













VIDEO
COMMAND
CONTROL

MADE IN U.S.A.
1981

WICO
COMMAND
CONTROL

MADE IN U.S.A.
PAT. PEND.









WICO

COMMAND CONTROL™

THREE-WAY DELUXE JOYSTICK



NEW!

The arcade joystick comes to the home.

- The *only* authentic arcade design – makes you a better player.
- Featuring 3 quick-change grips – ergonomically designed to fit your hand *and* mind.
- Works with 14 home video games and computers.
- Two-year limited warranty.

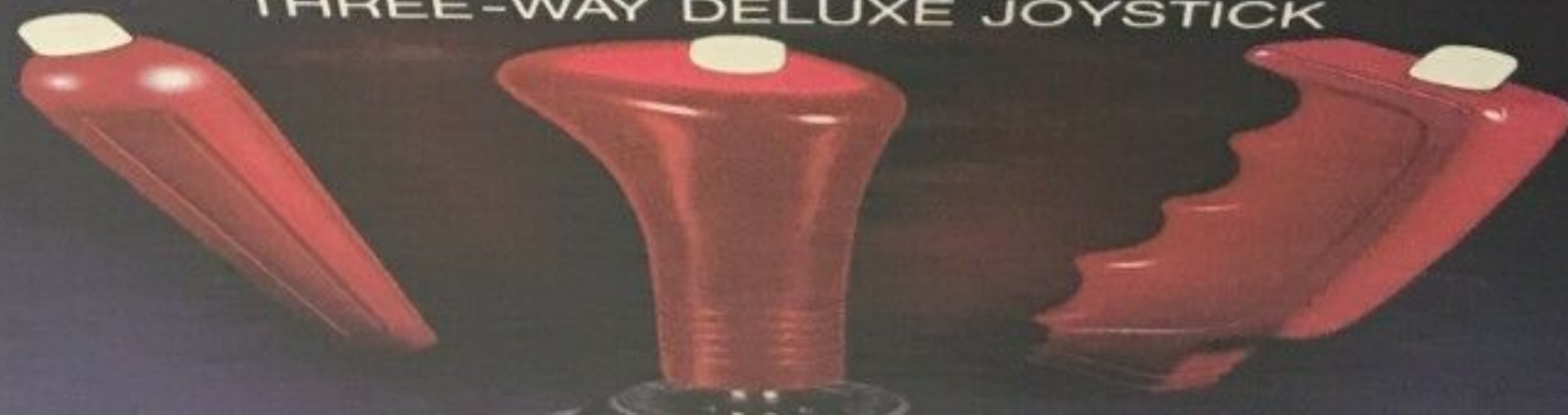


WICO

COMMAND

CONTROL™

THREE-WAY DELUXE JOYSTICK







WICO

COMMAND CONTROL™



NEW!

The arcade joystick comes to the home.

- For the first time: arcade accuracy, control, durability.
- Makes games lots more fun — makes you a better player.
- Works perfectly with 9 home video games and computers.
- Full one-year limited warranty.

WICO
COMMAND
CONTROL™



NEW!

The arcade joystick comes to the home.

- For the first time: arcade accuracy, control, durability.
- Makes games lots more fun — makes you a better player.
- Works perfectly with 9 home video games and computers.
- Full one-year limited warranty.

WICO
COMMAND
CONTROL

WICO



ZZAPSTICK!

WICO BAT HANDLE

Supplier: CGL, CGL House, Goldings Hill, Loughton, Essex
IG10 2RR, Tel 01 508 5600
Price: £27.99

The *Bat Handle* is very similar to the ones you find in some arcade machines (like *Karate Champ*). It's very tough and pretty simple in design with a square base and long tapering stem.

There are two fire buttons, one mounted on the base and one on the stem, useful if you want to give your thumb a work out. The trouble with this type of stick is that because of its very long stem there is a great travel distance between contacts making it unresponsive and rather sluggish (especially for games like *Dropzone*). Perhaps if the stem was made a little shorter then the stick would be pretty good, but as it stands it just takes to long to move from a left contact to a right.

The stick tended to be rather unresponsive to pixel movements for the same reasons, playing *Thing* as a total disaster area, especially when crucial jumps and adjustments were needed. When put through the *Fist* test it fared reasonably well, but only if the stem was held at the bottom. Held at the top it was



again sluggish.

It didn't do too badly in the *Decathlon* test and showed no sign of weakening. We were pretty surprised to find that quite a good turn of speed could be achieved if the stem was held near the base. Hold it at the top and your arm is going all over the place and no real speed can be accomplished.

Overall the stick just didn't seem anywhere good enough to warrant its huge price tag. It wasn't very comfortable to hold and although the base fire button was good the top fire button was just about useless.



Responsiveness: Stick 74%
Massive travel distance makes it very unresponsive if held at the top.

Responsiveness: Button 91%
Top fire button pretty useless, but base button nice, responsive and spring

Ergonomics 69%
Large square base made it difficult to hold, tablewise it wasn't too bad.
Durability 92%
Strong with resilient base.
Value For Money 49%
Just too much for too little.
Overall 77%
Very expensive and disappointing stick.

WICO THREE WAY

Supplier: CGL, Price: £32.99

The *Wico Three Way* is effectively a deluxe version of the *Bat Handle* joystick, being very similar in appearance but not in performance and price. So what do you get for the extra five quid?

Well to start with the stick comes with three freely interchangeable grips that slip, with some difficulty may we say, over he steel shaft. You are supplied with a Red Ball (as found on the *Wico Red Ball* funny enough), a *Bat Handle* (the same as that actually on the *Wico Bat Handle*) and a *Grip Handle*. The grips aren't particularly comfortable to hold and make the shaft feel somewhat 'separated' from the base.

The *Three Way* makes use of the responsive leaf switch mechanism, but unfortunately the shaft is too long and therefore so is the distance of travel. This makes the stick slow to respond to movement when held 'properly' ie firmly by the grip, but it did in fact perform very well when held nearer to the base of the shaft. Diagonals can be obtained quickly and without a great deal of thought, making *Exploding Fist* an enjoyable game to play to play with

the *Three Way*. Small movements are also affected by where you hold the grip, but the degree of sensitivity was sufficient enough when playing *Thing* on a *Spring*, however.

The grip isn't the only interchangeable aspect of the stick as there are two different gatelock controls to restrict movement to either four or eight directions, depending upon your needs.

There are two fire buttons, a grip fire and a base fire — both



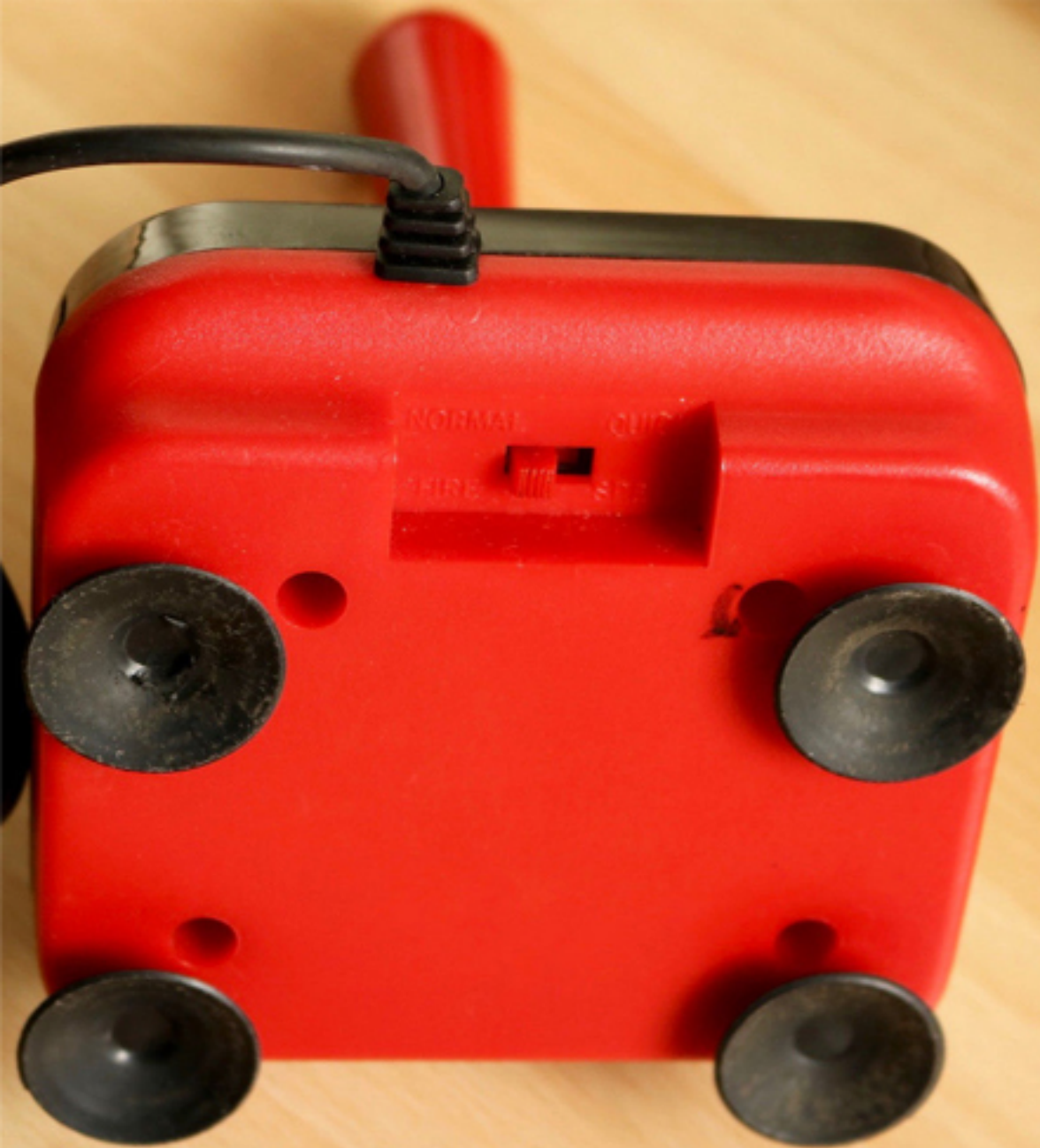
are of a high quality but a good rapid fire rate can only be achieved with the base button. A switch on the top side of the joystick base enables you to choose between the grip and base fire or just the grip fire. This is a great joystick and one I would recommend heartily if weren't for the ridiculously high price.

Responsiveness: Stick 88%
Despite length of travel the sticks reacts well.
Responsiveness: Button 94%
Very bouncy with a good feel.
Ergonomics 79%
A bit too bulky too hold comfortably in the hand but stable on a table top.
Durability 93%
Tough leaf switch action and outer casing.
Value For Money 60%
Far too expensive, even though it's a very good joystick.
Overall 87%
Great stick, shame about the price.









NORMAL QUIET
FIRE

