZY**

A mega solution from Derek Pyne, my man from Killarney in Ireland – who wins a tenner.

Go left, get back door key. Get past shack and drop key at door. Go upstairs and get powerpill. Get handle also and go to the left side of the well, to wind up bucket. Kill the ghosts with powerpill and go to hot water geysers and fill bucket with hot water. Drop bucket at bushgrove and go to tower with a view. Jump across clouds and get stick in the screen. Go up to next screen and jump up to top of the monolith to get black cat. Jump up to weird henge and get dagger. Go to goat and cut rope with dagger and hit him with stick. Go back to volcano and pick up the 'drink me' potion. Then get the bucket of hot water and gold cross and go to Denzil in the ice cube. Drop bucket of hot water on him and then keep going down to Ice Palace. Pick up the burning torch on the right and open secret door. Go to Daisy and give her the 'drink me' potion. Go back up and get the personal stereo. Go up to bard and give him stereo. Take magic flute and go down to cat down the well. Play flute at the diamond to get past the rat. Get sticky glove and magic lamp and drop lamp on Dozy. Then get black cat and torch and give to Glenda the witch. Then cut a leaf off Dylan and get the poisonous apple and give both to Glenda. Take the weed killer she gives you and free Dylan with it. Pick up Dora and give to prince charming. Then go to excalibur and pick up with sticky glove. Go to mirror land and get past queen with excalibur. Free Grand Dizzy and get past clouds over volcano to hell. Get trident off the Devil and go to Zaks castle. Kill Zaks and take ring to Devil. Then throw it into Hadse and cracks in the screen on the left.
WINGERS' CORNER

A colourful plea (it was coloured in with felt tip) from - actually we lost your name, sorry - for a cheat on Flimbo's quest, Batman and Creatures (check out the pokes).

Stefan Callear needs help on Hammerfist (cheat mode or infinite energy poke with SYS number). New Zealand Story (see elsewhere for help Stefan) (cheatmode or unlimited lives poke with SYS number) Stormlord (infinite time/lives poke with SYS number or cheatmode). Fantasy World Dizzy (cheatmode or poke with SYS number for unlimited lives).

Mark Lawrence needs some serious help with a hell of a lot of games (deep breath): Cybernoid 1 & 2, Blazing Thunder, Typhoon, R-Type, Breakthru, Chase HQ, Xenon, Silkworm, Gemini Wing, Last Duel, Zynaps, Exolon and Stormlord.

Three games tipped by Tim Scruton:

**GHOULS 'N' GHOSTS**

"Type in WIGAN RLFC when the scoreboard comes up, when you die and pressing S while playing will allow you to skip the present level. Also, when you loose your armour, pressing A will give it back.

**MIDNIGHT RESISTANCE**

type in SIAMESE on the title screen. When you play you should have infinite lives. If this does not work type in SIAMESE on the scoreboard

**ROBOCOP**

On the title screen of level 1 type in SUEDEHEAD. It will load the next level. On the title screen of level 2 type in DISAPPOINTED and the final level will load. Also during the game on level 1 pressing FGHJ all together lets you fly.

**RAINBOW CHASER**

These maps for Rainbow Chaser came from Jason Durr who I'll be kind enough to give another tennier.

Send your cheats, high scores, winges to: Oozin' Eugene, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.
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- 2 LO Fonts (48cps)
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- Advanced Paper Parking
- Superior Graphics - 360 x 360dpi
- FREE Starter Kit

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- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

RP £289.83
STARTER KIT £347.56
COLOUR KIT £449.00
TOTAL RP £337.83
SAVING £247.56
SILICA PRICE £210.58

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- 32K Buffer
- Epson IBM & NEC PS+ Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

RP £449.83
STARTER KIT £507.56
COLOUR KIT £709.00
TOTAL RP £607.83
SAVING £430.56
SILICA PRICE £310.58

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Before you decide where to buy your new printer, we suggest you think very carefully about what "NURSERY" you buy it from. Consider this: "It will not be like a new month when you have made your purchase, when you may require additional software, or software for peripherals, or some technical help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we assure you that you will have nothing to worry about. Silica Systems is one of the UK leading independent computer dealers and provides excellent service to users at home, in education and in business throughout the nation. Silica Systems has been established for over 12 years, and has an annual turnover of £1.0 million. With our unrivalled experience and reputation, we can now claim to meet our customers' requirements with all understanding on which to succeed in time. But don't just take our word for it. Compare our prices, our services, our free literature on the Citizen printer range and begin to experience the "Silica Systems Service".

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On the Tape

One whole full game by our resident programmer, a playable adventure demo and an exclusive level of a quiz game. You readers don't know you're born!

THE CONTENTS

Side A: Dip Diver - Arcade Action Game
Side B: Double Dare - Exclusive Level Famous Five - Playable Demo

DIP DIVER

Programmer: Richard Taylor Type: Complete game - Arcade Action Controls: Joystick

YC’s very own programmer-on-a-string Richard Taylor has come up with an excellent undersea wobblor of a game this month. It goes under the proud name of Dip Diver and is set deep beneath the sea, which is better than a game set on the sea because you do tend to bob up and down in a very sick-inducing manner ON the sea, whereas you don't when you're UNDER the sea. So there you go.

Anyway, you play a diver who has stumbled across a whole load of sparkly treasure and who would like nothing more than to make off with it pretty quick before anyone else comes along, like the person who left it there in the first place. So you have to negotiate the tortuous rock passageways and collect all the flashing treasurey objects.

Unfortunately, there are lots of creatures trundling around these caverns and they're not too nice to touch. They won't go for your throat but you'll die if you touch them. And you can't shoot in this game, you have to use your skill and wits to avoid them.

You also have to avoid the rock walls which are rather sharp and will kill you off and take heed of your air bar which is constantly heading downwards. If you run out of air - you die. Simple, huh? But you can save yourself by topping your cannisters up in the special Air Rooms dotted about the place.

The controls are the ever-so-standard normal directions (including diagonals) and ‘Runstop’ pauses the game.

So dive in and let rip!

DOUBLE DARE

Programmer: Bizarre Development Type: Playable demo - Quiz/Action Game Controls: Joystick in port 1 (for assault course)

Come on, you've all watched Double Dare on TV, haven't you. You might think it good or bad but you all watch just to see people get covered in gunge. Go on, admit it!

But seriously, whether you do or not you can now play the C64 version of this exciting quiz game. It’s a panel quiz - that doesn’t mean lots of corrugated iron gets asked questions, that means a group of people play and answer - in which you can play against either a friend or a computer. It’s got several puzzles of skill and dexterity, which are called ‘Challenges’, and they help you increase your score and keep control of the board. You will be asked questions until you answer wrongly or fail a challenge, then the questions will be given to the other team until they fail to answer or fail a challenge.

If you win the quiz game, you will take on the Double Dare assault course but watch out for the gunge tank and hurry up! There’s a strict time limit.

HOW TO PLAY

The game begins with an on-screen representation of two opposing teams (red and yellow) and the quizmaster. You are then asked by the quizmaster if you wise to load
the extra set of questions supplied with the tape. After this, you are asked to select either joystick or keyboard control and for player two you will be given the option to play against a friend or a computer opponent. The computer opponent has a fair degree of intelligence in certain fields of knowledge, so it is important to try to keep control of the board.

When play commences, the red team always starts. The quizmaster will ask a question and you must choose an answer from one of the three given. If you are unable to answer, you may "Dare" the other team to answer. If the opposing team are unable to answer, they will 'Double Dare' the question back to you. You may then answer the question or undertake a 'Challenge'.

The 'Challenges' take the form of puzzles played against the clock. They are: 1. Rearrange the squares to form a picture of a well-known person (Jason Donovan, Madonna, David Bowie). 2. Copy an ever-increasing sequence of flashing lights.

and suspicious island it is too.

Enigma Variations don't give too much away but in the whole adventure you have to solve all manner of puzzles and find treasure (probably).

In this special version, which has a pile of locations you can visit, just to get a taster of the full game, you play ALL of the Famous Five. No, not all at the same time, you swap between them during the game. Apparently one may see things different from another so it pays to swap about. The characters are as follows: Julian - is the oldest and the most intelligent. He is also quite strong. Dick - is the greediest

and thinnest. He is also quite strong, but perhaps not as strong as Julian. Anne - is the youngest. She is also the weakest and most easily scared. Anne tends to look up to Julian. George - is the bravest and has a quick temper. She likes to be treated as if she were a boy and is the best swimmer. George can be a bit difficult at times. Timmy - Timmy is very lucky but unfortunately you don't get to play him. It plays like a normal adventure, and if you don't know about them by now, or, read more Paul Rigby!

**“OH NO, CAPTAIN, WE’VE GOT A TAPE PROBLEM ON THE STARBOARD BOW!”**

(SCENE: The Starship Enterprise is stranded in deep space, the crew members on the Bridge are facing a deep dilemma...)

SCOTTY: The Dilithium crystals cannot take another drain like that from the Klingons, we'll haftae find some way to get more power.

UHURA: And there's a worse problem, Captain, I bought a copy of YC at Starbase WH Smith's last week and the tape on the cover won't load.

KIRK: Have you checked your Datacorder with some other games?

UHURA: Yes, Captain. KIRK: And have you tried adjusting the heads on the Datacorder?

UHURA: Yes, Captain. I've tried everything.

KIRK: There's only one course of action open to us. Scotty - connect the exercise bicycle to the Dilithium crystals and start pedalling.

Spock - find the address of Stanley Precision Data Systems and blast the YC cassette back across deep space at Warp 10 immediately to get a replacement.

SPock: That's highly illogical, Captain, but your idea just may work...

If you're having tape problems, send your duff 'un to:
YC Tape 18 Returns, Stanley Precision Data Systems, Unit F Cavendish Courtyard, Sallow Road, Weldon North Industrial Estate, Corby, Northants, NN17 1JX.

(Later...) SCOTTY: I wonder if that company really is run by Mr Stanley Precision... KIRK: Be quiet and keep pedalling...
When you look at what we’ve got in the Goody Bag this issue, you’ll think Christmas has come early. Oodles of blagged compo prizes could be yours for the price of a stamp and we’re not even getting you to answer any awkward questions!

All you have to do is send a postcard with your name, address and the NAME of the PRIZE you’re after to us at “THE YC GOODY BAG”, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

Send one postcard for each prize you want to go for. Or, if you want to enter for ALL the prizes, just send us six different postcards in one big envelope with ‘LOADSAPRIZES” on it to the YC address.

5 BEST OF INDIE CASSETTES

Just to round off the indie theme, this last prize is a compilation of 22 tracks that are both stunning and slightly different to yer run-of-the-mill pop music. It’s got Happy Mondays, Farm, Charlatans, Inspiral Carpets, Soup Dragons and loads more... (Write “INDIE” on your card)

5 PARIS ANGELS CD’S

YC is always open to hot dance sounds and Paris Angels have just the right groove. This lot (who’ve almost got into the Top 40 once or twice) are on their way up. So catch ‘em now - with a CD of their new single “Oh Yes”. (Write “PARIS ANGELS” on the card)
Virgin have really excelled themselves here, they're offering a life-size cardboard cut-out Biffa Bacon, straight from the pages of Viz. It is modelled here by Andrew Wright from Virgin who is a very silly man indeed. If the Biffa in the pic was real, Andrew would probably have no teeth by now, for being such a soft Southern Jessie. (Write "BIFF" on the card)

The New Fast Automatic Daffodils have a particularly silly name but their new single, "Get Better", isn't silly at all. In fact it's a killer of a disc. Every home should have one... (Write NEW FADS on the card)

If you've got any room left on your walls after the fast poster giveaway you might like a "Navy Seals" poster to cover up embarrassing stains or maybe just because they're rather swanky. And it's so simple... (Write "NAVY SEALS POSTER" on your card)

You've read the review, now we're going to give away some copies of this game-of-the-film on those exciting and spiffy cartridges which plug straight into the back of your 64! (Write "NAVY SEALS GAME" on your card)

ALL ENTRIES SHOULD BE IN BY 1 JULY 1991.
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The Heads of Britain's games companies get hopelessly humiliated by a stream of fiendish questions, the winner goes to the final!

PLUS: LOADS OF NEWS, REVIEWS, COMPOS, CHEATS, FEATURES AND MORE, MORE, MORE, MORE!

YC JULY '91 -
Better than Granny's Bingo any day, and no mistake!

OUT JUNE 28

Naturally, we don't like to promise anything about the next YC because we just may get some even BETTER ideas which we want to stuff into the already bulging magazine, so we reserve the table for 8.30, er, reserve the right to change the content of the next YC if we like. Happy?

Please mister newsagent, reserve a copy of YC for me every month. In return I'll hand over my rather crucial pocket money although it pains me to do so, and I wouldn't do it for any old crappy magazine.

MY NAME ..................................................
MY ADDRESS .............................................

Give this to your local paper shop before it blows away!
Now is the time to catch up on issues you have missed

October 1990 £2.50
Free tape - Time Machine Demo, dominoes, liberte

November 1990 £2.50
Free tape - oristal, cribbage master, scorpion

December 1990 £2.50
Free tape - knightmare, mobster, limbo II ++

January 1991 £2.50
Free tape & free board game - great value
Frosty the Snowman

February 1991 £2.50
Free tape - turrican II Demo, quad, bazai, runaway

March 1991 £2.50
Free tape - swiv demo, cranmore diamond ++

Back numbers include 55p postage and packing and are available from YC back numbers, Select Ltd., 5 River Park Estate, Berkhamsted, Herts, HP4 1HL. Cheques should be made payble to Alphavite Publications Ltd.

Make sure you have all the great YC games

Other issues are available but not shown.
WIN LOADS OF RAINBOW ARTS TURRICAN GOODIES!

IF ANYONE CAN, TURRICAN!

WHAT YOU CAN WIN:

FIRST PRIZES:
A Rainbow Arts goody bag containing: A Turrican T-Shirt, Mug, Badge, Sticker and a copy of Turrican I.

RUNNERS-UP PRIZES:
A copy of Turrican I.

WHAT YOU HAVE TO DO:
Write a caption for one of the members of exciting (perhaps) 1970’s supergroup ABBA as shown in this picture (Either bubble A or B). No, the horse wasn’t in the band but you could write a caption for it instead if you wanted (bubble C).

Then write in on a postcard or sealed envelope and send it to the address on the right. The first 5 will win a goody bag, the 10 runners-up will get just a copy of Turrican.

Send your entry by July 1st to:
“Gimme Gimme Gimme a copy of Turrican (After Midnight) Compo”,
YC,
20 Potters Lane,
Kiln Farm,
Milton Keynes,
MK11 3HF.

And the Editor’s decision is final - and by God can he be firm sometimes.
He hasn't been sued yet - so he's back for a second issue! It's Dave Hughes, with a flicks column as believable as a copy of The News of the World!

SHORT TAKES

A BROS FOR THE 90'S?

He's short, plump and bleeps a lot, and I'm not talking about Metal Mickey. He's also an Italian plumber from Brooklyn and, like all the stars of our time - Madonna, Gazza, Sting - goes by one name alone. I refer, of course, to Mario, Nintendo's extraordinary console game character who was revealed in a recent US survey to be the most popular animated character of all time; bigger even than Mickey Mouse!

Now, as if to justify the very existence of a film column in a computer magazine (now there's an idea) there's talk of a SUPER MARIO BROTHERS movie starring Danny TWINS DeVito and Dustin RAIN MAN Hoffman. Remember where you heard it, er... last.

JACK'S BACK AND THIS TIME HE'S DRAC!

Here's an exclusive, though: 'Joker' Jack Nicholson - missing from the recently-confirmed cast of BATMAN II - is poised to play Count Dracula in Francis Ford Coppola's new epic based on Bram Stoker's classic vampire novel. Nicholson, whose latest movie THE TWO JAKES (which he also directed), was an undeserved flop in the US, beat British Oscar-winner Jeremy Irons to the role, in which he will be ably supported by Winona HEATHERS Ryder (who, you may remember, was also cast in Coppola's GODFATHER PART III but had to retire due to post-MERMAIDS exhaustion), John Hurt and Joaquin LETAL WEAPON II Ackland.

The romantic tale is still without a title (the rights to the title DRACULA are held by Universal Pictures) but this punter's money is on COUNT DRACULA. "Nicholson may have been born to play the Joker," says one insider, "but he's dying to play Dracula!"

For the record, BATMAN II now stars Michael Keaton (Batman), Danny DeVito (Penguin), Annette Griffiers (Catwoman - perfect casting) and LOOK WHO'S TALKING TOO's Damon Wayons (playing a young, black, male Robin). Tim Burton will direct before he helms BEETLEJUICE IN LOVE but neither Nicholson nor Kim Basinger will be back...

HOOD ATTACKS THIEVES!

20th Century Fox, who got the unpleasant end of the stick by signing Patrick Bergin to their ROBIN HOOD movie while Morgan Creek landed Kevin Costner for PRINCE OF THIEVES, have tried to get their own back with a sneaky piece of marketing. Not only have Fox rush-released ROBIN HOOD so that it arrives a couple of months before Costner's blockbuster, but they've also left Bergin conspicuously off their advertising campaign, which simply offers a view of some arrows, some trees and the line "ROBIN HOOD: The Real Adventure Begins!". Don't be fooled - wait for July's real adventure with Costner, Morgan Freeman, Mary Elizabeth Mastantonio, Christian Slater, Mike McShane, Brian Blessed and Sean Connery. Now that's a cast!

Meanwhile, Patrick Bergin is due to replace Kenneth Branagh in the forthcoming movie of Leslie Charteris' THE SAINT...

IF IT MOVES, REMAKE IT!

Disturbing Belgian psycho-thriller THE VANISHING has joined the equally-disturbing list of successful list of foreign films scheduled to be remade in Hollywood this year. Already slated to suffer the same fate as TROIS HOMMES A TUN COUFFIN (remade as THREE MEN AND A LITTLE LADY, starring Ted Danson) and COUSIN, COUSINE (remade as COUSINS, also, strangely, starring Ted Danson) are the exquisite CINEMA PARADISO and Pedro Almodovar's outrageous TIE ME UP! TIE ME DOWN!, the Hollywood version of which is set to star...
STONED AGAIN
Oliver Stone, Sixties-obsessed writer/director of SALVADOR, BORN ON THE FOURTH OF JULY and, most recently (and least effectively), THE DOORS, has finally abandoned the EVITA movie (set to star Madonna and Jeremy Irons) in favour of JFK, which reconstructs the events following the 1963 assassination of President John F. Kennedy in Dallas, Texas.

Already signed to the project are Kevin Costner (who chose JFK over CHRISTOPHER COLUMBUS), John UNCLE BUCK Candy and Gary Oldman. Oldman will play alleged assassin Lee Harvey Oswald, adding to his impressive back catalogue of psychotic roles, which include playwright Joe Orton, guitarist Sid Vicious, poet Dylan Thomas and, soon, child-murderer Ian Brady (opposite Francis Barber or Eastenders’ Susan Tulley as accomplice Myra Hindley).

Meanwhile, that other well-known Stone, Fred Flintstone, will find live-action film fame in 1992 when THE FLINTSTONES, starring John KING RALPH Goodman and Danny DeVito, directed by Bob BACK TO THE FUTURE Zemeckis or Ivan TWINS Reitman, hits the big screen...

SCHWARZENEGGER STUFFS STALLONE!
The ballooning budget for Arnold Schwarzenegger’s summer blockbuster TERMINATOR 2: JUDGEMENT DAY (impressively advertised as simply T2) has wrecked Carolco’s plans to make science fiction thriller ISOBAR (previously titled DEAD RECKONING) starring Sylvester Stallone. T2’s pioneering special effects (which will have helped to push the film’s costs up to a record $108 million by the time its record 3,000 prints are released to cinemas in July) have meant that ISOBAR - set at a time in Earth’s future when the atmosphere has gone completely and the population are forced to live in glass-enclosed City-States - has been as good as scrapped.

The ludicrous cost of T2 seems all the more outrageous when one thinks that director James Cameron’s original TERMINATOR2 grossed a mere $86 million at the US box office...

3: DIE HARDEST
Meanwhile, forthcoming sequels with almost imaginative titles include

ABSOLUTELY NO COMPETITION
You won’t believe this month’s competition. That’s right, we’ve got TEN super copies of 1990’s most successful movie, GHOST, plus TEN shirts shaped like a ‘T’ (almost like, well, T-Shirts), thanks to CIC Video and Adrian ‘Wrighfly’ Rigelstof. All you have to do to win a video and possibly a shirt is to complete the following sentence in a witty and reasonably original way in TWELVE words or less...

“I think Demi Moore is far too good for Bruce Willis because...”

Send your responses on a postcard, the back of an envelope, or ten pound note to: ‘Well, the bit in the lift was quite funny, I suppose* Competition, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HP.
The ten funniest will each get a pair of goodies, oo-er.

SEQUEL CITY
Hollywood continues to announce far more sequels than are good for it. Latest classified results are PROM NIGHT 4, XTRO 2, STEPFATHER 3, PUNISHER 2, CHILD’S PLAY 3, SCANNERS 2, THE UNNAMEABLE 2, THE HOWLING 7, YOUNG GUNS 3, ALIEN 4, ALIENS vs PREDATOR is a late result and telephone claims are required for anyone with a plausible script for DIE HARD...
HAPPY HENDERSON
THE JOURNO WITH A JINGO

THE STORY SO FAR......

IN HIS ATTEMPT TO KEEP POST APOCALYPSE OUT OF TROUBLE, HAPPY HENDERSON TOLD OUR POSTY WITH THE MOSTY TO GET HIS BUTT DOWN INTO THE MAIL ROOM SHARPISH. WHAT POSTY DIDN'T KNOW WAS THAT RIK, OUR JOURNO WITH A JINGO, HAD BREWED UP SOME PRETTY SPICY READER OFFERS.

LAST ISSUE

I KEPT HIM BUSY FOR WEEKS SORTING OUT ALL THOSE C64 TAPES FOR OUR READERS

BUT NOW WE'VE GOT A DIFFERENT PROBLEM

HIS BROTHER, POST ACROPOLIS, HAS TURNED UP FROM ATHENS FOR AN UNEXPECTED HOLIDAY.

SO TO KEEP THEM BOTH BUSY WE'VE DREAMED UP A NEW READERS CASSETTE OFFER. YOU CAN STILL SEND OFF FOR OUR FIRST OFFER OF TWO CASSETTES WHICH INCLUDE FLIMBO'S QUEST (DEMO), FINDERS KEEPERS, KENTILLA, MICRODOT, SPOTS AND RAINBOW CHASER + + +, OR YOU CAN NOW OBTAIN TWO OTHER CASSETTES THAT YOU MAY HAVE MISSED WHICH INCLUDE TURRICAN II DEMO, QUAD, RUNAWAY, BAZAIR, DOMINOES, LIBERTE AND TIME MACHINE DEMO FROM ACTIVISION. SIMPLY SEND A CHEQUE OR POSTAL ORDER FOR £3 MADE PAYABLE TO ALPHAVITE PUBLICATIONS LTD., ADDRESSED TO 20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 3HF AND WE'LL DO THE REST.

PLEASE SEND ME 2 CASSETTES OF GAMES.
FIRST OFFER  □ (FLIMBO'S QUEST ETC.)
SECOND OFFER □ (TURRICAN II ETC.)
I ENCLOSE MY CHEQUE/POSTAL ORDER FOR £3 MADE PAYABLE TO ALPHAVITE PUBLICATIONS LTD. OR DEBIT MY ACCESS/VisA NUMBER

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ADDRESS
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ALLOW 28 DAYS FOR DELIVERY
Post Apocalypse has been accused of putting backwards Satanic messages into the letters column - just like Judas Priest (dodgy 1970’s metal band) were meant to have done on their records - and has been locked up in a rather dank and gloomy cell underneath the High Court. The Judge can’t pluck up the courage to see him and Postie didn’t bust out in time for this month’s column but you can write to him at: Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

For this month, here to set things straight and clean things up is Postie’s preacher half-brother Post Enlightenment. Praise the Lord!

Sit up straight in those wooden seats, I’m Post Enlightenment. The Lord came to me in a dream and asked me to edit YC’s letters page. So there’ll be no sinful killin’ or swearin’ while I’m about. That Post Apocalypse is the son of the Devil himself, and no mistake.

**NUMBER OF THE BEAST**

Dear Posty,

Yo dude! How’s it hangin’?

But enough of this trendy jive, what I’m writing for is to ask you a teeny weeny amount of questions:

1) Will some of the fab games like Shadow of the Beast be converted to C64 tape from C64 console originals?
2) Will you be making all of your reviews colour in the future?
3) Is it possible to get an add-on Disc Drive for the C64, or do you need a memory expansion?

Matthew Smith, Mansfield

P.S. Print this or die!

PE: I noticed your mention of ‘The Beast’, this computer game must be one of the limbs of Satan himself! As for your questions, 1) If the Lord had meant this game to be released on tape he would have done it by now, 2) God gives us colour for many things and we must make the best use of it we can in YC, 3) Commodore do a disk drive for the 64 and you don’t need a scrap of extra memory, praise the Lord.
ALL CREATURES GREAT AND SMALL

Yo Ladz,
I just wanna say a few words while I’ve got the chance:

1) The magazine is really good and certainly worth the $7 I have to pay for it.
2) Rik Henderson must be the ugliest person ever to have worked with a C64.
3) Post Apocalypse is a miserable b*st*rd and should be bludgeoned to death with his own ganglies (?) - PE.
4) My compliments to the artists. Their work is excellent. Shame about the print quality.

Kristopher Roebuck,
Emusoft Designs,
Address not given

P.S. Can someone send me an autographed picture of Beverly Gardner?

PE: God’s creatures (like Rik) come in many different guises and we should appreciate all that He sends, even if some have been sent to try our Faith (just like Rik). I am still trying to make Post Apocalypse see the error of his ways, not by bludgeoning but by preaching sections of the Bible to him. Lastly, there is no place for lust on God’s Earth, so no more thoughts about Beverly or the Lord will strike you down where you stand.

C64 magazine That was until I saw YC. So far I have two issues and I have now placed an order at the newsagent for your fab mag.

I particularly enjoy your cover tapes, especially Knightmare (although I can’t solve it) and Frosty. And I really enjoyed your Post Apocalypse game (it was this game that made two of my C64-owning friends buy YC!).

Keep up the good work!

Lehan Richards,
Barooga, Australia

DON’T ALTAR ANYTHING

I used to be an avid reader of a certain other

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DISCIPLE OF THE MONTH

DIVINE GUIDANCE

I would like to thank Budgie, otherwise I would not have bought Silkworm. Budgie reported in the March issue that Silkworm was brill and gave it 5 stars.

I was going up to the counter with another game, saw Silkworm and remembered what Budgie said, so I bought it and it is extra brill.

Michael John Cremin,
County Cork, Eire

P.S. You’re cool and so is YC!

PE: It is not only the Good Book, The Bible, that offers advice on the way to live. The Budgie column and YC are but another of The Lord’s mouthpieces. Probably.

PULPIT UP!

Yo, Posty Dude!
Not being rude but where did you find those kinky leathers? Any chance of giving me some?

I got the mag last month and think it’s RAD. The tape’s great and the Swiv demo was really fab, it made me forget about those other three games which, erm, weren’t so fab. Anyhow, it’s worth the 4 spondulicks (That’s what it costs over here).

The reviews are good but there’s not enough of them, the sections should be enlarged and why aren’t there more competitions? Who wants posters (not me)?

Thomas Mc Deamott,
County Tipperary, Ireland

PE: Truly The Lord moves in mysterious ways and this must be one; showing you the path towards YC. Hallelujah! And thank you for spreading the word, I should make you an honorary disciple for your good works. My Church (The “Post Enlightenment Evangelical Way of the Concrete Cow Church” in Milton Keynes) needs more like you.

P.S. Rick’s a spaddle (?) - PE, don’t you agree?

P.P.S. Why doesn’t someone help Oozin’ Eugene, I feel sore-y for him!

PE: Kinky leathers? These are the leathers of the Lord. Too many preachers restrict themselves to dark-coloured suits or white robes. YC truly is very good, I agree, even if it does need the teachings of the Lord brought to it sometimes. As far as the reviews go, although Jesus could feed 5000 with only a few loaves and fishes, YC has to rely on the number of games released every month - more games = more reviews. And posters? I don’t hold with them either - my Church just has bare concrete walls, if bare walls were good enough for Jesus, they’re good enough for me.
WORLD CLASS HOTSHOTS FROM

**SPEEDKING**
formidable firepower in the palm of your hand

Designed for super accurate, high speed action. The fire button is positioned right under your trigger finger and unique micro switches let you feel and hear every move of the stick.

**NAVIGATOR**
awesome accuracy at your fingertips

Ergonomically designed for perfect grip, the natural trigger finger action gives super fast response with minimum fatigue. Unique microswitch modules give you precision control that you can feel and hear.

**SPEEDKING with AUTOFIRE**
SpeedKing performance plus easily accessible autofire switching for instant and even firepower.

**UNBEATABLE RELIABILITY**
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.
A spotlight falls on Jeff Davy and the audience go wild - cheering and shouting. “Come on down, the price is right!” shouts a voice as he bounds down the steps from the crowd. And then he woke up, and somebody gave him it’s TV Showtime to review. A coincidence? We don’t think so.

British TV is truly the best in the world. So how did we end up with Blockbusters, played by smug students with their cuddly toys, Bullseye, which occupies that boring Sunday afternoon slot when there’s nothing on the other channels, Every Second Counts, with the unspeakable Paul Daniels (only marginally less irritating than Emlyn Hughes), The Krypton Factor, with unnaturally clever accountants and teachers who have nothing better to do with their lives than memorise objects and solve jigsaws and, finally, Bob’s Full House which is just, well, unspeakable?

There is probably no understandable answer to that question but that’s no excuse for Domark to compile a whole lotta C64 games based on the sad shows mentioned above. But they have!

**BLOCKBUSTERS**

Call me juvenile if you will but I the sides of my mouth never fail to curl upwards when Blockbusters contestants say “I’d like a ‘P’ please, Bob”. And you do get to ask this in the C64 adaptation. For those who were too busy skateboarding to watch TV, Blockbusters is based around a rather large electric board with a grid of letters and a man called Bob. Bob (or “His Holiness” as some have called him) asks contestants which letter they’d like on the board and asks them to guess a word beginning with that letter from a clue. For example, What “P” is pink and lives in a farmyard, to which the answer would be “Pig”.

If the contestant gets it right, the unsuspecting circular wooden board? You are? Well Bullseye is right up your street because that’s almost exactly what you have to do.

You throw darts to get the opportunity to answer a question and the highest score gets the chance. If you get the question wrong, it’s passed to the other contestant.

Bully, the Jocky Wilson-like bull mascot of the TV programme pops up to tell you whether the question is right or wrong with a turn of his thumb. What an idol he is, truly.

**EVERY SECOND COUNTS**

Do you like quiz show with talentless giggling couples? Say “Yes Paul” and this could be your bag. Most of the answering is done by selecting true or false when you get asked a question.

The questions are in categories like drinks or TV programmes which you have the opportunity to select. The final round is a race-against-time round where you have three answer options. Wow!

Thankfully, Paul Daniels doesn’t make an appearance.
WTIME!

KRYPTON FACTOR

This one is just fiendish. My feeble mind was totally unable to cope with mind games involving remembering a sequence of events and missing words and puzzles and assault courses, all displayed in an impossibly dull and unexciting way. So I gave up. It seemed the right thing to do.

BOB'S FULL HOUSE

This is a test of reflex and skill. That and how long anyone can stand Bob Monkhouse. It is the contestant who gets to the buzzer first that gets to answer the questions and if they get it wrong, they are "wallied" for the next question, which means they can't answer.

As the rounds progress, more and more 'bingo-board' lights must be lit to get to the next stage until the final, where loads and loads of questions have to be answered within the ever-present time limit.

If you'd been sitting around thinking "I don't have any games which will test my knowledge and skill" then this is the package for you. If you're more keen on blasting the smeg out of huge swarms of alien death raiders then you really won't like this at all.

Me? I laughed. Especially at the furiously nodding or shaking head of Bob Holness in Blockbusters, the laughable idea behind Bulseye and the sheer feebleness of The Krypton Factor. Every Second Counts is my personal favourite - it's actually quite good and Bob's Full House? Well, my hatred of Bob Monkhouse overcomes me!

"Smashing, super, great! You've got two darts and a hundred and forty points to get, maybe you ought to use this hedgehog. Smashing, super, great!"

"We said "Can we have a P please Bob?", but he asked us to wait till the adverts!"

NAME: It's TV Showtime!
SUPPLIER: Domark/TV Games.
RELEASE DATE: Out now.

An interesting selection of trivia games, so varied that it will take quite a time to tire of them.
What is this ECTS thang? Egg Custard Tart Spectacular? Edwina Currie's Tattoo Shoppe? Evangelical Cleptomaniac's Thanksgiving Service? We sent Beverly Gardner to investigate and, boy, was she miffed when she found out it was the European Computer Trade Show.

When Jeffrey said to me “Bev, get down to Islington and report on the ECTS!”, I didn’t expect to mooch around for three days acquiring blisters and getting a sore throat. The computer industry’s meant to be fun, frantic, and exciting to boot. If I wanted to have the stuffing bored out of me I could have stayed at home and watched ‘Highway’, ho well.

But just when I thought it was all programmers with spotty faces and glasses held together with sticking plaster along comes a celeb. Johnny Ross was there with his pregnant wife in tow, and he seemed most intolerant when we (Jeff, Rik, and myself) jumped upon him and asked him to pose for a piccy (who wouldn’t?). And all this excitement was just the Sunday, for celeb factor we also found Jeremy Beadle hiding on the Virgin stand, ready to jump out on unsuspecting magazine journos no doubt.

I didn’t spend most of the show just walking about bumping into TeeVee twonks, some of it was spent in the bar (drinking pop, drinking pop), and the rest was conning some poor Public Relations executive into buying me a drink in the bar - I occasionally stopped to have a look at their latest games too, actually. Below I’ve listed all the stands that had some interesting commie product that we haven’t already previewed/reviewed (or moreover, companies that wanted to talk to YCJ).

**Virgin Mastertronic**

The Virgin stand had a bunch of reprobates playing silly buggers with some cardboard cutouts of Viz characters - sometimes it was hard to decide who was who.

**Product List for '91**

*Saraskon - A Mah-Jongg derivative that is sure to bore the pants off any Simpsons fan.*
Spot - Not just another puzzle game, it's got a cutey character at the helm, aaaaaaaaaaaaah!!!

**Rolling Ronny** - The game of the comic strip? You all know who we mean!!!

**KRISALIS**
A small stand tucked away at the back of the world. Doesn't mean that I wasn't interested in the few games that are promised before the end of the year, it just means that they didn't spend much cash on the stand, skinflicks.

**PRODUCT LIST FOR '91**

- **Jahangir Khan World Championship Squash** - Yep, that world famous sportsman that everybody knows!? Is the sponsor for this ball-bashing sim.
- **Manchester United Europe** - A completely new game to the superb Man Utd last year, with loads more presentation and a new European tournament structure.

**ELITE**
A big video screen played the arcade conversions that Elite's just signed up and that was the closest thing I got to entertainment all day. And they wouldn't even switch it over to Neighbours at lunchtime.

**PRODUCT LIST FOR '91**

- **World Championship Soccer** - It's still to come, and it's still a soccer game! European Championship

1992 - Based on the Tecmo arcade machine that wowed everybody at the ATEI '90.

**Caveman Ninja** - Ahem! A cutey beat-em-up thang.

**PRODUCT LIST FOR '92**

- **Suzuka GP/Winning Run II** - A driving game, and another coin-op licence (what do'ya want? Blood?)
- **Edward Randy** - Oh come on!

**DOMARK**
A well swanky "horse brutality" (Er, I think you mean "Hospitality"!) Ed suite stocked to the brim with soft drinks and coffee cups. And a few games, probably!

**PRODUCT LIST FOR '91**

- **Pitfighter** - No-holds barred beat-em-up with karate, kickboxing or wrestling.
- **Race Drivin'** - Revving up for the Christmas No 1 slot
- **Ramparts** - Spiffy and addictive medieval shoot-em-up/Tetris brick building strategy which is a GC's fav arcade game.
- **Thunderjaws** - Half aquatic and half land shoot-em-up (nothing to do with thighs)
- **RBI2 Baseball** - Realism is the name of the game here and even a tree hat to be thrown in (don't go mad, eh guys).

**STORM**
Everybody seemed to be crowded around Battleloads (THAT game), and it was very hard to try a do business with a thousand staff writers all clambering for position on the madly addictive game.

**PRODUCT LIST FOR '91**

- **Rod-land** - Another cute-em-up with two small jai geeks and magic wands.
- **Double Dragon III** - More like triple dragon.
- **Asylum** - Heavy Metal ain't got nothing on this action adventure.
- **Solar Jetman: Hunt for the Golden Warpship** - The official sequel to ages old games Jetpac and Lunar Jetman.
- **Big Run** - 'Nother coin-op conversion, and another driving game natch!

I'm sorry if I missed anybody out, but you probably didn't have any new GC64 product that we haven't mentioned elsewhere.

Also, you should've seen the state of Jeff and Rik the day after they went to the Hippodrome - the industry party to give out some sort of awards - the things I have to do eh? I even had to listen to the stories about how Les Dennis was the first comedian to die on stage and get paid seven grand to do so, I think he was the only one laughing at the end. But having finally gotten home, and with my feet in the big FC1 bowl of lake-warm water, it didn't seem all bad...

Until next year.
FEATURE

Yes - the quiz that tests people's knowledge of pointless computer trivia is back for its third and penultimate heat. The winner will go through to the final with a PR person, a programmer and a Managing Director in just two issues' time.

Y.C.'s cover tape and oversees Y.C., Paul has done some very interesting things: "Did I tell you I taught Radio Communication to Prince Charles?"

Post Apocalypse (Psycho Post Ed):
Postie doesn't care much about computer games. In fact, Postie doesn't care much about anything. Except killing. "Questions?" he bellows, "When do I get to shoot things?"

1. According to Gallup, how many budget games are sold for each full price game?

2. Who does Gallup show as selling more software than anyone else?

3. Who had to take hacksaws to their C64 Cartridges?
   Ha! ha! Can I have a clue? (Clue: My Bonny lies over the...) Ah! It wouldn't be Ocean would it? [1]

4. Who wrote BMX Simulator?
   The Darling Brothers. David and Richard. One of the two, wasn't it? [1/2]

5. What are the first names of the Oliver Twins?
   Ummm... Mr?... Ian? Um... err... um... I don't know! [0]

6. Name all the C64 games that Dizzy has appeared in to date
   Lock I really do think that this is taking on a particular CodeMasters slant! Ummm... Dizzy, Magicland Dizzy, Treasure Island Dizzy, C.J.'s Elephant Antics(\), Fast Food, Kwik Snax, Fantasy World Dizzy. [6]

7. What's the difference between a duck?
   Um... err... fiendish... one flies! [1]

8. What's the best thing a games fanatic can do with £2.99?

9. What's the best thing a games fanatic can do with 10.99?
   Ha ha ha... buy three CodeMasters games! [1] That's easy! Buy three CodeMasters games and save the rest towards the next CodeMasters game. [1]

10. How many hardware sprites are there on the C64?
    You sod! I don't know... absolutely not a clue! [0] No ideal. 16, 'cos it's crap, and I'm an Amiga man now! [0]

THE CONTESTANTS:

Jeff Davy (Ed):
Jeff is a recent convert to the C64 but has owned many other computers and has been jotting about games for years. "I expect I'll get completely thrashed", he says. Never a truer word was spoken...

Rik Henderson (Contribution Ed):
Rik is a guy you all know and, er, love. He's hoping to win the His'n'Hers exercise bicycles in this contest and is convinced that points make prizes. He's been swotting for weeks by reading old issues of Y.C. and watching "Family Fortunes".

Paul Rigby (Writer and Professional Sceptic):
Exciting Paul has just come back from an extended stay with a bunch of Orcs and Pixies and is confident that he'll make a mark on the quiz. "Oh-Ay, Eem, I'll have that prize. Alright-iz?".

Beverly Gardner (News Ed):
Beverly-Bubbles is immensely knowledgeable about computer games, so it says on this piece of paper with her writing on, anyway. She'd like a Blanket-Blank cheque book and pen. Er... Thanks Bev.

Paul Eves (Group Editor):
As well as being the very kind man who does all the technical bits for
### ANSWERS

1. Between two and three.
2. CodeMasters
3. Ocean, 'cos some of the cartridges they made wouldn't fit in the back of a normal 64 and had to be, er, trimmed.
4. Richard Darling
5. Philip and Andrew
6. Fast Food, Kwik Snax, Dizzy, Treasure Island Dizzy, Fantasy World Dizzy, Magicland Dizzy, Panic Dizzy (It's alright not to get the last one)
7. One flea (Er... Right - Ed)
8. Buy a CodeMasters game
9. Buy three CodeMasters games
10. Eight

### The YC Staff

<table>
<thead>
<tr>
<th>BG</th>
<th>PR</th>
<th>PE</th>
<th>PA</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Three</strong></td>
<td>Er... Um... Five... no! Eight!</td>
<td>2?? It's got to be something like that...</td>
<td>No idea.</td>
</tr>
<tr>
<td><strong>CodeMasters</strong></td>
<td>Sega?... no, hold on - CodeMasters!</td>
<td>CodeMasters!</td>
<td>Er...</td>
</tr>
<tr>
<td><strong>Virgin? No - OCEAN, OCEAN, OCEAN! It was definitely Ocean!</strong></td>
<td>Er... Umm...</td>
<td>Ocean?</td>
<td>Hacksaws? I would've used CHAINSAWS!</td>
</tr>
<tr>
<td><strong>The Darling Brothers - David and Richard Darling. (half point for inaccuracy)</strong></td>
<td>Ummm... Ummm... Freddy from Friday the 13th.</td>
<td>Richard Darling.</td>
<td>BMX Simulator? What about Large-Motorbike-With-Lots-Of-Weapons Simulator? I'd buy that.</td>
</tr>
<tr>
<td><strong>I know they wrote the Dizzy Collection... Bill and Ben?</strong></td>
<td>Oh God! Erm... I should know this one... ermmmmmm...</td>
<td>Philip and... (after some thought) Ah! Andrew. Knew they were named after royals...</td>
<td>Don't care!</td>
</tr>
<tr>
<td><strong>The Dizzy Collection and Kwik Snax.... Dizzy Simulator? (full marks for being clever and not having to reel off all the names)</strong></td>
<td>oh... bloody hell... ermm...</td>
<td>Pass...</td>
<td>Dizzy? What sort of a name for a hero is that. Now 'Post Apocalypse's is a good name...</td>
</tr>
<tr>
<td><strong>One quack and another? (No, I don't understand this either - Mike)</strong></td>
<td>It's something to do with African swallows and coconuts, isn't it? (bonus point for a clever answer)</td>
<td>Down? (?)</td>
<td>I shot it!</td>
</tr>
<tr>
<td><strong>Buy a CodeMasters game!</strong></td>
<td>Buy a CodeMasters game?</td>
<td>Buy a CodeMasters game.</td>
<td>Buy a bullet...</td>
</tr>
<tr>
<td><strong>Buy five copies of YC...</strong></td>
<td>Buy three CodeMasters games...</td>
<td>Buy three CodeMasters games!</td>
<td>...Then buy a gun to put it in.</td>
</tr>
<tr>
<td><strong>What? Is a hardware sprite where you plug something in, or are we talking graphics here? Um... Two.</strong></td>
<td>Ahhh... I know this... no I don't... six? three? twelve?... eight!</td>
<td>Easy - eight!</td>
<td>The only hardware I know about is for killin' things!</td>
</tr>
</tbody>
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Gardner - 11 1/2

Rik Henderson - 12

The Winner! (It's a fix! - the Others!!!): Jeff Davy - 12 1/2
A NEW DIMENSION IN COMPUTER GAMING!

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Seek your fortune in the wilderness, explore the depths of the earth, seek employment in the towns and cities, research new spells and magic, seek favour with the gods through prayer and great deeds, do battle against the creatures of darkness and other players. These are just a few of the options available to you.

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IT'S FREE!
FREE PBM GAMES CATALOGUE AVAILABLE!
Simone Dale was overjoyed when he got this compilation. Now he won’t have to spend his Y.C. wages (50p) at the local arcade on a game of Vigilante! Unfortunately he (and a little pixie helper) then had to review it. Bad luck, huh?

Yet another arcade game compilation emerges from the Commie and the question is, is it any good? Read on.

VIGILANTE
Oh no! The skinheads have kidnapped Madonna and you, the Vigilante, must give them a good spanking. If you’re lucky and you rescue Madonna you might get to give her a spanking too (Oo-er!), but according to the instruction manual it is 1994, so perhaps it’s not worth rescuing her - she’s looking a bit ropey now and it’s only 1991!

The basic idea is to keep moving to the right and stop the baddies from draining your much-needed energy.

DYNASTY WARS
No this game isn’t about a tacky American soap which was ended due to public opinion, this game is much, much better (although anything would be, apart from tacky Australian soaps). Dynasty Wars is a combat game which takes place on horseback, with a quest to topple the evil dictator Thung Choc, who, it has to be said, sounds rather like a flavour of ice cream. And, basically, you go from level to level hitting things.

GHOULS AND GHOSTS
As everybody knows, this one is the sequel to Ghosts and Goblins which involved a man in a suit of armour trying to avoid ghosts, killing ghouls and nasties and climbing up ladders. Ghouls and Ghosts on the other hand is, er, almost exactly the same.

Resplendent in your tin can suit you scamp your from the left to the right of the screen for five levels, up hill and over dale (no holl), trying to avoid the undead with the eventual aim of rescuing one Princess Hul. What I wonder is, does she want to be rescued? And, more the point, does she want to be rescued by a short, grubby knight who’s all sweaty and nasty after running through five levels of undead?

HAMMERFIST
There doesn’t seem to be much future in being an artificial, computer-controlled hologram. I mean, someone trips over the power-pack of the computer and you’re history, eh?

Still, you play one in Hammerfist. Two, in fact. One who hits things and one who does a load of gymnastic-type things. You get to, rather schizofronically, swap between the two whenever you like as conditions dictate.

Basically, this one’s a flick-screen kill-fest, full of aliens, technician and things to trash. Good, eh?

NINJA SPIRIT
Not, in fact, a lethal Japanese drink but a game about a Ninja. Actually, not a REAL Ninja but the spirit of a white wolf who has taken the form of a Ninja. Um, right.

This is another excuse for thracking enemies with vivid Ninja powers and getting the chance to work your way up in weapon-terms by collecting dead Ninjas’ ‘spirit balls’.

To tell the truth, ‘spirit balls’ describes this game very well.

At least two of these games are rather good - Hammerfist and Ghouls and Ghoosts - even if the latter is a bit hard but generally the standard is not very high. They try hard to capture the spirit of the arcade games they’re based on but mostly fall short of the mark.

**Coin-Op Hits II**

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No this game isn’t about a tacky American soap which was ended due to public opinion, this game is much, much better (although anything would be, apart from tacky Australian soaps). Dynasty Wars is a combat game which takes place on horseback, with a quest to topple the evil dictator Thung Choc, who, it has to be said, sounds rather like a flavour of ice cream. And, basically, you go from level to level hitting things.

**Ghouls and Ghousts**

As everybody knows, this one is the sequel to Ghosts and Goblins which involved a man in a suit of armour trying to avoid ghosts, killing ghouls and nasties and climbing up ladders. Ghouls and Ghosts on the other hand is, er, almost exactly the same.

Resplendent in your tin can suit you scamp your from the left to the right of the screen for five levels, up hill and over dale (no holl), trying to avoid the undead with the eventual aim of rescuing one Princess Hul. What I wonder is, does she want to be rescued? And, more the point, does she want to be rescued by a short, grubby knight who’s all sweaty and nasty after running through five levels of undead?

**Hammerfist**

There doesn’t seem to be much future in being an artificial, computer-controlled hologram. I mean, someone trips over the power-pack of the computer and you’re history, eh?

Still, you play one in Hammerfist. Two, in fact. One who hits things and one who does a load of gymnastic-type things. You get to, rather schizofronically, swap between the two whenever you like as conditions dictate.

Basically, this one’s a flick-screen kill-fest, full of aliens, technician and things to trash. Good, eh?

**Ninja Spirit**

Not, in fact, a lethal Japanese drink but a game about a Ninja. Actually, not a REAL Ninja but the spirit of a white wolf who has taken the form of a Ninja. Um, right.

This is another excuse for thracking enemies with vivid Ninja powers and getting the chance to work your way up in weapon-terms by collecting dead Ninjas’ ‘spirit balls’.

To tell the truth, ‘spirit balls’ describes this game very well.

At least two of these games are rather good - Hammerfist and Ghouls and Ghoosts - even if the latter is a bit hard but generally the standard is not very high. They try hard to capture the spirit of the arcade games they’re based on but mostly fall short of the mark.

**Credit Card**

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<td>One or two games have pretty hot tunes, especially G+G.</td>
<td>Mostly a bit below par, but some exceptions, like Hammerfist.</td>
<td>At least one of the games will keep you going...</td>
<td>For a few months, probably.</td>
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**NAME:** Coin-Op Hits II  
**SUPPLIER:** US Gold  
**PRICE:** £16.34 tape, £20.42 Disk  
**RELEASE DATE:** Out now

**Overall:** 80%

Five-in-a-box is as good an offer as you’ll get for a pile of dating U.S. Gold arcade conversions so it could be worth a plunge.
I PLAY 3D SOCCER

And the players all stood around waiting for their half-time oranges and a good rub-down by the physio!

“Navy Seals?” said Jeff Davy, “That’s a strange colour for a sea mammal to be. It’s a what? A game? Oh.”

Apparently only the elite SEAL team can rescue a shot-down helicopter crew in the Gulf of Oman and then destroy a stash of missiles in Beirut. Well, if Sean Penn can do it in the film then I reckon anyone can do it.

So your SEAL (not to be confused with the Seal who sang “Crazy”) is dropped into the action which takes place over six levels of Harbour, Communications Tower, Prison, Port and the Streets of Beirut and takes the form of levels full of platforms, ladders and terrorists, who’d sooner shoot you than ask the time.

To get around the level your SEAL must jump over packing cases and the like.

NAVY SEALS
When it comes to completely useless titles to give your average Commie game, I Play 3D Soccer is by far the poo-erest! I Play Rick Henderson shows them I-ties a thing or two about footy...

What do those Italian fellows know about football? I mean, who won the world cup in '66, eh? Not them pizza-scoffers, that's for sure! Mind you, they may not play the same as us but the average crowd at Inter Milan outnumbers our top clubs' attendances by two to one. Oh well, we only invented the sport.

"But what relevance is all this?" you scream at this confusing hack, "What on earth are you talking about, you buffoon?!" There is method to my madness, since I Play 3D Soccer is an import from the land that also brought us Roman noses and Crucifixion (Italy, of course). It's rather different to your run-of-the-mill excursion into the wild and extremely wonderful world of football arcade-action games of the simulation kind (that was my idea), in the respect that it's all in gorgeous, splendid 3D-o-vision (and who'd have guessed it).

But lo, you need not don a pair of milk bottle tops and rose-tinted glasses to experience this almost virtual reality, all you have to do is plug your joystick into the thingummy at the side and away you go. It's also almost unique 'cause you get to play one player throughout the whole match (ie. you can be a striker, defender, or midfielder), and there can be moments in the game where you'll be standing around doing very little indeed.

The competition structure revolves around the UEFA cup (or any knock-out tournament, really), and you can even get a friend to participate (by taking on another player on the same team).

During the game you can show the opposition the metal of your studs - something I happen to do quite often - and up-end them, but you don't seem to be sent off or anything like that (a bit like Italian football really). It doesn't have the offside rule either, like every other game on the market, and if you do manage to draw (cause even on easy peasy mode it's hard to win) there's extra time and then a penalty shoot-out.

The whole thang is very smooth, moves incredibly quickly, and although the graphics are particualtly sad you can rest assured that any footy fan'll be playing this till the cows come home, or at least until they appear in Fred the butcher's.

Footy fans will welcome this new perspective, and it's promising to see that at a time when the rest are doing the same dang, those I-ties are experimenting.

NAME: I Play 3D Soccer.
SUPPLIER: Simulmondo.
RELEASE DATE: Out now.

Footy fans will welcome this new perspective, and it's promising to see that at a time when the rest are doing the same dang, those I-ties are experimenting.

NAME: Navy Seals.
SUPPLIER: Ocean.
RELEASE DATE: Out now.

What could have been a great game is spoilt by its sheer unplayability.
budgie game, and would probably fill a gap on a rainy Sunday afternoon.

0000 - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

0000 - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.

AND THE LORD SAID: "LET THIS BE THE BUDGIE COLUMN!" AND IT WAS...

THE SKORES

NO SKORE - This game is too abysmal for words.

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

00 - Not even worth a look. It's only appeal would be for amusement.

000 - This is an average

GALDREGONS DOMAIN

PLAYERS £2.99

I have a certain fondness for roleplay games; I remember almost tearfully my scruffy bits of paper crammed with character ratings and potions. 'Galdregons Domain' on the Players albel is, then, my kind of game.

Like all RPG's it's got a ripping good story. This one centres on the five gems of Moonshadow. You get to knife things as well as solving fiendish puzzles. And the further you get into the game, the better weapons you can find lying around. This means you can kill all the fiendish beasties that wander and fly about, trying to wipe out your energy. When it all runs out, it's game over, no more adventuring, matey. Yup, only one life.

You're running all the time against a strict time limit. The bad moon, Septerios, slowly obscures Fulax, the good moon and if the latter becomes completely covered, it's the end of the game.

There's no question that this game is quite, quite, hard.

The upshot of all this airy-fairy nonsense is that there's a whole fantasy world out there full of trees, platforms, monsters and... objects.

And this is the important bit, for Moonshadow is like one of the arcade adventures of the early '80s. You can carry six objects at a time and each object has an important use.

If you've played some of the Dizzy series, you'll get the idea.

But, unlike Dizzy and its ilk, there's killing in...
Zator, which Azazel - an evil wizard who could easily be a washing powder: 'Azazel Automatic'? - wants to get his hands upon.
You have to stop him by being downright hard and getting them first.
The well-laid-out screen has smooth 3D graphics on it and up/down icons & a compass guide you through the game - which begins in a castle.
I am tempted to say that what it lacks is a map because at the start, the stark black and white identical parallel corridors of the castle can be very confusing. But, the effect of this is increased compulsion and a greater determination to sort everything out.
Although you play a barbarian (not noted for their high IQs), this is a game that teases your wits with its complexity and is packed full of loads of cool places.

Some of the manipulations (oo-er!) are a bit difficult at first but the whole game is logical and the more you play it, the more compulsive it becomes.
This is one that will stand the test of time.

**SKORE:** 0000

**SPITTING IMAGE**

**HIT SQUAD** £2.99

Those latex lovelies extend their repertoire into the realm of sprites but Spitting Image, for all its 'Save the World' pretensions is a thinly disguised, non-progressive, martial arts game, the like of which has been seen billions of times before,

First you choose an opponent and champion from the motley crew of world leaders, including Mags and Ronnie (It's a bit dated, y'know). The you beat each others' heads in, the essence of this bit being how fast you shift the joystick round.

The only variation comes from whether you 'do it in the Vatican' (oo-er!) or on the England vs. South Africa rugby field.

The idea of beating the crap out of P.W. Botha (Even if he's since resigned as the president of S. Africa) is a definite plus and this is the only strength of the game - perceived revenge on people with Power who cock up badly. This is realised in the two-player game where the idea of saving the world is abandoned in favour of pure, mindless violence.

Even though righting the World's wrongs with a bit of violence could make a great game, Spitting Image doesn't work. The need for loading and reloading side B after every bout is an irritating feature that lowers the addictivity to about half what it could be and its longevity to about 5 seconds - maybe 10 for Ron and his B movie ape co-star!

**SKORE:** 00

Awkward, out-dated and tired. About as interesting as watching leaves drop off trees.
If you were into Soccer Manager when it came out then maybe you'll enjoy this. If you weren't then forget it. Very repetitive gameplay and a very old/tried and tested idea don't really entertain any more.

I have to admit that the graphics on the whole are not too bad, the icons are nice, with overlaid sprites creating fine multicolour.

It all runs very smoothly but with its ancient idea and zero sound I just wouldn't shell out even a few quid for it.

SKORE: ☀

"Star Control to Major Tom...", David Bowie wouldn't have made head nor tail of it but Space Admiral Jeff Davy has stepped into the breach. Stand by to repel alien boarders!

The Ur-Quans are coming! The Ur-Quans are coming! And they are, from the farthest reaches of space. The Ur-Quan Hierarchy to tell the truth. And they're mean. Very mean. More mean than something quite, quite mean, like Post Apocalypse when he can't find any of his large guns.

Either way, they're coming (Yes, yes, we know - Readers) and the Earth has been dragged into an interstellar war it didn't even know about, let alone start. Epic races prepare to clash. On the Ur-Quan side there are the jelly-like Umga, the vengeful Androsynths, the evil and fanatical Ilwrath and the "That's my planet, well, it is now!"-merchants, the Ur-Quans themselves. Ranged against them, their mighty battlecruisers poised on the edge of space, are the Earthlings (Hurrah), the Mycon - who cannily regenerate and reproduce after each battle - tree creatures the Yehat, and the Chenjesu, the folks that alerted Earth to the Ur-Quans (who are, of course, coming).

You're grappled now, aren't you, with the vision of an imminent and messy space-battle, punctuated by high explosive sounds FX and engrossing arcade action. And actually you'd, er, be a bit wrong. It's a strategy game - no, come back, you'll like it, and I've barely finished the prologue (Missus). You do get to shoot things, honest.

OK. So the screen goes to a mass of stars, with your starbase at the bottom right (in a rather tiny icon form). It is from your starbase that you build ships (of increasing value) and send them out into the the dark void.

The ships can then leap from star to star (you're limited to moving only about three things a turn), fortifying...
The Ur-Quans are coming! The Ur-Quans are coming!
And they are, from the farthest reaches of space.
The Ur-Quan Hierarchy to tell the truth. And they're mean.
Very mean. More mean than something quite, quite mean,
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It's a strategy game - no, come back, you'll like it,

with a multi-purpose blamomatic sidearm that follows your ship and helps to wipe out oncoming aliens. A longer burst of concentrated zap-o-kill is achieved by holding the fire button down, without auto-fire!
This helps to remove the particularly large and scary end of level baddies.

The graphics are really superb, with some of the best multi-colour sprites I have ever seen on the 64. The music is good and the sound effects really compliment the game well,
On the whole one of the most awesome shoot'em ups on the Commo, a real must for blast-junkies.

SKORE: 1/2

JOCKY WILSON'S DARTS

ZEPPELIN £2.99

(YC Health Warning: Do Not Under Any Circumstances try steps 1 to 5 below at home - or anywhere - Richard Taylor is a very sick man and a

Step 1: Go to the Pub and buy 14 pints of Stella Artois lager. 2: Drink them. 3: Go home and load this game. 4: Vomit all over you 64, TV, carpet, bed, etc. 5: Realise that this game was a bad move and go back to the pub.

Yes, this game is boring. It's been done too many times under different names. Admittedly Zeppelin have tried to vary the theme by adding a few games, e.g. Scram, Dart Bowls, Ten Dart Century and Shanghai Football. But then, when it comes to it, darts is darts, Bob.

If you already own a darts game then I couldn't really recommend this. If you don't
and the idea of large men with beer guts throwing pointed sticks appeals then take a look.

SKORE: 0
MAVERICK 1

The Bondwell 'Maverick 1' is the Porsche 929 Turbo of the joystick industry. It contains two leads so that you only need to but one joystick for two players. The Maverick 1 also has a top mounted autofire slider, two fire buttons, a computer selector and fitted with the new microswitch.

PRICE: £14.99

PYTHOIN 1

The Quickshot 'Python 1' is quite similar to the Apache, but additionally offers an autofire just below the top fire button, and with a fire button on the front finger trigger as well. FITTED with the new microswitch.

PRICE: £9.99
LOTUS ESPRIT TURBO CHALLENGE
£7.50 CASSETTE & £10.99 DISC

Feel the thrill of accelerating from 0 to 60 in 4.7 seconds as you race head to head over hills, through valleys and around vicious bends gripping the wheel of your Lotus Esprit Turbo.

Game features include:
- 3D split screen 1 or 2 player action
- 32 courses across 3 different levels
- 20 competing cars
- multi-hazard Turbo racing
- refuelling and pitstop decision tactics.

ORDER FORM AND INFORMATION
All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: SOFTWARE CITY, Unit 4, The Bdc, 21 Temple Street, Wolverhampton WV2 4AN.

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Although really times, playing of -

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fun, playing, though at times very frustrating, game.

SKORE: ⭐⭐⭐ 1/2

glorified Ark 1, I thought that any improvements that had been made make it well worth a look even for old ex-Arkanoid fans.

The idea is simple, bounce the ball of your bat, or 'Vais', to knock away a variety of bricks. Sounds easy but bricks just don't seem to be bricks any more. Some disappear when hit, some regenerate, some start moving and some just refuse to die.

There are plenty of bonus objects to pick up, including lasers, multiballs (more than average!), regenerating balls, level warp, glue, ghost bat, indestructa-balls and others.

If you have a Neos or 1531 mouse then I strongly recommend using it. If not then I strongly recommend borrowing one off your Amiga chums!

A fun, playable, though at times very frustrating, game.

LOTUS TURBO

“Can you get into the Lotus position?” asked Simon Dale’s Yoga teacher. “Yes!” replied Simon, before donning his leather gloves and getting into the driving seat of a rather nice red motor.

Climb into your turbo Lotus and prepare to burn rubber through 32 action-packed tracks on three exciting levels.

There are twenty cars in a race and you must weave your way through eleven of them in order to get into the top eight to qualify for the next race. In your travels you encounter many different experiences, such as screaming around tight bends, burning over steep hills, guiding your Lotus through road works which block one lane of the track (Sounds much like the M25 to me - Ed), refuelling at a pit stop in a hectic race-deciding situation, Speeding from 0 to 60 in 4.7 seconds and racing a friend in a brilliant split screen game.

The levels are put in order of difficulty, easy, medium, difficult and practice. On the easy level there are seven races to complete, on the medium there are ten, on the difficult there are fifteen and on the practice you can drive your Lotus on a specially designed practice track to help you to get into the swing of Lotus racing.

On harder levels you have obstacles such as dead creatures in the road and water at the bottom of hills, these levels are invariably the ones which you must refuel on. The hard level was also the one that I found you could be overtaken the most.

In putting a game of this standard onto the C64 a few minor graphical problems have arisen, you can appear to go through the the side of a competitors car when you overtake it very tightly and when you go down a hill at a great speed the foreground scenery has to rise and this tends to do so rather jerkily.

And Gremlin, you can't fool me. You can't make people believe that the opponents' cars are different graphics when they are really a different coloured version of your own Lotus!

One thing that did disappoint me about LET.C is that if you happen to crash you don't explode into a giant fireball, you just bounce off and your speed decreases quite considerably. No fun!

But think yourselves lucky because the Spectrum and the Amstrad can only cope with sixteen cars on the one player game and in the two player game there are only ten cars, although the faithful 64 can cope with twenty cars on both one and two player games. Humph.
Lotus Esprit Turbo Challenge is a great game for an eight bit machine and well worth getting if you enjoy racing games.
In which Jeff Davy makes some moral points about drugs and alcohol and previews a game about a rather powerful red motor car.

Inspiration comes hard, sitting in an obscure Milton Keynes suburban hostel. The formica drips with dull 1970's lack of atmosphere. The PVC-upholstered sofas exude dullness and the drink sits in its cloudy glass, fizzing a trifle flatly.

It occurs that it's time to draw your attention to an important social message - "Don't drink and drive". I certainly wouldn't drink and drive. One of the major factors (apart from it being dangerous) is that I don't have a car.

If I did (we can see your predictable link to the game thundering over the horizon, right now - Clued-up Readers) it would possibly be a large sports car like the one in Turbocharge, which is rather angular and Lamborghini-like and mighty fast.

It also has a rather convenient grenade launcher on the front (how many times have you wanted one of them attached to the front of the bus you're in - stuck in dry, hot, honking traffic) and a readily-available handgun for the driver.

That and a moral scenario. The Mr/Ms Bigs of the drug world are running convoys along the highways of Basildon, er, the US (that was it) and you're the bod for the job in the swanky motor.

The convoys are speeding their way across State boundaries which normal Police cannot cross. Says Mr Big: "This State Police business is rather funny, they can't follow us over the borders. We can just ship our drugs around as much as we like and make tons of lovely, lovely cash!"

[CUT TO SHOT OF FAT BUSINESS TYCOON WITH CIGAR WALLOWING IN LARGE AMOUNTS OF FILTHY LUCRE]

But into the rear view mirror of the latest of the convoys comes a large red car. The chase is on...

And what a chase. Turbocharge trashes other driving games into the ground. There are no tight bends to slide off at and crash because by controlling the car (so it seems) you control the road. No, settle down at the back there, it's true.

This means that you need spend less frustrating time crashing and more time shooting; cars, lorries and all manner of opponents.

The pace is fast and frenetic. The enemy spares little in its quest to blow you off the road. Planes strafe the road, Choppers (with moving rotors) drop things on you and armoured cars draw alongside to 'take you
out'. And that's not a night at the cinema and a rather nice Biryani, that's the business end of a large machine gun poked perilously close to your nose with your offering coming very close, very fast.

And don't forget the mines (the Seven Dwarves certainly didn't) and more, over many separate and changing levels, chock-full of roadside graphics and mean hills.

As the roads fork, the car swishes into tunnels (turning darker appropriately and fast at that) and you die, turning over in a cloud of dust and explosion, you begin to appreciate what appears to be a great technical achievement on the 64. It's fast, fantastic and packed with little technical achievements that you don't immediately spot but which really add to the game.

It's unquestionably what Roadblasters, Chase HQ and Special Criminal Investigation should have been on the 64. And if this was just the preview version, let me at the final version as soon as possible.

A hackneyed format the driving game may be but System 3 have the edge on it now.

This is Chris Butler, the programmer of Turbocharge. This deep and mysterious picture aptly sums up his mysterious past. He's programmed many games including Power Drift. Of course, we could have printed the mad picture with the screwdriver, but that wouldn't have been deep and mysterious and would rather have spoiled the link, wouldn't it.
First we had the famous five, then the secret seven, now comes the spiffy four. Rik Henderson looks through this pack to find out which game is Timmy the dog.

"What?" I hear you cry, "We've already read a review of a System 3 compilation!" And you have. But lo, here's another juicy morsel to treat your commie with, cause it's got four of the best recent System 3 games on an all for the price of 50 bags of crisps (my average dinner).

**MYTH**
This is the only game that's on this pack and The Premier Collection, but is well worth it.

When it came out it redefined the meaning of arcade adventure with it's marriage of incredible platform style gameplay and fiendish puzzles and traps, as you (as a Michael J. Fox look-a-like in your Calvin Klein jockeys and Levis 501s) get to traverse several different timezones and confront several different mythological gods in order to give 'em the severest twatting of their immortality.

There was a gripe that went around a short while ago that Myth was a little too hard but with the superb quality of the graphics and the addictive gameplay you'll WANT to persevere.

**VENDETTA**
The Last Ninja games were popular enough to be verily ripped off and their style happened to pop up all over the gaff. Vendetta has many similarities but this is the official style copier of the century, and anyway it's got tonnes more besides.

For a start, apart from having superb arcade adventure gameplay with excellent puzzles to solve, there's possibly the smoothest driving game hidden under the meat that is Vendetta. At the end of each 3D section you have to drive to the next, and it has been said that Chase HQ has nothing on it (by me actually).

If you're after the most complete of games you could do worse than Vendetta, and it doesn't even show its age.

**IK+**
This is unashamedly a typical karate beat-em-up, but with so many extra funky bits that certain other jealous companies tried to copy it exactly (and failed miserably, I hasten to add).

For a start, instead of the usual two karate geezers facing each other in a bloody battle of fist vs. fist, it's time to wear clean underwear 'cause there's three of the buggers on screen at one time and you only control one of them.

(A friend can actually control
one of the others.
And after you've managed to beat the proverbial poo-oo out of your opponents there is the occasional bonus level (after every two normal levels) where you either have to kick bombs that fly on the screen before they blow up in your face, or deflect big, bouncing balls with a tiny tin plate (or something). There's not much more to it than

that but the action is furious, and he who does not like these sort of games deserves a dam good kicking in the lower abdomen.

**TUSKER**

Here's the dog, a particularly nice dog, but a dog none-the-less. It's an arcade adventure, but without the usual System 3 stamp of originality. You're an Indy Jones type adventurer (with a hat, mustn't forget the hat) and you must sort-of-like adventure in order to find the fabled elephant's graveyard (although it doesn't say why - perhaps you need a new set of teeth, and ivory would be ideal). And when you've discovered actually what you're meant to do it's time to trot off kill a few Arabs (hmm!), and erm... that's all I seemed to do actually because I'm really crap at these sort of things, but ho well that's life!

Tusker looks reasonable, sounds reasonable, and (I've been told) plays very well, if you really want a serious bit of Time Machine style arcade adventuring you've got it made 'ere mate!

Well, like the man who couldn't pronounce the word 'four' would say, "The System 3 pack is a rather splendid pack of four... ffooooo... ffoooooouuuu... erm... three plus one games!"

Quite a splendid collection of classic System 3 games, with only one of which (Myth) that's been on such a pack before.

**CREDIT CARD**

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Quite a splendid collection of classic System 3 games, with only one of which (Myth) that's been on such a pack before.
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REVIEW

DEATH KNIGHTS OF KRYNN
SUPPLIER: SSI/US GOLD
PRICE: ?
FORMAT: DISK

Death Knights of Krynn is the sequel to the successful Champions of Krynn, the AD&D RPG from SSI, distributed over here by cuddly US Gold.

A year has passed - no, really, trust me. A year since Takhisis’ (waddya mean “Who”? play the original game buddy!) followers were pretty badly beaten by you and the other good guys. However, now its time to partyyyyy! Over at Gargath, the outpost commander has laid on a spread (lots of sandwich triangles, lashings of ginger beer, you know the sort of thing). It’s the anniversary of the victory you see. So, always a sucker for a knees-up, off you trot. As the party grooves and someone gets beaten up for playing a Dross album, Lady Maya, who’s obviously had a few, get’s a bit melancholy. Our good Lady is a silver dragon in human form by the way - and you know how they can’t take their drink. Anyway she rambles on about Sir Karl who died during the war.

Just as the yawns begin to appear from the listening crowds there is a cry! But the beer is caught before it hits the floor. Then there is another cry! While everyone scans the floor looking for the broken beer barrel and wondering if they can salvage a small glassful out from the sky comes - Sir Karl! Well, it used to be him - he’s literally just skin and bone now. Seems like he’s defected to the evil side. Down he comes with a death dragon and a bunch of nightmares.

Karl shouts a few obscenities and leaves the nightmares to gate-crash the party. However Lady Maya flies (yep she’s been hitting the punch again) off after him. Meanwhile you’ve got a bunch of ravaging hosses to contend with.

Arriving on three disks, plus a 12-page rule book and a 60-page adventurer’s journal and a C64-specific reference leaflet, Death Knights of Krynn continues the improved Krynn system (improved over the Forgotten Realms effort, that is).

I do like the Krynn magic system which is controlled by three moons - each moon bringing its own magical benefits according to how each moon waxes and wanes. Mages can’t really dominate the game because they must study and memorise their spells which is a good thing as it retains play balance.

Death Knights sees the increased spell power of the mages and clerics, though. The cleric can now cast up to seventh level spells while mages can reach eighth level. Druids also make an appearance (via high level Rangers). Combat is more balanced in the Krynn system. The enemies are easier to kill and the enemy parties are scaled down.

In addition Dragonfear, the morale sapper that featured heavily in the TSR books, makes an appearance. Dragonfear is only troublesome from...
ADVENTURE

RECORDED DELIVERY

There's just enough room in this month's column to include a letter. Hang on I'll just get into the "creeping position". Right there we are. Thankyou, thankyou, thankyou for writing in with your comments and help. But please, please, please keep them coming. There's nothing I like better than to read the flowing prose of my faithful followers. Makes ya proud, it does. Right, bit of 'ush - J.Sykes wants a word;

Dear Paul,
Could you please help me [Certainly, Nurse? The screens! - Paul] with Adventure Soft's ageing game "Circus"? I'm completely stuck [hang on, I'll fetch a rope - Paul] and it's so annoying. What's the point of cutting the canvas and firing through the hole from the cannon? [Well that's beca...Paul] Where's the cable for the generator? [The cable? Oh tha...Paul] What's the snorkel for? [Oh, that's to...Paul] What's the metal bar for? [It's...Paul] Where's the goddamm petrol? [It's in th...Paul] How the hell do you get in the wagon? [Slow down! Let me get a word in! Good grief - Paul]
Could you please answer these questions before I throw the game out the window [Open it first won't you? - Paul] with - The Hobbit, Hulk, Gremlins, and Liberte (YC tape 9!)

Mr J.Sykes, Leytonstone, London.

P.S. Why are adventure games so damn hard? Are there any easier ones out there (except Danger Mouse)?

Well, Mr Sykes - or can I call you J? In answer to your second question, sure there are easier adventures. You have just been a little unlucky. Watch out for next month's column. I'll be looking at a couple of adventures that are right up your street.

Now onto your Circus queries:
1: It's your only means of escape.
2: To siphon some petrol.
3: To open the wagon and the locker inside the wagon.
4: In the generator.
5: Use the metal bar.

WINKS'N NUDGES

COLOSSAL CAVE ADVENTURE
Trouble with the bear? Sooth it with food/sandwiches/honey according to the version of the game then unlock the chain. The emerald treasure will fit through the crack. Attack the dragon with your bare hands. The black rod frightens the bird and creates bridges when waved near wide fissures.

CORRUPTION
At 1.54 go to Le Monaco to meet Jenny for lunch at 2.00. If you wait outside you'll see her arrive with David - wink, wink. Go in, have your lunch, leave just before 2.20 and you'll be run over. It's okay, that's meant to happen!

IMAGINATION
Paint the cord with the black paint then the Japanese soldier thinks you're a black belt. Play the yo-yo over the bottomless pit. It picks up a key that fits the cell in the citadel dungeon.

mature dragons but is only really worrying to low level characters.
There are many new creatures including a variety of new dragons (eg: spectral and undead dragons). Another new addition is the Paladin who can cast clerical spells upon reaching level 9. Also, Paladins are immune to disease.

Death Knights of Krynn is recommended for the role-player who enjoys a RPG with handfuls of tactical combat. It is not really aimed at the puzzle-orientated gamer in the same way that the later Ultimas are. That is not to say that Death Knights contains no puzzles or interaction. Far from it. However the emphasis is on the combat. As such Death Knights of Krynn is the best "tactical combat" RPG around.

RATING: 84%
GREMLINS 2 - THE NEW BATCH

Simon Dale is being hassled by small furry creatures, which keep dropping on him. We knew we shouldn't have let him loose in the Cuddly Toy department of Toys 'R' Us.

Gremlins 2 - The New Batch, no that isn't a typing error. Gremlins 2 is not a fun-packed action-filled game, in fact it's a load of complete rubbish. But I digress, on with the plot...

Old Mr Wing, the Chinese store-keeper, who took Gizmo (the original Gremlin) back from Billy (the first film's 'hero') after the mean gremlin Spike had been had been sunlit to death, has sadly kicked the bucket. Now you lead that illustrious hero Billy to certain death by trying to get Gizmo back from Clamp Pizzas genetic research lab.

The general idea of the game is to run along to the end of the game through the Gremlin-ridden pizza factory, the Gremlins pop onto the screen with pre-programmed movement patterns which you must remember, in order not to shoot up in the air and disintegrate, to help you in wiping out the gremlin fiends. You have been provided with a torch which is supposed to fire a beam (although it looks more like an egg to me).

Many weapons can be found and used against the green ghastlies, such as torches, tomatoes, telephones, frisbies and boomerangs. The frisbies look like giant polos and I fail to see how you can kill a gremlin with a telephone, a boomerang or tomato. The only weapon that looks like what it is supposed to be is the tomato, apart from the fact it is white. Bonus icons can be picked up if required, these have the following uses extra lives, points, extra time, Rambo Gizmo and mystery, each of these are represented as a white circle with the first letter of the use in it.

Many different Gremlins will hassle you along the way and invariably end up wiping you off the face of the game. These gremlins are as follows, Daffy, who curls up in a ball and rolls at you, Mohawk, who pops up all over the place and is generally mean, Electric, his name speaks for itself, George, who gets careless with cigar ash, Lenny, throws things at you, Sexygirl, blows killer kisses at you, Pogo hops about on his pogo stick and will not hesitate to hop on you and finally skate board who is very fast and best avoided.

All of these gremlins are badly drawn with very cramped sprites which makes Gremlins 2 an unremarkable game with bad graphics, tediously hard game play, annoying sound and boring platforms.

As with most games-of-films Gremlins 2 is not playable at all, it is much too hard, you have no energy to enable survival from more than one hit from the evil Gremlins.

Don't buy it unless you need to persuade a few friends that the 64 really does have bad games!
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