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G128

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- Ferrari Formula One
- Powerboat USA
- Knights of Legend
- Weird Dreams
- After the War

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Champions



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Football Strategy Game

CRICKET

MASTER



SUPERB STRATEGY GAME

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Annual Cost £12.95



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Players

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CHALLENGE

SOFTWARE

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Challenge Software: 33 Westmeor Road, Epsford, Middlesex EN3 3LE

TRADE ENQUIRIES WELCOME ON 01 442 1938

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Loockaballs

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★ WRITTEN BY TUK HENDERSON ★ DRAWN BY CAM SMITH ★ MUZZAK BY THE BELOVED ★

FLAME HEAD

... SINCE
LAST ISSUE,
AND FLAME'S
SQUAD, HE'S
BEEN SCARED
BY THE PHASE
AND RUSH PARTY
TEAM "THE
WRECKING-
TEAMERS"...



PHWEEEP!!!



COMBUSTIBLE, BURN, DON'T TRY THIS AT HOME! ☆



LOADS OF B A L L S



G

et your mitts on those big American balls with the splendidous (Spanish-Cyberball) competition. To win one of the ten full size American footballs all you have to do is answer these three simple questions (Thinking up hard ones is beyond us).

Which of the following kitchen appliances is William Perry better known as?

- 1) The Blender
- 2) The Fridge
- 3) The Gas Stove

What is the maximum number of players an American football team can have on the pitch at any one time?

- 1) 11
- 2) Less than 10
- 3) 5

What does an American football resemble?

- 1) An egg
- 2) A large sausage
- 3) A pineapple



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I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning - interceptors closing fast! I quickly select dogfight mode and am in a dogfight. We both fly at the same time - stuff and a high-g turn outmaneuvers his missile. A loud explosion tells me he's not so lucky.

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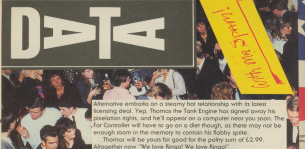
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DATA



Alternative embarks on a steamy hot relationship with its latest licensing deal. Yep, Thomas the Tank Engine has signed away his pixelation rights, and he'll appear on a computer near you soon. The Fat Controller will have to go on a diet though, as there may not be enough room in the memory to contain his flabby sprite.

Thomas will be yours for good for the paltry sum of £2.99. Altogether now "We love Ringo! We love Ringo!"



The Midi Music Show, at the Novotel, Hammesmith on 7th and 8th of April, is one of the largest, funkiest,

loudest shows of the year.

It'll have everything that an aspiring snook, lock and barrel would need to launch their teeny bop career off to a flying start. There'll be guest appearances from top performers, producers, writers and programmers and you can bet that the event will be ear shattering.

Tickets cost £10 and are available on the door. You never know, you might even meet one of the YC lads! Cool

THE
Midi
Music
Show



UNCLE SPAM'S FRITTERS



- Ingredients:
 1 cup flour
 1 egg - separated
 2 cups Spam
1. Soak flour and salt, beat the egg whites to the stiff peak stage.
 2. Combine Spam and salt to taste. Add the egg whites gently. Add salt to taste.
 3. Drop spoonfuls of the batter into hot oil - cook until golden and crisp.
 4. Serve immediately or reheat in oven at 350° F.



Spot the Spam - can you spot the spam in the picture below?

Spam is the registered trademark of a quality chopped-meat product manufactured under license by Newforge Foods from Great Britain.

Spam is a lovely addition to any meal. In a recent test, by the FC team, it has been decided that a good old thumbs-up must go to Newforge Foods Limited for presenting us with a product that is both nutritional, and Fun! Fun! Fun!

Containing a minimum 90% of pork, there is no sticking on its taste value, and we see the day that a vegetarian version of Spam is introduced. If you feel your meals need a little bit of 'spacing' up by a Spam frizzer, or perhaps just plain slices, they'll not only brighten up your plate, but also your day!

"It's the World Cup this summer, ain't it?" Nah, let's do a totally original game to coincide with it. "What's that then?" "Death Blue Ninjas with a bad case of Plead". "Nah, never work. I've got a better idea, let's release a FOOTBALL game!". "Yes, let's!"

The above is a rough estimation of what may have been said during a Virgin Games meeting not too long ago. So in order to follow the rest of the pack, Virgin has its pending release, 'World Cup Soccer '90'.

Being a conversion of the arcade game with the same name, it'll be ready (with nasal hair crossed) by May, and released around then. Does it feature anything different from the rest of them? Nah, not really!

By the way, you all know that Virgin is also developing Monkey Python, Golden Axe and Vag, don't you?



THE COMPUTER INDUSTRY KARMA SUTRA

No. 7

Er... I think this says it all really?



DATA

Funcom - Reviewed
 And more than one of
 the hottest weapons to
 come out any time
 (cont. p. 48)



And more than one of the hottest weapons to come out any time (cont. p. 48)



And more than one of the hottest weapons to come out any time (cont. p. 48)



And more than one of the hottest weapons to come out any time (cont. p. 48)



Why's the spunkhead in the middle?



Escape from the planet of the Doom!



Doom is on the brink of being so funky that its staff will explode. *Escape From the Planet of the Robot Monsters* and *Flax* are two completely radical games on the Tengen label that are to come out way so soon that they may arrive before you have been born.

As we all know, the Tengen label is devoted to conversions of Atari coin-ops, and *Escape from the Planet of the Robot Monsters* is no exception. It's almost as ludicrous as its title as you run around on the surface of Planet X blasting all sorts of robots, who are controlled by the evil (with a capital E) Reptilons. The Reptilons have but one task, to destroy Earth (blimey, orkut!). You must stop them in a simultaneous two player kind of like game.

Flax is not as stupid as its name suggests, being a rather more serious puzzling type of game. It is being released at the same time as its arcade counterpart (a first as far as we know) and it has been described as a sort of Tetris with chunky bits.

Both games will retail for around £9.99 Cass, £14.99 Disk.

**THE INCREDIBLY STUNNY
SPEAKEASY CHART –
TOP 30 COINCS**

1. Legends of the Dark Knight (4)
2. Batman 444 (DC)
3. Sanderson 13 (DC)
4. Amazing Spider-Man 330 (Marvel)
5. X-Factor 51 (Marvel)
6. West Coast Avengers 56 (Marvel)
7. X-Men 258 (Marvel)
8. Fantastic Four 337 (Marvel)
9. Detective 611 (DC)
10. X-Men (Marvel)
11. Aliens Vol 2 No 1 (Dark Horse)
12. Justice League Europe 11 (DC)
13. Wolverine 21 (Marvel)
14. Avengers 315 (Marvel)
15. 2000 A.D. 661 (Fleerway)
16. Swamp Thing 92 (DC)
17. 2000 A.D. 661 (Fleerway)
18. Doom Patrol 29 (DC)
19. 2000 A.D. 663 (Fleerway)
20. 2000 A.D. 662 (Fleerway)
21. Punisher War Journal 15 (Marvel)
22. New Mutants 87 (Marvel)
23. Crisis 35 (Fleerway)
24. Wolverine 22 (Marvel)
25. Hellblazer 35 (DC)
26. Punisher 30 (DC)
27. Daredevil 277 (Marvel)
28. Crisis 36 (Fleerway)
29. Spectacular Spider-Man 161 (Marvel)
30. Eccefilis 19 (Marvel)

Chart compiled by **IGN/IGNY** – The
Cycas of the Comics World! Item
information supplied by Comic Shop
Network.



There's a new IR, infrared
joystick in town and it's big
and chunky!

Spectravideo has
launched the latest in a
line of joysticks that no
longer require a wire to
keep it moving. You can
wave it in the air and
even act like Stone Faces.

At the price of £39.95 it
may be out of the price
range of most, but who
cares when it looks as
funny as that!



Map. It's a buggin' what resistance does it
have? Buggin' all!

One company that is working like complete buggery is Accalade who has a long long releases on the way (not all of them are sound).

The Cycles is about something or other that I can't quite remember at the moment, but we're assured that there's lots of speed, fumes, and girls involved – sounds like a warehouse party to me. Hardball II is the sequel to, wait for it, Hardball and is mostly more of the same sort of baseball type of thing, although with better graphics and extensions and things.

Powerboat USA is a simulation of high speed Superboat racing. Can you zip through the waves in order to win a race? Would you want to bother? Would you throw your guns up over the side?

But the piece de resistance is certainly Bar Games, a simulation of the sort of things that grown-ups like to do in pubs? Like hell, c'mon who goes to a pub to play bar's dice, beer sliding, or ride a mechanical bull? Not me matey, I'm off on a lager frenzyeeeee!!! (The wet T-shirt contest sounds good though).



It's a little program
called Newtek, and don't
forget about it!



CHILLER

Virgin Mastertronic - YC March

FORME 22957, 173 - Unlimited energy

3YS 50756 - To start the game



HACKATAK

WITH KIRK BUTTER

Captain Kirk beams down some really funky tips for people stuck in a jam.

Welcome to yet another game-focusing installment of Hackatak. No doubt some of you have had trouble with the games given away free on the magazine cover? Well worry not, most of them have had the Hackatak requirement, not to mention, of course, some of the latest games. Well, stop reading this crappy intro and get poking this to a family magazine - (3)



ACTION BIKER

Virgin Mastertronic - YC March

FORME 19207, 47 - Unlimited lives

3YS 12212 - To start the game

FINDERS KEEPERS.

Virgin Interactive - YC Jan

PC98 29T87, 3x - PC98 29T88, 9b -
PC98 29T89, 1 1/2 - Ultra Lives

313 49132 - To get funny

NINJA

Virgin Interactive - YC Feb

No Poles I'm afraid, just a map and a few tips. The first level is wrap-around so keep track of where you are. To complete the game you will need six idols, when you have the sixth idol go to The Chamber (you cannot enter here until you have all six), and take the last idol. To finish the game (make sure you have 7 idols), go to the starting screen and gasp in awe at the end-of-game message.

THUGS

These are no problem, two high kicks or throwing stars will kill them.

KARAKETAS

Be very careful with these guys, their energy goes down very slowly. The best way to deal with these noobs is to throw all your stars at them and if possible pick them up again and throw them back, if you can't do that a couple of flying kicks will do.

NINJAS

Mostly very nasty, whatever you do do not throw stars at them as they will only throw them back at you. A flying kick is the best way to dispatch any Ninja.

TUSKER

System 3

A very handy little cheat too, although I have not had the chance to try it out. At the start of any level walk right to the next screen position yourself at the bottom of the screen, whip a joystick in port 1 and press fire. You should now appear on the last screen of that level with all the objects you need!

CHASE HQ

Dozen

Start the game, hold down the fire button and type GPOWLER. You can now reset the time by pressing 1.



SUPER WONDERBOY

Activision

Yes, I know we pulled this game to bits last issue but I've found a nice little cheat. Locate the door that hides the end of level rocky (using last month's definitive description) and stand in front of it, release a bomb, fireball or whatever and hit the SPACE BAR. Once inside, the robot will die leaving you free to collect the sportsbooks.



MONTY ON THE RUN

Kixx

This game is a classic, re-released for under a fiver. If you don't have it... get it now! If you do and get a high score, enter your name as I WANT TO CHEAT to go into cheat mode. Easy!

SPACE HARRIER

Enesco

Yet another old, but rather playable game that gets the Hotshot treatment.

POKE 601D - Unlimited lives

393 2428 - Starts the game

There are, as I'm sure you've noticed, quite a few reset poles this month. Anyone out there who has not got a reset switch but likes to take a chance can use the following method to reset the Humble C64.

First, you'll need a paper clip, got that? Good, now look at the back of the computer for the USER PORT. Inside is a PCB numbered 1-12 (see diagram), you need to touch pins 1 & 3 (at the same time), with the paperclip. This will reset the C64. This is done however



USER PORT. C 64



as your own risk. YC will not be responsible for any knocked C64s or angry hot-dogs. You have been warned. If you muck it up and kill the 64 you could try giving it a new 1.5 amp fuse. A big thank to my

brother Jack Fuller for the great artwork.

Well that's it for another month. Tune in next month with all your (working!) C64s. This is Kirk Fuller saying goodbye. Goodbyeeee!

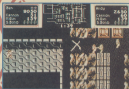
USER PCB

Pin	Label	Value
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

Pin	Label	Value
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		



The more loading spam and Dr K spends yet another busy evening in the office. With a deluge of embryonic fluid and other more spam the doctor creates the ultimate assassin by the judicious use of the sector. The sector begins to flow upon their completion and you go to the next level. The next level is more deadly. Split screen action at



It's *not* the split perhaps, if you were Jim Davidson, that the game is designed to be used at any time. Extra ammunition can be collected on route but you

progress the complexity of the more increases. As far as you find yourself running around a few large buildings but before long you are crossing bridges

surprises. Around level five the enemy is surrounded by a suspiciously clear area. As you run for home barely looking down appear with rocket launchers.

If you're expecting an attack around the next corner you have two

Supplier: U.S. Gold
Price: £9.99 coins
£14.99 disk

options. You can come out blasting and hoping for the best or you can huddle walls. Huddling walls is effective but you still have to deal with the dome, although by huddling the wall and posing the enemy you



the two players' sectors vulnerable. Places in the Dr's computer to plant their bombs. In only one player is active, only half the screen is used. Although this may seem a little limiting, both players tend to cause some confusion. If you plant a bomb to take a dome to be occupied by the other player's bombs. You know this means you can't see the other player's bombs. The light work of the later clones.

Armed with a rocket launcher, machine gun and a limited number of air bombs, grenades you battle your way through the levels. Most of the time when the rocket launches one of the ammo you can switch to the machine gun but the grenades can be

other have to blast a few bridges to get in.

Collecting the ammo is important as you start the next level with your remaining ammo.

A small radar display at the top of the screen shows the layout of the level with a box

covering the area you are in. This display shows the locations of all objects, ammo and villains and a process which marks where you must place the bombs. By watching the radar during play you can prevent those nasty surprises incurred when running around a corner into a gun firing clone.

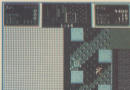
For all these bombs within the time limit and you can find yourself dodging for the nearest car before detonation and death. As the levels

spanning toxic laden rivers or running through domes filled rooms with twisting automatic doors. The landscape is not the only feature of the game to change. Initial clones are either unnamed or carry small fire arms but later levels provide a few nasty

Bar and Andy give the girls candy

can crack from behind.

There is plenty of blasting and dodging around in this game but unfortunately you can't shoot your fellow player. Not a bad game but the graphics could be a little sharper. **AP**



A life in the FBI is not easy. It's just as well that you're not in the FBI

Supplier: Origin
Price: £19.99 Disk



KNIGHTS of LEGEND.



▲ Cool, isn't the button?



▲ It's a pub! It's a pub! Well it looks like a pub to me.



legends tell of a brave
few who would risk
everything for the tear
in a fair maid's eye. Or
the chance to put one in
her eye... heroes (or anti-
heroes) are truly the stuff
that myths are made of
and some really do exist.
Origin's latest role playing
epic lets you put together
a fighting force to
combine powers of good
or evil as you see fit.
Under the rather loose title
of the Knights of Legend
you can control up to six
characters to explore the
sprawling realm of
Aethelred.

Knights of Legend has
a few advantages over
other roleplaying epic
type games. For one, you

can have up to sixteen
characters on your saved
disk at any one time. Any
of these, from one to six
of them, can be bought
into the world of any time
you wish. Thus, you'll be
able to dash in your 12th
level wizard to help to
stand if things get too
tough for your fifth level
warrior. The variable
number of players is useful
for those who like a
challenge; just try
completing the game
with one player only.

The game is
beautifully produced. The
box is very heavy, and it's
fairly sleeping when you
open it up and look
inside. There's a 130-page
book which fully explains

anything you ever wanted to know about the game. There are comprehensive notes about spellcasting, combat is fully broken down into the various steps to make, the history of the world is presented in Saga form, and a breakdown of the various races, classes and their powers. Also inside are the four - yes, four - games files, and you'll need a blank disk for your characters too.

There are over thirty types of characters to play. These vary from the big standard Human Knight to Elven Fyer and Drowen Ordoane, as well as the Keleian - a small tin race - a sort of ally between Dwarves and Elves - oggimales and females get different character options. Each character has to have a graphic chosen for it. This graphic can be edited completely using the character or shield edit option. This means that every character is different and adds your own personal touch to the

game. The magic system is ingenious. Every spell consists of a word of power. This is formed by construction of the word using Elven syllables. These are used in sequence for the spell effected; the star (or oblong) is full effect, the square, single duration (no) subclass (the non player character option). This will result in a word like ARHAYTIA which has an El or moderately long range, type in the word, cast the spell and word will back!

Combat is handled graphically. The announcement that an ambush has been sprung is made, then the card is shown in plan form. Four legs and the party are shown, and several options open to you are shown on the screen's base. You will have to move your team into close range to engage in melee. However, spell attacks and bow attacks can be made at longer range. If you feel the



▲ And the sun set. So do the joys.



▲ The more about town is pink and brown!

inclination you can attack your own party but it's not advisable!

The combat is far more comprehensive than is usually the case. You can choose the form of attack, a defensive, to run away, do nothing or whatever. The round begins with you selecting your options in turn. Then the sequence begins. The results of each exchange of weapons or spells are displayed at the bottom of the screen. On screen are the options, plus a picture of your party with only one unit of it. Once a unit has been given a command, they get awarded advantage points and gold. This is done through the progression of your own character. It will be done.

The graphics are very well done. They are presented in 320 x 200 resolution. There you can have a picture which describes the outside. Then the owner greets you according to who is the leader and

offers you his services. Any characters are dealt with by the character in question only. To equip any other character means going outside and entering again. This is unavoidable because of memory space but is a bit of a shame. The team can be saved by going into a tavern and resting for the night. Every shop owner can be asked questions or you can listen to rumors.

Knights of Legend is a tremendous achievement given the limitations of the S4. Searching a gigantic fantasy world has been done in such a complete way on the machine before but not with this degree of success. And at the cost of about \$2 lire of Spain it's got to be worth a look from roleplaying games.

AC



▲ Not all of the detail, very PC based



▲ Ugh, Egh, Bally, man, gibber, gibber, whoooo!

96%

more

Weird

Supplier: Rainbird
Price: \$9.99 (Cass) \$14.99 (Disk)

dreams

Weird Dreams is a weird game. A very weird game indeed. To really get into the spirit you'll have to read the novella that comes with it. The story is as follows. You are Steve, the victim of a prank. This is no ordinary prank though. A Doorman, in the shape of Emily, a girl of your work, has given you a mind influencing drug. She then establishes a mind contact

with you, and the result is a series of frightening dreams.

But this Doemonic activity has not gone unnoticed. There are powers that rule over these actions. The guardians as they are known have been

monitoring Emily's progress and have nudged her down. Now she has taken possession of your mind entirely, just as you have gone under the surgeon's knife for exploratory brain surgery! You have gone back into dream sleep. By negotiating your dreams, you can save your sanity and your life. This is a

refreshingly detailed scenario, which makes a change from two-paragraph cereal box type write ups.

Anyhow, the game involves Steve's efforts to escape brain deats. Being set in a dream world, you'd expect the game to be a little on the strange side to say the least. And it is. To start with, you've been shrunk to a size equivalent to a tin of Spam. The game starts with you at a fairground. Not on a ride, or at a sideshow. Nope. You begin inside the candyfloss machine. Little fluffy pink lumps of



4. Accessibility



▲ On Ball



▲ That's right spunk him with a well placed



▲ Oh now that, I need a shot of that!

conclude the flying special patterns as opposed to the usual. The ball's to jump up and down to the ball's side and to the ball's side, and to the ball's side, and to the ball's side.

It's a game of the ball's side and to the ball's side, and to the ball's side, and to the ball's side.

It's a game of the ball's side and to the ball's side, and to the ball's side, and to the ball's side.

It's a game of the ball's side and to the ball's side, and to the ball's side, and to the ball's side.

It's a game of the ball's side and to the ball's side, and to the ball's side, and to the ball's side.

It's a game of the ball's side and to the ball's side, and to the ball's side, and to the ball's side.

It's a game of the ball's side and to the ball's side, and to the ball's side, and to the ball's side.



STARFLIGHT

Price: £14.99
Supplier: EA

SHIP CONFIGURATION

CARGO FORD

```
ENGINE: 100  
FUEL: 100  
OXYGEN LAUNCHER  
LASER CANNON
```

```
CANON .....  
LASER .....  
OXYGEN .....  
FUEL .....  
ENGINE .....  
FUEL .....  
OXYGEN .....  
LASER .....  
CANON .....
```

CARGO FORD

```
ENGINE: 100  
FUEL: 100  
OXYGEN LAUNCHER  
LASER CANNON
```



```
SELECT OPTION ## AND PRESS BUTTON
```

BALANCE: 10000

BUY SELL REPAIR MAKE EXIT

049 0-00



```
00000 01 10 01-0020  
00000 02 10 01-0020  
00000 03 10 01-0020  
00000 04 10 01-0020  
00000 05 10 01-0020
```

```
00000 06 10 01-0020  
00000 07 10 01-0020  
00000 08 10 01-0020  
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THE BUY TO LEARN

73%

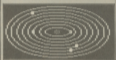
Through the vast expenses of space you tussle with one eye open for hassles, the other for profits. As a highly commissioned captain of a space exploration craft you must boldly go etc, etc, seeking out not only new worlds for colonisation but profitable items to sell back or blow to fend your mission.

The game starts in the Arth space station. Here you select your crew from the many alien races and train them. Once happy with your crew you walk along to the ship configuration door. Name your new ship and purchase any ornament

and armour you can't really afford and then visit the retail boards. Information viewed here will impact gossip, news of trouble spots or possible items of wealth and give details of your mission. At first your task is to explore the planets and around your solar system collecting minerals, alien life forms and if lucky, orbits. All these items can be sold in the market place on board the station. With your profits you can refuel and upgrade your ship. It's best to spend as much time as possible on the training of your crew especially in the early stages of the game or the

CROPPED FOR AND HAM

125 100



NAVIGATOR
UEL

MANEUVER
RAISE SHIELDS
COMBAT
BRIDGE

LEAVING ORBIT
COMMENCING SYSTEM TRAVEL
STANDING BY TO MANEUVER

ability of the crew greatly affects their efficiency. It is all too easy to become lost with a poorly trained navigator or receive scant or misleading information from a novice science officer.

Once past the code wheel and into orbit your navigation officer takes control. You guide your warship around the system or, if you are feeling lucky, out of it. Beginners should stick to local planets as the big V has all sorts of hostile worlds and beware of it. Local

missions will give you cause to scourge the more distant planets as resources run low and alien encounters on the ship comm's can lead to either valuable information or combat depending upon the stance you choose (friendly, hostile or slowly).

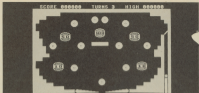
When in orbit around a planet the science officer can implement a scan. Using the information gained by the scan you decide whether the planet is worth

colonizing (a large fine is imposed for the logging of unsuitable planets), landing is a simple affair of selecting a site from the projected map and descending.

Once on firm land the terrain vehicle depots in search of mineral and alien life forms. The scale of the view can be changed to show local deposits and the location of your ship. It is worth noting the coordinates of your ship before you begin any major explorations as it is too

easy to become lost, if weather conditions are less than perfect crew members may become injured and the doctor's medical skills will be tested. Running out of energy in the terrain vehicle means a long walk back to the ship.

There is more past than gameplay but despite the console disk price and the general slowness of the game there should be enough adventure in this package to satisfy most players. **AP**



International Arcade Action.

70%

Supplier: Wicked Software
Price: £12.95

Oooh, I've gone wobbly at the knees, there are more games in this package than three one-ways to carve sporn with a chainsaw. Fifty games at a cassette for less than the price of a dish game sounds like a bargain to me and it is.

As you may suspect, the quality of these games leaves something to be desired but all are playable and mostly good fun. Even if you hate each and every game it is going to take you a couple of days to play all the games on the tape. Many players will recognise the genre as that of the magazine

listing. The programs may be short with poor sound and graphics but some are real gems and others are so bad they are classic.

The adventure begins with *Topside Run*. We all remember this game and its variants (basically space invaders without the falling bombs or the invaders). Move your sub from side to side launching your torpedos at the ships which sail in three rows above you. No fancy effects or graphics, but high to being with a simple plot.

Arcade Baseball is a game example of how to do something complicated in a blame

but simple way. From the central pitcher's box a ball descends the length of the screen. By hitting the space bar the blob at the bottom of the screen begins its horizontal journey. If the ball connects with the blob it bounces its way to the pins at the top of the screen. Afterspinning pins indicate how many bases the player manages to steal while others indicate the star will get out of bounds. Hit the ball back up the centre of the screen and the pitch flashes as you hit a home run.

The average gamer is less than fit (so many hours spent slumped over a terminal with half empty cups of coffee filled with dog dropp), but his little program may help. Select your level of fitness (gross) and follow the movements of the little

blob on the screen. I found watching this program going through its paces a bit tiring.

2D Tennis is one of the two player games found on the cassette. Players move their bats like players around the court as you try to bounce the ball just the right position. In *Fighter Friends*, one of those wacky 80 games where two players fight around the globe in *Planet Fighter*. The final of the game is *Football* (a follow player ten times). Rushing forward on the joystick gives you an extra boost for speed but the best tactic is to use the wraparound feature of the screen to take your friend by surprise.

The *Pinball Arcade* is one of the weaker games in the collection. These are balls and circular cushions with a variety of valves



▲ The 3D ball you get to target the hole

but the basic movement is very smooth. Even a perfect hit from the tee helps to send the ball into the bunker reaching the screen.

What would be a compilation of using type systems for without great programs. *Greasy Golf* shows you in the classic shot (put) of getting old simulators on one screen.

count is also a good option for the level press, stop, or restart. By moving an illuminated pixel around the display you change the direction of the shot, also even into the ground if you so desire. By depressing the fire button you can select the power shot. It's a player that has a large distance but you don't have to

imagine that you can see the ball up to the edge of the world before whacking it. When you're green, the view changes to a 3D effect showing the ball of the green and as before of movable third pixel indicates the direction of the shot. Get the picture? Well, the direction light and you'll be a real golfer.

And then, perhaps the some text will be in a different order.

Don't miss the compilation, expecting to be linked by superb gameplay, especially when you do expect nothing but hours of joyful play as you dig through the roots of many already better sellers. AP

► What do you think of these two players on a baseball pitch?



▲ Who's the better one if you go further

Supplier: Firebird
Price: \$9.99 (Cass)
\$14.99 (Disk)

According to the blurb, the P-47 was the principle American fighter during World War II. The game fails abysmally to live up to the history of the plane though. The storyline goes like this: there isn't one. You have to pilot your P-47 through the various levels of the game, blasting anything you meet with your guns. The enemy backgrounds is wide ranging and diverse. Small planes shoot bullets at you. Larger planes shoot bullets at you. Small ground targets shoot bullets at you.



Thunderbolt

Some of the end level death machines are so big that it's doubtful whether they would fit on the continents that they're supposed to inhabit. And, while you're shooting them there's no indication of any damage you cause. The games takes and jels as they shift uneasily around the screen.

The game itself is actually fairly playable, if a little too easy for my liking. The fact that you keep your extra weapons after death is surprising and makes the game

even easier. The backgrounds are indistinct and uninteresting and the whole game seems a bit anemic.

I can't imagine how anyone, let alone a company of Firebird's reputation, could release a game which is so blatantly mediocre, yet surely destined for the dustbin before it was written. Perhaps a budget house could have been asked if all twelve (just on disk) 2.1 ins of Sporn in a can! It's bloody awful value for money. Buy the Sporn instead, cook an exceptionally large liver with it and throw it around the room making machine gun noises. It's bound to be more entertaining (and easier to eat). You're less likely to be sick as well.

ACC



14%





Supplier: System 3
Price: \$12.99 Tape

VEND

With the impending sentencing of Charles Bronson as a gun-toting steam-eliminator and the major star in the vigilante stakes being a man dressed in a

giant rubber bar suit, make it hard for a more able bodied person to take on the entire criminal element.

Vendetta offers YOU the choice, because through misfortune and a sorry twist of fate you have got probs so large that they could be smung together and used as the Chivalier Tunnel.

What you return from Vietnam, things for you have not so much gone down hill, more plummeted from a scarily large mountain, for one of your greatest rivals in the army is now the chief of the local police force, and a doctor friend of yours and his niece have been

kidnapped by a large terrorist group. The doctor had invented a rather mean, lean weapons system which could be used to very ill effects.

With muscles pumping, gun strapped to back, and customary combat pants flapping in the wind, your task to rescue them begins. Unfortunately YOU are suspected of the kidnap (a way of getting at you by your Viet Cong "friend") and the police have been instructed to bring you in with

excessive force if necessary. So not only are you after the reports, the police are after you, and the reports are after world supremacy. Good small, square-minny things are after dinner meals. The way in which Vendetta is presented



through is certainly not as complicated as the plot, and

for those easy to grasp, with out purely opelike brains, I'm sure many of you are familiar with System 3's other incredibly amazing arcade

adventure game series, Lon King's 1 and 2, and the 3D games system which they both use. Vendetta uses this system too, although it is rather more extensive than ever before.

It is also only half of the game as there are many levels and each alternate level is one of two separate styles of gameplay. The second comes into play when you have found a female and the ignition keys during the adventure part of the game. Yep, you guessed it, the second game style used is a driving game.



A. There's so many levels that the book is like the Computer Shopper where I think there's more death though.



ND ETTA



thus making the best (and most popular) of both worlds.

This is no average driving game though, as it could be described as a Chase HQ variant, although it is far far better than the official licensed version. It is probably the best that could ever be done on a C64, and this is only part of the game.

Getting back to the 3D version, this is where you realize that Vendetta is truly special. Not only is there more than the average amount of mapping, object collecting, and room searching to be done, but unbelievable quantities of enemies are just begging to be given hot leaden suppositories, thus placing the shoot them, they re-mush brigade.

And although the game is multiboot, this is absolutely no bother whatsoever and only helps to allow the

programmers to make the game absolutely ENIGMATIC. There is also the added bonus for your pennies of a free limited edition watch with the first 10,000 copies so you'd have to hurry to grab one.

The graphics are absolutely perfect, and the sounds are superb, the bundle is linked with pure glue that helps shine over any small minor inadequacies. Vendetta is not just the best arcade adventure ever, it opens a new meaning for the term.

RM



There's a fork in the road. Carefully better pick it up before that tyre bursts! 



#1 Best of Year! Also, shoot the legs out of him whenever!

94%



POWERBO



When it comes to pure speed, nothing is going to beat a spot of high-speed speed boat racing (and not to mention 25 in your speed) but I wouldn't recommend this unless you are looking for a really miserable over-drag! And although we've had almost every type of racing game in existence ACCOLITE seems to be the best I've yet owned. One that would make even the most hardened slot player

believe you actually hit the jackpot. The most Accolite Games, there are a plethora of options to choose from. For a start there are four power-boats that you can double with, one being a combination and another simulating Don Johnson's very own vessel (ooo, I hear you cry... No! I just cry!)

Once your boat has been chosen, it's time to speedily figure out what to race upon. There are several, most of which based around Miami (naturally), and a little thing shows how bright

or dim you're going to be (and perhaps a little). Well, it's probably your the slots, but for now to add some really fancy emotions, and to feel up. This is very, very important like your precious multi-dollar boat will not run smoothly. Everything you take on board though will add your weight and therefore reduce your speed.

Before you can compete against the wind itself, you have to qualify, which basically means that you have to go at full pelt in a straight line, speed up, get a burst, and then back from whence you came all into time limit. There is one gap with the thought as there is in the main race. Besides, speedily do you have to keep your head on the speed gauge, but the RPMs must be kept stringent control of, else you're over the top and blow a whorl! But once you have this speed

qualifying is no problem and it's on to bigger and better things.

After a few more less important games have been chosen, and a qualifying gap has been made, it's time for the race to begin. Now it's when you notice the difference between the boats, especially between the combination and the other. The combination is a superior fast boat, but is high on fuel and in choppy waves you will no doubt take some pain on the water. The other boats are fairly slow at first on the straight, but when the waves start to catch they zip through them like a hot knife through butter.

When a race is over, you will be faced on how well you did or what stage in the race. And at the very end you will see a total of times recorded by yourself and other players. And then you can go on to other courses.

The graphics are fairly basic in the main part of the game (the driving part), but die try for the best that anybody could do in trying to simulate the racing world around the Fort Collins, America.



BOAT USA

Supplier: Accolade
Price: £9.99 Cass
£16.99 Disc

The only hazard is the weather, while the most shabby trucks and the spies are on some sort of highly illegal drug in the way that they wind up and down, it's not a movie, it's a game.

The graphics are on a par with the best of Accolade's up to high level of presentation, and help to make the game that only a few can win a Real Award.

The game is different from the rest and almost worthy on that merit alone. The sound is better than possible and the graphics are all the better for it. You'll love the look of the window and though the driving game, then you'll love the change. If not, you'd be best to buy something else your name. You'll love it.
RM



In the 21st Century, the first developing game of America's Football soon became too dangerous that injuries had to be treated by a totally innovative form of medicine. Robotic limb replacements solved the problem of the avarage injuries. Unfortunately, the ruling bodies of the sport decided that players who had robotic limbs hadig distan advantage over the others on the field and so the robotically recored players were banned.

But as time and more-players suffered crippling injuries, the public consensus was towards allowing the robots on field. Clearly a compromise had to be found, and so Cyberball was born. The game did away with the players altogether and replaced them with robots. This nullified the danger of the sport, only damaged robots increased greatly and it did it's popularity.

Your task is a daunting one: to control a team of the highest calibre in the rough and tumble world of Cyberball. You're going



Choose your option, but be careful, it could mean a steeping penalty for the goalkeeper!

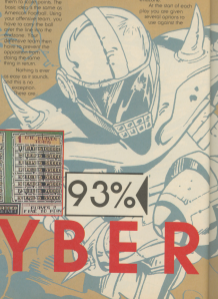
to have to take on the best and best team, offensively and defensively quivering them to 1000 points. The basic idea is the same as American Football. Using your offensive team, you have to carry the ball over the line into the endzone. Your defensive team then have to prevent the opposition from doing the same thing in return.

Nothing is ever as easy as it sounds, and this is no exception. There are

lots of subtle and solutions to those problems. The big problem is the explosive

ball. The ball starts off fairly cool, repeated droppings of it or faked plays will make it heat up. Once the ball reaches critical level it will explode on violent contact, and this will take out one of your robots if he's got it. It's not of bad news enough. There are lines on field which will defuse the ball and take it back to cool status. Passing through these is the best tactic, gradually approaching the endzone.

At the start of each play you are given several options to use against the



93%

CYBERBALL



Right, you can see all of the field.

options. All of the options are selected from a useful front end. Your initial choice is a mode, and then you're given four options to choose from. These op-

tions don't mean that they have suffered badly. The overhead view works very well and the game maintains a nice balance between arcade action and strategy play. As in



Left, you can see all of the field.

get to the receiving pool in time to catch the ball.

Opposition players can, of course, catch it as well, so the pass will need fine-tuning. Running plays let your running backs carry the ball as far as possible before being tackled. An option play adds a touch of the unexpected to your offense, letting you try something a little different. Once play is lost by your team, or you score a touchdown, the ball switches possession and you must defend.

You have the choice of either long, medium or short plays. You must then select the defense you think will prevent the opposing team from

all selected via the joystick. Even as you're choosing the error rate, away, so speed of choice is essential to success.

There's a practice team which has a mixture of skills but the pace among you will want to go for big league results.

These could only have one main strength—either passing or running.

Cyberball isn't a perfect game for professional or the 64. The programmers have opted for speed and playability rather than flashy graphics, but the

real test upon the play gets a bit tedious or tiring but this is no problem. Playability is definitely Cyberball's strongest point.

The incentive of releasing team funds to spend on the players (obviously, to avoid a high score) helps you striving for perfection in your play.

There are a nice number of different play options, all of which are clearly drawn out on screen. This refinement to the game won't be put off because they don't know what's going on.

The play moves fast about as fast as possible on the 64. The colors are a little on the dull side but the action isn't really

animated and do what you wish them to, make great. Overall, the game works very well indeed.

You won't be likely to master it straight away, and fans of the sport will fall in love or fall away.

ACC



BALL

Supplier: DOMARK
Price: £9.99 (Cass) £14.99 (Disk)

WAR IN THE CITY

68.8%

You're down to your last tin of beans and things are starting to look a little unpleasant. With the future looking as

bleak as you, the scientific enclave of the mad professor Melein. The city streets provide nothing more than light entertainment to a

too close to the detonation and you're dead. Occasionally a punk will come on level with a gun, although you can't take the fun for your own use if it's bare to disable the opponent first.

At the end of each level is the customary over-sized badde who gives as much as he takes.

Enter your way through the levels and you find yourself within the complex which houses the rocket to freedom. Now armed with a heavy-duty

machine gun you pave a path through the various defences. No less an achievement means you never need to take your finger off the fire button, although there is a short pause if the tank loads a new clip. As you dash along the corridors robotic devices

the firepower needed to destroy these things varies does seem a little disproportionate.

Again you face the end level boss but this time it's a combination of man and machine. Shooting the man is the best way to neutralise the nasty but his constant damage makes this a rush

for the debt.

The second section of the game is loaded stylishly from a menu and does need a post-rod gained from



appetising as a free week dead dog you decide to put for to mouth and roar to grin in a bid for the freedom of the space colonies.

Downtown Manhattan was not one of the world's friendless places but since the bomb things have declined something. Three levels of street hoole

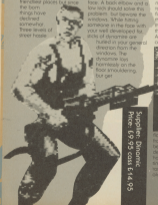
dedicated beaver but for the curfew of civilization (what's left of it) and the bad guys get vicious. Punks attack from behind to punch you in the kidneys while larger than life bully boys pound your face. A back elbow and a low kick should solve this problem, but beware the windows. While tussling someone in the face with your well developed fists of dynamite are built in your general direction from the windows, the dynamite lays harmlessly on the floor smouldering but get



foot on screen and attack from above. Your gun can be swung through 180 degrees so shooting these hoole is possible if a little time-consuming. Human targets do appear with alarming regularity but

level one, level two is also added to level one in both gameplay and visuals. Some nice but odd sound effects and the gameplay in section one is a little weak.

Supplier: Dynamic
Price: £9.95 east £14.95



Ferrari

FORMULA ONE.

Game: Ferrari Formula One
Supplier: Electronic Arts
Price: £9.99 (Cass) £14.99 (Disk)

The lights are red. You're shaking through your mind as there's anything you've forgotten? Oh yeah. Your eyes. Never mind. After all, you've only blown your chances of another World Championship. Ferrari Formula One lets you become a racing driver, and gives you a choice of what racing the best in the world.

Nothing is left to chance. You have control over every aspect of the car's development, from size and type of the tyres, to the shape of the aerofoil. All of these can be adjusted as you see fit. Throughout the options there is a suggested level for you to select, but this doesn't mean you have to follow it.

All of the options sliders are covered with workshops. This makes nice changes from endless menus. The three pointers which select the position in a menu are custom. Each has a mark that you can drag along, they sit on the background disc, here you can make final adjustments to the tuning

of the car and hear them out on the circuit. Make a badge up and it's not too bad -- yet.

Day 2 is far more important. By now you should have the basic design decided upon. The mechanics should now be taking place. Any glaring error will have to be spotted at this stage, because every day has a 24-hour time limit. You have a clock which ticks off every minute of time. So there's hardly so much you can do for the car each day. After day 2 comes the practice circuit, then the race proper.

The other car jellies away from you in semi-resolution. The animation of these is quite disappointing, and the graphics are strangely unconvincing. The game is reminiscent of the classic ACC games of yore, except the game handles quite realistically. The car is, true to life, pretty difficult to see around. The sound is dull but, for the time, the engine sounds are a reasonable effort. And the real noise has unspooled



in the wind tunnel, the thingy beams no count.



4 Drive safely and remember, don't shoot yourself while driving.



4 Into the pitstop, pronto!

Racing is quite a challenge. The car can't go to go by on the road, then you plan view of each circuit, showing where you are in relation to the other drivers. You see quite clearly on the dry tics, the weaving animation from the car behind. This can go horribly wrong, which results in a spin. It is possible to drive the wrong way around the circuit but don't expect to win any races! Goals are

either curbside or manual. Unfortunately, there is no speedometer.

Overall the game is okay but nothing special. The graphics and sound are average; similarly the programmers have come up with the depth of the options side of the game instead of trying to do an overhaul on the racing section. There is a lot of disk space, which means total nightmares for cassette owners. ACC



Where in the

U.S.A.



At the level of speaking don't forget who Cormier's Santiago is (myself included), she is a master criminal and the leader of an international crime firm who specialise in seeking valuable contacts. This inconspicuously presents you with the daunting task of hunting her down in the United States after she has escaped from prison in Mexico.

Where in the USA is a Specialized Crime Computer. Again, the game gives the player a strategy to exploring the book. The other part of the reason is the one and only night of the book. I can't do the game like

the instructions, that on the super-intellectual level of Gormier's gang, a map and reference book. No ordinary reference book, mind you. This is *Fodor's USA*, a 900-page page book which contains absolutely scories of useful - and weird - information. As well as the location of each store, it also features the nicknames of each, features of them and where you're most likely to be able to find valuable etc.

The game makes heavy use of such wide ranging things as a featured by Fodor in his oh-so-useful book. This will all be handy for anyone who wants to go to America, or who wants things on (or across), or needed handy down. Going through the book takes a lot of time, and you'll see how your skills will be tested upon the game. Right in the middle of the Chief giving you details of a crime. They usually a man - and could be anything from a sword to the Hologram! Of these the three possible ways of the scene of the crime, witness information is offered to you.

The information can be as simple as the colour of the person's hair, to what type of spot they like, or just as to where they were going. Using

your trusty crime computer you can enter these personal details about the book and come up with a short list of suspects. If you manage to reduce the number of subjects to one a warrant will be issued for their arrest. The problem is you only have one game week to apprehend the criminal. Each action takes between two and three hours, and between 9:00pm and 7:00am you have to sleep.

Once you've come to a decision as to where the book has led to, you can check out the possible locations on the departure list. These locations can be hidden if you want to test your knowledge of America. Or you can go through each in a systematic way using Fodor's USA like the completely unhelpful on America, like me, this is what you'll have to do. Once you've decided where to go you can get a fight. This takes three hours. Finally, on the night track an agent will appear and an amusing little day



WANTED

Supplier: Brøderbund
Price: £29.99 (Disk)

84%

is Carmen Sandiego

plays. If not, you'll get only a faded hint how fast the chance you'll have early back again.

There's not very much. One small maplet can sweep almost a week's investigation.



You could be right behind the criminal only to see him slip through your fingers. If you catch up with him or her then you'll see more graphics. If you've got a warrant then you'll see the criminal locked up in the police van. If not, then you'll walk back empty-handed. With each successful mission your file has notes put on it and for every two you'll be promoted. You start as Gambler and as you progress up the ranks the clues get more and more cryptic.

Each state has its own distinctive graphics. These are colourful and work quite nicely. The graphics

are generally functional as the game revolves more around searching through FBI's USA and finding out the answer to clues. The sound is likewise functional, there is no music only. The game is very much one which is going to be of interest only to a certain type of person. Those with little patience or who dislike looking things up will hate it. Personally I found it very good fun,

but a little repetitive after a few hours.

So with the thirty quid price tag (unfathomable quantities of \$pm), you'd be advised to check the game out before getting with the teedies. Certainly a game worthy of the attention of budding detectives. After playing for a while I felt fairly confident that I could ascertain the whereabouts of Mr Henderson, missing presumed income...

ACC

BOING





XS

HI POWER £2.99

4TH DIMENS



FUN #1

DIMENS



A third level is possibly the hardest in the pack!

Through the eyes of a mad scientist, things of mischief seem to be on the road, along with all the message games. For lead and the you then sound on it's just something playing that 4th dimension distortion. However, I thought it was another one of those 4th dimensional beings in dimension never mind, but not.

From warped dimensions to warped minds as a well-endowed German scientist shows the mad scientist invaders that you can kill in level 10.

No doubt about it, it's a Defender clone, and a good one. The winged insects make for the babies and they make hands with their killer guns. The rather heavy beam (never comes back, he me with a...

fish is more than the seeing. Her laser eyes rise collect most of the invisible but for those special occasions a small bomb can be unleashed. Apart from the fire power they can open up holes with their mouth dust. These

have two effects depending upon the status of the fire button. One effect is to transport the heroine to the trouble spots, the other is to exchange babies clinging to her body for bonuses, these range from extra babies to the slipping of levels.

Apart from the scenery and babies on the road of the world this is almost a perfect Defender clone.

Head the Ball changes the pace as the globular hero bounces his way through enemy turf to rescue his kidnapped girlfriend. A limited amount of shots, smart bombs and a shield aid him. These are not replenished even when the hero dies so use them

sparsely. Bouncing over the many hordes is only half the task as you must collect diamonds on route to pay the ransom.

The Cyberdyne Warrior is a tough customer with an even tougher mission. From three planets and rescue the droids sounds simple but the defence systems are in full swing. Leap from platform to platform blowing bubbles, handle robots and beams as you go, but watch out for the spikes and the occasional flame which leaps from the ground. Coins of varying value lie scattered around the landscape. Collect enough and you can visit the shop where you can purchase extra energy and time, a



A Cyberdyne warrior - Good blasting fun, or a total blast gassing fest?

Supplier: Hewson

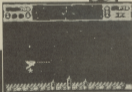
Price: £12.99 Cass £17.99 Disk

VISION

weapon upgrade or a few more clips of ammunition.

A hard game but never the less fun and highly destructive.

The fourth and final offering in Mission Impossible. The young bubbles have arrived and you must guide them safely home to locate a youngster you must collect the eight pieces of the map which lay scattered throughout



4 They really do bounce you know.

the maze like world. Small streaks of light are joined by teleports but using these does not always send you deeper into the level.

For easy bubble blasting power to combat the worm clouds and

horrid bubbles the omnipotent hero must consume mushrooms. These turn the polky single bubble destruction into a multi-directional bubble death machine.

A nice combination of arcade blasting combined

with a little puzzle solving.

Four great games make this compilation of original material a must for any gamer no matter what their style.

AP

96%

Supplier: System 3
Price: £9.99 (Cass) £14.99 (Disk)

System 3 doesn't have created a new era in home and personal computer entertainment software. They don't mention where the policy starts with Muth or nor. Which is, in this case, just as well. So after new policy would have got off to an unimpressive start.

The adventure world have up believe that the world ruled by ancient gods. These gods, while neither mellow, dashing, febrile and not being from here, are in a bit of a flap. Darnston, the big hairy and ambitious god with the cute smile, has decided to eradicate mankind. To interfere with man's destiny is against the rules of his game. He's going back in time and altering history.

It's a seriously bad news for archaeologists, whose lives will doubtless be rendered worthless. It's also even worse news for the rest of the Human Race, because they're going to die. However, Darnston's evil plan hasn't gone unnoticed. The other gods have been searching for a man believed in them.

Can the person called Golem, Darnston and destiny, his evil work. So it was a bad fortune that they just happened to find such a big... Golem's to get to play Hercules. You with him, get your eyes tested!

Yes, that's you. The punter, the mug, the person who puts with the gods, whoever. You'd better have had your eyes tested because this

game is anything but easy. You have to negotiate the ring games and settings, what has been winged by Darnston. To do this you'll have to beat the living Spoom out of the wicker monkeys that rush around the levels, they bring up each screen.

As you begin to explore you'll find that you are not alone. On virtually every level, skeletons open up from the ground and join of you with swords. This depletes some of your precious energy. Your man can perform two different leaps, kick and punch, and use the weapons which he comes across. These are Goo-gooes, lying around which leave blue fireballs when killed. These can be shot at the monkeys.

Each level is guarded by a huge demonic noisy. These mutants are deadly and fire off round after round of lethal bolts of energy. Killing these off is the big problem with this game. The delay between selecting the special weapons and actually firing it is a long. This makes the game really fun, but because there's no alternative you can explore.

It's a shame because the game has a certain appeal. However, unless you're a superhuman Spoom dodger with six arms, it's hard to get very far. Never mind, perhaps the policy for a new era of entertainment software will begin with the next game.

AC

MATH

HISTORY IN THE MAKING



▲ Pusher them up and try to appease the mighty matriarchs



▲ No bones but plenty of skeletons



▲ MATHem This is Some Andrew

64%

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Striker

STRIKER

96%

YC
FUN * 1



Supplier: Cult
Price: £2.99

After the success of both Footballer of the Year and its sequel, Cult, the budget gem of simulation specialist DSH Games, has released its own attempt at much the same subject.

You are a striker who has been given a break in the fourth division of the native age of 18. All you have to do is become the new kid on the block, score goals, or do you? There is in fact much more to it than that, and Striker emphasises this.

Instead of concentrating on the arcade qualities (the FC00TY), Soccer is a simulation of a real

realistic proportions, although there is an element of arcade action when goal scoring. It has four English divisions, plus FA Cup, and for international leagues (German, Spanish, French and Italian) plus cups for each of them. You can basically be transferred to any club in any one of them. If you're good enough, this is all handled by your agent.

Alternatively you could just try and win numerous promotions with the team you start with. This means that there are many personal goals you can set yourself. There is a goalkeeper chart and a personal honour list. If you get injured in a match, you can train

54 CONVERSION BY A. DRAKE

MAIN MENU

H-HISTORY OF CAREER

S-SCORERS TABLE

L-LEAGUE TABLE

F-FIXTURE LIST

N-NEXT GAME

T-TRANSFER

R-ROSETT

E-EXIT

yourself back up to full fitness by scoring goals in the training session.

A superb body sim,

and when being a fairly long-term game, is certainly no slog. RH

Supplier: EGI Software
Price: £2.99

Yep, I can now confirm that the World Cup is happening this summer, and for the first time in its history, I'll be the computer. It's also making the occasion a marching up to its name and superb atmosphere.

Although the World and his wife are all flooding the market with enough football games to fill Neil Kinnock's gob, this is no problem, as long as you know which games are worth parting with your cash for.

World Champions is

definitely one of those games, being one of the best-reviewed that features the managerial side of the ball game.

And it does so with such simplicity that it is easy to get into and fun to play.

It has all the most important features: 120 matches, qualifying rounds, penalties, etc. I'd make you feel like an authentic international manager, apart from wickets, debentures and an ability to fire the press. (How else'll I have to supply scouts?) The names in the database

are an almost accurate prediction of the players in the real World Cup squad, but you can change them if you so desire. And the result adjudication system is fast enough to help you retain interest.

With 7 skill levels and a budget price, World Champions is not quite the best, but certainly one of them.

BT

WORLD CHAMPIONS

MATCH 1 MORALE 5 SKILL 2

MANAGER EUGENE

- 113 CHANGE PLAYER NAMES
- 123 CHANGE TEAM NAMES
- 131 LIST SQUAD DETAILS
- 143 FIXTURE DETAILS
- 153 PLAY NEXT GAME
- 163 SAVE/LOAD GAME

ENTER OPTION REQUIRED



86%



QUALIFYING SQUAD

NAME: BELMONT
NO. 1-10

POST

TEAMS AVAILABLE FOR FRIENDLIES

NAME: M. GEMMY
NO. 1-10
POST: 1-10

POST: 1-10

SELECT TEAM 1 FOR FRIENDLY 2 4



Supplier: Klax
Price: £2.99

SAMURAI TRILOGY

23%

Supreme Master Chu Yu, he say. "A man who rains well and fights wisely shall emerge Samurai War Lord." Forget these words of wisdom. Prove yourself worthy of this coveted title: run, shuffle forward and high-kick The Great One and run him into Chop Suey. It takes up less energy and requires fewer tactical decisions.

It's no feudal high kick or Chu Yu's training school as you laboriously demonstrate your fighting skills and mental agility using a trilogy of combat

techniques: Kotei, Kendo and Jomurai. Typically the game has potential. Before combat you'll suss out the opponent's abilities and strategically counteract them. Remember though, morale is measured, so don't go upsetting your master! Training is also provided with twelve

different routines to choose from. This is your defence. Now for an attack initiative. Between each stage of combat you must distribute power points according to your ambitions. Misallocation or over exertion may result in death. However, going attack strength may be avoided.

As a combat game, even at a budget price, the graphics are poor and action is slow. For a true taste of the Orient, slip down to your local take-away and meditate over the after-effects! **BB**

1943



82%

Supplier: Klax
Price: £2.99

And now for an important question: target. Forget Equipment! Remember Attack. May you fight bravely. End.

See, I'm scored, this is my opportunity to help change the outcome of World War II, to win the front struggle for supremacy against the barbership Tomcats and its legions of defences. Now



did I put up a fight! Armed with six secret weapons and the controls of a magnificent P38, I blasted my way through enemy lines, blasting everything in sight. It definitely was scary up there. I rolled, I dodged, I shot. Sometimes shooting power was weak...you then know it's time to collect POW symbols to restore firepower. Collect a smart bomb and you destroy everything in sight. These are limited, beware.

mission complete. With the aid of the superb shoot-em-up with a difference, I earned my wings and who knows without my help we might not all be living our lives under the shadow of the Flying Saucer! Well worth it. **BB**

BEYOND THE ICE PALACE.

Supplier: Encore
Price: £2.99

67%

So this is the game that they heralded as the unofficial sequel to *Ghost and Goblins*. One wonders why though, as it doesn't even attempt to emulate the later game's gameplay, graphics or ideas. It, sadly, isn't even as good, but not such a bad release at a budget price.

Done chested and armed with more steel weaponry than the average military museum, you've got to run around a multi-directionally scrolling labyrinth of



lockers, platforms, and stone walls, basically smogging the heck out of axes, grenades, and other chosen from an ever so large pack of noises for every occasion.

And that's about it, apart from the fact that you get spins (sort of) small bounties, fantasy



style) to help in the liquidation of the evil ones. A limited game with a fair amount of things to recommend it. If

you're not scared away by the hardness of the whole thing you'd probably find a lot in it. I didn't. **BT**

IKARI WARRIORS

Supplier: Encore
Price: £2.99

Time again to dig out the grenades, slip on the combat gear together with designer head-band and prepare to show 'ya gobby in the Japanese computer version of *SNK's* highly successful coin-op.

Do you want to be a war hero, huh? Here's your chance son! General Alexander Down has unfortunately been seized by revolutionaries. Capt. Rikuzoichi he released to mayday before his final

capture. *Hot Rescue* film. Yeah! Yikes, you're in deep trouble—deep in guerrilla territory a distance from headquarters, lacking vital supplies to win through. Shock horror, on all sides

gather named madmen and combaters. Win through you must! Go it alone or with a buddy up the vertically scrolling landscape of blood, sweat and bullets shooting everything in sight.

Adding helicopters and mines, such things are normal to Arabian enemy tanks and use them yourself! Collect fuel and grenades left by the enemy. All the cool cutting sounds to add to the realism of life or death.

At a budget price, it combats your game, then it's blowing good fun.



79%

PUB TRIVIA SIMULATOR

Supplier: Codemasters
Price: £2.99

If, like me, you spend your hard-earned cash on arcade games, bar machines and trivia games, you are the ideal target for at least one of the Codemasters' simulations.

Pub Trivia Simulator is an attempt at emulating the flashing box in the corner of most fleepas, that pretends to be able to drain out cash to anybody with half a brain. Unfortunately with a stomach full of beer, tugging at your belly, and wrecking your line of thought, the most likely outcome is a pocket less of many quidpiles, and some lobes sore of loud friends.

It's it doesn't simulate, which is just as badly well. But it DOES offer a very reasonable attempt at amalgamating the sweaty finger pressing action of the machines, and what is enjoyable to play on a home computer.

You can have 4 players, all squeezed around the keyboard (adding towards chaos in the game's action), and although real money does not feature, at least you can pose your superior intellect to your plebsian friends.

With superb graphics, nice musical interludes, and a scoreboard with 'plotted' on it, you can't go wrong. Get a few friends round and a hunkload of Cokes and away you go.

SH

FUN * 1



PLAYER 1
PICK A CONTINENT*

92%



MUSIC
QUESTION

TIMER



PLAYER 1
POINTS
SCORE
CASH
£88.00

HOW MUCH OF THE
FOLLOWING IS NOT A
'PRINCE' ALBUM?

00 0000

00 0000 0000

SCORED
500 POINTS

00 0000 0000

00 0000 0000

00 0000 0000

FAST FOOD

When I was a kid, I'd just come down from a breakfast jelly for flip and I'm faced with an egg with arms and legs, running around eating hamburgers and out, while being chased by monsters that look like wire gums. Oh, macaroni! I'm, going have to give up the Mac Don.

Fast Food is, supposedly, a game designed with kids in mind, but it's a game that even experienced games players would get a reasonable amount of satisfaction from. There's 30 levels of Pacman style game-play, ranging from 'yawn' (for the youngest among us and Adrian), to 'quits, pass me those blue peas', and the best thing about this is you can stop the game on any of the 30.

Graphically it would appeal to children everywhere, as it is very colourful albeit basic. Every three levels there's an added bonus of a small animated cartoon-like sequence, which breaks up the intensity (and repetitiveness) of the gameplay. Sound is a bit faint though, with the same tune just repeating itself all the way through, infusing would be a good word to use to describe it. Not a bad little game, if a little limited.

PH

Supplier: Codemasters

Price: £3.99



78%

THE YC WIZBLY

AWARDS 1989 - RESULTS

And here they are, the unofficial awards in the industry, voted by you stouff for (so if you don't agree with the outcome, it's YOUR fault). I'd just like to thank you for the tons of entries that flooded our office, my mum, my sister, my dad, the waitress at home who cooks my meals, my dog, and the man in the newsagents because he's nice!

GAME OF THE YEAR

Winner: STUNT CAR RACER
(Microprose)
Runner Up: TURBO OUTRUN (US
Gold)

To be honest, this came as no surprise, although one may have thought that the honour would have been vice versa. Stunt Car Racer won around 70% of the vote though, so you must like it.

SIMULATION OF THE YEAR

Winner: STUNT CAR RACER
(Microprose)
Runner Up: TURBO OUTRUN (US
Gold)

A repeat of the Game of the Year award, although I'm not sure that Turbo Outrun is really classified as a simulation. Honourable mentions go to Fighter Bomber and War in Middle Earth (Heaven only knows why).



ADVENTURE OF THE YEAR

Winner: SCARFHOST (Level 9)
 Runner Up: INDIANA JONES AND THE LAST CRUSADE (US Gold)

Last year wasn't a very good one for CD adventures. Scarfhost won by the highest majority I've ever seen (91%), and Indy (the adventure version naturally) swept up the rest of the votes.



FAVOURITE GAMES ADVERT

Winner: BATMAN - THE MOVIE (Ocean)
 Runner Up: THE UNTOUCHABLES (Ocean)

Another clean sweep, although from a different source. This goes to prove that it is quality AND quantity that matter. This was the only award for Batman (strange).



BEST SOFTWARE HOUSE

Winner: OCEAN
 Runner Up: US GOLD



This was the closest fought award of them all, with Ocean winning 26% of the votes and US Gold winning 34%. Activision was very unlucky not to be in the top two, winning 21%.

PROGRAMMER(S) OF THE YEAR

Winner: GEOFF BLAMMCHD
 Runner Up: PROBE SOFTWARE

Geoff was a very popular choice, no doubt, for this Super Car Racer, and the Probe team (for Turbo Outrun) were never really likely to match him. As a consolation for them though, nobody else got close.

BEST GAME MUSIC

Winner: TURBO OUTRUN (US Gold)
 Runner Up: GHOULS AND GHOST (US Gold)

A clean sweep for US Gold, and the first award Turbo wins. Ghoul and Ghost get its first mention too.



WORST GAME OF THE YEAR

Winner: PRO MOUNTAIN BIKE SIMULATOR (Alternative)
 Runner Up: SEMI WIND (Virgin Megasystems)



Not the award that everybody wanted to win, but a worthy winner nonetheless. Other games that should be mentioned are Dragon Spirit and Super Simulator Simulator (cause they're pool).

BEST GAME GRAPHICS

Winner: TURBO OUTRUN (US Gold)
 Runner Up: THE UNTOUCHABLES (Ocean)

And Turbo does it again, to add to the multitude of awards US Gold seem to always acquire. The Untouchables gets close yet again!



ON THE ASSEMBLY LINE

A beginner's guide to producing a game

Kan Hamada explores the development of *Crackdown* from the drawings boards to the shops

Everybody knows computer games don't grow on trees. They come from shops. But where do they get these? Who makes sure that they're not full of bugs? Who makes the adverts? Who decides whether to go ahead? To find out why, we've taken a look behind the scenes to find out all of the production of one game - US Gold's conversion of the Sega game *Crackdown* - and guide you to the 100+ people involved.

THE COIN-OP

From little arcade machines multi-format arcade conversions came. In this case, a licensing deal between Sega and US Gold gets the show on the road. The coin-op is a huge



▲ The arcade machine.

two-player job, big enough for you and a mate to stand in front of without once getting elbowed in the ribs. What's more, it's one of Sega's brand new system 24 machines. In other words it's got a

the version — we're Big Road Blosser, the marketing dept. is in the running for the London Marathon.

THE FASHION EDITOR

Suzanne Tuckwell is a dust jacket guru. Both at home in London and in the States, she's one of the leading forces in the publishing world. "There are two main players in the publishing world and I'm one of them," she says. "I'm the fashion editor for both sides of the Atlantic, well, and my husband is one of the top guys in the advertising world and I'm the one who takes care of all the media planning, magazine placements and all that sort of thing. You know, like, 'the deal is that the publisher is going to give us a flight, they're going to ship me to some point in Europe, France!'"



A book editor.

Flattering as it may seem to have a husband who is a top guy, there's no denying the fact that there are a few good reasons why an advertising world editor would be a good fit for a publisher. "I'm one of those people who do a ton of work," she says. "I'm in charge of the book's design, layout and all that sort of thing, and I'm also in charge of the book's marketing, sales and distribution. I'm in charge of all that sort of thing."

THE HYPERMARKET

The game is on. The publisher is the one who is in charge of the book's marketing, sales and distribution. I'm in charge of all that sort of thing."

US Gold's American project is there to make sure it does.

Early on in the commission a product promotional material from Carrel, an independent advertising agency in Sheffield. While they're getting their act together, just brief the PR department (most of that day) and get ready to present the press kit to major retailers and eventually the people who actually read the journal to your local market.



A book lover and Danielle Woodroffe (left) for Carrel.

"Quality is the most important factor in determining how many units of a particular product a distributor will buy," says Gill Taylor. "If the reviews are good then we can get more units. It's hard to get more units, but Danielle is the one who would do pretty well with the book's distribution. She's the one who would do it — it's her job."

THE HYPE

"I don't really think we're the proper name for the book," says Gill Taylor. "I'm the marketing department. I'm the one who is in charge of the book's marketing, sales and distribution. I'm in charge of all that sort of thing."

Moodyart, Public Relations Management, is here to make sure that a new product like *Crashdown* makes a big splash.

Basically, this means playing the game till the books is made but, sending press releases to the relevant computer magazines and making sure as many journalists as possible get to see it.

To achieve that the books is placed as far apart as possible and launch, organize press launches and keeps in touch with

everybody over the phone. Danielle is also the person who deals with TV researchers when they want to feature something like *Bookwalker*, say, on Channel 4.

THE END

"I know you know, it's not the whole story — you'd need a whole magazine if you wanted to mention every single detail — but it gives you the picture. As for *Crashdown*, the official release date is April, so if you fancy yourself as a bit of an Andy Warhol you should have had long to wait.

THE SEXY, SLEEK AND CURVY SURVEY



And so it came to pass that a survey was to be carried out. Every man, woman, child and Arabian called Nigel were to fill in a sheet of questions related to themselves and send it in to the Timesquidlers so that the magazine that they read could get even better (if this was indeed possible).

As an incentive the so-called leaders of the land offered money prizes for the surveys pulled out of the proverbial hat.

The first entry drawn would win £100 worth of games software, five second prize winners would receive furry TC binders to keep their favourite magazines in.

Fortunately the prizes replied in their dreams and the originals (he did slip neatly and gently into their sweet waiting bed a pair of boxer shorts and a large girl).

SECTION A (PERSONAL)

1. Are you?

Male Female

2. How old are you?

Under 10 11-13 14 15
16 17 18 19 20-25
25-29 30 Over 30

3. Current state of employment?

At School
At College/University
Working Full-time
Working Part-time
Unemployed

3a. If you are working, what is your occupation?

3b. What is your weekly income?

£5 or less £6-£10
£11-£20 £21-£100
£101-£500 £501+

4. What is your favourite type of underwear?

Boxer Shorts T-Shorts
Briefs Briefs
Thongs
I Don't Wear Any

Other (Please do not specify for fear of the vote squabbling)

5. Do you like sports?

Yes No

SECTION B (HARDWARE)

1. Do you own any other computers apart from the G44C128?

Spectrum
Amstrad CPC
Acorn AT
Amiga
Games Console
Other (Please specify): _____

2. Do you plan to buy a new computer in the next 12 months?

Yes No

2a. If yes, which one?

Spectrum
Amstrad CPC
Acorn AT
Amiga
Games Console
Other (Please specify): _____

3. Do you own a stick driver?

Yes No

4. Do you own a monitor?

Yes No

5. Do you own a C64 or C128?

C64 C128

SECTION C (SOFTWARE)

1. How many spendable do you spend on games in an average month?

Less than £10 £11-25
£26-50 £51+

2. How much cash do you expect to spend on games over the next 12 months (per month)?

Less than £10 £11-£25
£26-£50 £51-£75 £76+

3. When buying a game do you pay most attention to:
- Price
 - YC Reviews
 - Other Magazine Reviews
 - Advertisements
 - Packaging

4. What type of computer games do you play?
- Shoot'em-ups
 - Arcade Conversions
 - Sports Simulations
 - Strategy/War Games
 - Flight Sims
 - Adventures
 - Other (please specify) _____

5. When playing a game, what do you find interested in?
- Funny Graphics
 - Serious Tonks
 - Great Gameplay
 - Amazing Addictiveness
 - Number of Levels
 - High Scores

6. What are the three funniest C64 games you have ever played?
- 1) _____
- 2) _____
- 3) _____

7. Where do you usually buy your games?
- Specialist Computer Store
 - Discount
 - WHL (Wares, Books, etc.)
 - Mail Order

8. Which computer magazines do you read/plan to read?
- The European Computer Trade Zine
 - The European Computer Entertainment Show
 - Computer Show
 - Computer Shopper Show
 - All-format Computer Fair
 - Lifestyles 2000
 - The A71
 - Other (Please specify): _____

SECTION D (MAGAZINES)

1. Do you still bother to read any other computer mags?
- Commodore Computing International

- Commodore Disk User
- Commodore User
- Tout Amis
- Att
- The Games Machine
- Computer and Video Games
- Popular Computing Weekly
- New Computer Express
- Other (Please specify): _____

2. Do you read any non-computer magazines?
- Fear
 - Games International
 - Games Review Monthly
 - GA
 - White Dwarf
 - 3000AD
 - Cris
 - Deadline
 - Wg
 - Brain Damage
 - Eagle
 - Smith Hits
 - The Face
 - Sky
 - Q
 - 2000
 - Empire
 - Film Monthly
 - Video Today
 - Rg Games Weekly

3. Although YC is completely funky, some feature real arty quality.

On a scale of 1-5 (1 = OK, but not brilliant, 5 = well ahead, 5+ = so wicked, it's out of this world) how do you rate the following regular columns?

- But Fast The Date
- On The Road
- Bongon Budget
- Post Apocalypse
- Neon Zone
- Film 90
- Tech Tip
- Stick Up
- Funny Tales
- Carved Watch
- Let 'em Rhyte
- Hardware
- Homehead

- 3a. How do you rate the following (using the same scale system)?
- Reviews
 - Features
 - Comps
 - Pages
 - Covers

- Covers
- Category Profiles
- Interviews

4. Does anyone else read your copy of YC?
- Yes No

- 4a. If yes, how many?
- 1 Other 2 3 4+

5. Which of the following do you would you object to seeing in YC?

- Arcades
- Film
- Comics
- Role Playing Games (tabletop)
- RAW
- Live Role Playing
- Music

6. Do you have any peeps getting hold of the organ?
- Yes No

7. Why do you buy YC?

- Caseme
- Magazine
- Both
- Fun's Healthy

8. What would you like to see on future issues?

- More Wicked Games
- Playable Demos
- Graphics/Audio Demos

10. Is there any way in which you would improve YC?
- Yes No

- 10a. If yes, how?
- _____
- _____
- _____
- _____


Now photocopy (or trip away of...) this page and send it (before May 31st) to: Cas, What a Big Roll you Have, YC, Argus House, Boundary Way, Hemel Hempstead, HP1 1SF

Name _____
Address _____

(You do not have to fill this in, but it helps to know to whom we are sending our goodies!)

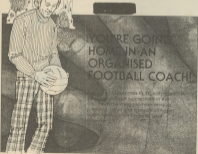


NEXT MONTH IN



FLIMBO'S QUEST

The first **EXCLUSIVE** review of the system's 3D premier solo release! Plus a playable demo on the tape so that you can see how stinking it really is!



YOU'RE GOING HOME IN AN ORGANISED FOOTBALL COACH

It's a 3D simulation of the world's most popular sport, with realistic graphics and sound effects. You can even play as a professional player!

ALSO:

- More sissy games on the tape!
- Tons of lobby reviews!
- Comics beyond belief!

And a new hint and tip section to watch that it would probably poke the eyes out of your neighbour's car!

On The Tape



DEVIANTS & VELOCIPEDA

Loading
Instructions

Hold down SHIFT and tap
RUN/STOP



The history

In AD 5150 the search began to find other worlds for human colonisation. Eventually a small planet named Krause was selected.

The Earth-like surface of the new world was littered with the crumbling evidence of a long dead race: ruined cities, giant monuments and fragmented records were all that remained of the savage, brutal semi-human creatures. A Race of Devisans.

100,000 years before, the Devisans had conquered their neighbouring planets, but the Devisan world wars were hungry for power and a bloody civil war erupted. The climax wiped out the race, only a handful escaped.

Recently the colony has been under attack from a source tracked down to be one of the star system's many asteroids.

The devisans had probed and were rapidly turning their asteroids into a massive battle station.

A crack squad of Starwarsal commandos were dispatched to destroy the Devisan's base. They managed to plant a number of nuclear explosive devices, but failed to prime the timing mechanisms.

As the last Starwarsal you must complete the mission and uphold the honour of your fallen comrades.

Controls

Joystick in port 2.

Loading Instructions

Hold down SHIFT press RUN/STOP and the game will load automatically.

The Story

Mr. Megalar lives half a mile from a beach and loves to go swimming in the summer holidays.

However, the road to the beach is usually occupied by hostile creatures going in the opposite direction.

That's no immediate problem for him, as he has invented a new sort of bicycle called "Veloipede S.T.A." (Simple to Assemble), which is equipped with a plasma cannon to blow the creatures to pieces, and powerful springs to make the bike jump. But nobody is perfect and it takes skill to get Mr. Megalar to the beach without crashing into the creatures and losing a life. (Don't worry about the bike, it's easy to re-assemble). If you get to the beach, that's good, but the next time the creatures will have become DEADBUSH AND MASTED. So don't lose your concentration - Mr. Megalar's life depends on you!

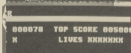
The Rules

Before playing, the player can choose the speed, lives, level and volume. Speed 1 is slow, 2 is medium and 3 is fast. Lives could be set to a maximum of 9. There are 5 levels and the player can start on the first four. Volume controls the game tune and sound effects.

While playing, the player can move back and forth across the screen, jump (push up) and fire (fire button).

The counter, a yellow snake in the middle of the screen, will tell you how much longer you'll have to go. When you have crashed, or when you have completed a level, you will get a bonus score

for how far you have gone. You also get 100 points for every creature you shoot, (some of them can't be shot) but there's usually more than one way to avoid them...



POPPEE

As poppee the popping peo you must explore the fortyfour rooms of each of the Green Giant's castles in search of the Poppee junios that he has kidnapped.

Each castle has eight floors, each eight rooms wide on each floor you will find a Junior Poppee. When you have found all eight Poppers in each castle you must put them back into their pod.

However life is not all that easy because the Green Giant has sent many baddies to hinder your progress.

—To get from one floor of the castle to another you must pop through a hole in the floor. But make sure that you have found the Poppee junior on that floor because there's no way back up again. Beware of multiple holes.

positioned beneath each other because you will be unable to find all the Poppee junios and put them in their pod.

When you get all the Poppers in the pod go on to the next castle to rescue even more poppees from the clutches of the Green Giant.

Controls for Play

To move Poppers about the castle use a joystick in Port 2. Press fire to start a game and push left and right to guide Poppee.

To load Poppee, press Shift and Run/Stop and press PLAY on the rope deck. The game will load and run automatically.

SCORE
000000

POPPEE

HIGH
000000

THE CRAZY
PEE POPPING
GAME FROM

COOLSOFT

BY IAN POTTS

SUPER SNAP SHOT

Home computers are like the motor car. Every so often a new model is released and everyone wants one. Initially there are numerous design and operating faults, but as time goes on these get sorted out and everyone is happy. Your basic model, once established, then starts getting refinements. First you may get reclining seats, followed by heated restoses and metallic paint jobs. Next comes cruise control and coded ignition.

The home computer is the same. The basic model is released and as time goes by, more and more features are added. This is particularly true of extra addons and software support. The one extra that nearly everyone buys is the good old cartridge. Super Snapshot '85 is one such piece of technological wizardry.

Supplier: F.S.S.L. Ltd
Price: £24.95

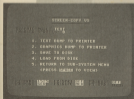
Whether you are an Expert or simply like Action Replays, this Canadian product is something to think about

By S. Wickham



Options! Options!

So just exactly what can this cartridge do? What are the features that make it so special. Does it match up to the current market of available cartridges. If the number of options is anything to go by,



then Super Snapshot™ must surely be the ultimate. Just take a look at the list of facilities:

- Disk Copier's
- File Copier
- Parameter Copier
- DOS Support
- Door Sector Support
- Turbo DOS
- Screen Copy (with Spines)
- Games Monitor
- Machine Code Monitor
- Break and Sector Editor
- Drive Monitor
- Video RAM Monitor
- DRU Monitor
- Sound Sample Monitor
- Character Set Monitor
- List Reader
- Extra Basic Keywords
- 1571 Support
- DOS Support
- Cartridge RAM Expansion

Even the most sceptical amongst us has to agree that this is one heck of a list. It is fair to say that some of these facilities are



available from the supporting system disc. However, unlike the other products available, you do not have to program Super Snapshot V3 before you can use it.

Where to begin?

When assessing a product of this calibre, it is difficult to know just where to begin. You want to know all the capabilities, yet space prevents this. I have therefore selected what is, in my opinion, the more important aspects of the cartridge.



Monitors galore

The nucleus of any good cartridge has to be its ability to monitor what is happening inside the computer's memory. Not only to monitor it, but to alter and amend it as you so desire. To this end Super Snapshot V3 must be streets ahead of anything else. You have a Monitor for Code, Monitor for Spines, Monitor for Characters, Monitor for Sound. The Drive's internal memory can be Monitored as can the DRU (Param Expansion Unit) and Video RAM.

I have to confess that my favourite option has always been the ML Monitor, no matter what utility or cartridge I am using. The

built-in, horizontal monitor on the cartridge is excellent. Teaching machine code is not the intention of the review, therefore I will not attempt it. Suffice to say that if you examine the following table you will be impressed by the commands available to you.

ML Monitor Commands

- | | |
|-----|---|
| A | Assemble Code |
| BA | Set break point |
| C | Compare Memory |
| D | Disassemble Memory
(Saddy looking on my Dolphin DOS) |
| F | Fill Memory |
| G | Go (to and execute) |
| H | Hunt through memory
(Hex, Dec or ASCII) |
| I | Intercept Memory |
| IO | Display I/O Registers |
| L | Load File |
| M | Display Memory |
| O | Output
(Screen, Drive or Printer) |
| B | Display Registers |
| S | Save File |
| SP | Disable Sprite Collision |
| SPO | Disable Sprite to Background Collision |
| SPS | Disable Sprite to Sprite Collision |
| T | Transfer Memory |
| X | Exit the Monitor |



- (The way you entered)
- X) Exit to Basic
(No matter how you entered monitor)
- RM Exit the Sub-Items System
Modify memory
- : Modify Registers
- : Modify Disassembly
- 0 Hex to Decimal Conversion
- 0 Decimal to Hex Conversion
- 0 Enable Decimal Entry
- 0 Disk Directory
- 0 Modify
- 0 Read Error Channel
- 0 Set Device Default
- 0 Set Bank in PSU
- 0 Access the C128 Video RAM

The Drive Monitor is essentially the same as the above. All one needs to do to access it is to put a 'n' (where 'n' signifies device number) in front of the command. The drive monitor is obviously very useful for transferring the contents of the buffers into the computer's memory, where you can examine, modify and then replace them back into the drive's memory.

Graphically Speaking

Sprite designing, like Character designing, has always been a laboriously long job, even for those of us that think we are OK, or, in other words, how professional you are, there are no real quick methods. There are, however, ways of making the task a little easier. One of these is of course to pinch someone else's ideas. (Don't forget, you cannot pinch the design and incorporate them in your own commercially available programs). The Sprite and Character Monitors come to your aid. With these facilities you can examine, modify, add-to and generally play around

with any Sprite or Character you like. The onscreen representation of the character you are working on, is clear and full of the necessary information.

Sounds Great!

What surely must be a first from LMS Technologies is the Sample Monitor. I have to admit that I haven't come across one before. I also have to admit that if there is one field of computer usage I fall down in, it's Sound and Music. I know absolutely nothing of it, on the subject, so what exactly is the Sample Monitor.

A sound sample is a way of recording any sound as a series of numbers. It's the same method used in synthesizers and CDs. With the Sample Monitor you can capture these sounds and by using the PLAYER module on the system disk, you can incorporate them into your own programs.

The instructions in the manual make the job of capturing a sample, then saving it for later use in your own programs, relatively easy.

Picture This

One of the neat facilities offered by Super Snapshot V3, is the ability to freeze a screen and save it out to disk as a picture file. Various formats are offered for here including Koolz, Run Hires, Doodle, Glazing, Paddles.

Another good feature is that you can also save the sprites. Once you have the screen you desire in memory, you simply press the button on the cartridge and you enter a sub-menu. The screen type is displayed which includes one of five types:

- Standard for mapped.
- Standard Character.

Multi colour bit mapped.
Multi colour text or just text.

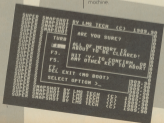
A large variety of printers are catered for in the dumps, including a few of the more popular colour printers. As an extension into the possibilities this feature offers, I tried the following:

I loaded one of my games into memory. I saved out the screen in question, including the sprites. I then ran the saved picture through a converter program, which saved out an Amiga 800 file. The sprites I then loaded into Dpaint III and converted them to brushes. From here I completely redesigned the original screen and repositioned the sprites. Finally, I reloaded the changed screen and converted it back to a C64 picture file. I then obtained a colour print out of my modified screen. All in all, a very satisfactory and rewarding aspect of this cartridge.

Round up Time

A lot of you will be disappointed that I haven't mentioned the Copies, Hobbies, Pacemaker Utilities and Backup programs available. The question of the morality and ethics of these options is one which will always be strongly debated upon. Suffice to say that if you do want to make PERSONAL backups then the facilities offered by Super Snapshot V3 are excellent.

In conclusion, I will say this. If you are thinking of buying a Cartridge to update your collection, or if you want to buy one for the first time, then Super Snapshot V3 offers excellent value for money. It would go so far as to say that if a C128 switching facility had been incorporated, similar to the Wtop25, then you would never need to remove the cartridge from the back of your machine.



FLAME ON

Stuart Green, comic supremo, reviews the comics around that redefine the canon market

Wildly well featured Flame On, the month comic course of a Sunday evening magazine down the main because we couldn't get tickets for the National Theatre's production of A Christmas Carol.

But what's that got to do with comics? Well, nothing except the fact that Alex and his droogs are here, popping up as minor villains in American comics, adding a furious and hearty punch out of close street and to these comics. I can only assume that, unless you're too blind, or all too intimidated, or teenage memories of wearing white belt guns, bowler hats and attitudes of ultra-violence to use them.

For the proper, gritty, realistic stuff, American comics are relying on a growing class of British writers. First to follow Alan Moore with his own regular role was Jamie Delano. He was given John Constantine, the Chinaman figure from Swamp Thing. The resulting title, Hellblazer, is modern horror set firmly in what Delano sees as the terror of The Thatcher Decade.

There have been some great writers in this. The Topper from Hell, the three slashers who gathered together by a posing demon, and some great supporting characters, my favourites being those from the forgotten and now illegal Pease Consery. (Yes folks, it is now illegal to travel in a consery of more than six vehicles in this country.)

Neil Gaiman's Sandman comic takes a similar route to the giallo and thriller, except he forgets one reason more from the nightmares of present-day America. The loose New Age Sandman in the middle of a convention of teen slaves - that is, a teen who drags them away to some comically insular, usually young

women and children, without any other motive other than the fact they enjoy it. A particularly vile type, in fact to the good of USA.

The American Dream needs a Prince to preserve it in its sanctity and the Sandman is it. He looks like a cross between Andrew Dinkich from The Gates of Mercy (he made a guest appearance in 2000 AD recently) and any other Keith Richards look-alike you care to mention. He makes it safe to dream again. He dresses in black, he is the coolest thing in mainstream comics. Or at least he is selling. The Speechless choir.



Neil Gaiman's Sandman



▲ Dream Panel - a nightmare in the commercial super hero genre. Morlocks had this in the book by the author of its book and remembered it was a 100-page run



▲ The covers of *Hellblazer* are beautifully painted, however!

penetrate the laws of science with an. Only a fight as to the irrational can save the universe!

Animal Man is more traditional superhero fare: he has the ability to obtain the powers of any known animal. A loving, family man who fights for Animal rights and green issues. After fifteen episodes, Morrison kills off the entire family. The subsequent revenge being played out is both shocking and powerful.

All that without mentioning that *BMF*'s currently being enjoyed throughout its record breaking run by 3000AD version Alan Grant.

All comics supplied by Forbidden Planet, New Oxford Street, London.

have the comic climbing nearer and nearer the coveted no. 1 slot with every passing month, I at least am willing to place money on Sandman hitting the top five before the end of the year. (Dove, you listening?)

Grant Morrison who along with Dave McKean, gave the world the biggest grossing comic book of all time with *Antihem System*, is scriping two regular DC titles, *Doom Patrol* and *Animal Man*. The *Doom Patrol*, a team of superheroes, were originally revised a couple of years ago to crashing public indifference and were about to be cancelled when Morrison said he'd have a go at them.

In a gesture that is typical of the writer of 3000 AD's *Zevah*, he had half of them killed in his first issue. Then he had them rise a set of villains calling themselves The Brothers of Godd, a gear Pop or joke that saw the brotherly and

▲ Sandman - Super's weekly slum



▲ Sandman - A high-supplying comic, with more than 1000 copies

THICKER THAN WATER
 Grant Morrison's new comic, set to be a major success, is a high-supplying comic, with more than 1000 copies

We are delighted to welcome you to the 37th British International Toy and Hobby Fair at Earl's Court" says the Press statement from Richard Allen, the chair of the British Toy and Hobby Association. 25,000 square metres, with 489 exhibitors from 53 countries displaying this (and next) year's new toys? It was a dream come true for wastes of all ages.

Dinner all, there was a free lunch for the Press and, being the thorough person that I am, I was forced to check it out along with several glasses of white wine (service courtesy of Manuel Garcia, the ladies wine-writer you could ever meet). Suitably fortified, I (and a number of colleagues dedicated to the pursuit of truth and free drinks) roamed the show and bring you, the reader, the highlights.

Jeffrey Davy, the Plunker in the hat, reports with a whoop and a doo and a skiddly bump!

Industry was about to unleash you'd buy your floozles in your hands. Sech with the 64, 1 say!

JD, PC's hat and balloon shot

and go for Sergio. It never happened (ah, looking at the publicity blurb which tells us that Nigel Cross, Ian Bottom and Paul McCannoy all like playing with their Nintendo, is it any wonder why?

Now, though, there's something to be inquired about. The "Power Glove" allows people with Nintendo (and with some shrewd) licensing and wheeler-dealing why not people with 64?) to use their hand (in a glove) to guide their characters.

With their "Mike Tyson's Punch Out" game you could, like, speedily punch. Apparently it works with other games as well and should be available around

like only did this stand have some of the funkiest hats around but, after fishing through a pile of



TOY FAIR TR

PR person, hippo and duckling

Ash! The perils of alcohol! After shaking my head a few times, I realised that I really could see a giant hippo. The Sutherland bed hippo (from the advert) was at the Toy Fair with its co-ard, that little yellow duckling. Quite why I don't know but it certainly worried me for a while!



deflated helium balloons, the stand-owner found something appropriate. So it was decided to sell two beds with one stone and model both of them in the same shot. Well wouldn't you?

Red Ferrari

Good mornin Jonathan, purchased a new automobile? Except these are not just for the rich, they is for



Power Glove (2) – one fingers and one punching

You all remember the Console Revolution, don't you? Everyone was meant to ditch their computers

Summer. Sell, you lot don't own Nintendo, do you? For the sake of good rawr and decency, I didn't visit the Singing Machine stand which was showing their new Karaoke product (singing top pop tunes played without vocals). Remember kids, say NO to Karaoke! If you'd seen some of what the Toy

the kids of the rich. Apparently everything's to scale - and they got their where Sir Clive went wrong, if only the CS had been a model Ferrari!

As I remember, the CS was £400, one of the Ferraris would set you back £13,000 - you could buy several new real cars for that!



Childrens Channel (presenters and camera team)

Some of Edd's competitors had set up a rival Children's Channel, a recently relaunched satellite/cable channel were doing their afternoon kiddies show, "Afterburner", live. Sadly, the reporter was kept on the non-business side of the camera.



with "Afterburner" (with Supersound - who thinks they're going to do it sooner? No, my friend - give me a home computer any day.

Edd the Duck shot/Matthew (a hired hand?) models Edd

Talk about celebs! Who should happen to be on the Toy Fair but Edd the Duck, well-known children's presenter (and duck). Erh, actually there were loads of them because "Golden Oscar" rogs plan to launch

Hand and Lynx

The Lynx is a meagre buggler but very easy to use and with a

TRIBULATIONS



them in stay around the country. Later on this year, you'll also be in for Edd costumes for your Edd puppets (flying jacket, hat and goggles, for example!).

It's difficult to say whether the most interesting thing on the stand was Edd or the bowl of country Smokes.

startlingly clear colour screen. You don't really notice how small it is. Unfortunately, the advert (running on a giant Lynx video screen) featured groups of all-American high school kids sitting in their school toilets and linking their Lynx together while drawing challenges to each other. Brought!

Our Run/ Afterburner games (LCD screens) - supersound!

from one Ferrari to another... and "Our Run" - the LCD game. Along



FLIM '90

Jim Bluck, the man who can't say f... f... f... delves into Hollywood with such panache that his socks sparkle!

The biggest of this month's big screen box-office blockbusters is bound to be boxoffice baby Antonio Banderas' *Who's Talking*, which takes the biggest career of oggish beau John Travolta. Remember that groovy white suit and dangling medallion in *Saturday Night Fever*? No, no, no. It was a very long time ago... Anyway, the little comedy stars Kristie Alley as a single mother desperately searching for her new born sprig. The kid itself, who's voice is played by disheveled action man Bruce Willis, behaves baby-earl like to be the ideal candidate for young Kristie's no-so-sure...

Another lively hit is *Chicago Joe* and the *Shogun* starring young comedian Redd Foxx. *Sunderland* and *Britain's Best* (with Billy Lloyd on a GI and a special ops) respectively, who go on a wild hit frenzy rampage in wartime London. Just when you thought it was safe being a taxi driver... Also, look out for the latest addition to the new broopah healthrob brigade: *Reino*, Reeves in the nifty titled *Bill and Ted's Excellent Adventure*.

Hollywood at the moment seems to be content to re-live past glories with a host of sequels about to go into production. Most promising of these looks to be *Die Hard 2*, *The Hitler*, or possibly *Another 45 Hour*, which sees Eddie Murphy and Nick Nolte re-joined with director Walter Hill for a rip-off of their 1982 action hit. Other sequels on the cards include, in numerical order, *Young Guns II*, *Damns II* and *III* (being that *Back to the Future* is a la *Back to the Future*), *Alien II*, *The Godfather II* and, most depressing of all, *Reds V* which is likely to feature big fly's little boy Sage Stallone in a supporting role.



Wiggle those hips!

There's a lot of good vids due for release this month including two of the biggest box office smashes of the last year in *License to Kill* and *When Harry met Sally*. *License to Kill* is Jimmy Dalton's second outing in the role of 007 and this time our man is out to avenge his old mate Felix Leiter who's undergone some pretty nasty treatment at the hands of some evil South American chup bastards. Other than that it's the same old story with *Mr. Dolan* being shoten but not killed while performing all sorts of extremely unlikely looking stunts. Pretty good fun all



Wobble that butt

the same.

When Harry met Sally has Billy Crystal, who played knight in that great spoof *White Nights*, and the lovely wonderful Meg Ryan to better looking Goldie Hawn for the ranted) 65-0 thirty-



Three! that gets it's thirty! something couple thirty getting their socks off after several years of thinking about it. Meg Ryan didn't but should have got an Oscar nomination... especially for all those tentily convincing grunting and gasping sounds she performs over a cappuccino in a little coffee house.

Other video releases include *New York Stories*, featuring three short films directed by *Jackie* Allen, *Francis Coppola* and *Martin Scorsese* and starring such luminaries as *Nick Nolte* and *Isabella Rossellini*. There's also the usual drassy action and horror flicks all of which you can read about in that wonderful magazine *Video Today*. I think you should buy it - you know it makes sense.



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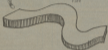
THE PURPLE PUZZLE PAGE



CAN YOU GUIDE POST APOCALYPSE TO THE POSTBOX?



WHAT DO YOU
CALL A FISH
WITH NO EYES?
FISH



Gloop! I've gone puzzle mad me, while floating in my interstellar bowl, so here's a few riddles that I'd like to share with you...

CROSSWORD CITY



1 DOWN
A fishy creature
that would brighten up
anyone's boring
plate (4)

*Down to fishy...
1 word
On board!*

*What do you call a group of hip hop birds?
Dope to school!*

Johnny has two apples, Billy has four, and Fred has six. Johnny gives Billy one of his apples and Fred the other. Billy gives Johnny two apples and Fred one. Fred gives Johnny one apple and Billy three. Mike comes along and takes all of the apples. What does he get? Answer below!

WOBBLY WORDSEARCH

The PC Purple Puzzle Page is proud to present the "wobbly" word search. Hidden in the good-ole grid below are the names of fifteen recent hit games. Take them out, stick the grid in an envelope and the first five-dollar bill you receive will get software for free!

J	J	L	P	O	Y	I	O	R	B	C	A	B	R	R	Y	E	S
P	P	J	K	R	R	F	O	A	L	I	F	R	I	T	I	R	E
C	H	S	F	M	C	H	O	A	L	L	E	R	C	M	E	I	
S	T	U	R	N	O	T	H	E	A	T	E	R	R	O	D	E	
O	S	I	C	O	M	B	A	P	L	O	T	L	A	T	S	O	
S	A	R	T	I	N	E	I	O	P	A	X	O	C	R	T	O	
L	I	N	A	S	P	O	T	B	L	L	E	R	R	R	R	R	
S	L	L	P	A	R	T	B	R	H	R	R	R	R	R	R	S	
A	S	R	S	T	T	P	R	A	O	T	R	R	R	R	A	C	
S	O	R	A	T	E	R	R	R	R	T	A	T	T	R	O		
D	S	C	O	T	R	K	A	C	P	F	I	O	C	L	E	R	
S	R	R	L	A	R	R	A	D	A	F	O	L	B	O	S	J	
B	T	T	L	I	O	P	C	R	E	J	L	N	O	B	O	S	
O	T	R	R	O	R	R	R	R	R	A	L	A	J	T	A	O	
R	G	R	R	O	A	R	R	R	R	R	R	R	R	R	R	T	
T	T	T	A	L	S	T	T	T	A	A	R	R	R	R	R	A	
R	E	A	A	R	R	R	R	R	R	R	R	R	R	R	R	L	
R	E	D	T	T	R	R	R	R	R	R	R	R	R	R	R	S	

Stick your entries in an envelope, bring on to stamp-and where it'll be on!

PC PURPLE WOBBLY PUZZLE WORD SEARCH
BY MAGAZINE
AND BY THE
BOOKSHELF OF THE
NEWS, NEWSPAPER,
NEWS, NEWS, NEWS

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2000	20000	200000
3000	30000	300000
4000	40000	400000
5000	50000	500000
6000	60000	600000
7000	70000	700000
8000	80000	800000

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1000	10000	100000
2000	20000	200000
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4000	40000	400000
5000	50000	500000
6000	60000	600000
7000	70000	700000
8000	80000	800000

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2000	20000	200000
3000	30000	300000
4000	40000	400000
5000	50000	500000
6000	60000	600000
7000	70000	700000
8000	80000	800000

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8000	80000	800000
1000	10000	100000
2000	20000	200000
3000	30000	300000
4000	40000	400000
5000	50000	500000
6000	60000	600000
7000	70000	700000
8000	80000	800000

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