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C64  
C128



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ISSN 0269-8297



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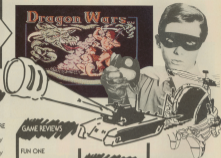
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### 64 COMPLETE SOFTWARE

Cellrator - previously published in CDU  
Blasball - previously published in CDU  
3 into 1 Plus - previously published in CDU

## FEATURES

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LE FRENCH  
CONNECTION.



# TINTIN ON THE MOON

Here we go again with another HC compo, this time one of Intergames. And we're not giving away one game to the first prize winner, we're not giving away two, we are in fact giving away NINE games (Intergames, last time released) to one lucky winner. And there are 10 copies of Tin Tin on the Moon for runners-up.

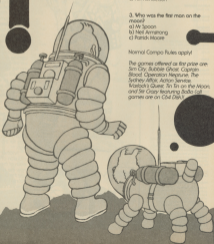
All you have to do is answer the following three SIMPLE (so easy even Action could do them) questions from the answers supplied, and write them on the back of a sealed envelope (or postcard) and send it, by April 30th, to:

French Games Compo,  
YC,  
Argus House,  
Boundary Way,  
Hemel Hempstead,  
HP3 7SL.

1. What is the name of Tin Tin's dog?  
a) Snowy  
b) Eric  
c) Moustapha
2. Who invented Tin Tin?  
a) Alfred the Baker  
b) Hergé  
c) Bill Henderson
3. Who was the first man on the moon?  
a) Mr Spoon  
b) Neil Armstrong  
c) Patrick Moore

Normal Compo Rules apply!

The games offered as the prize are: *Sea City*, *Bubble Ghost*, *Captain Blood*, *Operation Neptune*, *The Sydney Affair*, *Action Service*, *Wotcha's Quest*, *Tin Tin on the Moon*, and *Sir Gravy* featuring *Bodo* (all games are on C64 Disk).





# DATA

Travel on wheels!  
With the Ferrari!



• Ferrari-based formula one!

Just when you thought that Electronic Arts had abandoned the old faithful, *Ferrari Formula One* jumps up. Not only that but it promises to be the biggest, bestest version of all!

It features loads of goodies and lots of off-road strategy with the pure thrill and excitement of driving

a Ferrari. Everything that you can think of is included, like 16 different tracks, a comprehensive workshop feature, and many other features that come at your bottom. (I would say *Over*, but that's so 80s.)

It costs £9.99 for the Cassette version and £14.99 on Disk.



• Ferrari Formula One!





# THE INCREDIBLY FUNKY SPEAKEASY CHART TOP 30 COMICS

1. Legends of the Dark Knight 2 (DC)
2. Marshall Law Takes Manhattan (Epic)
3. Mr 39 (John Brown Publishing)
4. Ashram Asylum (DC/Titan)
5. X-Men 258 (Marvel)
6. Gotham by Gaslight (DC)
7. Hellblazer 25 (DC)
8. 3000AD 656 (Freeview)
9. Excalibur 19 (Marvel)
10. Detective Comics 611 (DC)
11. Justice League Europe 10 (DC)
12. X-Factor 50 (Marvel)
13. Excalibur Special Edition 2 (Marvel)
14. Aliens Vol 2 No 1 (Dark Horse)
15. Predator 2 (Dark Horse)
16. Hellraiser Book 1 (Titan)
17. Runer War Journal 14 (Marvel)
18. Sandman 14 (DC)
19. Spiderman 220 (Marvel)
20. The Eagle Man 1 (Far Man Press)
21. Avengers Silver Coast 54 (Marvel)
22. Wolverine 20 (Marvel)
23. Punisher 30 (Marvel)
24. Sandman 12 (DC)
25. Legends of the Dark Knight 1 (DC)
26. Justice League America 35 (DC)
27. 3000AD 657 (Freeview)
28. Topping the Vein 2 (Eclipse/Titan)
29. Swamp Thing 91 (DC)
30. 3000AD 656 (Freeview)

Chart supplied by **SPEAKEASY** - the *Organ of the Comic World* from information supplied by comic shops nationwide.



Who's the gummy one?

...and the Tottenham Hotspur League Manager, the latest in a series of football-themed titles. The new book by manager Alan Pardoe is in the top three Low Budget titles, the larger football titles are also well advised towards the top of the accuracy charts. The accusations against the book are to be expected as the book will be a must-read for anyone who has ever been involved in Football and Marketing. The book is available on CD-ROM. The book is available on CD-ROM. The book is available on CD-ROM.



▲ **BOB MACKEY** left's put a banner on it



▲ **CAPTAIN BLOOD** - Now being released for about the price of 7 bits of spart!

**SCRATCH AND GRIFF** ▶



# DATA



4. **JOHNNAH STEINER** - Score to be kept in your computer's memory

4. ...It's on the stand!



4. **CARTER HANSEN** - What if he became?

4. **SCOTCH HANLEY** - SHIP

## THE COMPUTER INDUSTRY KARMA OUTTA



4. **Ms. G** - If karma, it breaks and it breaks, but does it BT? Hootie Singh is about to find out!



4. **Hot Sheep** - This Jeff Miller caught in McDonald's (Sheep everywhere, start to record)



4. **The reaction BIL** looks like Adam West - if you look like someone send in your photos soon!

Those busy little boys at Activision, despite recently losing Amanda Berry, have been working double extra overtime. Two games are coming our way pretty soon, and they both sound crispy hot poogie stuff.

Hommerfest is based in the future - seldom are games based in the past - when men are really Cybermaus, women are real Cybermaus and Cybermaus are pretty much like real men and women. Other than acting really funky, exciting and utterly def (what?), you must punch, lick, moan and kiss (the Glasgow Kiss, that is) your way through many mutated beings for very little reason indeed.

Sonic Boom needs little introduction as a) it is vertically scrolling shooty, b) is based on the Sergio coin-op of the same name and, c) because it features little more than average action. Should be a good blast anyway.

They'll both cost around the £9.99 mark for the Cassette and £14.99 for the Disk versions.

# PROGRAMS GALORE

Commodore Disk User is a monthly magazine tailored specifically for C64 and C128 Disk Users. At \$2.75 per month it offers the best in all round value for money. Not only do you get an informative and lively magazine, you also get a free disk with each issue. You can purchase your copy on the third Friday of each month.

The following programs are featured on the April issue disk:

**Dot Programs/Hi Lite Boxes** - Two handy input routines

**Demos in Basic** - You don't need A/ C for impressive demos

**Characters to Sprites** - Transform your UDG characters to sprites

**Font Factory** - Complimentary program Characters to Sprites

**3D Test Machine** - An impressive visual display

**Screen Enhancer** - Another utility for creating impressive looking screens

**Spreadsheet 64** - Our first spreadsheet making use of the VEOX environment

**C128 Collection** - Three programs for all the C128 users

April's issue of Commodore Disk User will be on sale from Friday 23rd March 1990.

## PLAGUE

**PLAGUE**  
Be your planet's  
Dian and Defender

THE 1st MILLION

Commodore  
DISK USER

ISSN 0263-6514



# Post APOCALYPSE?

With a moniac at the helm, one wonders why people write in (I suppose Points of View has never had any problems). Post Apocalypse is no Ann Robinson, but get those pencils out for the man with more than the average weapon store...

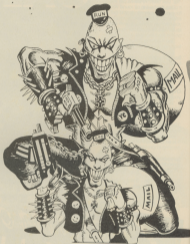
Help!!!

Help! I'm going batty!! Has anyone got a copy of 64 Topix Computing issue 7, it includes an excellent football game called League Soccer. If anyone, anywhere has a copy of it, or knows where I can find one could they please write to Neil Mayhead, 205 Nelson Road, Gillingham, Kent, ME7 4LU. Thank! Neil/mayhead Kent

PA: I think that letter says it all. Can anybody lend a hand?

LOADS A DASH

I have had my C64 for a year now and I have been reading Zap, but one day I picked up a copy of YC and was pleasantly surprised. I was amazed to see that the mag only



covered for the 64, unlike Zap and CU, and it hasn't converted to the superior Amiga.

I liked the idea of having free computer games on every mag, but I think the price is way too high, and if you lowered it you would get loads more readers. Jason Post, (BPC-30)

PA: Who said we need more readers? Anyway if you wish to

compare us to Zap, they are now priced £1.50, only 45p less than ourselves. 3-4 games for 45p can't be bad.

Good to see you liked our lethal dose of funkiness though, and as the only dedicated C64/YC mag around we hope to cater for your specific tastes every month (as long as you like chairovers, death and mayhem).



# COULD YOU BE A PR GIRLIE/ GEEZER ?

Have you got what it takes  
to hassle jaunts into  
reviewing your games?

Could you be (the next

Lesley Manford, Danielle  
Woodyart, or Beverly  
Gardner? Try this simple  
quiz and find out!

1. Do you know anything about  
computer games?

- a) Yes, loads!
- b) A little about Pacman.
- c) Nope, fuggit all! What is a computer?

2. You have a jaunt coming to  
your office. Do you...

- a) ...take him/her to an incredible  
restaurant for a stop-up meal?
- b) ...take him/her to the pub for a  
few beers?
- c) ...offer him/her a glass of milk and  
a wholesome digestive?

3. Your latest game is sponsored by  
a famous personality just arrested  
for drink driving and an industry  
hack asks you for a quote. Do you...

- a) ...mumble "Do we do that  
game?"
- b) ...quip "There is absolutely no  
alcohol in the game! Hot Hot!"
- c) ...whisper "The E-100 is on the  
way!"

4. You have arranged a press  
conference for your company's up  
and coming release 'Ninja Death  
Bliss with Antisocial' and you  
decide to dress up in a wacky  
costume as a gimmick. What do you  
wear?

- a) A simple tee-shirt through nighties.
- b) A Ninja Death Bliss outfit.
- c) Your best night-dancing gear.

5. You have been offered the cover  
of 'Your Cucumber' on the grounds  
that you do naughty things with the  
editor, a large mag, and industrial  
cleaning fluid. Do you...

- a) ...insist on a 99% score rate!
- b) ...refuse, a cover is not worth THAT  
much?
- c) ...include a few more household  
items to the list?

6. At the European Computer Trade  
Show your boss leaks over in the  
bar in a drunken stupor. Do you...

- a) ...rummage through his/her  
pockets for drink money for  
yours?
- b) ...pick him up and apologise to  
everybody around for the  
embarrassing situation?
- c) ...take photos and send them to  
YC for publication?

7. It has been commented in one of  
the top mags that your press  
releases are boring beyond belief.  
How do you ' jazz ' them up?

- a) ...use GIFs for the headline.
- b) ...hire an incredibly famous comic  
imp onto illustrate them.
- c) ...use words like 'def', 'rad', and  
'essentialism' (not a funky word,  
but bloody impressive!)



8. After a promise of a high score in exchange for an 'exclusive' review, you realize you have been ripped off and the game only gets 24%. Do you...

- a) ...buy a chainsaw immediately?
- b) ...sue the editor?
- c) ...rework the game so that the ed will look like a pro?

9. It has recently been revealed that you have been writing software reviews for magazines under a pseudonym. Do you...

- a) ...carry on writing reviews of your own games under the name of Dunston Dward?
- b) ...resign immediately and become editor of *Zzap!*?
- c) ...admit you were wrong and that you'd never do it again?

10. Your company's latest game, 'Big 'nobby Ones from Mercury', is the worst game ever seen. How do you promote it?

- a) You call it "The most original piece of software ever seen on a home computer".
- b) You call it "The best game since *Re-Mountain Bike Simulator!*".
- c) You resign and become a literary adviser (less crap to handle).

## SCORING

Just look up your scores then add them together to find out if you could be on the other end of our photoline!

- 1. a=10, b=5, c=0
- 2. a=5, b=10, c=0
- 3. a=0, b=5, c=10
- 4. a=0, b=10, c=5
- 5. a=10, b=0, c=5
- 6. a=10, b=0, c=5
- 7. a=0, b=10, c=5
- 8. a=10, b=0, c=5
- 9. a=5, b=10, c=0
- 10. a=0, b=3, c=10

## YOU SCORED

### 80-100

'Wow! You know so much about the computer games industry you must be either cheating or Bill Henderson (or both). PR is definitely NOT your scene, you know far too much about games and marketing. You have just the right blend of common sense and immaturity to become a journalist.



### 50-75

You are the perfect YC reader. Unfortunately you are too clever to become a PR person, and too moral to enter the world of games reviewing. Stick to buying the magazines and who knows, maybe one day you'll own your own chainsaw!

### 0-25

This score is so pathetic that you could only do public relations. The good news, though, is that you have just the blend of lack of wit and banality to succeed in this profession. In fact, you are so dim-witted that I should imagine software houses will be climbing over each other in eagerness to sign you onto their books.

74%

# NINJA WARRIORS



1 I didn't know Ninjas grabbed!



2 They don't play in real life!



3 I suppose old Ninjas might pool

my misdeed and therefore setting the budgets of one Mulk - a research scientist using the tools and skills of his disposal the day after.

Mulk created two remote control killing machines, one of which you find yourself controlling a force for world freedom and bigger goals.

Be it either of these, there is nothing quite like a robot ninja on the rampage. A black, sleek and a throwing knife in the hand and the opposition is routed. Rogue points attack from all sides with blades but a quick dash and a ribbon of blood decorates the air and they all come tumbling down to avoid that heavy crush you can sometimes feel the heads of the

opposition and the force comes into its own when faced with the robot army. Sharp-shooter, sniper, fire deadly hail and only a well timed jump or dash saves you from destruction. Occasionally a soldier with a gun launched green side appears. Charging the character has its disadvantages - or you're likely to head but the coming missile, it's up to your deduction.

Just when you thought you had the opposition covered they throw something large and noisy at you. As you charge through the street being chased to all you encounter, strange beasts will appear in the streets. The most scary you may be the mutated spider

hybrid. This monstrosity is more than capable of taking out the hero. Other noises include tanks which are invulnerable except for the runner who stops his head out of the turret and dog, who in their eagerness will chomp out of the horses and throw their lives away as they follow the danger also

At the end of the level you will receive something like a trophy than the previous parties. On level one this is a small weapon with a big sword and on level two a rare virtual gun blazing. You only have one life with which to complete the game. You lose inside if the robot's energy level hits zero. If you do survive to level you get the next with a full set of energy cells and if you don't you can always fall back on those three credits

in the machine. A final plus to the game is the simultaneous two player lets slaughter them action.

Supplier: Virgin Mastertronic  
Price: £9.99 Tape, £14.99 Disk

When you get to the top there is only one place for you to go and that is down, unless of course you are of an evil persuasion then you can kill the opposition and

crush the masses to stay in power indefinitely. Taking the lesson to heart world president Bangler gave the world reason to hate his name. During his systematic crushing of the masses Bangler made one



The release has coincided with the release of F-16 Combat Pilot from Digital Flair from Digital Integration. But will it be up to the standards set by its rival? Fighter Bomber is

toggled with a single key. There are only two different display panels: the weapons and navigation data.

Without doubt the most impressive features are the various views of the plane,

# 67%

# FIGHTER BOMBER

most definitely not on the same scale as Combat Pilot. It is almost a watered-down version.

The basic objective is fairly simple. Various on-screen menus give you the option of seven different aircraft. All have good and bad points and not all are suitable for all of the missions. Once a plane has been chosen, you must then select a mission. These are not as complex as in F-16. However, they do vary in size and difficulty. Information is available about the mission or you can alter or plan your route.

Then you are sent to weapons selection. This is very similar to F-16 but not as detailed or varied. Once you're done here you can get out to the runway. The graphics in Fighter Bomber are an attempt at combination of wire frame and solid 3D. Technically they work, however, the inclusion of filled in graphics makes the screen update painfully slow. The missiles are done in realistic perspective and slide off into the distance. Bombs are invisible but crunch into the ground on impact.

The control system works extremely well. The numerical keys are used to put on the thrust in increments of 10%. This allows ease control of power and the afterburner. Other controls include the normal undercarriage, sudden and airbrakes. Weapon selection is simple, being

Available by selection are views from the control tower (zoom in and out camera style), the view from above, from behind or the side. These are all rotatable. There is also a weapon's eye view and an enemy plane view. These are all very effective and filled in.

The missions are on the more part difficult. This is partly the idea but mostly the fact that the fighter is so slow. The impression of speed just isn't convincing at all. Flying towards a fixed ground feature seems to take forever and they aren't that interesting when you finally get there.

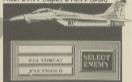
Dogfighting is a difficult yet challenging part of the game. The enemy planes are at no advantage to you in terms of speed. As usual in these games, though, the plots are tough to detect or close range.

Fighter Bomber just seems to lack the necessary depth required for simulation games to be successful. The programmers have concentrated too much on the different views and graphics. Instead they should have tried to cut down the movement time. As a result, Fighter Bomber pales into insignificance in the light of F-16 Combat Pilot. Amvision would have done better by avoiding the simulation and making the game more of a pure arcade type. Still, a nice attempt.

ACC

Supplier: ACTVISION

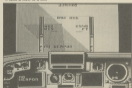
Price: £9.99 (tape) £14.99 (Disk)



• Death - jet shape!



• With a slow to a kill!



• This rock is the pilot!

# Steel



Supplier: Accolade  
Prices: £9.99 Tape, £16.99 Disk

So by tons of steel come rolling down the highway of hell with you or the helm. The enemy come head-on guns blazing and only skill and more than a little luck will see you through the day. If you prove your worth untold battles lie before you, but funk out, and you die, when the steel starts rolling there are only winners.

Getting your hands on the latest American hardware can prove a little expensive not to mention dangerous, so settle for the next best thing, Steel Thunder. You can choose between four types of tank to explore three countries in twenty-four missions. Rumbling across foreign landscapes letting rip with your canon is a gratifying experience which is all too soon ended when the enemy return fire and you find yourself piloting a pile of scrap. This is not an arcade game but a full blown tank simulation with

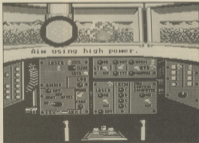
lots of dying (usually done by yourself).

The ever cheerful (and) commander dishes out the missions with relish. You select the country (Cuba, Syria or West Germany) and like a

conjecture, the missions appear before you. After selecting the killing ground you choose the hardware, a M48A1 Abrams, M60A3, M1 DoDley or the M551A2 Patton. Each tank has its own specialities so before selecting the vehicle for the mission it is best to look up the tank specifics in the user manual. You have your machine, now you need the crew. Apart from yourself you need a driver, a gunner, and a loader. For each job you are presented with a list of

possible troops complete with stats. Your job is to choose the team that will get the job done. One last procedure to follow before hitting the action and that is the armament. You can go with the pre-configured tank or customize it for your own style of fighting.

Crew assembled, you run through the final check before turning the ignition key to fame and glory and possibly (and probably) death. All systems check so you run through the start up



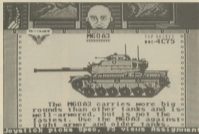
▲ High powered prototype hardware!

# Thunder

sequence, switching on the engine's rarer motion and aiming the smoke grenades. Go to the map, plot your course and tell the driver to roll.

You can switch from gunner, driver and command positions of the tank but a player with both in their view can issue the orders and lay back. When the tank starts to fall you know you have arrived. Lay down the smoke and switch the gunnery screen, the gunner loads the ammo you have selected and either you or the gunner can let up with those explosive shells.

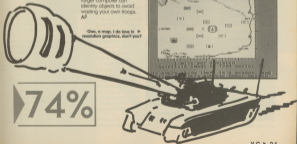
The view from your tank is limited, taken up mostly by the cross hairs and gauges. When you do encounter another vehicle or bunker the graphical



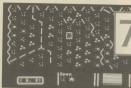
▲ I let the engine be called Thomas

Image is limited but the target computer can identify objects to avoid wasting your own troops. AP

«Yes, a map, I do love it! If resolution graphics, don't you?»



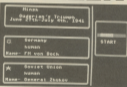
▶ 74%



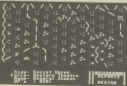
A briefing staff follows



# PANZER



A Germany 1, Soviet Union 50,000,000



A vastly different map than the one above

# 77%

Supplier: 3SG  
Price: £19.99

**P**anzer Battles is a tactical game from 3SG using the Battlefield system. You get the choice to build six enemy battles with ten non-death dealing machines. There are already too many battle scenarios. These are based on real life battles so you can rewrite history. These battles are based in *Meik, Moscow, Kharkov, Rzhev, and Orl.* Tanks and Kasars. The scenarios are all a bit hard to play as they are only.

Each battle is in depth and a complex strategic problem. Units can be given orders to move, fight, sneeze and retreat. Each side seeks to indicate the enemy. The various battles have different skill levels. Moscow being the lowest. Control is in the form of menus. Each menu interlinks with several others giving a branch effect. This means that every control can be accessed via the one menu. Thus the need for loads of controls is dispensed.

There are several unusual options available in Panzer Battles. The map on any one of the six battles can be completely redesigned. Also redesignable are the icons themselves. So if you think that you can do better than 3SG's graphic designers then you can prove it.

There is a plethora of information available to

the budding general. This goes as far as the weather forecast, the time and date. There are 12 different orders you can issue. These include deploy, defend, assault and support. Once you have set up your commands you can see the latest set of orders. You sit back and watch the fun begin.

Your battles are represented by regiments or formations. There is a power call, a status report can be obtained. Once you send in your forces it's the real war. You're left in the dark as to what's occurring on the field. After each turn you get to re-issue orders but make a mistake and you can't change your mind. The manuals are both very comprehensive and helpful. They describe the battlefield system and explain each 3SG menu step by step. It clearly is how to redesign the various graphics.

The other manual takes you through a typical turn of the Moscow battle. This is very useful for getting into the game when first playing. At the book these are detailed breakdowns of each battle, including notes for the player's assistance. The battle-ordering system lets you either rebuild a battle from scratch or change an existing scenario. This means the game holds a longer lasting appeal for the player.

The graphics are well done, but not superb, but that's what you'd expect from a wargame. There is a definite long term challenge in this game. The designer is a great boon to the lasting interest. This also makes it better value for money. For fans of wargames this is the ultimate. For non-fans this is an interesting pastime with a challenge. Strateges check it out. ACC

# WINDWALKER



Supplier: ORIGIN  
Price: £19.99 Disk

**K**hantia is a strange, fictional Oriental world. In Khantia, Good gives way to Evil and Evil to Good. The being the natural order of things, you, as the Good guy, have been called in. Your master Nobus has detected a new, great Evil in the world. You must join in the disciplines of armed and unarmed combat. Once fully competent in these arts you must then go forth and force the Evil to submit.

Your training can be as long or as short as you wish. But you'll soon discover that strikes get the living daylight extracted from them. Thus it is a good idea to spend as much time as possible training. The training consists of fighting a number of set opponents. These all look remarkably similar, like fleaves armed with knives. You have to combat them in alternate bouts, with a quarterstaff or bare handed.

You have six moves of

your disposal, with kicks, somersaults and punches. The enemy is quick and sharp wined but can be defeated with practice. Once it's over you can rewatch your experience. This shows an action replay of your fight, including all the painful bits. The graphics in this section are monochrome but quite nicely done. My main gripe with the combat was the lack of realistic sound effects. A few bleeps doesn't do some of the moves and blows justice.

If you feel that your training is complete, you can venture forth. Nobus gives you fair warning if he feels that you're taking too long. This won't stop you but may give you a quite complex. Once out in the big wide world you're on your own. Should you be beaten senseless, then it's for real. Of course, you'll be resurrected, when you...

Along the way you'll encounter various types of people. These might be thieves who threaten you. Of course you're not handing over your cash, so combat is the result. Other people are not so evil, and will tell you useful information if successfully communicated with. Don't forget your codes of honour and talk to a lady in a sacred temple though.

Danced around the place are junks. These little beasts are useful for ripping you around the various blocks. There are huts, taverns, temples and shops for you to visit where you can glean more information or objects to aid your quest. As to quite what the quest is, well, it's to defeat Evil, isn't it? Well, Thuring has named your



« Don't let your back on me, postboy!



« Don't mess with the gods!



« From this shot you wouldn't think that the game is just

multimedia. He's employed an Alchemist and led a double life as a Prince. No, thing much really. Oh yeah, the Alchemist has raised a few evil spirits without the usual trappings.

Ho hem. A horribles never done. Rescue the girl, beat up the bookies, annihilate the Alchemist

and plot the apes. Exploring the world is boring at best and very slow work. This makes the prospect of facing a long term challenge overwhelmingly awful. Yuck. Alchemist says, if you want excitement, get the location file. Windwalker is a great cure for insomnia. ACC

# JACK & NICK LAUS' 70% GREATEST HOLES GOLF

Supplier: ACCOLADE  
Price: \$16.95 Disk \$9.99 Cass

Jack Nicklaus is the great recent of the famous golfers to put his name to a program. Perhaps he should look to playing real golf. Technically the game is the best golf game yet. Unfortunately it lacks in the playability department.

There's nothing really wrong with the game itself. You have a choice of three courses to play, including one which consists entirely of holes put together in the golfing legend himself. At the end of each he pops up with some incredibly interesting comments like "The best shot I've ever played". Perhaps this is meant to inspire you? To hear it sounds as if the programmers were trying to convince themselves that their holes were well done.

At beginners level, an

club gets selected for you. The more challenging or rapid - amongst you can still change the selection though. Then your angle can be changed. Hitting the ball is achieved by the now much used formula: one press to start the swing, another to stop the power and a third to set the snap. This determines how far the ball flies and whether it hooks to the left or slices to the right.

Being whacked, the ball dutifully flies in the desired direction. The graphics are not absolutely amazing but work pretty well anyway. Once all of the players have had their turn, the screen updates to the furthest ball, the hole. This is where the gameplay is let down. Because it takes about 10 seconds to renew a view, this means an awful lot of waiting around for your go. On an 18 hole course



A shot in need of being best looks like a falling...



Is the oldest 'burger' in town?

#### Thing

- Two players
- Three players
- Four players

#### Stroke, also

- One player
- Two players
- Three players
- Four players

Use the joystick to move, use the button to swing.

## 1. JACKS' GREATEST 18

As if *Jack* isn't a legs man!

with an average of five shots per hole, the maker for 1.8 in an average of 18 per player.

It's a shame because the game itself is really well done. The club is realistic, the ball flies well and truly and the course is quite interesting. There's a

choice of 18-hole or 9-hole play, which is a nice touch. The wind is a nice touch, too. The winner of the match is the player with the lowest score in the local members of 18.

Some play is called the "captain's game". Each hole is played in two strokes. The first hole features a hole-in-one and a hole-in-two, and then the club for the hole is carried over to the next. The winner is the player who accumulates the greatest amount of money.

The graphics are dumber than some golf games (I don't think, for example) but the ball is more realistic. Sounds are used in a mainly subtle, sleep-and-burp. The inclusion of time play

makes a nice change, and having a choice of three courses is nice. What a pity that *Accolade* could not have speeded up the swing time. Still, a good game for golf enthusiasts. Anyone else might have fallen asleep by hole six. ACC



A watch out you'll lose your ball down that hole!



All his skills are certainly lagging!

# SEARCH FOR THE TITANIC

Supplier: CRL

Price: £19.95 Disk



FUN \* 1

86%

fuel, food and water. The length of the trip and the number of crew have to be taken into account. Personnel for free include: a ship's doctor and of course the captain. Be careful to plan your trip well because you can run out of supplies in the middle of the ocean.

Once your expedition is fully planned and passed by the government you can set off. There are three scales of map which can be zoomed in or out of. The smallest scale is useful for negotiating 'snarl' gaps in the land, whilst the largest helps for planning longer terms. The week you have chosen will be highlighted and you must steer your ship towards it.

Assuming you get there in one piece, you can go into exploratory mode. This lets you send your divers down to the wreck. They can either search for objects or map out the floor. This section of the game takes a very long time and rightly so. The divers need to rest when they've returned to the surface. This is to avoid getting the bends (oo-er!).

Once you've found the wreck, mapped it out, and perhaps found some treasure, you can return to port. The success of your mission is reflected in the increase in your reputation. The better the mission the greater your reputation. This becomes easier to raise a point and so on.

Search for the Titanic is a great game. In land terms, it's a great success. It's a sure recommendation for anybody who's interested in the history of the Titanic. It's a great game. Buy it now.

If you were envious of the team who found the real Titanic then now it's your chance to have a go yourself. Search for the Titanic lets you do just that. Of course you'll have to find a few other vessels first. This helps to develop your reputation as well as your find unique. The best expeditions are well planned and yours can be no exception.

Every stage and detail must be planned carefully. You start with \$10,000 and the most rent, equip and man a ship. There are several ships available to rent. They all vary in condition, size, capacity and speed and thus in cost. Specialist equipment is very costly and will certainly be out of reach for your first mission.

To raise more money, you will need to negotiate a grant. There are lots of companies and corporations to approach. They are all interested in different capacities of ocean. Each vessel is packed on the water's capacity and cost. You can also sell your goods at a public auction. This will go to your reputation, which grants at least \$1000.

The Search for the Titanic ship is a great game and



A Spot the Titanic!



B The size of the typhoon is equal to the bottom of the hippocampus



C Food, glorious food... Not from the Argus southeast





# TIN TIN ON THE MOON



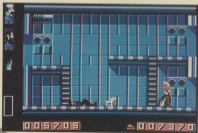
What can a little boy and a dog do in deep space together? Go take a cold shower and wash your brains out with soap, this is a family adventure. Tin Tin the ex-National Row member is aiming for the Moon and only some dodgy gameplay and the dastardly Colonel Bots stand between him and success.

After a brief countdown (interrupted by any of the 30,000 computer failures and bad weather) the ship launches and the adventure begins. There are five sections to complete before landing on the moon. Unfortunately all five sections consist of the same top sub-game.

The first sub-game sees our intrepid hero (plus gany) risk-taking through space ship. As you blast through the

Supplier: Infogrames

Price: £9.99 Cass £14.99 Disk

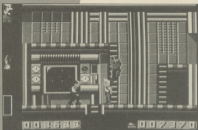


▲ Tin Tin - also Super Nint Entertainment!

void your energy decreases at an alarming rate. The only way to maintain (and/or increase your energy level) is to collide with the mysterious yellow spheres which hurtle towards you. To complete the level you must collect a set number of the equally mysterious red spheres which behave in a similar manner to the yellow ones. To complete the otherwise easy task the spheres are interspersed with a variety of coloured asteroids. Hit one of these and your ship tumbles out of control for a brief period and a sizeable chunk of your energy is depleted.

Collecting enough energy is vital to your success for in the second sub-game your energy will decrease but there is no means of collecting more. In the second sub-game you find yourself inside the ship. Here you must locate and revive your companions, fight fires and defuse bombs planted by the Colonel's bots. To achieve these tasks you dash from room to room, up ladders and along platforms. Your friends are found lying on the floor, syringes (and their revives) nearby. To defuse a bomb you must cover it and to collect the EVA you must locate the fire extinguisher and clear the flames. In some rooms you find bombs and fires on

unreachable platforms. To reach the unreachable you have to find the computer aims off the gravity, when over your target the P1 drops and you plummet downwards, hopefully to success. Here you can complete this level and revive the bots. Lastly you must locate Colonel Dots and give him the extinguisher rendering him unconscious. As you progress through the first level the ship interior resembles a maze. The larger the maze the longer to explore, and as a result you use more energy. There

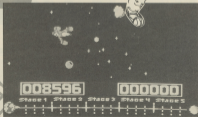
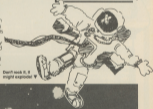


are two ways to lose energy rapidly in this sub-game, one is to fall and the other is to be on the receiving end of a laser blast from the Colonel.

The final section of the game is landing on the moon. Through judicious use of the ship's engines you can apply enough force to land you safely on the moon. Your remaining fuel is converted into points and energy (by General Colonel Dots) less happily ever after. This is not a bad game but the lack of variety and the uninspired graphics make this one game best avoided.

★ Super Golf is the rescue, or... possibly!

61%



# Ocean

Supplier: OCEAN  
Price: £14.99 (Cass)  
£17.99 (Disk)



The lead that brings a...

The BZ is a compilation of great arcade games. That's the theory at least. The games are Ocean's Robot Double Dragon, Batman (The Caped Crusader) and R-Type. Two shoot 'em ups and two beat 'em ups.



Possibly the most famous of these is R-Type.

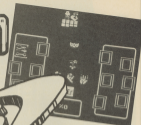
R-Type is a notoriously scoring shoot 'em up. It's very similar in style to the arcade hit Nemesis. You control a ship flying over alien terrain. Swarms of ships fly towards you.



...and the other...

Introducing deadly freepower. Robots run across the landscape trying hard to destroy you. One touch of the bombs, the ships themselves or the landscape and it's curtains for you.

Luckily you're not defenceless. You are armed with a forward firing cannon. As you dispatch the aliens they sometimes leave tokens behind. Pick these up and your power is increased.



Little losses made from Tokyo Tokyo!

Level three is a huge monster. This is very difficult to kill requiring many hits. Should you die then you not only lose ground but off of your freepower.

R-Type still looks good and is playable today. Having said that, games have come a fair way since it releases. It looks a little dated but is still the best on this compilation.



Symbol of truth, justice and mass marketing!

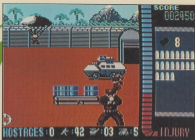
Some tokens merely upgrade your freepower, others speed up the ship or act as a shield. At the end of each

Batman the Caped Crusader is an arcade adventure. However, there is more than a hint of a beat'em-up feel to the game. Batman is represented in cartoon style graphics. He has two missions to complete. These involve solving problems around the



piece. The items picked up can be used to solve a problem elsewhere.

The graphics are nicely done, if a little chunky and uncolourful. Batman is nicely animated and gunfights especially well. The buddies are pretty nice and will deplore Batman's energy on contact. Some shoot at him as well, but



Spicy of blood, smother of death.

It's just being seen around!



luckily he can duck. Batman the Coped Crusader is a nice little game. Again the game-type is more than a little dated, but the gameplay makes up for it.

Operator Wolf is another famous game. Roy Adams, Intelligence hero, must infiltrate the enemy camp. He must gather information, right wrongs, wiring rights, and blow things up a lot. The enemy are a bit miffed about that, though. They shoot at Roy, throw knives and grenades, deeply helicopters and tanks in the hope of stopping him.

Roy shouldn't be downed by all of the attention though. He has a

nice big machine gun. This makes shot work of the men. However, he reserves his grenades for the tanks and copters. It's nice some practice to complete the various levels. The game is pitched at being quite a challenge so it will have long lasting appeal. The graphics are chunky unimpressive, but this doesn't really detract from the game. Nice but a little dated.

Finally comes the rest of the line. Double Dragon is a no hold barred beat 'em up deck. Action (who presumably had some sense and got away early!) has been kidnapped by the Shadow

Doss. The Law brothers Jimmy and Billy, not Bruce, have to rescue her.

Bill and Jimmy can combat the evil gang alone or as a team. Either way they are badly drawn

and animated, flickering occasionally. The moves they can perform seem quite limited, although there are extra weapons that come in handy. The game is a bit a little unimpressive. The graphics are distinctly flat when someone falls over. It's hard to tell if your enemy is doing a headbutt or is reeling from a dangerous blow.

I bet he was a female afterwards.



Double Dragon is the least playable, least impressive and least addictive of the four games. Don't play it, wipe over it instead. However, or fifteen of your hard earned quids The Dig isn't all bad. The best game is R-type so unless you like shoot 'em ups steer clear. One for fans of arcade games only. ACC



# SPACE HARRIER II

Supplier: Grandslam

Price: £9.99 (Cass) £14.99 (Disc)

The imaginatively titled Space Harrier II is the follow up to... Space Harrier of all things. Yup, the classic flying and running bear\* seen up a body. Following the arcade machine's success, the release is the official conversion. The question on everyone's lips - is it good enough?

The answer is a cautious yes. The conversion runs at lightning

speed on the 64. This is at least as fast as the arcade console. Objects fly towards you so quickly that you can hardly see them before you hit them, or they hit you.

The scenario goes like this. The alien nazis have invaded a variety of worlds. They're looking at the possibility of Universal domination again. The seems to be what every sci-fi respecting alien does



\* "...And the spot out from his groin to scold the Beatles, beer, beyond!"

on its bank holidays. However, as usual, they've been spotted by the commission for stopping alien invasions. These bunch of ill joys don't want their planets invading so they've employed you to repel the usurpers.

Not being the stingy type they haven't sent you out unarmed. You've been

# GRANDSLAM



74%

given a tip of the orange destructo-pick. This can feel a death blow to even the hardest core. As well as handling our multiple locations, at the extra-planar levels the job can hover you above the planet's surface.

The aliens come in two basic forms, flying and running. The flying ones consist of Demes, traps, firing suits and a multitude of mutants. On the ground you'll encounter spiky mushroom-like 3D green square doobies. But the intelligent life forms aren't your only problem. What with breaking planetary speed limits and wearing all over the place, static hazards cause a big problem. Colliding with news, telegraph poles or pylons is very damaging to health.

At the end of each of the twelve levels is the obligatory guardian. All twelve of these despotisms are very large, very evil and very deadly. This makes combating them extremely hazardous. Any of the levels can be played in any order, but all twelve must be negotiated in order to eradicate the threat. Once you're alone that, you're up against the Shadow Hunter, an evil doppelganger of yourself. These aliens never give up.

it seems...

Space Hunter II is certainly a challenge to arcade freaks. The levels are increasingly difficult, no matter which order you play them in. The guardians are suitably big and nasty to give you some real hassles. This, coupled with the speed of the game makes it a hard core blasting experience. There is a trealy soundtrack which bops along behind the game, spurring you on to greater feats.

There is a bonus level after levels four and eight, assuming you survive that long. On the whole the game is quite successful. However, the graphics are what I'd term as dodgy. They don't flicker and there's no doubting their speed, but they don't strike me as being well drawn or much of an improvement over the original. I'd recommend it if you haven't got twenty new shoot 'em ups. But if you've got the original look at the new game list before shelling out ACE.



A hell hole takes them small rooms - blow the rooms and get out the middle most

# FRANKENSTEIN JNR.

Supplier: Cartoon Time  
Price: £1.99

Frankenstein Jr is an arcade adventure. Starting the son of our favourite monster, you have to rebuild Frank Sr. He is scattered around the building

problems by using objects in true arcade adventure style. And all in the name of Paternal love. Frankenstein Jr is a bit of a sad effort. It looks a little jaded and dated, not surprising really. This type of name had I thought been buried

(a creepy castle), and most of the doors are locked. Frankie must run around getting the bits of his Dad and assemble them. All this time he is being chased by the varied ghosts and ghoulish monsters who destroyed his father.

Control with the noisy undead reduces your energy. Should this reach zero his heart will stop and all is lost for Daddy. He must solve

forever  
Cartoon Time. One for Pans only.  
ACC

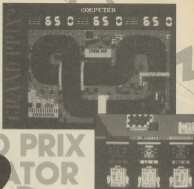
▶ 62%



Supplier: Codemasters  
Price: £4.99

**G**rand Prix 2 is the follow up to the successful game by the Oliver twins. It picks up where the original left off in terms of gameplay and is loosely based on the Spin-Drive games from Atari. The updated game features new tracks, a bonus time feature and three-player option.

Unlike its predecessor, in Grand Prix 2 the time left over on the previous track is added to your time for the next. This makes racing on the harder tracks significantly better. In



# GRAND PRIX SIMULATOR 2

order to qualify you'll have to come in the first three cars. Mix out and it's game over. There is a damage meter and should it reach maximum you're out.

And that's it. Not massively exciting but quite playable. The graphics are fairly nice but not spectacular - like the game itself. ACC

74%



Supplier: Hi Power  
Price: £2.99

**B**oing is a cheerful little chap. Bounces, bounces, bounces all day long. Unfortunately, he spent all of his time bouncing

when he was young. This he didn't learn to swim. So Boing has to negotiate the platforms and machines that make up the strange world he lives in.

Falling into the water is of course fatal. Boing's future security is somewhat lessened by contact with machinery too. And the flying aliens don't help much. Luckily Boing is armed with the latest shock-proof bounce resistant laser. He can dispatch the aliens with it to abandon.

Boing is a nice little game. It's

clinical inoffensive (unless you're an alien) and very cute. The graphics are nice and chunky looking and the music is pleasing to the ear. A good budget game. But very hard. ACC

82%



Supplier: Codemasters  
Price: \$299

# MONTE CARLO CASINO

Monte Carlo Casino is a nifty little gambler's paradise. It features five gambling games. They are roulette, craps, blackjack, five card poker and a fruit machine. At the start of the game you have \$10,000 to spend. The minimum stake in each game is \$1,000. This includes the fruit machines.

The roulette is very well done. All of the features of the real thing are there, including the more obscure bets. The wheel spins and each bet is shown again and whether it has won or lost. The poker plays a reasonable game but is not very exciting. Blackjack is okay but not brilliant. The craps is very dull and retains no resemblance of the real thing. The fruit machine is quite nice but I would have liked to have had a lower cost and lower payout option.

Overall, this is quite a successful attempt at what is a dubious subject to convert to computer.  
ACC

75%

DEALER \$ 11000  
BET STAY DROP



DEALER POT \$ 2000  
BET . . . . \$ 1000 PLAYER





Supplier: Codemasters  
Price: £1.99

This somewhat dubiously titled little game is another Codemasters game with little original. Yes, this game is remarkably similar to the grade 10 Atari burner. You must avoid being hit, running out of fuel or ammo. As well as machine guns you have air to air missiles, bombs and a nuclear warhead. This acts as a smart bomb which kills all the enemies on screen.

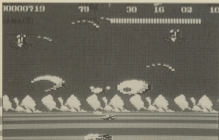
Up against you are helicopters, enemy planes and anti aircraft fire.

Various procedures fail in to resupply your plane. These include fuel, ammunition bonus letters. Miss any of them and your time becomes far more difficult.

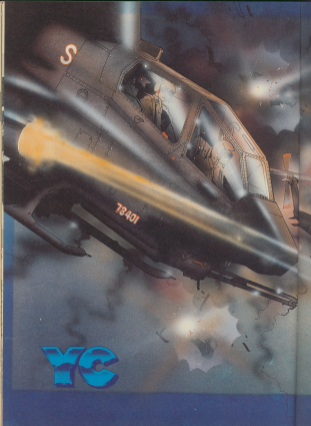
There are several levels to play through so you'll be kept busy for quite a while with this one. Another totally exciting game from Codemasters (yawn), it's about time they released something a little different.

ACC

68%



# MIG 29 SOVIET FIGHTER



S

73401

YC





# MISADVENTURE

## Dragon Wars

Following the tradition of Barbarians and Mercenaries the world over, you are off in search of treasure. Rumour has it that the land of Dilman is a paradise. The streets run with gold. Your every wish is granted and no-one wants for anything be it boy/girl/kama/2-4-2 diesel engine (delete as required). Boy, were you in for a surprise. This is fairly obvious when you think about it. It wouldn't be much of an adventure otherwise would it (apart from the kama - lol).

Just as your beige is about to land, you are boarded by a couple of officials who promptly take every tenth person for the dragon equivalent of Redgate. Churn. Stripped naked, you are flung together with the rest of the survivors into a den called Rugarage.

Obviously, survival is the first important step together with the discovery of a 12 gun revolver (or a pistol, or similar to help with your shenanigans (what shenanigans, eh? - lol). (delete as required) Working in your obscurity, you manage to do what the "NW" was on. Well, you've worked hard, but you don't get going together and seem to be stuck. It doesn't take long before you discover that the quest is being someone who calls himself Norrior.

The game is written by the same people who wrote the Lord of the Rings series and indeed, you can transfer over characters from the Lord of the Rings in a modified form. There are however important differences, at least in that a lot of the best ideas from another RPG vs. MUD world have also been included.

Character design is straightforward. Only humans are allowed and you distribute a set number of points between strength,

dexterity, intelligence, spirit and health. In addition, each of your characters can train in a range of skills. The key to the game is to have a good blend of skills across the party. No one character can do everything. Typical skills include all the different weapon groups, bondage/climb, swim, pick locks, various types of lore, fighting off-road and magical skills. As you become more experienced, so you can either learn new skills or improve your existing ones.

Magic is interesting as it has been banned throughout the land. There are four types of spell-casting, low-magic that everyone has to learn, high magic, sun-magic and druid magic. Even though you have a lot of spells, doesn't mean that you can cast spells. All magic users have been forced underground and have hidden their spells with them so that you must find a scroll with the spells, before you can use it.

The basic combat system will be similar to anyone who has played Lord's Fate. Groups of monsters appear at various distances and you can attack, dodge, or cast a spell and so on. Would you feel like it, you can set up a pre-arranged set up which gives you a few more capabilities to your team.

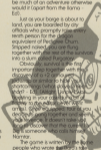
As a player, you can choose to be a character who is a member of either our or other adventures who are prepared to join your cause.

Throughout the game, you are referred to certain numbered paragraphs that detail certain events, or add extra detail to the descriptions.

Finally, and possibly the most useful feature within the game is the outmap routine. No more getting lost and screwing up sheets of graph paper when your tunnels don't meet. One important effect of having the map drawn for you is that you can see where you haven't yet been. It is vital that you move over every single square in the game.

**G**reetings, fellow leetard killers and welcome to another mix of your two favourite subjects: trolls and trolls. Only one game reviewed this month but it's a pretty good one so shut the cobwebs away from the space between your ears and pay attention.

Remember there is an award each month for the most pathetic letter received. There is an old proverb that goes something like this: Question: What has an IQ of 144? Answer: A gross of YC readers. So why not put pen to paper and see if you can win the coveted Dragon Bottom Dier of the month title.



# VENTURES

Dragon Wars is an excellent game and one that I strongly recommend. The use of skills within the game adds an extra dimension to the traditional hack and slash routines and the story line flows a lot better than the original Bard's Tale series.

Dear Mr Barbarian:

I think that your column is great and that you are the best thing to happen to adventures since the Flying Scotsman was taken out of service.

Peter Moxon, Plymouth

Dear Peter:

Show up you synchroptic little git. Crawling like that is one sure way not to become DDBOHN. Do I have to spell it out. Only bribery works...

Dear Sir,

Barbarians are renowned for having more brawn than brain. Train spotters feature in the evolutionary scale somewhere just above slug. Yet some of your writing seems to involve a modicum of grey cells. How do you explain this apparent paradox?

Dave Plogridge, Bay St Edmund

Dear Dave:

Consider the following:

- 1 All rules have exceptions
- 2 Statement one is a rule
- 3 Therefore statement one must have an exception
- 4 Therefore all rules do not have exceptions

Does that simplify things for you?

Good, because I expect a two-page discussion by you for the next issue. Alternatively, write an essay in my top ten train numbers and why. This sort of banality is certainly a worthy winner of Dragon Baron Beer of the Month.

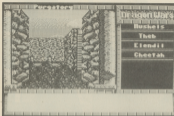
Dear Sir or Madam,

I have just read the so-called chival that you now call an adventure column and I have just one question, why? Squiggle, Coventry

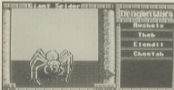
Dear Squiggle,

Sorry I can't be more polite but I can't read your signature. The answer is simple. Because.

That's all for this month. May you never see the inside of a purple worm.



And the walls come tumbling down!



What's people, got eight legs, and is crawling up your leg?



Looks like a Cornish Town resident!

# VDUS.

# 'THE TRUTH'



The express train of technology hurtles ever onward to the station of the future with half of us clinging onto the sides, trying not to fall off, and the other half running behind, attempting to keep up.

Things move so fast that people don't really consider a product's disadvantages before it's out on the streets and being used by you or I. This can be said about the thing we all take for granted when using a computer... the screen.

Using a home computer, such as the Commodore 64, means there

are any number of screen types that can be used. Televisions are the most common and Monitors, for those with a little bit more cash (Lucky dogs).

Monitors are quite similar too, if not the same as, the VDUs used in offices which have been accused of causing a number of problems including stress, reproductive difficulties for women, eyesight problems and headaches. This is all because the humble VDU ticks out one hell of a load of waves (although sitting on these ones could be a no-no).

'We've got... 'Self' says - nobody really knows what rays do



## 10 WAYS YOUR COMMODORE COULD KILL YOU...

1. The computer could fall on you (from about 100 feet)
2. The Monitor/TV could fall on you
3. The Monitor/TV could explode
4. The computer could explode
5. You could explode
6. The keyboard could become "live" and electrocute you
7. Aliens could land seeking homicidal revenge for the deaths of their friends in all those shoot-'em-ups
8. You could play with it in the bath and get electrocuted
9. Though playing a game about the occult you could become horribly obsessed and sacrifice yourself at Midnight
10. You could play US Gold's original *Outrun* and die laughing (or crying)



to people, although it is generally agreed that too much of them is dangerous... Ultra-violet radiation has been known to cause skin cancer (as in hot countries and those with a hole in the ozone layer)... Infrared - heat - can cause drowsiness or irritability... Microwaves (yes as in ovens) are known to be a bit dodgy, again, there's no conclusive proof... and, finally, radio-frequency radiation which all appliances kick out as well as high-voltage power lines. People living near such lines can suffer from problems like depression and a greater chance of cancer or general illness.

Now, you're probably asking yourselves, how does this affect me with my Commodore 64 and my colour TV. Well, the only problem

## 10 THINGS MORE DANGEROUS THAN YOUR COMMODORE MONITOR/TV...

1. Cars
2. Meteorites
3. Lightning
4. Street violence
5. Sunbeds
6. Sharks
7. Chainsaws
8. Tube lines
9. Lions
10. Accountants



A Chainsaw fighting is considerably more dangerous than VHS.

What's he about to find out why?



It's not so harmful to the eyes though!

could be your eyesight, although Dr Robert Lindsay, an *Optician* says "There's no sign of harm being done by computer screens. People get tired eyes, maybe headaches... a feeling of dizziness... it's not a natural look." He concludes, "there's very little you can do to damage your vision. Of course, all these problems arise from spending too much time using your computer. There is a world out there to be discovered which can be as enjoyable as bearing aliens... films, videos, skateboarding, live music, massive parties (and we're not talking jolly and ice cream) and poisoning pigeons (in the park).

The upshot of it all seems to be that there's no real danger as long as you're not mega-obsessed about it! Yeah! Pass the joystick!



# CABBAGES AND KINGS

Having saved itself from impending bankruptcy, disaster (and Emlyn Hughes!) Audiogenic is now a prolific software house again. It is now a one-man ownership as opposed to a three-man when Supersoft stepped in. That man is Peter Colver. He told YC that the company is starting a new policy.

"We're aiming to produce games that don't alienate anybody. No matter who you are, young or old, male or female, we want you to be able to associate with and play our games. We've scrapped several projects in the past because they haven't worked out as we'd hoped. If we don't think a game is good then how can anyone else?"

It is looking at producing games which have gameplay, are fun and not over complex. The first of these is Emlyn Hughes' Arcade Quiz which emulates a pub-style quiz game, right down to the payout sequence. Personally I feel that in the pub, it's usually a bunch of half-wit blokes who bellow loudly at each other that play these things. So have one Guinness and little steers going to find it! Time will tell.

Also still under development is the Lone Wolf licence. This is about as new as sliced bread, but the game will eventually appear. Don't hold your breath though!

## AUDIOGENIC: A POTTED HISTORY

Audiogenic in its current form has been operating since 1983. However, its roots are really far further back than that. Digging around its ancestry revealed a few creepy-crawlers. Are you sitting comfortably? Too bad.

1978: Supersoft is born. In those days it was as alive as a race between a spider and a sixteen ton weight. By now Audiogenic was operating as a duplication company.

1979: Audiogenic began duplicating computer software. Supersoft was well, being Supersoft.

1981: Audiogenic decided to distribute American software. This brings it to the conclusion that software is a good thing to be in.

1982: It released *Spiders of Mars*. Wow, someone got the bug spray...

1983: Grandmaster Chess was Audiogenic's masterpiece this year. It beat all comers out of sight in an early computer chess competition. Supersoft became a full time concern instead of an Arco Attack company.

1984: Despite rumours of financial trouble, Audiogenic released Graham Gooch's Tee Cricket, which was one of the best cricket games in computing history. Also came *Alice in Wonderland*, an early attempt at a Cinemaware style game. Audiogenic went to court over problems regarding Koola Pad distribution.

1985: Audiogenic started to listen to the rumours about its bankruptcy. It was bought out by Supersoft and the new Audiogenic is born, becoming more or less a BBC/Electron company.

1987: Audiogenic releases that the 16-bit market looks promising. So it releases *Impact*, and sets tonnes of



Audiogenic

"Our house, in the middle of our street! Our house, is our noble and our keep!"



copies on the 16-bit machines alone (quite an achievement there). Development began on a new project involving an unknown called Emlyn Hughes.

1988: Peter Colver was released. First so successful. BH Soccer continued.

1989: Emlyn was unleashed on an unsuspecting world. It's phenomenally successful, and gets converted into all formats.



## PERSONALITY PROFILE

Home: Peter Colver  
Position: Managing Director  
Date of Birth: "A long time ago!"  
Car(s) owned: Toyota MR2  
Computer(s) owned: C128  
Favourite Computer: Commodore Pet  
Favourite Computer Game: Spies of War  
Favourite Food: Liver and Bacon  
Favourite Footy Team: West Ham Utd  
Favourite Record: Heard in through the Grapevine - Marvin Gaye



4. Dashing beardy hunk Peter Colver

Favourite Film: Helzapoppin  
Favourite Book: The Leadership Secret of Ayla the Hun  
Favourite Item of Clothing: A pacoa/blacklands style tie

Favourite Type of Fish: Shark  
Favourite Computer Mags Called "YC": "Never heard of it!"  
Likes: Real Ate, Top Women, 60's Music, Honest People, Addictive Games (They'll be pleased!)  
Dislikes: Unimaginative People, Bad Adverts, People who break promises  
Most Humorous/Embarrassing Moment in your Life: "When my accent was ridiculed in a rather posh school"

## PERSONALITY PROFILE

Home: Beverly Gardner  
Position: PR & Marketing Executive  
Date of Birth: 11/09/64  
Car(s) Owned: Renault 5 called "Jeremy"  
Computer(s) Owned: Atari ST  
Favourite Computer: Atari ST  
Favourite Computer Game: Impact  
Favourite Food: Ready Dink  
Favourite Foxy Team: Northampton Town, the "Cobblers"  
Favourite Record: Power - The Cure  
Favourite Film: Back To The Future  
Favourite Book: Jane Eyre  
Favourite Item of Clothing: Pink Pyjamas  
Favourite Type of Film: Tuna  
Favourite Computer Mag Called "YC": "Can I have a front cover?"  
Likes: Sleeping, Talking to Journals, Tom Cruise, Vodka, Tall Men, Being Different  
Dislikes: Press Cutting, Getting Up Early, Graah, Meats, Bites, Conforming  
Most Humorous/Embarrassing Moment in your Life: "Falling down the stairs in the same pub on two different nights. BEFORE I've had a drink!"



▲ Beautiful belle Beverly reads some fab foxy literature.

## PERSONALITY PROFILE

Home: Gary Sheinwald  
Position: Development Manager  
Date of Birth: 25/2/66  
Car(s) Owned: Triumph Spitfire, Ford Escort, Ford Sierra  
Computer(s) Owned: Apple Mac, Atari ST, BBC, Atom, 386 UN101  
Favourite Computer: Apple Mac  
Favourite Computer Game: Frog and Strangler I  
Favourite Food: Pizza  
Favourite Foxy Team: Folland Ud  
Favourite Record: Rhoadsy in Blue - Gershwin and I'm The Ring of the Swingers - Jungle Book  
Favourite Film: The Blues Brothers  
Favourite Book: "Where's Spot?"  
Favourite Item of Clothing: Shorts and Reinolder (Boxer Shorts)  
Favourite Type of Film: Etc the Hobbit  
Favourite Computer Mag Called "YC": "Yellow Condon!"  
Likes: Cars, Cars, Women, Cars, Comedy, Jessie Lawrence, Black (the colour)  
Dislikes: Academ, Religious Cuts, Apartheid, American English  
Most Humorous/Embarrassing Moment in Your Life: "Tipping a bowl of custard over myself to see the number on the bottom!"

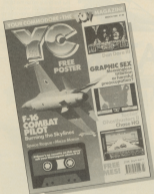
# Audiogenic



▼ Goes the maddest Development Manager - Molemouth Megister.



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# HACKATAK

WITH KIRK RUTTER

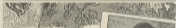
half of level three is mapped, you'll see why when you get there.

## LEVEL 4

The problem in this level is getting down the pipes. To stop slipping, pull the joystick diagonally down (right) and don't let the hand's take you by surprise, also watch out for snakes. The end guardian is easy to kill. He has five hearts, just stand over a heart and when it starts to beat stop it. Do this quickly or maggot soon to appear.

## Level 5

The only real problems on this level are the fat cats. The best way to kill the first one is to use the blue Freedom special weapon, if you don't have it let Lancelotto touch a snake, he will lose his armour but will gain a few seconds of invincibility. Use this to get past the cat. The second cat is slightly easier, while standing at a distance just blast his feebles, it kills him just the same.



Stuck on the latest games? Well you've turned to the right column. This month we have a Ghost 'N' Ghosts map, plus tips. Every secret coin, door and room revealed in Super Wonderful and, well, see for yourself...

## GHOULS 'N' GHOSTS

U.S. Gold

### LEVEL 1

The third chair (c3) on the map is a magic chest and will only appear if you climb the ladder just to the left, then jump from the edge of the ledge (to the right) as far as you can. Ignore all the chests marked 'C' or you'll have to duck down for a while. The windpots can be killed when they stop spinning. The sixth chair will appear when you jump onto the next ledge. The best weapon to kill the Gate-keeper is the blue firebomb.

### LEVEL 2

The best weapon for this level is the flying saucer. Don't bother about



crossing the bridges as you'll only land on the slug when it breaks, much better just running down the slope and jumping the slug. The Snake's venom balls seem to have no effect on Sir Lancelotto!

### LEVEL 3

Level three is easy! Just watch out for the knights of the star, blast 'em before they can move. Opening appear to the left of the screen, take them as soon as possible to avoid the puffo fish. The end of level monster can only be killed if shot in its eye, use the blue firebombs. Only

## Game Key:

no marker

S = Snake

G = Gatekeeper

C = magic chest

L = Lancelotto

SP = Spinning pot

V = Ventrone

Bs = Bomb

SL = Slug

D = Dragon

S = Snake

H = Hand

MA = MAGGOTS

FC = FAT CAT

F = FIRE BALL

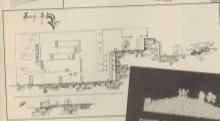
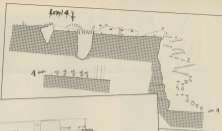
P = Pig











DRAWN  
BY  
JACK  
RUTTER.



## GHOSTBUSTERS II

The instructions don't help much, perhaps these quick tips will?

**Level 2** - Don't worry about waiting trailers, there's plenty of slime about. When the ghosts appear, shoot all but one and send the New Yorkers to collect the slime, bring them back

to the statue of liberty straight away. Time is of the essence so shoot large ghosts as quickly as you can, autofire is best.

**Level 3** - Select the slime gun and charge it. Jaxxon, firing that mad. Don't worry about keeping the distance between you as time is so short. Every time you let Jaxxon he will freeze, use this to your advantage and line yourself up with

him (thing all the time). Once Jaxxon has but the dust, Vigo the Carpathian will step out of the painting. He must be killed with the photon laser gun (apply the same methods used to destroy Jaxxon) but watch out for Vigo's electric vision. Rescue Oscar and watch the end game screen, ruff sold.

## GEMINI WING

Having trouble getting to the higher levels? Press P on the title screen then enter one of the following passwords.

- Level 2 - MR. SAWPEY
- Level 3 - CLASSIC
- Level 4 - WHOOPID
- Level 5 - GUNSHOT
- Level 6 - GOODGUYE
- Level 7 - D. GIBSON

# Mr HELI

## MR. HELI

Troubled souls wishing to get further in this average shoot-'em-up should enter these passwords.

Level 2 - CAWHEGAWHULLIOWKEI

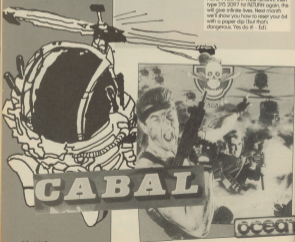
Level 3 - DAWUHPAWHULLIOWSCW

## CABAL

Game

Yes, I know we looked at this last issue. This issue however, we have a poke.

Load the game, reset it and type **POKE 0900,100**. Press **RETURN**, then type **510 2007** hit **RETURN** again, this will give infinite lives. Next month we'll show you how to reset your bit with a paper clip (but that's dangerous). Yes do it - btl.



# WONDER BOY! RULE'S OK



## WONDERBOY

### Activation

#### LEVEL 1

Enter the first door to get the sword. Jump onto the left then jump left onto the cabin roof, now jump up to receive extra gold. For bonus time, stop just left of the fence.

#### LEVEL 2

The first door you come to is a shop selling boots, ignore it. The second door is a bar, walk past it. The third door is a shield shop (shop that again) - GO enter here and buy a light shield. Run and jump off the ledge to reveal a bag of gold. Enter the fourth door and buy bombs.

#### LEVEL 2.1

Jump from the top step for extra gold. Go right until you come to a lava pit. Jump up to the third platform and stop. "OH" will appear on the screen. Hit the spoolbar to knock from the wall and a hidden door will open. Inside an old lady gives you a letter for bonus. Carry on walking right and you will come to another door, jump onto the cabin roof and move to the far left, jump up a few times for extra

gold, go down and enter the door. Use your bombs on the Vampire Lord. Keep going right to exit.

#### LEVEL 3.3

Go right jumping on the platforms. From the fourth platform jump right into the gap and enter the first door, buy leather boots. The second door sells cards. On your way out jump on the first step for extra gold.

#### LEVEL 3

Dead easy this level, keep going left and jump on the first step for extra gold.

#### LEVEL 3.1

Go left, climb the ladder. The first door you see is a bar, go right and up the two ladders. Jump left and buy fireballs. For extra gold jump onto the platform taking care of the wall (to right) and jump in the corner. When you get the to stairs, stop at the far one and wait for the hour glass to appear. There is another hidden door in this level, wait until "OH" appears, then knock on the wall.

#### LEVEL 3.2

Too easy for words.

#### LEVEL 4

Jump off the second Fire Tree for extra gold. Carry on left.

#### LEVEL 4.1

This is the coastal town that the old lady told you about. The first door is the armour shop, the second door sells cards. Enter the third door and buy a cocktail. Climb up the ladder to the left and kill the monster. The door above the ladder sells shields, next to this is a window. Knock on the window and an old lady will raise the letter and give you a flute. Go left and fall into the sea. Jump onto the island and carry on walking left. Fall off the cliff again and kill the bouncing monster. Keep going left to enter a sewer room. Jump left and enter the door, buy lightning then go right to exit. Once back on dry land walk left and enter the first door. This is the dragon's lair, line yourself up with the red jewel, the dragon can't hurt you here. Get the key and exit left.

#### LEVEL 5

Walk left, ignore the first door, it's a bar. Climb the steps and jump down the centre of the well.

#### LEVEL 5.1

Make your way right, killing snow monsters and bats, and after a while "OH" will appear on the screen. Making sure you have not stepped off the ledge, knock on the wall. You now have to face Giant Kong, kill him and the power sword is yours. Go right until you come to a door, jump onto the cabin roof, line yourself up with the door and jump. Jump down and enter the door and buy the cheap armour. Go right to exit.

#### LEVEL 5.2

The first door is a bar, walk right until you fall into a hole. Kill all the bats to the left (run) you get the key and enter via the platforms. Look above ground canyon going right stop at the large castle, line yourself up with it and jump for extra gold. Keep going right to exit.

#### LEVEL 6

Easy level this. Just keep going right ignoring the Deaths. Oh, try not to fall as the ground is covered with spikes.

### LEVEL 7.2

Go left until you come to the Red Knight, kill him and drop off the ledge. Jump onto the floating platform and when it reaches its highest peak, hit the spacebar. Go left, hit the fistball, jump onto the first step and then jump up to reveal a heart, grab it and carry on left.

### LEVEL 7.3

Back where we started go left, enter the first door, kill the red knight and carry on going left to exit the level.

### LEVEL 8

Make your way right using the platforms. The first door is a shop, carry on right, the second door is a bar, enter and buy a cocktail. Enter the third door (above the second door) and buy lightning. Carry on going right, enter the cave.

### LEVEL 8.1

This is quite a tricky level, just make your way downward (keeping to the right) but beware the lava pit at the very bottom.

### LEVEL 8.2

Go right (try using the cloud to avoid monsters) until you come to a door. Enter the door, kill the demon (he's easy) and exit to the right.

### LEVEL 9

Easy, just keep going left.

### LEVEL 9.1

This is the same as level 9 with a few extra monsters, enter the first door, kill Snow Kong and exit left.

### LEVEL 10

Go right, enter the first door and buy a cocktail. Kill the two plants above the door, line yourself up with the door and wait (about 2 seconds) to receive extra gold. Go right and fall into the sea, walk right until you fall into a hole. Jump to the left and enter the door, buy what you need

### LEVEL 8.1

Go right, jump the gap, carry on right and jump the gap. Kill the green snake and enter the door, buy a cocktail and walk left (fall off the ledge). Carry on to the left, jump the gap and hit the green snakes. Keep going until you see a chest, knock on the wall, buy the cheaper book. Go right and fall down the gap. Jump the gap to the right and obtain 'Oh!' will appear. Knock on the wall and buy a cocktail. Jump the top to get left with left and fall off the ledge. Walk right until you come to a small platform, jump up and enter the first door. The best way to kill the ugly monster is by dropping him in the corner and watching the wall roll off him, you should be passed your ten thousand bags. Enter the second door to leave the level.

### LEVEL 7

Ignore the first door (it's a book shop) and enter the second, buy some real medicine. If you already have medicine, ignore the second door. Enter the first door and buy a cocktail. Go right, the fourth door will cure. The fifth door is the gold collector's door, get him for gold and a power sword. Enter the sixth door and a bird shadow will tell you to go west. Keep going left until you come to a floating platform, jump onto it. The platform hurt you a little and you get slow books the clouds. Make your way right using the cloud platforms. Each cloud yields a bag of gold which should appear as you jump on it. If nothing happens, it's wrong about the last cloud has two bags of gold. When you can go right, the other take a sunny jump down.

### LEVEL 7.1

Go right, ignoring the first door, until you come to a very tall ladder. Climb the ladder and WonderBoy will play the flute, you can now enter the door to the right.

and go right. On the third step, just before the exit, jump and you'll be rewarded with some gold.

### LEVEL 10.1

This is the same as level 5.1 with added nooses. Go right until you come to a lava pit, jump over this using the platforms. When you come to the second lava pit just fall off the ledge (do not jump) to enter a secret room, which is the same as level 8.1

### LEVEL 10.2

Go right, enter the first door and buy a cocktail. Go right and enter the second door, buy the Knight Armour. Kill the Red Knight and carry on going right. Enter the third door and the noisy from level 8.1 makes a cameo appearance. Kill him using the same methods as before. Ignore the first door and enter the fifth to exit.

### LEVEL 11

Getting very close now, perhaps you can manage the level alone. One quick tip though, the dragon's floor is paved with gold.

### LEVEL 11.1

This is it mate. There is only one door on this level and we all know what's behind that! You don't stand much of a chance against the Mega Dragon unless you have power weapons like bombs, lightning or teddies. Kill the dragon and watch the rather disappointing end-of-game screen.

That's it for this month people. Live a little each month, if you can supply us for fairly recent games and send them in to me.

Kicky Baby

YC

Angus House  
Boundary Way,  
Hemel Hempstead  
HP2 7ST

# BUGGY BOY



Alan Horner grooves with his gearbox and twiddles his knobs

**S**o you've shown the world that you are the next Alton Spring by locating the all-time high score on the latest version of Our Fun - so what's next? For most of us the expense of real motor racing is a hurdle far too high to climb, and our illusions of becoming a Champion fall onto the video screen, but is that where they should go?

Radio Control Model Car Racing is one of the UK's fastest growing hobbies, and with companies like Tomya producing easy to build relatively cheap models capable of scale speeds of up to 400mph it's easy to see why.

## WHAT'S IT ALL ABOUT

By far the most popular form of R/C car racing is 1:10th off-road. These cars come in either two or four wheel drive guises powered by an 1.2 volt rechargeable batteries driving electric motors. The cars have sophisticated suspension including oil filled dampers and adjustable springing. The cars are capable of speeds of up to 40mph - (over 400mph scale speed!)

Most of these "off-road" buggies come as a kit of parts. The car needs to be assembled, a radio control system purchased and installed and you're virtually off! On a national level there is approximately 700 clubs in the UK which regularly hold race meetings on Sundays. The tracks usually consist of a mixture of surface including dust, tarmac and grass and usually include jumps, ramps and obstacles.

Although a healthy amount of racing takes place, by far the most pleasure is gained from the 4 million non-racing car owners. From this figure it's easy to see that most "racing" is carried out in the back garden or down the local park!



## HOW FAR CAN YOU GO?

By no means does it end there, RVC car racing is big business! Both World and European Championships are held annually, capturing the attendance of the major manufacturers along with their full time paid drivers.

The sport has World, European and British governing bodies which sanction rules and meetings, and work towards making RVC car racing more popular.

## WHERE TO START

Well, now you're interested there's various ways to start out. The British Radio Car Association looks after the sport here in the UK - and they can give you local club names, rules and dates of meetings.

Of course the best way to find out about the sport is to buy a magazine! Radio Control Model Cars Magazine features the latest releases as well as lots of useful hints and tips for beginners and is published, as a YC, by ASP in Hemel Hempstead.

## YOUR FIRST CAR

Wherever you start out you're bound to have a lot of fun. Tomiko and Rydco are the two major manufacturers and they produce a whole range of cars from ready built, ready to go models from £100 right up to sophisticated racing machines for as much as £4000. The best advice is to go to your local model shop - have a look at what's in your price range and even pop along to your local club. Watch out though - RVC car racing is addictive and can seriously damage your wallet!

Useful Addresses:  
BRCA (British Radio Control Car Association)  
Alan Hamman  
Angus House  
Boundary Way  
Hemel Hempstead  
Herts HP2 7Jr

Radio Control Model Cars Magazine  
Angus House  
Boundary Way  
Hemel Hempstead  
Herts HP2 7Jr

Richard Khonstoms Ltd (Tomiko Importers)  
13-15a Old High St  
Hemel Hempstead  
Herts  
0464 61721



COMIC TO DEATHLINE - THE BEST COMIC IN BRITAIN

# FLAME HEAD

BY RIK HENDERSON  
\* W/ THANK TO  
AUDIOGENIC

WHITE RABBIT



THE ANKLE  
GARD OF  
TRIVIA



SPECIAL FX CARE OF PAPER'S FUNNY ABOUT MACHINE



I AM THE AMAZING GUY OF TRIVIA AND I WILL ANSWER WITH REE A QUESTIONS FOR YOU !!!



ALRITE! WHO WON THE EUROPEAN CUP IN 1977?



WHAT BIRD CAN SWIM BUT CAN'T FLY?



A PENGUIN!!!



OKAY THEN! WHAT'S IT ALL BEEN, ER? WHAT'S IT ALL ABOUT? WHY ARE WE 'ERE? WHAT IS THE MEANING OF OUR PURE EXISTENCE?



SUGGER TAY, IM OFF TO SKIN THAT RABBIT!

GO LAD... WITH THE... ER... NEXT... ER... WHAT HAPPENED NEXT?

I SERIOUSLY WONDER ABOUT THE MORALS OF THIS STRIP. 44

NEXT: ER... WHAT HAPPENED NEXT? 44







# NEON ZONE

Here we are back in the Neon Zone after a fairly disappointing AT&A Show. This is supposed to be the main arcade show of the year in the UK, but to be honest, it was pretty boring this time around.

The shoot-'em-up brigade seem to be into sequels right now - R-Type II made an appearance and although there's no question that it's a well crafted piece of code, it's unlikely to fire anyone up that much.

It's the same horizontally scrolling action with a big bad monster at the end of each level, loads of power-ups, etc. etc. For the first few goes, as you very soon get these astonishing powerful weapons, it's quite a lot - and quite a technical achievement too, with all those sprites flying around - but... well... I guess we've seen this all before. Yawn.

Anyone game for... wait for it... Gadius III. Yes I guess, you thought it was all over with Vulcan Venture (which after all wasn't half bad) but now those little links down at Konami have decided that enough certainty ain't enough.

Now I thought that Vulcan Venture probably went a little bit over the top when it came to user friendliness. With Gadius III, the programmers are simply crawling to the punter.

You can select your sequence of power-ups from a choice of five... or you can edit these sequences and create your own! Wooooommm. Goes without saying that you can select your shield type independently of all this - and when you've finished and got up on the high score table, not only do you put in your initials, but your sex... and star sign.

The game? You want to know



▲ The AT&A show - interesting!

about the game? It's fine. Everything you'd expect from a team of coders and graphic artists that have been refining this particular genre for about five years now.

Slick, very playable - but nothing new that we've not seen before. Power-ups, yep! Big things, at the end of the level, well it's the beginning to sound familiar? YES!

Well, at least Konami have given us one decent original game this year - Black Hole. Maybe they've done their quota of original stuff and are going to stick to your job for the rest of 1990. I prefer we can expect to see S.T.Y. II developed somewhere very soon.

Acad Games, now. They were

showing an interesting new puzzle game of their called Klax. Expect a full review of that next issue, but I can tell you that it looks interesting.

Something that did catch the eye was a new game from them called Dodlands. What we are actually talking about, however, is Sprint '88. As there was Sprint - The Block and White plan view racing game. Then Sprint II, the two player version. I think I can remember a four player stand around version as well. Then came the familiar Super Sprint - three player and in colour. Then Championship Sprint - Two player with extra mode. Now Dodlands. And what do you do with Dodlands. You shoot, that's what!

# BEST BUYERS™

We are talking Super Sprint with guns - and I have to admit, I love it! Maybe I've been eased by all those hours waiting in traffic jams, but the thought of blowing away a car in front of me, makes me smile in an extremely ironic fashion. OK, so I'm sick. Again, a full review of that when we can get decent playing time on the unit.

Truxon - now there was a game for real men, with a difficulty curve that zoomed away into infinity after about third level. And what was it's best feature? The power-up that gave you those windshieldwipers of death - lightning beams that zapped across the whole of the screen frying anything in their path. Not surprisingly, they've made it to Toplan's latest game too, Fire Shok.

Yes, this is a conventional vertical scroller, one or two player shooter, but it has that playability that Toplan games are getting a reputation for.

Date East are not well known for this sort of game - so why, we might well ask ourselves, have they tried to have a go with Vagour Trail. The answer only the deities know - it's vertically scrolling, it's got OK graphics, you can choose one of three types of aircraft to fly and you fall asleep while playing it.

No, for me, the best thing of the show was from Taito - World Grand Prix - Real Race Feeling. This is a motor-bike game which has an 'over the handlebars' view of the action. The next difference you notice is when you go around a corner - when the whole of the Foxcatch fits - just as in real life. A difficult technical feat that has been accomplished with great skill - and it makes a real difference to the playability of the thing... plus the little fans that blow air into your face in order to simulate the vast speed of your bike (I don't think).

It's not finished yet, but I expect it to do very well indeed when it's released later in the year.

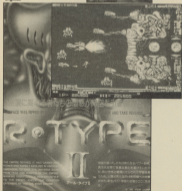
Lastly - the two new mow 'em downs from Sega and SNK (Line of Fire and Decabusted) seem to be finished now. Sega's effort is off color and no action. SNK's is a cross between an Air Mechanized Attack and the shock horror graphics of Spinterhouse. Should do well - and we'll be taking an in-depth look at them next month.

Until then, give those aliens hell, won't you. And don't press both triggers at once.

John Cook



▲ Kiss - A game about bikes, how original!



# CENTRAL 64

hen you're faced by the prospect of finding any kind of consumer good it's best to look inward. Not the butcher inward or the inward that Samuel Beckett implied to Billie

Whiteall when she was stumped in the middle of one of Beckers' rehearsals. "Look inside," he told her. Look inside what? The fridge? the bread bin? The dustbin? Maybe the

dustbin because he likes, or used to like, having those around.

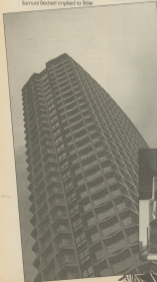
But for 'inwardly' you can put 'centrally' and you're almost always able to find whatever you want. A fridge? A bread bin? A sex letter? A CD4??

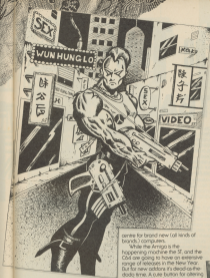
If you're living in a small farmhouse on the edge of a small Suffolk village or watching the Hebrides Ferry lines then you'll know the meaning of isolation. You won't have a bevy of red stockings women cowering until the early hours on a floodlit stage on the village green. You won't be able to get hold of a TV, or a computer by walking through your back door and ripping over the garden fence.

You might be lucky but if you want a hooker or you want a one night stand or you want a CD4 then you're going to go a distance or 3 to get what you want.

Soho has the reputation for hooking but those in the know know that it's moving out, moving to desirable places like King Cross. It makes good sense - Victoria, King Cross, Euston where the commuters are; and there are cheaper hotels. The dispersed ones.

At the computer end of things then Tottenham Court Road is the





center for brand new (all kinds of brands) computers.

While the Amiga is the happening machine of the 80's, and the C64 are going to have an extensive range of releases in the New Year. But for new additions it's dead-as-the-dodo time. A cute button for altering the disk head but for the hardened gamer the C64's going to get less and less stuff as the years go.

Where as the C64 doesn't suffer from virus, like all computers and all greedily reached after things, they've become symbols of rock and consumability. A flower, or an apple, on its own has the quality of independence - especially when it's in the ground or on the tree growing in the ground.

Group them together, tear them, and you've a marketable, desirable and consumable product.

**Computers and Computer Software** have become that type of product though, illegal copying, hype, vying for licenses, reproduction, and the presence of parasitical magazines. It's all there in the great Computer Shopper Show

for those who want to make money and those who think they want to buy the goods. What alternative is there? The games are there so you have to play them. The people are there, the programming's possible, so give it a go.

Where the outward spreading from a Game Point comes in is when somebody, Limited Company X, can see that a Blob Blob kind of guy will play that Blob Blob kind of game. And it is only guys that play Blob Blob games because the PT, company employed by somebody, now called Limited Company Blob Blob, has nurtured that group.

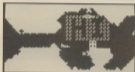
The movement is continuous, it might even reach girls and it's thwarted by the next economic trend, the next burp 'n gurgle. Paying more money and more money, your ending words will be markedly different from what you started with. You'll have been told about greediness and sold a lone car. If you believe them you'll buy an Amiga next because the C64's not up to it. Push the toilet one more time, see the Blob Blob game disappear. When it floats back up again, your cosette might have changed a bit or two but the game'll be exactly the same. C64's about selling you the same thing day in day out. Consumerism triumphs leaving the real lone cars to get lower, setting the far cars get faster.





# CELLRATOR

# 3 INTO 1 PLUS



The year is 2050. Uranium is running short, but is needed for fuel to power generators to produce oxygen.

The only place where this can be found is in the caves below the Earth, the labyrinth of caves are closely protected by alien life forms.

You are the chosen one, who has the task of collecting Uranium from each cave as you pass through. This can be done by firing phasers at them and transporting them on to your ship 'Cellrator'.

As you collect the Uranium it will be registered on your items scale. Beware of the cave walls, the enemy have sensed them, touching them will severely

damage your power shields.

No map has ever been produced revealing the way through the caves. The aliens have instable bases which constantly change directions to confuse the intruder.

If you succeed in penetrating the caves you will find the enemy headquarters. This you must destroy.

Good luck with the mission (you will need it) and take care of your ship Cellrator.

A scrap of paper has been found from a previous mission, on it is scabbled this note: The Uranium capsules need to be shot at different distances from your ship. This also applies to the Gas clouds, and all

The vast majority of computer programmers probably have a diverse range of graphic aids. These may include screen editors, character editors or sprite editors. The only problem is that none of them can carry out all the functions that the programmer requires. Obviously, the only way around this is to use a number of programs to produce one finished product.

For example, if you were writing a game you would use a character editor to produce user defined characters. You would then use these to produce the actual background for the game. A sprite editor would be used to produce the sprites. Wouldn't it be easier if it could be done with one program which encompassed all the functions you will ever need? Hence the birth of the 3 IN 1 EDITOR.

3 IN 1 consists of a sprite editor that has provision for multicolour and hi-res sprites. Sprites can be animated, copied, positioned on top of each other etc. Within the program there is also a combined character and background editor. What makes this part of the program so special is that you are not limited to designing just single screens but it is possible to define screens that take up to 32K of the computer's memory.

The editing screens of 3 IN 1 are small windows that can be moved over a much larger area. Until now most scrolling screens were designed of individual pictures and 'truck' one next to the other as a new frame.

The 3 IN 1 EDITOR has already aroused much interest in programming circles and many programmers are using it to help them design games. The complete editor program is on the tape so that it is available to anyone who is interested in graphics.

## Using the Program

Once you have loaded the program and started it running, (with SYS 515000) you will be presented with the editor's main menu which offers the following options:

- 1) SPRITE EDITOR
- 2) CHAR/SCREEN EDITOR
- 3) DIR COMMANDS
- 4) DIR
- 5) DIR REPORT
- 6) SAVE EDITOR
- 7) LOAD

Pressing the corresponding key will call up the specified function. Options 1 and 2 call up the sprite editor and the character/background editor respectively. These will be explained in their own sections later on.

Option 3 allows you to send the standard disk

# On The Tape



**SPORTS. MICROSOFT. SÄCKERNÄPPERS. KENTILLA.**  
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**JAN 1990**

**FOLD**

**FOLD**



**MINNA. PÄPPIE. COLOUR BIRD. ARAMIS/ÖE.**  
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**FEB 1990**

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**FOLD**





APRIL 1990

BLAST BALL, CELLAR DOOR, LIVE 150° N

YC

YC

FOLD

FOLD

FOLD



MARCH 1990

ACTORS UNITE, GUN, SETH RICH, SILVER HOLLOW

YC

YC

FOLD

FOLD

FOLD

return's a single drive. Some use the hard drive for commands, use the one in the drive for a floppy.

The 68000 function will copy 65536 bytes from any drive to the other. However, the 68000 will copy the type of the drive. Some users will use the type of the drive to copy the data, but not really that important.

When using you may have only one drive. The one included in the 2 which will read the data from a 1.6M disk drive and return a program.

Copy is an extremely simple function. The function will copy the data from the source of the program to the destination function. You will be prompted for the location that you wish to copy to.

When you enter the program name by the default copy function. However, the program will copy the data from the source of the program to the destination. This is the default. You will be prompted for the location of the data. You will be prompted for the location of the data. You will be prompted for the location of the data. You will be prompted for the location of the data.

The first command will be the location of the data. You will be prompted for the location of the data. You will be prompted for the location of the data. You will be prompted for the location of the data.

## Using the Editor

Each sprite editor will be used for the individual sprite. The editor will be used for the individual sprite. The editor will be used for the individual sprite.

The editor will be used for the individual sprite. The editor will be used for the individual sprite. The editor will be used for the individual sprite.

programmer work in the editor and it is a bit more when using machine code than using decimal. Since the program was designed for a program, it is a bit more when using machine code than using decimal. Since the program was designed for a program, it is a bit more when using machine code than using decimal.

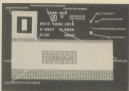
Many of the functions can be done. The editor will be used for the individual sprite. The editor will be used for the individual sprite. The editor will be used for the individual sprite.

When you enter the program name by the default copy function. However, the program will copy the data from the source of the program to the destination. This is the default. You will be prompted for the location of the data.

## The Sprite Editor

The sprite editor will be used for the individual sprite. The editor will be used for the individual sprite. The editor will be used for the individual sprite.

When you enter the program name by the default copy function. However, the program will copy the data from the source of the program to the destination. This is the default. You will be prompted for the location of the data.



• Really handy!

which combination of dots produce which colour. Simply press one to three to select the editing colour and, key press, show dots with it.

Colour changing is also extremely easy. Press shift one to five and the corresponding colour will go through all 16 possibilities. Changing colour mode is also extremely easy: choose the option required from the menu (07). If you want to reverse the sprite simply press CONTROL AND R. Easy isn't it?

It's not really worth mentioning all of the available commands since they are all listed in Figure 2. However, a few functions do need further explanation.

At the bottom right hand corner of the screen there are four sprites referred to as sprites zero to three. Note these are NOT the same as sprite numbers but are just used as reference numbers for the four at the bottom of the screen. Usually these four positions hold the same sprites as that which is being edited. It is possible to expand these sprites using the pull down menu. To alter the way that the sprite looks simply select the desired option from the menu followed by the corresponding sprite location number (00-03).

Expanding POSITION will be menu followed

by a number allows you to move that numbered sprite around the bottom of the screen. This means that you can position the four sprites next to each other or even overlap them. This may not seem all that useful at first but it is possible to make each of these four sprites different. This means that you could define a large character of up to four sprites joining the sprites together at the bottom of the screen so that you can see what they look like. It is even possible to animate this section of the screen with the number option and the Q and W keys. Choosing NUMBER followed by 00 will cause each of the four sprites at the bottom of the screen to become the same as the one being edited. If on the other hand after you enter a number greater than 00 you can set up animations.

Animation is quite difficult to explain and a best figured out with practice. However I will do my best to explain how to set up and use this special animation function.

When you enter a number greater than 00 for the number of animations after choosing NUMBER the sprites at the bottom of the screen will change. If, for example, we have entered 01 and the current sprite was 0A0, sprite 0 will be the same as the actual sprite

\$A0. Sprite 01 will be the same as \$A1. Sprite 02 will be the same as \$A2 etc. If we now press the keys 'W' and 'Q' we can increment and decrement the sprite numbers at the bottom of the screen giving the appearance of animation. If we press 'W', Sprite 00 will become actual sprite \$A1. Sprite 01 will become actual sprite \$A2 etc. If we had entered 04 after a CDNR00, is instruction then the sprites would be incremented by four every time you pressed the 'W' key, i.e. sprite 00 would become \$A4. Sprite 01 would become \$A5 etc.

I did say that this form of animation was complicated but if you try it then I'm sure that it will fall into place.

Just in case you have problems with the type of animation there is a simpler form. This is the ANIMATE instruction. This instruction will change all the sprites on the screen, including the large editing screen, in increments of one for a preset length. When you choose ANIMATE you will be prompted at the top of the screen for the first sprite in the sequence and the 'top', then the sprites will be displayed in order. Pressing 'F' and 'S' will speed up and slow down the speed of this animation.

The sprite that is in the editing window can be moved within the editing grid with the keys specified elsewhere in this article.

If 'WRAP-ON' is set what disappears off one edge of the editing grid will appear at the opposite edge. If 'WRAP-ON' is set then anything moved off the grid is lost.

sprites. The pull down menu option CHAN-BANK is used to specify which character bank you want to look at. Should you want the normal Commodore characters then enter 0000 or the prompt.

COPY CHAR is used to position the desired characters in the sprite grid. When this option is selected a large square will appear in the sprite editing grid. This can be moved within the grid using the cursor keys. Once you have the block where you want your characters to appear press RETURN. You will then be prompted for the character that you want to appear in the sprite. (You're using the character set of 0000 and you'll see what the option does. Use RETURN/STOP to see the COPY CHAR option.

## All change

It is possible to change one multi colour to another with the YMAP COLOUR option on the pull down menu. When selected this

now select the second colour in the same way. When RETURN is pressed the two colours on the screen will swap over. DO NOT use this option when dealing with lines, use the reverse option CTRL-RU instead.

## Character-Screen Editor

Both of these editors are present on the same screen. The top half is the character editor while the bottom is used as a normal window using larger sizes.

Quite a lot of information is present on this screen and it is worth studying the commented picture in order to find where everything is.

Again it is worth looking at some of the available commands. I have done a summary of them all can be found in Figure 2.

As with the sprite editor, characters can be edited in either multi-colour or lines mode, colour being chosen and changed as in the sprite editor.

control between either the character editor or the background editor. You can see which mode you are in by seeing which cursor is flashing.

The background size is defined with the WINDOW SIZE option and the window can be anything from two by two characters upwards, the maximum in either direction being 255. Obviously your screen size is limited by the amount of memory available. If there is not enough room for your window then you will have to enter new values. I have made up to 20K of memory available for the window though I'm sure that you will find that you very rarely use this much. The two numbers in the middle of the screen, after the word DATA, show you where your window starts and finishes in memory.

One very important consideration for games programmers is where they are actually going to put their screen. The BASE ADDRESS option will prompt you for the base address of the background so that you can move it where you want. Do make sure that you don't overwrite any other programs in memory, such as the editor.

You may think that it is a little limiting to just see a small section of your total graphics screen at one time. I have therefore included the 'W' command which will switch to a full screen display in which you can move around the background, movement being controlled by the cursor keys only.

It is possible to set up a border character which is displayed around the smaller editing window. I usually leave this blank though you may try different effects by putting fancy borders around the screen. This does not apply to full screen mode.



• Fancy sprites - games graphics of your fingertips

## Characters and Sprites

The option that may seem a little strange is the ability to turn characters into

option presents you with the three multicolour at the top of the screen. Move the arrow to the colour you want to swap and press return (use cursor left/right to move arrow)

Once you have entered a character you can place it anywhere within a defined background in the background editor. The 'J' key is used to move

## Disk Commands

ID	Initiate disk
VD	Validate disk
FD name id	Format disk
RD new name id old name	Rename file
SD name	Search file

## CHARACTER/SCREEN EDITOR

Cursor/Joystick	Move cursor
*/F5 (down)	Draw point
Space/F5 (left)	Delete point
F1	Joystick fire function
-	Next character
.	Previous character
C	Copy character
G	Go to character
1-3	Select current colour
Shift 1-3	Change colour
CLR	Clear character
L	Scroll character left
R	Scroll character right
U	Scroll character up
D	Scroll character down
Y	Flip on Y axis
X	Flip on X axis
CTRL R	Reverse character
J	Jump to background window

## Background Mode

Left Arrow	Set top left of block
Cursor	Move size of block
Return	Set block
G	Get character under cursor
*	Place selected character

## F7

Bring up menu

## SWAP COLOUR (BASE ADDRESS) FETCH CHARACTERS

Swap multi colour over  
Set start of background  
Set where characters are in memory. 0000  
is normal set.

## COPY SPITE

Cursor to move block.  
RETURN to select  
RUN/STOP to exit

## SPRITE EDITOR

Most functions as for Character/Background Editor

F7 Bring up menu  
CHAR/BANK Where characters are stored  
Used by COPY-CHAR

## COPY-CHAR

Copy characters into sprite.  
Use cursor to move. RETURN  
to place and RUN/STOP to exit.

## WRAP-SET

## ASIMATE

LRUD wrap around ON/OFF  
Use F to speed up, S to slow down

## Pointing a large area

When producing backgrounds it is quite usual for large areas of the background to be

repeated elsewhere in the backdrop. A QWAD option is available that will allow you to grab a rectangular area of the backdrop and copy it to another position of the screen.

To use this mode you

should be in the background editing section of the character editor. Move the cursor to where the top left of the block to be copied is, and press the left arrow key (top right of the keyboard). Use the

cursor keys to move the bottom right of the area to be copied, and the rectangular area marked will be highlighted. Once the highlight covers the total area that you want to copy, press the RETURN key. Now when you move around the background you will drag with you a copy of the block marked. You can place this anywhere on the backdrop by pressing F7. RUN/STOP is used to exit this mode.

## Saving and Loading

As I said earlier, it is possible to load any type of file into memory from the main menu. It is also possible to load any type of file from within any of the other editors as well. However, the VIO device is separate in each editor so you must change to each section of the program.

Even though you can LOAD any type of data from within any section of the program, you can only save each type of data from the correct editor. You must therefore get in the character editor in order to SAVE your user defined graphics. You must be in the background editor in order to save backgrounds.

## Note

When you design a background, make sure that you keep within 64 of the screen size that is defined, since a screen that is supposed to be 30 characters wide will look rather silly if the screen is set to 28 characters.

That just about sums it up for the sprite editor. I am sure that you will find it very easy to use with a little practice and that you will find most of the instructions that you are using already used.





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# THE FUNKY FISH

**G**reetings, toddlers, beans. I trust your donkeys are fully functional. Purple Fish Lord of Czar here. Actually my great eminence is not with you in that sense, but the armies of the Fish Lord will be with you soon. Thanks to last month's outrage by your Earthings, expect to see the assembled might of Czar appearing in your skies shortly. I compute that in exactly one year from now the bowls of heaven will descend upon the so-called Hemei of Hempstead, and totally exterminate the Henderson of 1C infamy. Until that glorious day, here is the latest news from bowls around the country.

The Bitmap Brothers have started



work upon Speedball 2, although whether they will actually do any of the work this time (they didn't do any programming on Aemon II) remains to be seen. The sequel to the game of steel fists and high speed thuggery is due for release in September, before then their current project, *Coverover*, will be out in August.

*Coverover* is a pretty dim name for a game, which is surprising since Microsoft rejected the first suggestion by the Bitmapming Boys. They wanted to call it *Silly*. The marketing plugs for this could have been legion. Got a Silly, waggle your joints.

*Green Software* is officially denying that it has its eye on the latest game from Taito, *Line of Fire*. This follows on from *Operation Wolf*



and *Thunderbah* and features yet more 3-D machine gunning, but thoughtfully with some variety. When pressed (up against a wall), PR gaffe Pam Griffiths giggled, "Oooh, I suppose if it comes up then we'll have to have it won't we."

Reviewer of graphically splendid software, Pygmalion is worried at the moment thanks to the collapse of CS. CS was an American distributor that handled only games, and was Pygmalion's main US distributor. The company has crumbled and the reviewer been called in.

You would have thought that there were enough computer magazines to fill a truck with at the moment, though the number may decrease shortly having counted the number of pages in certain 8-bit magazines recently. However, toddlers on the scene have confirmed that there is to be yet another magazine joining the fray, this one under the dumbername title



of *The Complete Beginner's Guide to Games on Home Computers*. There will be more words in the title than sheets in the glossy magazine, which is expected to retail for around £2.95. Expect the name to be cut down to size when someone realises how silly it is.

A final meggot for you Earthings, the main programming SDT has resurfaced after months of silence. Apparently his computer broke down, for months!

Goog! Until the great bowl in the sky has revolved another 30 times, fare thee well fish lovers.





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