

SCOOP

Russian And Read

SPECTRUM SMASHES-WINTER SPORTS/SABOTEUR/TOMAHAWK/TAU-CETI FAIRLIGHT-THE CASTLE MAP/DROID WARS-KILLER LISTING GAMESREVIEWS OPROGRAMMING OCHARTS OLISOFT WARE GUIDE



THE BEST THING SINCE THE REAL THING

A Spitfire flight simulation set in 1940. Ground features and realistic air combat.

Spitfire 40 is available from W H Smith , Boots , and good software stores everywhere.







Target: To rise through the ranks of the RAF elite to Group Captain, VC,... DSO, DFC

Mail order and catalogue requests to:
Mirrorsoft Ltd., Maxwell House,
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Mirrorsoft Ltd., Purnell Book Centre, Paulton, Bristol BS18 SLQ.

nsi RESIEW

Commando

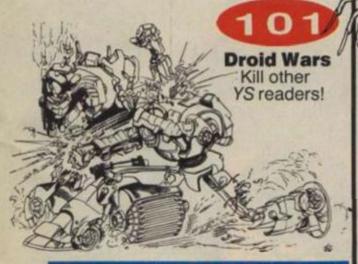
The Speccy shoot'em up that's all set to shoot up the charts.



PROGS

Program Power Pull-Out

Chopper Mission/Worm/Morse Saga three great programs to pull out and type in. Pow!



W ARE

The Complete QL Software Buyers Guide The best and the rest - all available QL software put to the test.

84

Word Rap The last word in word processing reviews.

NTERVIEW

50

Ghost In The Machine

Activision's top designer, David Crane, tells all. But you'll see straight through him!

POSTERMAR

Fairlight From under the floorboards has come the ancient parchment plans of Castle Avars.

GAM

66

Saboteur Durell's Kung Fu killer with a plot that packs a punch.



BC's Quest For Tires Follow the complete course as our stone-age superhero searches for his prehistoric Pirellis.



97

Winter Sports Eight chilly games in one hot package.





Ra-Ra-Rasputin Greatest game you've ever seen? Read the re-re- review!

Better Read Than Dead!

GAMES

3
el
4

Loader, adds more zip to your Spectrum Adventures...

Abandon joysticks all ye who enter

COMPOS Supersonic Compo. Take off with a bang! Win a trip on

Concorde Rambo Compo 52
No man, no law, no war could make

him... talk. Can you? Barry McGuigan!

CARTOON

is the present another time?

REGULARS Frontlines ...

Choc-a-bloc with news, compos, men in funny jackets, camels and Troubleshootin' Pete. QL News .

Is there a new QL coming out straight after Christmas? Hit List... Go big game hunting for the new chart toppers.

Letters. Letters know what you think of the Hard Facts

It's the hardware repairman, Stephen Adams. Hacking Away.... Whatchoo need is a good POKE in

the. Programming problems? It's just routine for Ian Hoare.

Back Issues 94
Input/Output 109
The free ad free for all! lolo Davidson on a winning streak.

SPECIAL FEATURE

YS MegaBasic Find out how you can improve your

01-631 1433

EDITOR Kevin Cox PUBLISHER Stephen England SUBSCRIPTION Suzie Matthews 01-580 0504/631 1433

ADVERTISEMENT ENQUIRIES David Baskerville/Neil Dyson Your Sinclair, Sportscene Specialist Press, 14 Rathbone Place, London W1P 1DE

TAPE TROUBLES?

If your copy of Rasputin fails to load, here's what you do: Send the tape in a strong envelope to Rasputin Returns Dept, PO Box 320, London N21 2NB and make sure you enclose a similar self addressed envelope with at least 18p worth of stamps on it. And please don't phone the office as we can't deal with the problem here. The free copy of Rasputin is only available on copies of YS sold in the UK.

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The continuing saga pits allied forces against the cruel dictator who escaped the destruction of the fortress with remnants of his army and prisoners captured during the land battle.

Produced for the COMMODORE 64 and coming to a computer store near you!

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Directed by Bruce Carver

Produced by Chris J. Jones

Distributed by David L. Ashby

Illustration by Oliver Frey (Newsfield Publications)

Manufactured in the U.K. by U.S. Gold.

YOU CAN EXPI

With the Graphics Suite from Print 'n' Plotter.

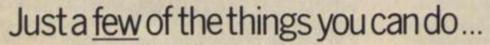
If you're interested in producing great graphics with your Spectrum, then these programs are designed with you in mind.

And you don't have to be an expert. Even with no programming knowledge the programs will enable you to produce fantastic graphics to use in every piece of software you write.

Or you can use them just for the fun of producing computer art. Each of the programs are inter-active and together they form the most accomplished graphics toolkit you will find on the market today

But you can also use each of them separately, as each are selfcontained and cover a specific area of graphics programming

With Print 'n' Plotter's 'GRAPHICS SUITE everything is made so simple you won't believe it



PAINTPLUS (GRAPHICS SUITE 1)

If you want to produce fantastic screen graphics or UDG's on your Spectrum, then you will find PAINTPLUS not only a complete graphics toolkit but also the simplest to use at every level.

Facilities include: DRAW, PLOT, ARC, CIRCLE, FILL IN SOLID OR PATTERNS, FILL IN OVER MODE, DRAW RADIALLY, ARC RADIALLY, ENLARGE TO EDIT, PAPER WASH, BOX DRAW and so on

As well as drawing, PAINTPLUS has a tremendous UDG section. It also has UDG "grabbing" from screen as well as full facilities for defining, saving and loading UDG sets.

The Organiser section of the program enables you to automatically store multiple screen graphics or multiple UDG banks.

PAINTPLUS comes with a demo of screens. animation and alternative character sets, plus a copy of Print 'n' Plotter PICTURE BOOK 100 pages of instructions, hints, tips, listings and related graphics information.

SCREEN MACHINE (GRAPHICS SUITE 2)

SCREEN MACHINE is the graphics

Use it when you want to take your graphics and turn them into professional machine coded data for use in BASIC or M/Code programs.

For instance SCREEN MACHINE will compress the memory consumption of your graphics to cram even more into the computer's memory -

As well as memory compression, SCREEN MACHINE allows you to put your graphics through a series of highly-sophisticated

graphics manipulations.
These include ENLARGE, REDUCE,
RELOCATE TO OTHER PARTS OF THE SCREEN, STEP AND REPEAT, BLEND SCREENS TOGETHER, RECOLOUR SELECTIVELY OR GLOBALLY, FLIP SCREEN, etc.

And SCREEN MACHINE also has a dedicated Text Compiler - ideal for anyone who uses lots of text for instructions or menus on

SCREEN MACHINE also comes with a copy of PICTURE BOOK and a demo that's so good you can't believe it

ART-O-MATIC (GRAPHICS SUITE 3)

Ever wanted to produce screen graphics for Adventure Games, Educational, Training, or Scientific programs and run out of memory because the graphics handling consumed too much memory?

If so, you need ART-O-MATIC, Print'n'Plotter's great new graphics compiler.
With ART-O-MATIC you can draw, define and

store an incredible number of screens or parts of screen in your programs as compiled instant machine code which is usable from BASIC or M/C

The exact amount of compression possible depends on your graphics, but up to 99% is possible and an average of 85%-90% is usual.

ART-O-MATIC is a complete graphics drawing program, so you can produce your works of art and compile at the same time.

The instruction book and demo that comes with the program show you everything you need to know about cramming great graphics into your Spectrum.

SPRITE MACHINE (GRAPHICS SUITE 4)

There have been a number of programs called Sprite Generators. Most of these are selfcontained and not a great deal of use to people who want to use Sprites in their own programs.

SPRITE MACHINE is different. This program was written with you in mind - whether you are a professional, amateur or beginner.

There's never been a simpler Sprite program to use. All you have to do is draw your Sprite and then choose from a fantastic range of options to get it doing what you want.

You can: animate your Sprites, choose any direction and starting position, adjust speed, adjust height, choose running time, decide on edge actions such as bounce, wraparound, reflect or stop, make intelligent decisions like strike and collision actions, colour your Sprites or take colour from the screen, trace or nontrace, etc.

The program comes complete with a cursoroperated Sprite drawing board and catalogue/ store function.

Instruction booklet and demo are included with the program.

Now you can have professional Sprites in every program you write.



Send to: Dept YS Print 'n' Plotter Products Ltd
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Credit Card phone orders: 01-403 3622.
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Please send me the following Paintplus @ £9.95

.Screen Machine @ £8.25

Art-O-Matic @ £8.25

.Sprite Machine @ £9.95

I enclose remittance in full

Please bill my Access/Barclaycard/Visa No.

I enclose 17p stamp for details of products.

Name

Address

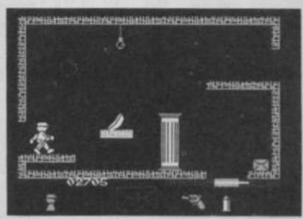


Prices include post & packing for U.K. delivery. Overseas orders please add 20% for additional handling and post.



• No, it's not just a careless whisper! Melbourne House has released Wham! The Music Box. It's a two-channel synth that needs no hardware — impressive, huh? Rather less than impressive are the five example tunes on the tape by none other than the pretty popsters themselves. Load 'em up before you go-go—and listen to Club Tropicana, Young Guns, Careless Whisper, Bad Boys and Freedom.

The Music Box has been used to develop commercial tunes — Fairlight f'rinstance. Give that a quick listen and you'll hear what The Box of tricks has on offer — without having to suffer the desperate duo's warblings.



Meet Sid. He's the guy who's starring in Alphabatim's new game Robot Messiah. And the company's so proud of Sid that it's given Frontlines two hundred signed Robot Messiah posters. Signed by who? We hear you cry. By authors Christian Urquart and Mike Smith, of course, — the ones with the worndown fingers.

And we're gonna dole out all those love-ely colourful piccies to you. All you've gotta do is solve the riddle below. We've even included a few clues for the hard-of-thinking brigade.

My first is my fourth, and also my last.
My second is in bang but not in blast.
My third and my fifth initial VAL/LEN.
My sixth and my seventh follow an 'N'.
My last is in true and also in love.
My whole can be found in the screen shot above.

Right, we're looking for an eight letter word and your best bet is to start at the bottom and work up. Simply fill in the answer with your name and address on a postcard and sent it to Mensa, sorry, Robot Messiah Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Get those entries in by 31st January or you won't stand a chance.



Phizzz, burrrp, brzzzzz.... Now arriving at platform 3 is the 125 from Cheetah.... Tickets costing £8.95 are now available Phizzz, brzzzzz, burrrp. (To be read with a peg on your nose.)

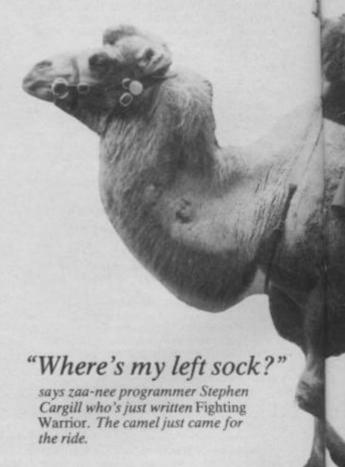


System 3 has ten freebie copies of its latest rave International Karate to give away. But if you want one you'll have to be quick! The buck doesn't stop there, though. System 3 is also offering a £1.50 discount on the game exclusively to YS readers.

How does it all work? Send off your five

How does it all work? Send off your five gold coins (Postal Order or cheque) to System 3 and if you're in the first ten orders your money'll be refunded and you'll get a copy of the game. Pretty mega eh?

For all those doubting Thomas's, Fred's, Dave's... there's no catch. All you've got to do for a discount is snip out this piece of prose and send it off with your readies to prove you're a dedicated YS reader. Post it to 'I'm a dedicated Your Sinclair reader' Dept, System 3 Software, Southbank House, Black Prince Road, London SE1 7JS. Now you too can travel the world kicking the living daylights out of anything that moves...

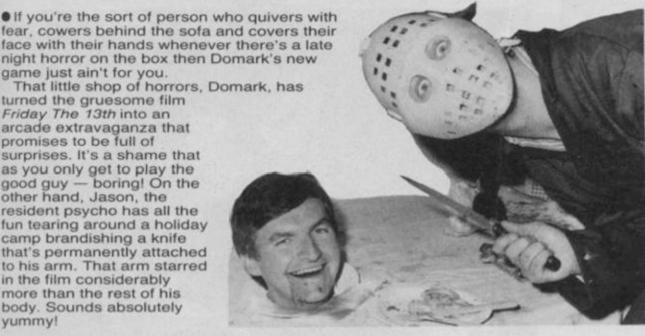


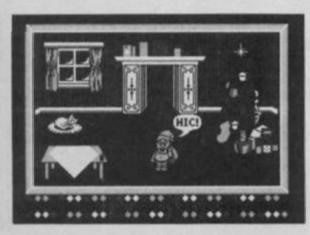
night horror on the box then Domark's new game just ain't for you. That little shop of horrors, Domark, has turned the gruesome film Friday The 13th into an arcade extravaganza that promises to be full of surprises. It's a shame that as you only get to play the good guy — boring! On the other hand, Jason, the resident psycho has all the fun tearing around a holiday camp brandishing a knife that's permanently attached to his arm. That arm starred

in the film considerably

yummy!

more than the rest of his body. Sounds absolutely





It's a Christmas cracker from Virgin - Santa claws his way into the software charts with the first re-usable computerised Chrissie card. Perfect for those doddery dears who persist in sending you the same pair of socks year after year. Just load it in to see Santa delivering the pressies and supping his sherry. It even plays a merry Yuletide jingle -bang goes those Silent Nights, eh?

 Buy a Nightingale modem between now and February 1st and you could win an amazing return trip to the Big Apple. You'll get six nights of terror in a New York Hotel plus £400 to bribe the doorman to let you out. Wackee!

EVERYONE'S A WALLIS

 Reduce speed and altitude... We're going in for the winners of our Dambusters compo of Your Spectrum issue 18!

David Gilchrist, Basingstoke; C Hankins, Gwent; A Chambers, Preston; J Lowe, Blackpool; G S Tattersall, Cheadle; M Abid Ali Khan, Sunderland; J Davies, Stockport; Robert Taylor, Chesterfield; Shyam Vyas, London NW2; Michael Monah, London SE11; A Cooke, Cheselbourne; Mrs C Welsh, Glasgow; N J Sutton, Oxford; Andrew Geddes, Buckie; Mr L Honeyman, Glasgow: L Braybrook, London E15; Jason Kiner, Camberley: David Noone, Warrington; ian Munslow, Buxton; J Walsh, St Annes On Sea; Alexander Wasti, St Airies of See, Alexander Stivaros, East Didsbury, Sean McKenzie, Mid Glamorgan; June Wilson, Birkenhead; Neil McDonald, Aberdeen; M. O'Sullivan, London Right, de-briefing over. Back to

SCOOP! SCOOP! SCOOP!

What an exclusive! We've managed to get a preview look at Alphabatim's new game Darion — Child Of A Stargazer and, boy, is it hot. Written in the same style as Robot Messiah by the same writers (funny that!) it takes place in a village full of bumpkins who reckon that only the child of a stargazer could possibly topple the tyrannical rule of the Evil Warlock. (Any stargazers' children out there who want to have a crack at toppling the Ed? Troubleshootin' Pete).

You play Darion and you've got to set off in search of the Transformer Spell that'il eventually change you into a real man. Once that's done it's off again in search of the eight pieces of the amulet - your only weapon against megalomaniac Warlock.

On your travels through the rather rustic woodlands, villages and undergrowth you'll collect lots of lovely spells. These'll come in very useful in your attempt to get past the gargoyles and castle guards. Once you've infiltrated it's off with the Warlock's head using the amulet, of course. And that, as Barry Norman would say, is that. Or is it?

So we've given you all the gen, you've seen the pictures and now you wanna buy it! Sorry, Darion won't be out until February, so you're just gonna have to wait....

Welcome to the column that gives you the gen on what's happening in the Spectrum world - the who, what, when and where.

First off there's a rumbling that CRL the dream makers' next game is to be called It's In Chaos. What it's all about and how far away it is, is still under wraps (could it be set in CRL's offices?) but keep your eyes glued to T'Zers for further info.

Rumours have it that Electric Dreams Software is currently negotiating the rights to Spielberg's new blockbuster **Back To** The Future. Electric Dreams says, "We know nozzing", in fact it even denies all knowledge of

Commando's being sold in West Germany under a different name -Space Invasion. And the reason, well I think its got something to do with the war, but don't mention

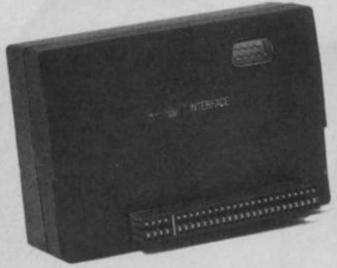
There's over 1/4 million Spectrums in America apparently it's a real cult out there — you know, like Macdonalds. Not a lotta people know that! 'Cept me of course

No-one could accuse Ultimate of talking endlessly about its games prior to their release. Getting anyone there to talk at all is nigh on impossible. **Pentagram** is still on target for release before Christmas but more than that I can't say 'cos I don't know. You may even have a copy of the game before you read

Firebird has been opening its purse again and bought OCP's Art Studio package which is due to be released just before Christmas.

. Did you know that Hewson Consultants sales are up by 60 per cent compared with the same period last year? This is mainly due to the success of Southern Belle, Paradroid and Dragontorc. On second thoughts, did you really want to know?

CRL has discovered a way of bringing down unemployment in this country — how patriotic. It's taking on YOP scheme programmers to help with its new games. Could this mean that CRL will be bringing out a new range of budget games?



 It seems Cheetah really is changing its spots 'cos it's slashing the price of its joystick interface to an amazing
 Ω9.95. Can you really miss such a bargain? No? Call 'em on 01-833 4909.

• Fork out £9.95 on a copy of Level 9's new game Worm In Paradise and you'll get a poster free. You won't even have to worm it out of 'em! A-maze-ing!



● Wow, it's dayglo Dynamite Dan author, Rod Bowkett, sporting the latest in lurex 'pass the sunglasses' jackets, while still trying to convince his 'admirers' that posing as Rodin's Thinker makes him similarly intelligent. Cor, ain't he dynamite?



FROM LE HIF

"Can you . . ." Okay, I'll be with you in two ticks. "Pete, will you . . ." Look, I've got to write the column. "Over here, Pete . . ." Oh no, unless I get a moment to myself I'm not going to get the chance to write to you, let alone have my afternoon doze.

Phew, that's better — peace and quiet at last. No-one's going to think of looking for me here and it's another first for YS. Well, how many other columns have been written in the loo?

Things have been pretty hectic of late. I dunno whose idea it was to increase the size of the mag. All I know is that my comfy chair quotient has plummeted for the month — you could say the bottom's dropped out of that market.

But enough of the chatter. Let's look back to issue 20 of Your Spectrum where Tony 'Slim' Samuels' Samsynth program had some of you more than a little foxed — sort of Sam Foxed, eh? Okay, please yourselves. Not only did we hide the start address somewhere that you'd never ever think of looking for it but we also left the checksum

off altogether. Bit of a jolly wheeze, what? No! Well, the start address is 64750 and the checksum is 37771. Sorry 'bout that!

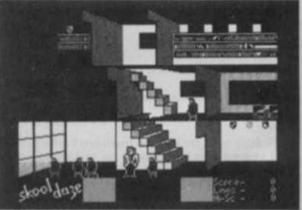
More aggro from Jill Hunney from Watford over Ian Ravenscroft's POKEs for JSWII that appeared in Your Spectrum 20. She reckoned that they didn't work. Well, err, actually Jill, they do work. They're supposed to reset your Spectrum (Haw, haw!). Okay, it's not that funny but it's still the best thing we could think of doing to JSWIII

Sshhh! I hear footsteps outside. Time for a bit of quiet typing . . .

Off now to sunnier climes — if only! Israeli reader, Ram Dagan writes in to point out a problem with the Edit Key program published way back in the July ish. In line 10 you have to substitute 65133 with 65142 and in line 40, 11802 should be replaced by 12697. Without these changes, it seems that the last routine will crash the Speccy. Hmmm, back to the manual lads!

Oh no, I think I've been rumbled! "Peter, are you in there?" Right, out the window . . . stuck . . . Oh Gawd "C'mon out we've got you surrounded." Just time to tell you . . . bout what's happening to the column. Unfortunately, I'm just not going to have time to carry on with the phone-in helpline as I can't guarantee being in the office all the time - I might just be in the loo! So, if you have any programming problems or you've spotted BANG BANG something odd about a program in the mag, write to me at From The Hip, YS, 14 Rathbone Place, London W1P 1DE and I'll sort you out in the column - if you see what I mean. "Right, we're coming in." Top of the world, ma!

TROUBLESHOOTIN' PIERRE.



Eric is what we in the trade would call an anorak. Why? 'Cos he managed to swipe the skool rekords in Microsphere's Skool Daze and the dum dum is now after putting them back in the sekwel Back To Skool. And he's got to pit his wits against girls! Grooo! S'pose we'd better pool our poket money and kome up with the £6.95 to buy it.



• A quick shufti at Dean Electronics' new Super Champ joystick may give you the idea that the lead's not long enough to clear the user port. Not so. It's got one of the longest leads ever. Ten feet carefully wrapped up the joystick's own insides. But the biggest surprise about this new aide-de-high-score is the price — £6.95. More gen on (0344) 885661.

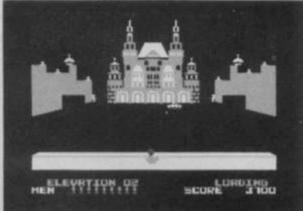
TRONULINES!

Here's lan 'fame doesn't affect me, even though I'm about to be interviewed on the radio' Flory, collecting the 250 quid prize money from Print'n'Plotter who fronted our Castle Rathbone Compo in *Your Spectrum* 14. Ian put £50 in the bank and, horror of horrors, spent the other £250 on a Commie 64 — well he won't get a very high interest rate on that!

That's the last time we go out of our way to organise a compo for you lot.



US Gold has just produced its own compilation tape featuring a bevy of Speccy hits, including Raid Over Moscow, Flak, Blue Max, Hunchback II and Rocco. Did you spot a few of these that aren't by US Gold? Funny, so did we!



Ain't he a little dahling, possums? Chris Smith of Saga is desperate to tell you about his combined printer/interface package. Can't talk right now, eh Chris? Well don't you worry your pretty little head about it, 'cos we'll tell 'em, won't we? Buy a Saga

LTR1 printer and Chris will give you £10 off the Kempston Centronics E interface. If you don't trust us you'll have to call him on (04862) 22977. What a little possum.



hat place your mother warned you about, St Bride's school for young 'ladies' has just installed a bit of high technology — a phone. Providing St Bride's receptionists have read the bit in the manual entitled 'How to answer' you should be able to suss out more of their Secrets if you ring them on 010 353 75 42030. Don't expect a serious answer though...



Quick, for Pete's sake do a U-turn.
Yikes, the hit car's closing in, oh no...
Can't explain too much at the moment except that it's Durell's new game,
Turbo Esprit available soon.
Arrrrggghhh, it's gonna get me!



111

Ding Dong! Fairlight II calling. It looks likely that the follow-up to The Edge's smash-hit Fairlight will come with a ROM attachment much like the one on Mikro-Gen's Shadow Of The Unicorn. All that's certain is it won't be the Mikro-Plus. And if you were looking forward to playing Fairlight II, called A Trail Of Darkness, before Chrimble, brace yourself for a disappointment. Bo Jangeborg, its Swedish programmer (hurdie hurdie, ho) is too busy putting the finishing touches to his updated version of **The Artist**, to get cracking on **Fairlight**II. You'll have to sit tight till January.

The follow-up to Ariolasoft's Panzadrome is really wet — well it's called Aquadrome! The Ramjam Corporation's busy writing the game at the moment but the release date has yet to be announced. Still, it's a dead cert that it'll slide down the slipway before Ramjam's long-awaited successor to Valkyrie 17. Three Days In Carpathia has already stretched into weeks and now months. Is a change of title imminent? Three Years In Carpathia!

Talking of the Carpathia complex, this month finally sees the release of **Tomahawk**, the chopper simulation that took eighteen months to get off the ground. Plus, shock horror news is now reaching us that **Swords and Sorcery** by PSS is due for imminent release, after only a couple of years in development. Just hope it's not a rushed job!

Heh, guess what? I've seen the pre-production copy of Mother Of Charlotte by System 3. It was going to be called Mother Of The Harlots until some not so bright spark realised what it meant. It's a 3D maze in space and the player has to rush around beating up snakes and the like whilst trying to avoid rampant women. We can't publish any piccies, though, 'cos we'd get done under the obscene publications act.

Beyond has been bought out by British Telecom much to Buzby's delight. It's beyond the pale as far as those magazine chaps at EMAP are concerned — I mean, how will they get to see all those games first?

Teresa Maughan

We'll take you beyo

QUICKSHOT II AUTO RAPID-FIRE JOYSTICK

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ond the Spectrum. everything for the Spectrum... TURBO INTERFACE - NEW LOW PRICE value at just £18.50. for continuous shooting and a new, improved grip. grip - a snip at £9.95. SPECTRUM INTERFACE SPECTRUM UPGRADE KIT lightning-fast reactions right under your fingertips. Costs just £9.95. SPECTRUM UPGRADE KIT possibilities! Only £21.95. computer stores everywhere. Or return the coupon below. TURBO INTERFACE

Four great new add-ons from Ram, Number One in

Our unique Turbo Interface outperforms any Spectrum interface - it works with ROM cartridges, 2 standard joysticks, and there's a full expansion bus at the rear. The Turbo supports Kempston, Protek and Interface 2 software and loads from a cassette - or instantly from a ROM cartridge. It really makes the most of the Quickshot II's fast action, and with its unique power safety device and a new Reset button, it's even more amazing

QUICKSHOT II AUTO RAPID-FIRE JOYSTICK

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Boost the power of your Spectrum, or Spectrum +. This Kempston-compatible interface gets the most from your games - electrify your enemies with real power and

If you've a 16K Spectrum micro, this handy and inexpensive add-in kit boosts the RAM memory to a powerful 48K, so you can run the latest and greatest software, the most exciting games around - and expand your own programming

Where can you get your hands on Ram's amazing Spectrum add-ons? You can see them at branches of Boots, Menzies, Spectrum Group computer centres, and good

To: Ram Electronics (Fleet) Ltd (Dept YS), Unit 8, Redfields Industrial Park, Redfield Lane, Church Crookham, Aldershot, Hants GU13 ORE, Credit Card hot line: 0252 850085, (Access & Visa).

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	Spectrum Turbo Interface(s) at £18.50		
Quickshot II Joystick(s) at £9.95.			
Spectrum Interface(s) at £9.95.			
	Spectrum Upgrade Kit(s) at £21.95. (Please state issue 2 □ or 3 □)		
+£1 per	order P+P(£3 Overseas) TOTAL £		
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All product and Sinck Ram Electr	lespatch for credit cards and postal orders (7 days for cheques. ts are fully compatible with the Spectrum, Spectrum + air Microdrives. ronics (Fleet) Ltd (Dept YS), Unit 8, Redfields Industrial Park, Redfield ch Crookham, Aldershot, Hants GU13 ORE. Tel: 0252 850085.		

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QL

YS takes a Quantum Leap into the world of the QL. Catch up on all that's new...

umours about the appearance of an upgraded QL have been rife in the computer industry over the last few months. Dubbed the QL Plus, some say it'll be a Macintosh clone while others reckon it'll have a colour monitor and 3.5" disk drive to replace the existing microdrives.

Sinclair Research hotly denies all this, of course, and a spokesman told Frontlines, "The QL is a perfectly good machine and is selling like hot cakes." He went on "We've never had such a popular machine and you should pay no attention to current rumours." Even Frontlines had to smile — the QL more popular than the Spectrum?

Current rumours aside, Uncle Clive himself was recently collared at a business machine show and admitted that he was thinking about bringing out his own business unit. Shame he hasn't told anybody else at Sinclair Research as they all seem to be in the dark about any developments — or maybe it's a case of 'mum's the word'.

In fact, Sinclair Research doesn't seem to know the official line either. Another spokesman commented, "Nothing will be launched until next year." Hmmm, maybe Sir Clive's going to bring out a turbo driven C5 instead!

Believe what rumours you like but one thing's for certain you can never be sure until it happens.

Digital Precision recently launched a bevy of software products for the Sinclair QL.

Its major new release is Supercharge described as 'a state-of-the-art SuperBasic compiler'. It can translate any SuperBasic program automatically and directly into machine code and speeds up Basic by factors between 20 and 200. Supercharge comes complete with a 40,000 word manual and costs £59.95.

The QL Sprite Generator is a complete games design system that allows you to have up to 256 sprites and planes of movement, automatic sprite collision detection, sprite reversal and high speed action. Not only that, it also requires no machine code knowledge and costs £24.95.

Digital Precision's other releases include Super Astrologer, a computerised horoscope priced at £24.95, QL Super Arcadia, two action packed machine code programmed arcade games at only £15.95 and QL Super Backgammon also £15.95.

If you want any further information give Digital Precision a ring on 01-527 5493.

Master Blaster is the new offering from Compugem. Dreyfus the dread, a galactic assassin has had to retire due to ill health and the position of Master Blaster is now up for grabs. You must successfully complete twenty levels in the game in order to become the Master Blaster supreme. Master Blaster costs £9.95.

Compugem is also working on a couple of other arcade extravaganzas for the QL that'll probably be available early on in 1986.

Microdeal is soon to hit the market with a pre-Christmas package of aerial games and peripherals.

The might of Flight will soon be winging its way to the shops. A realistic flight simulator — it's based on a single engined, nose-wheeled light aircraft. Full instrumentation is provided and a comprehensive view from the cockpit. At £9.95 it sounds a goodie.

On wings of a different kind, Eagle is a very similar QL version of the arcade blockbuster Defender. In Eagle much mega-collection of objects and shoot 'em skills is required! At £8.00 Microdeal reckon it's top value and another feather in its QL cap. Its new £4.95 joystick interface might be just what you need to make the most of these games.

Sales manager Neil
Struthers, when asked
whether customers had
problems loading
microdrives, commented "90
per cent of telephone queries
concerning loading difficulties
can be solved very easily. It's
usually because they've not
unplugged all peripherals."

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THEHITLIST

Hey, would it really freak you out to know which games are the bubblers, the breakers, the busters and the golden oldies? Well, freak out 'cos its all here in the YS Hit List.

Chart Chat 1

This month's number one, Fairlight from The Edge, entered the chart five weeks ago and has soared through the weekly rankings from number eight, to number six and four, and has occupied the No. 1 slot for the past two weeks.

Set in a castle, Fairlight is an adventure game complete with stunning 3D graphics. The Land of Fairlight is smitten by plague, famine and pestilence (sounds like our office. Ed.) Your job is to rescue a magician from the castle Avars, whose Book of Light can restore Fairlight to a happier state.

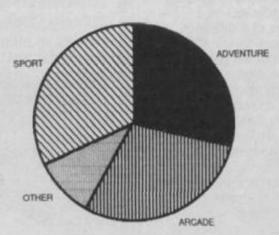
The Edge plans to release the second part of the Fairlight Trilogy, The Trail of Darkness, early in 1986, we'll have to see how well this one does.

This Month's Top Ten Titles

Tins months of ton Times				
Pusitio	n Last month	Weeks in Chart	Title/Publisher	
1	8	5	Fairlight/The Edge	
2	2	8	Way of the Exploding Fist/Melbourne House	
3	1	5	Daley Thompson's Super Test/Ocean	
4	-	3	Fighting Warrior/Melbourne House	
5	-	1	Shadow of the Unicorn/Mikro-gen	
6	-	3	Bored of the Rings/Silversoft	
7	3	6	Now Games/Virgin	
8	5	9	Frank Bruno's Boxing/Elite	
9	4	8	Nightshade/Ultimate	
10	-	2	Sorderon's Shadow/Beyond	

Slice of the Cake

The pie below shows how this month's 40 best sellers are split up. Honours are almost equally shared between sports, arcade and adventure games. Compared with the chart six months ago sports games have rocketed in popularity. The beginning of the sports games boom can be traced back to the Los Angeles Olympics in the summer of 1984. Programmers in this country have no doubt been spurred on by the success of Daley Thompson's Decathlon and Super Test games by Ocean. Currently in the Top 40 are snooker, soccer, athletics, cycling, cricket and several martial arts games including Melbourne House's Way Of The Exploding Fist and Fighting Warrior.



The Hit List is based on the MicroScope chart as compiled by Gallup.



GALLUP

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest MicroScope chart, get him to call Mark Salmon on 01-631 1433 — we'll send him a copy every week.

Last Six Months Favourites

- Position . Title/Publisher
- 1 Daley Thompson's Decathlon
 - Ocean
- 2 Softaid Softaid
- 3 Booty
- Firebird
- 4 Ghostbusters
- 5= Starion
- Melbourne House
- 5= Knightlore
 Ultimate
 7= Shadowfire
- 7= Spy Hunter US Gold
- 7= Way of the Exploding Fist Melbourne House
- 7= Airwolf Elite

12 Months Ago

- Daley Thompson's
 Decathlon
 Ocean
- 2 Sherlock Melbourne House
- 3 Beach Head US Gold
- 4 Monty Mole Gremlin
- 5 Kokotoni Wilf
- 6 Full Throtite
 Micromega
- 7 Sabre Wulf Ultimate 8 • Match Point
- Psion
- 9 Lords of Midnight Beyond
- 10 Jet Set Willy Software Projects

18 Months Ago

- 1 Jet Set Willy Software Projects
- 2 Fighter Pilot
 Digital Integration
- Chequered Flag
 Psion
- Manic Miner
 Software Projects/Bug-byte
- 5 Bugaboo (the Flea) Quicksilva
- 6 Hunchback Ocean
- 7 Atic Atac Ultimate
- 8 3D Ant Attack Quicksilva
- 9 Flight Psion
- 10 Fred Quicksilva

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ST. HELENS,

MERSEYSIDE, ENGLAND, WAS 1AG.



Check out your chance to fly on the world's favourite aircraft, flown by he of the world's favourite add on mini



Crikey, it's fantastique, wonderfuel, a-maz-ing, thrilling and simply scoper! What is it? Is it a bird, is it a plane? You got it in one with a got it in one - it's a plane and it's this month's MegaCompo. that's what!

Now if you're a supersonic airline pilot this compo ain't for you. 'Cos a ride in supersonic Concorde down to the Bay of Biscay and back wouldn't make you bat an eyelid. But ... if you're any normal human being you'd probably give your right arm to be on board.

Just to spell it out.
Saga Systems and Ram
Electronics have put
their respective heads
together and come up
with a magnificent prize
for readers of Your
Sinclair — yup, two
tickets to fly on
Concorde to the Bay of Concorde to the Bay of Biscay. You too can experience the thrill of travelling at twice the speed of sound, not to

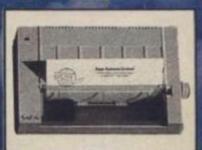
mention the big boom! Yippee, eh readers? Not only that. Saga and Ram, being generous to the last, are also providing a Saga 3 Elite

keyboard, a LTR1 letter-quality printer, a Style graphics package and a Saga Sound Book at the second price. The



Ram Jurbo interlace and Quickshot II joystick. How's that for a compo?

Now here's the toughte you've all been dreading — it's interrogation time!



he world's favourite airline, in the world's favourite magazine, courtesy nufacturers. Now we're flying!

BRITISH AIRWAYS

• Concorde was bought by two co-operating airlines. British Airways was one of them, which was the other?

• How fast will you be flying when you break the sound barrier?

Fill in the coupon below, stick it on a postcard and send it to Fly Me Compo, Your 'we take more care of you' Sinclair, 14 Rathbone Place, London W1P 1DE. And make sure it drops into the Ed's lap by January 31st.

WING COMMANDS

- without a parachute.

 2. Entries must be on the back of a

Okay, I'm not a supersonic pilot, so I'd love to enter your compo. I reckon that the airline involved with British Airways on Concorde's launch was

and the speed of sound is

Name

Daytime Tel. number

.....Postcode ..

Fly Me Compo, YS, 14 Rathbone Place London W1P 1DE

assors are Dangerous. Use a scalpel instead, sorry—photocopy



Bounty Bob¹м returns in this new and exciting follow-up adventure to Miner 2049er. This time around it's even tougher than before and Bob needs your help more than ever to guide him through the mine. The mutant organisms have multiplied and over-run the mine entirely, making it extremely difficult to survive the hazards of the underground passageways. Using the high-powered special equipment in the twenty-five new caverns is Bob's only hope of achieving his objective of securing the mine and defeating the plans of the evil Yukon Yohan!¹м

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LETTERS

YOUR SINCLAIR, 14, RATHBONE PLACE LONDON W1P 1DE

JEKYLL AND HYDE

Okay the game's up. Your little secret is out! You might as well admit it — the Editor and Troubleshootin' Pete are both the same person. I mean how else could Pete reply to one of the Ed's inserts in an article?

Hah, well you can't pull the wool over my eyes and if you don't want me to spill the beans you'd better make it worth my while to keep my mouth shut. And don't try to do anything silly like escape in your turbo driven C5, 'cos if you look out of the window of your cosy little office you'll see I have posted men with rayguns, ready to shoot at my command.

Don't say I didn't warn you! Mooney Wahooney The Intergalactic Trade Commission, Planet of Altair.

Hmmm, an interesting one, this. I don't think we're the same person but just to make sure I'd better check it out with Pete. What d'you think Pete? Ed. Hang on a tick while I have a look. Thigh bone's connected to the leg bone, leg bone's connected to the back bone. I think I'm missing a bit in the middle. It's tricky to tell in this light what with working in an office that makes the black hole of Cirius Major seem like a summer's day in the South of France. Troubleshootin' Pete. It's okay, I've got your middle bit! But that means . . . we are ... Troubleshootin' Ed.

BOARDTALK

I'm writing to inform you of the opening of my Bulletin Board for Spectrum and BBC users. Here are the details:

Spectrum Bulletin Board

Name	ARCNET
	(0226) 292118
Sysop	Keith Burton
Baud	1200 Half Duples
Times	Mon, Thurs, Fr
9 pm till 10 pm	Sunday 11.30 am to
12.30 and 4 p	om to 5 pm
Dina Back	V.

(New users can use 12345)

This board is one of a nu

This board is one of a number of boards being run on a Spectrum/microdrive set-up so

don't expect the rapid response that you get on disk based boards. At the moment the board is Speccy and BBC only and requires special software to access it. You can get this from Micronet:

Spectrum Spectacular pages BBC Page 810622321

The system has Prestel-like frames and uses full colour and graphics. The areas include CUG's Sig's, hints and tips, Chat mode, Message to board, Private mailbox (like Prestel mailbox) and several Autoupdating pages. Users can leave messages on these like a notice board that can be read by any other caller.

K Burton Barnsley, 5 Yorkshire

The interest in Bulletin Boards has rocketed since lolo's article in Your Spectrum 20. If anyone else knows of any good BB's for Speccy owners, send us the info and we'll pass it on. Ed.

FISTFUL OF BUGS?

Whilst playing Way Of The Exploding Fist my friend and I were happily beating the hell out of each other when we were returned to the demo mode. We tried again, thinking it was our fault when after another few seconds it happened again. After many games we found that if you press keys D, H, K and Break at the same time whilst on a two-player game, you'll be returned to the demo.

Now it could be our copy that's not up to scratch otherwise it's a genuine, first rate bug — yippee we've found one. If so, how much do we get for spotting it and when will the Porsche arrive? From two members of the 'We also think Gollum deserved everything he got' Society.

PS Who is Gollum anyway? PPS Don't let the Ed write silly little comments on the letter.

Chester

Oh goodie, does that mean it's my turn to write silly comments on your letter. Like, fancy not knowing who Gollum is! (Who is he then clever clogs? Ed). I shall ignore that. Also are you and your friend octopusses? How else can you reach all those keys at once? Your Porsche is in the post.

Troubleshootin' Pete

YOU CAN'T BEAT IT!

The Beat magazine (a freebie from HMV shops) announced that Frankie Goes To Hollywood (the game, that is) is now available for the 49K Spectrum. So much for Sinclair's pledge of no new Spectrum before Christmasl James O'Neill Worthing, West Sussex.

- Frankie Goes To

oTHE LONG-AWAITED Frank computer game for the Commodore 64 and 49k spectrum is finally available (Ocean Software, £9.95). Da Ward, director of Ocean

That'll teach you to nip off while our backs are turned and read these ill-informed rags. 'Ere Pete, what's a K? Ed.

GET RATTED

I demand compensation. "Oh yeah, what for?" I hear you ask. Well, last month (Your Spectrum 20) I turned to the review of The Rats, having been enticed by the revolting picture on the front cover. Having read the bloodsplattered pages, telling the gruesome tale of 'rats gnawing at Ferris' body', 'gnawing at his bones' and 'ripping mouthfuls...' I mused to myself, out loud, that I might buy the game. Oh, that I'd kept my big mouth shut.

The result of my innocent remark? It paniced my thoroughly terrified Speccy into

remark? It paniced my thoroughly terrified Speccy into having a heart attack. Well, it blew its CPU actually. I blame this entirely on you. If you hadn't published such a gory review my poor ol' Speccy wouldn't be under some surgeon's screwdriver.

Right this is what I want.

1. A solemn promise that you won't publish anymore gore, like pictures of Troubleshootin' Pete.

2. Something that'll reassure my Speccy when it eventually returns to the land of the living — preferably nothing furry that eats human flesh and squeaks. And I don't mean one of T.P.'s socks.

Stephen Fodder Southampton, Hants.

D'you know, I was wondering why I'd started taking a smaller and smaller shoe size. Nah, it couldn't be my socks — I washed 'em out at the end of last yeaaarghhh . . . Troubleshootin' Pete.

MEGABRAIN

I'm amazed at the mentality of some of your readers. I am, of course, refering to the letter from Richard Relf in the November issue. If Mr Relf had more than half a brain he'd have realised that what Pete was trying to show was how the actual addresses for the display file were calculated.

There can hardly be a Speccy programmer in the

DOODLEBUGS

Look, it's no laughing matter — or it won't be if you don't send your cartoons to Doodlebugs, Your Sinclair, 14 Rathbone Place, London, W1P 1DE.







Cartoon by YS reader William Thompson.

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is extra information available day or night whilst television transmitters are on air and without any charge and can now be enjoyed without the need of having a special Teletext T.V. set. All you need is to plug in your VOLEX TTX2000S Adaptor to receive 4-Tel from Channel 4, CEEFAX or ORACLE services.

TELESOFTWARE

is the name for computer programs which are broadcast as Teletext. Thus they may be loaded "OFF-AIR" into your Spectrum instead of being loaded from, say, tape or microdrive. 4-Tel is Channel Four's Teletext magazine and they are now broadcasting FREE telesoftware. Because of the special nature of teletext these programs are frequently updated – so you will not see the same thing each time you run the program.

EASY TO SET UP AND USE

As simple procedure tunes the VOLEX Adaptor to your local teletext channels. All loading of Telesoftware is via an index page on 4-Tel which the Adaptor will automatically find and display for you. Absolutely no modification is necessary to T.V. or computer. A comprehensive manual being supplied.

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With the Volex Adaptor it is possible to send received pages to your printer or to Microdrive for storage and later recovery.

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IS THE ADAPTOR APPROVED BY CHANNEL FOUR T.V.

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LETTERS

country who isn't already aware of the ROM routine at 22AAh. If our friend had sat back and thought he would've realised that Pete's diagram was the algorithm used in the ROM routine and that understanding the algorithm would enable him to write faster and more varied pixel address calculation routines.

Seb Dacre Cricklewood, London

Your cheque's in the post, Seb. Troubleshootin' Pete.

CLUB SANDWICH

Despite the sceptics I believe in the C5 — so much so that I am now using my customised C5 'Sputnik One' as a mobile sandwich board in the Greater Manchester area.

If C5 Promotions continues at its present rate of success I intend to customise more C5's for promotional usage.

I see the C5 as having great potential as a low cost cheap to run personalised fun buggy and want to open a specialist C5 shop offering a customising service. I'd also like to start a, national C5 owners club.

Nev Foaris Ashton-under-Lyne

Yes, despite the sceptics I too believe in the C5. Everyone else at YS just laughs at me. I know it sounds incredible when I tell people that I had a close encounter with this little white electric vehicle that looks like a large shoe built of washing machine parts. But I did. And there was this little green man driving it. One day the world will believe me. Ed.

SOFT ON THE END

Hi. Just a note about your piece in Frontlines entitled 'I saw a mouse, where?'

First, we haven't actually made our plans about The Artist/Artist II public yet, as you know. But there are a couple of possible misconceptions your piece may have given rise to. First, you're, shall we say, on the right lines when you describe The Artist II ... a pointing device, keyboard use option, printer dump options, icons, menus ... hum, yes things like that.

But we have to be quick to correct you, for no-one here at SoftTechnics (no-one alive that is) has ever commented that they feel that OCP's offering is better than The Artist! Shame on Mr Everiss of OCP for saying so.

And a second point, we are

not yet stating when The Artist II will appear, or even whether it will be a separate package, or run with Artist I. So watch this space . . . one thing we will guarantee though — we will see that everyone who buys The Artist will get full support on upgrades if they join the SoftTechnics Connections.

SoftTechnics Customer Support Division

Hang on a sec, I'm the only one allowed to do commercials around here! What we now want to see is whether Bruce Everiss names names and tells us who at SoftTechnics spilled the proverbials. Is that person now dead? And was it of natural causes? Do people at SoftTechnics have names that can be named? It's time the world was told! Da-daal Ed)

SMALL PRINT

. . . Anybody who has entered the Samsynth program in Your Spectrum 20 may like to try 5 for the wavelength and 50 for the depth control. It sounds like a drunken beel

David Sellen East Hanningfield, Essex

... Is the Ed any relation to Kevin the Gerbil? (Yes! T.P.) (No!! Ed)

Paul Weller Reading, Berkshire

... as the owner of an Opus
Discovery disk drive, I'm trying to
start a users club for the
Netherlands. Would any UK
Discovery users like to contact me
to exchange information and so
on?

D C Kruithof Boeierkade 6 2725 CH Zoetermeer The Netherlands I claim a YS first. I believe I'm the first potato to write to you. As a resident of Easton-in-Gordano I was shocked that the Ed should accuse Matthew Exley (the amazing new Easton superstar since winning the Trainspotter Award in Your Spectrum 20) of making up the name of the village! So, shocked was I that I had to go and talk to Angus the Brick. Nuff said. (More than enough! Ed).

Sammy Spud Easton-in-Gordano

what's your problem? What's come over me? Nowt. I've just (train) spotted the most classic printing error ever. Have a squint at From The Hip (ish 19). Now look at the two hundred and eighty-eighth word. Got it? Ha ha. (One hundred and sixty-five, one hundred and sixty-six, one hundred TP)

lan Fisher Barbourne, Worcestershire (saucey devil).

TRAINSPOTTER AWARD



Ta for such a wonderful, splendiferous, fabaroony mag. Every month, I glance through its pages, looking at, what was it . . ? 'Fantasising over features . . . marvelling at machine code . . . revelling in reviews . . . lusting over listings . . .' and trainspotting the bugs!

'Tis the third time I've written in about your inadeq ... inedk ... minor hiccups. Now who, I'd like to know, ruined an otherwise perfect ish 20% Troubleshootin' Pete? The Ed% Andy Pennell% Small though the brains of these loonies may be, surely none could make such a stupid mistake as that which proudly displays itself on page 24.

For here is the sooper-dooper compo entry form, complete wiv a dotted line to which we must apply those sharpened cutting utensils (scissors to you!). Trouble is, when you've cut down the dotted line, you're left with nuffin' more than a small strip of paper about 1cm wide . . The stupid line's on the wrong side of the page! If

you don't believe me, just look! Hanestly . . . Now this one must earn me a Trainspotter Award! Paul Taylor Peterborough

PS I don't feel sorry for Gollum. PPS Have you ever tried Hex on Toost for breakfast? (Breccy wiv your Speccy, eh?)

Dear (he who writes the witty comments) Ed.
I hereby claim the Trainspotter Award. You have made the terrible slip up of putting the dotted line with the mad scissors on the wrong side of the competition in Your Spectrum 20 (cue witty comment from Ed).
(Ooh er, sorry I was dozing there . . . um . . er . . pass the scissors and I'll just cut that bit out. Ed).

Hallinics Domadam Universe 32a

PS Who is this Erauqs type person?
PPS I think it's only fair to tell you that I have a Protonic Enmostic Extremely Violent Energy Disrupter (PEEVED) gun aimed at your office and I'll not hesitate to fire if I don't get the award.

Oh come on, you did do it on purpose — didn't you? I refer, of course, to page 24 ish 20. You know, the compo with all those stars on it. Running down the left-hand side is one of those dotted lines that are meant to be the guidelines for cutting the page out. Well, I've sussed you! You thought you could con us intel . . intellic . . . brainy people into sending the little white strip down the left hand side of the page.

didn't you?

This would mean, of course, that no-one would win the compo and so the judges wouldn't have to count all those stars. I saw through your evil plan from the beginning — to deprive us of a Star STX-80 printer so T.P. could have it himself!

Well, I'll tell you what. If you hand over an illustrious Trainspotter Award I'll tell no-one. Deal?

Anyway, brill mag (creep, craaawl). How about some more on comms — I liked the Bulletin Board article in ish

20. Keep it upl
Jeremy Doyle
Englefield Green,
Surrey

Hmmm, three candidates for the Trainspotter Award this month. All of them have spotted the same cock-up in ish 20. Problem is, how are we going to pick the most deserving candidate for the supreme accolade of a YS Trainspotter Award?

It's about time Paul got something if this is the third time he's written in - but this time it'll be the sole of my boot. Call me a loony, indeed! As for Hallinics you can't frighten me with your gun. Made up name, made up gun. And anyway we can't afford the postage to Universe 32. So, it looks as though Jeremy's this month's trainspotter supremo. And if anyone dares to suggest he only got the award by dint of a final bit of crawling at the end of the letter - well. they'd be dead right! Ed. I'm still trying to find cut who printed the mag on the wrong side of my dotted line ... Art Ed.

l'm an operator at Prontaprint and use a Spectrum to update a Lilliput Sales Ledger. After months of trouble-free working my microdrive has now decided not to Verify 25 per cent of the cartridges which is obviously causing a lot of problems. Why should this be?

John Williams, Grimsby.

Well John, this usually occurs because the microd Re ROM doesn't completely erase the file header and reads the old header instead of the new one. The best remedy is to change the name of the file regularly and copy the results to a new microdrive so that the old one can be reformatted (which clears all the headers) before reuse. Apart from this, the only other person who can cure it is Sir Clive.

I've just bought an Interface 1 and would like to know how to wire the RS232 socket to Save and Load like a network?

A Blackmore, Boston.

The Interface 1 is fine if you directly connect the two computers together but it won't work with a modem. Use the 'B' channel to Save and Load and make sure that you have the RX and TX pairs correctly connected. The distant computer must have a CTS connected so that it doesn't send info when the Spectrum is busy doing it's own internal thing.

Sob Sob. I've blown up my ZX Spectrum by using an Interface 2 on it. What can I do?

R Capson, Dorset.

Sounds like you've blown up the ZTX 651 or 650 transistor. Try and get another one fitted and see if that brings your Speccy back to life. Be careful when connecting the Interface 2 as this might have a fault on it. Marshalls of Edgeware Road, London stock this transistor if you have problems getting one. If it still doesn't work I'm afraid it's going to need the old Red Cross treatment. Stick it in a jiffy bag and send it off to your local Speccy repair man for major surgery.

My poor old Spectrum has lost its voice and I miss it — help.

M Owenn, Dyfed.

Try replacing the loudspeaker with a 1 inch diameter speaker of about 8 ohms. If that doesn't work try

replacing the diodes — or get a hearing aid! Good luck.

l've got two Spectrums, an Interface 1, microdrives, printer interface and monitor connected up. A wonderful system you might think. Yes, but I'm getting a very noisy picture — can you help me?

Brian Davies, Aldershot.

Well, with all that lot connected up I'd say you need a better power supply. Your best bet would be to take the video connection from the modulator input and cut the track to the edge connector. This'd reduce the noise from the peripherals. Even better, put it through a 1000 uf capacitor as an additional filter.

Spectrum to a monitor that requires a composite video signal but how on earth do you do it?

D Shotten, Belmont.

This is actually covered in Your Spectrum 3 but for those who can't get their hands on a copy, here's how you do it! Connect the inner wire to pin 15B (underside counting from slot side) and the outer wire to pin 14B of the edge connector. If you've got an issue 1 or 2 machine, connect up the two solder spots marked 'VID' with a piece of wire inside the Spectrum first.

Help Help Help! I can't use the 'P' and 'Q' keys on my Spectrum when my Alphacom printer is connected.

Chris Oliver, Staffs.

Seems to me, Chris, that the printer is overloading the data line D0. I'd send it back to get it looked at.

Ummmm . . . er . . . I've a slight problem . . . yer see. Well . . . it was like this. I took my tape recorder to pieces because I was having loading problems, and yes, I did know how to put it back together, but I lost the screws. I had a bright idea and super-glued it back together again but it still didn't work! I then bought a new recorder and it works fine on my friend's BBC but, you guessed it, it doesn't work with my ZX Spectrum. Help! Pete Taffs, Luton.

Oh dear Pete, what have you done? Since you've checked everything inside the Spectrum there's unlikely

Does your hardware give you a bad case of heartburn? For fast action relief, Stephen Adams is your man...

to be a fault there but have you checked the tape leads

to be a fault there but have you checked the tape leads to the Spectrum? Also don't forget to leave the Mic lead out when loading and if all else fails try reading Melbourne House's Spectrum Hardware Manual by Adrian Dickens, price £6.95, as it contains some useful circuit diagrams. And to think Pete advises other Speccy owners every Saturday in a shop!

Characters) listing from my Interface 1 and how do I count the lines?

G Saunders, Hertford

The only way that I can think of, off the top of my head you understand, is to print the program to the screen (using PEEK in program area). Then use SCREEN\$ to look at the line on the screen and LPRINT the resulting characters, counting them as you go.

When you reach 80 Chr\$

YOUR SINCLAIR

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or an Enter character send Chr\$ (13) to print a new line. You'll have to convert the line number's first two bytes to a four digit number. Any Chr\$(14) encountered indicates you skip the next five bytes. Counting the lines will be easy as you can make a note as each Chr\$ (13) is issued to the printer.

What limitations are there on the number and type of peripherals that can be attached to my Spectrum?

Jim Grimwood, London.

The limits on the Speccy's expansion port are roughly 300 ma on the 9 volt power supply and a max of two devices to pick up address and data lines. You'll need a larger power supply and a buffered motherboard if you want to add more — I don't know of any commercial supplier of these. Does anyone out there know better?

My ZX printer spits out blank paper, though it still line feeds, and it won't stop until I pull the plug. What's wrong? John Swan, Edinburgh.

It sounds as though the printer's writing okay but is having trouble reading its status, that is whether it's busy or not. Check the read connection and make sure the writing stylus is poking out of the printer slot as this could be causing the problem. If that doesn't work go see a specialist.

I would like to use a home-built AY-3-8910 sound chip to imitate the Fuller sound box. How do I do it?

Mark Robertson.

The addresses are Control port 95, data port 63. The clock frequency is between 1 and 2 MHz and can be generated from a stable 555 IC. Hope all that helps.

How can I print things which normally go to the screen to the printer without changing the print statements?

Carl Howes, Eastbourne.

Well Carl, you can either COPY all the screen at various points in the program or change channel 2 to channel 3 (LPRINT instead of PRINT). If you aren't using Interface 1 you can do this by POKEing 23743,80. POKEing 23743,83 will restore printing to the screen.

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ast month good oil YS brought you a preview of Resputinin the shape of programmer Paul Hibbard's Storyboard. Now, lo and behold, good oil new YS brings you a preview of the game in the shape of four playable screens. And, give or take a pixel, it's not unlike the storyboard except for one detail — Paul neglected to mention how # 111 hard it is!

Of course you wouldn't expect it to be easy. Your quest is to destroy the jewel of the Seven Planets which has kept the soul of mad monk Planeth, the kind of guy gets religion a baaad name, alive. The bauble is hidden away in the dimensions of the netherworld, a sort of supernatural housing estate for assorted nasties, spreading off a main courtyard and linked by spells cast by the Lords of Chaos.

Now this is some task—
even for a Super Crusader
who closely resembles the
knight from the Daily Express's
masthead. So, as well as
dodging the best selection of
oddballs seen this side of
Castle Rathbone, there are
secondary objectives, such as
discovering the Eyes of
Heaven spell that'll black
Rasputin's evil eyes as well as
opening further boxes containing magic to neutralise his
power.

Not that sword play is neglected. In many cases it's a good idea to clear a screen of wandering monsters before exploring properly. Be warned though — not only do the greeblies return when you re-enter a screen but if you come into contact with them, or take a fall, they'll flock back too. And talking of falls, at some stage you're sure to find that the netherworld is cruising at 60,000 feet and you haven't got a parachute. Luckily the clouds act as lifts and whisk you back at the cost of a life.

Once you've hacked and slashed to obtain unimpeded with suns on the side. Jumping onto all of them causes a psychedelic display from which emerges a four headed monster (see, I said this was like Castle Rathbone) shooting rays from its eyes. Slay this and you get a new spell to add to your armoury. Then you can move off to seek one of the stones engraved with a letter of Rasputin's name but be warned, getting those makes everything else seem simple!

game to get into and you'll spend your first few plays just working out what can and cannot be done—as well as what lies behind some of the Seven Planets' more extraordinary masonry (Winner of the Infernal Architects Award 1985). In this respect it's very much like Ultimate's products—never giving anything away. It's also got the same son' of 3D view, though seen from a slightly lower angle which can cause problems. Take good care of the squared floor and how many (audible) footsteps it takes to cross one unit and you should avoid making too many trips down to cloud nine.

So there's an unavoidable Ultimate comparison but before the boys at Firebird send me an ultimatum (Ho, ho). I must say that this is a decided advance, with larger sprites and some very smooth animation. There are some really amusing critturs in there as well as some maddening nuisances plus the truly malevolent presence of the villain.

All that jumping may remind you of platform games but here the landscape is solid and incredibly well realised, Just as the dimensions of the netherworld spread from the central, circular highway the game has great depths. This one could take months to solve—it's certainly not for the fainthearted. But most of you now have the opportunity to test your mettle against the infamous mad morik, and if the challenge of these four screens whets your appetite then rush out and buy the complete game because it's ten times as large and contains a whole host of nasty traps that it test your timing to the limit!

Graphics Playability Value for Money Addictiveness

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Game Rasputin
Publisher Firebird
Price £7.95

Interface II. Cursor

Keys......Turn Left/Right
— Q/W; Walk — O;
Jump — P;

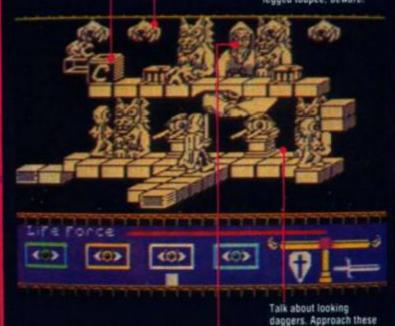
Starry, Starry MINITED TO STATE OF THE STAT

Last month, you saw the storyboard. This month, you've played the demo version. Now it's time to read the full review! Rachael Smith rights the wrongs of the mad Russian monk in Firebird's hot new megagame, Rasputin.

At long last, the aim of the quest. That's the third letter of Ras the Russian's name and all you have to do (all?) is get up there and you're an eighth of the way to a set and success.

Ah, Horace vs The Spiders
— one of my favourites.

Down come the webby wonders, just where you want to be standing, so unless you fancy an eight legged toupee, beware!

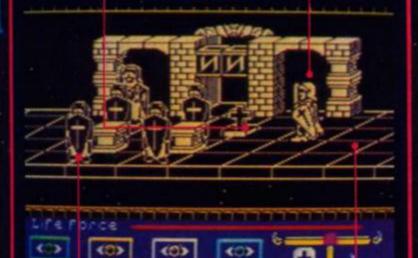


Let's hear it for the man you love to hate. Rah — rah — rah-spu-tin! Yes, this is the monk you must destroy. Doesn't it fill you with confidence to know he's watching you?

Talk about looking daggers. Approach these eyes and the lids open to shoot bolts of lightning which blast you back to the start. See a good optician for the spell to neutralise them.

Old soldiers never die they leave neat little graves instead. And as contact's still deadly it's better to avoid combat altogether when you can.

It's the caped crusader! Control is by the (love it hate it) turn clockwise or vice versa. That takes some getting used to before he walks the way you want. And fighting really calls for careful timing if you're to slip in the fatal thrust.

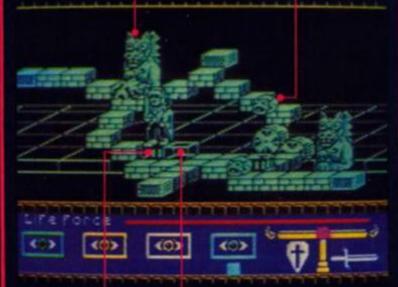


Call out the guard. Take advantage of their initial state of suspended animation because pretty soon they'll be marching up and down and indulging in a little swordplay — with you as target.

The netherworld's main street is neatly paved, but those parallel lines also help you steer a course through all the obstacles. Don't fall off the edge though

These goggle eyed gargoyles won't remain stony for long. Like all good dragons they've got a breath problem that makes napalm look cool. Note how inconveniently they're placed, making you wait till the heat's off.

They look like big frogs. hop around like fleas and have a grin you won't forget as they cause you to restart the screen and they're rather too short to hit easily at ground level.

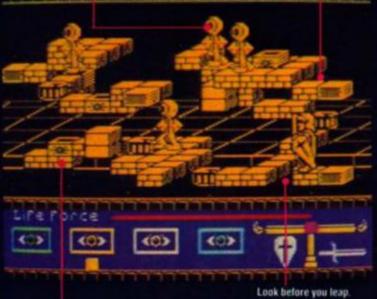


Want to know how a Wham record feets? The turntables move in steps, not smoothly. The secret of jumping off is to wait till you're a quarter turn before your destination then leap.

Ignore this apparently innocuous box at your peril!
As if by magic it'll return you to where you entered
the screen and at the same time diminish your life
force. Frustrating, eh?

The toffee apple with the eye is a cyclops, and though he's dumb he'll still diminish your life force if he collides with you in his aimless wanders.

Nobody gets out of here alive — or at least not easily. Flashing boxes represent exits and even when a screen has five of them like this, it's obvious the inhabitants prefer you to stay.



Ladies and gentlemen, an empty box . . . but like all good magic boxes jumping on them makes things appear — like a monster from the dark side of Rasputin's mind. Kill it for a reward.

Look before you leap.
Several screens have a
gap immediately after the
entrance so never charge
straight in. This one's
particularly bad — you'll
have to perform an
extended leap to clear it.

Observe the course taken by the nasties. The balls hardly ever slip between the turntables so if you stand here you can swipe them as they conveniently reach sword height.

Your hero's burning the candle at both ends and using shield and sword causes it to gutter (still it keeps the rain off!) Two solutions — find the stones with Rasputin's mark or, more drastically, lose a life



Hey, four eyes! Yellow, green, white and blue are the colours of the netherworld and the marker beneath the boxes indicates the interior decoration for the dimension.

Think that life line looks long? Well, for every contact with an alien it diminishes quite slowly, but if you fall to the clouds it's cut off even shorter—depending on the size of the drop.

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HACKING AW

Wanna POKE a little more fun into your games? Join Chris Wood for the hack of a lifetime as well as a damn good read.

elcome one and all! As you'll have noticed wake up at the back - the mag has undergone a metamorfis... metimarfus... well, it's changed. And the good news is that I now have a whole page to fill with goodies, so keep 'em coming! You never know, if you send in enough, the whole shebang may spill over onto two pages, then three... Today a page, tomorrow the world! (Pass me the sedative please nurse! Ed).

First a confession - last month I made a bit of a boob. I know, I know, doesn't sound possible but there it is. The program that I claimed was for Monty Mole was, in fact, for Mutant Monty. Dunno how I missed that as I was the one who hacked Monty Mole back in Your Spectrum 15. Ah well, on with the show!

NIGHTSHADE

Yes, I know our very own Dave Nicholls - do you want your very own Dave Nicholls, yours for a few bob, guvnor - hacked this when he reviewed it but Mick Davey from somewhere in London has sent in a few extra POKEs:

10 LOAD "" CODE: LOAD "" CODE: LOAD "" CODE 20 POKE 23453,201: PRINT USR 23424 30 REM PUT POKES HERE 40 REM AND HERE 50 REM AND HERE 60 POKE 23453,33: LOAD ** CODE: LOAD ""CODE 70 PRINT USR 23453

And here are the POKEs that'll fill out lines 30, 40 and 50: POKE 52665,33: POKE 52668,52 for infinite lives POKE 49228,20 to run fast all the time POKE 52900,0: POKE 52901,0: POKE 52902 to see the final screen when you die.

Now put in all or some of them as you choose. Mick tells me that if you put in

the 'run fast' POKE you should avoid picking up the winged boots as you'll then revert to normal speed. And it's not much cop if you put in the first and last POKEs - the final one won't work 'cos you now can't die!

ALIEN 8

For an indestructible Alien 8 POKE 43735,201. For those without Your Spectrum 14. (shame on you!) add line 22 POKE 50085,167 : POKE 50084,178. This allows you to touch anything without dying — yippee! Finally, T Smyth of Minehead can't get Alien 8 to run with his XP memory expansion fitted. Sorry old chap Ultimate do some very peculiar 'OUT' instructions when they're reading the keyboard which clashes with the XP. You'll just have to remove it to play the game, unless, of course, anybody out there knows of any POKEs to remedy this.

FAIRLIGHT

What's this you're saying? Another ginormous listing for Fairlight. Didn't we have one of those last month? A touch of the old deja vus? Well, yes but since then Bo Jangeborg, the programmer, has added the Kempston joystick option to the game and consequently moved parts of the program about. To overcome the problem I fed the new version into the Hacking Computer in the back room and good ol' ZZKJ spat out another version. Ninety per cent of it's the same so if you typed in last month's, you've done most of the grind already.

On top of this, ZZ has added a few POKEs sent in by Edmund Baby of Staines that'll stop the screen going blank each time you enter a new location. Now you'll be able to see how Bo's graphics program, Grax, draws the screens. The 6 in line 350 is the new attribute for the screen and you can

change it if you like. For those of you with the new version of the game, wind the tape past the anti-piracy message (and no, this program won't help the pirates) before running the pro-

1 REM FAIRLIGHT POKEIN

2 REM MODIFIED FOR FAI RLIGHT2

10 LET T-01 FOR N-18000 TO 18175: READ A: LET T-TO 18175; READ A: LET T=
T+A: POKE N,A: NEXT N: RE
AD A: IF T<>A THEN PRINT
"CHECKSUM ERROR": STOP
20 FOR N=20000 TO 1E9:
READ A: IF A<999 THEN PD
KE N,A: NEXT N
30 RANDOMIZE UBR 18000

KE N,A: NEXT N
30 RANDOMIZE UBR 18000
100 DATA 221,33,203,92,1
7,93,5,62,255,55,205,86,5
,48,241,6
110 DATA 20,33,130,94,24
3,49,0,91,205,195,70,33,8
6,96,17,21
120 DATA 209,1,153,1,237
,176,33,40,209,17,40,145,
1,19,1,237
130 DATA 176,235,54,201,
6,9,38,145,17,186,70,26,1
11,203,182,19
140 DATA 16,249,205,40,1
45,33,174,210,6,120,62,12
,50,176,92,205
150 DATA 195,70,62,195,5
0,198,220,33,181,70,34,19
9,220,62,55,50
160 DATA 233,218,195,223
,218,237,176,195,32,78,14
1,197,200,221
170 DATA 224,229,232,235
,247,197,229,62,32,237,17
7,182,242,197,70,35,209,2
37

37 180 DATA 82,235,66,75,17 ,246,70,237,176,229,235,5 4,237,35,54,95 190 DATA 35,54,201,205,2 38,70,50,239,70,225,193,1 6,214,201,62 200 DATA 58,61,61,230,12 7,237,79,184,146,147,129, 129,236,244,225,247,208,2

320 DATA 175,50,197,241:

REM Infinite Lives 330 DATA 62,24,50,77,245 REM No More Weight Limi

340 DATA 62,24,50,246,24 71 REM No More Locked Do

350 DATA 62,62,50,189,22 9,33,6,0,34,190,229; REM Sme Room draw 400 DATA 201,999; REM Da ta End Marker

JET SET WILLY II

Aarrgg! They said it couldn't be done. No man, no hacker could do it! Until now. Yes, Peter Faas from the Netherlands armed with a soldering iron and an armadillo has come up with

a new POKE for JSWII. The POKEs we supplied for infinite lives meant several of you were in grave danger of going batty because you couldn't turn the music off. Well, Peter has sent in a new improved POKE (gasp) - gor blimey he'll be after my job next!

For blissful silence whilst playing this game change line 90, in the small hacking program, and line 100, in the large progam, (both in Your Spectrum 18) to read:

DATA 62, 195, 50, 22, 122

Silence really is golden! Oh, and while I'm on the subject of JSWII it appears that some of you, namely P Villars of Essex, R Whitehead of Londonderry and Ste-phen Dove of Stone, are having problems with the large program. Well, you'll notice, or you should do, that after each block of data each feature has a REMark above it - if you don't want that particular feature don't type in it. When you've decided what you want, wind the tape past the first bit of Basic in JSWII before running and playing it.

For those of you who haven't fathomed how to use the Room Finder program - it's easy. When you Run the first program put a blank cassette in before entering your pass code and press Record. You'll see a bit of on-screen activity followed by a block of code and then the Speccy will reset itself as the program has been destroyed in producing the block of code. Type in the second program, Run it and play the block of code you've just saved. It will then print out the rooms, their numbers and the numbers of rooms they exit to. Change LPRINT to PRINT in line 50 if you don't have a printer and want it to go to the screen.

KOKOTONI WILF

Charles Smith from Girdle Toll (where?) has sent in this piece of code for invincibility against the nasties in the Softaid re-release.

10 POKE 23693,4: CLEAR 24100: LOAD** CODE 20 LOAD** CODE: RANDOMIZE USR 65100: LOAD"" CODE 30 POKE 28929,8: POKE 28934,8: POKE 28939,8

Lots of programs nowadays are MERGE proof and that makes putting the POKEs in

40 RANDOMIZE USR 41712

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a little difficult, as you have to make false headers. Chris Pile from Plymouth has provided a program which will Load in a Basic program and Save it out again tame — in other words it won't Auto-run.

1 REM DE-MERGE & SAVE
10 CLEAR: FOR n=23296
TO 23357: READ a: POKE n,
a: NEXT n
20 PRINT AT 10,10; "LOAD
BASIC"
30 RANDOMIZE UBR 23296
40 DATA 62,3,50,54,91,2
05,32,91,58,62,91,167,192
,33,0,128,34,75,91,175,50
,54,91,211,254,62,254,219
,254,31,56,249,17,17,0,22
1,33,62,91,175,205,53,91,
237,91,73,91,221,33,168,9
7,62,255,24,3,195,194,4,5
5,195,86,5

The program ignores CODE and will only work if you feed in Basic. Play your program and then use a blank tape to Record. Press the Caps/Shift key to save the tame version of the program.

MANIC MINER

Whoops! Robert Hioms has sent in some corrections to the infinite air supply for Bug Byte's Manic Miner. These are:

POKE 34798,0 POKE 34799,0 POKE 34800,0

Not only that, G Reynolds of Nottingham also noticed that the second three POKEs (Your Spectrum 18) stop the light beam in the solar power generator from decreasing your oxygen. Now you can escape from Amoebatron's revenge cavern.

BOULDERDASH

Having trouble with Boulderdash? Never fear Martin Cleaver of Hull is here with a routine for infinite lives (what else?)

First wait until the second screen has loaded before stopping the tape and pulling the plug on your Speccy. Type in this natty piece of programming, run it and restart the tape.

10 FOR N=50000 TO 50022:READ A:POKE N,A: NEXT N 20 DATA 243,17,51,91,221, 33,0,94,62,255,55 30 DATA 205,86,5,243,62, 52,50,32,121,195,183, 124 40 RANDOMIZE USR 50000

Martin says he's not sure whether this will work on the Rockford's Riot/Boulderdash re-release but if it doesn't you know where to send your POKEs don't you?

TASK

FORCE

Now's your chance to join the programmers' task force, headed up by lan Hoare. He's counted all his small routines out and now he's counting them all back in again . . .

alling all programming geniuses everywhere - here's the page for you! Oh okay, you don't have to be a genius but you'll still find a good few things that'll add that extra zap to your programming. And I hope very much that it won't be too long before you see some of your programming hints'n'tips in these pages too - this is your chance to beam out your brainwaves to all your fellow YS readers. Plus, if you have any programming problems, this is where to turn to for help. Together we'll form the biggest task force in the country!

To launch you on the way, I'll start off with a few nifty snippets that took hours to work out but . . .

Well, you know the sort of thing — like this input routine that prints a message on the bottom of the screen and waits for a keypress. Just one keypress mind you. Type it in and try it out.

10 REM **** INPUT ROUTI
NE ****
15 PRINT JOIAT O,OIMS
20 IF INKEY*="" THEN G
0 TO 20
25 LET IS=INKEYS
30 IF INKEYS
30 IF INKEYS
THEN
GO TO 30
35 RETURN

What's that? You know a better way? Great — write and tell me all about it.

While we're looking at input, just take a butchers at this and try to work out what it does. But don't type it in just yet.

40 REM **** ???? ROUTIN E **** 45 LET ER=(VAL 1*(IMIN OR VAL 1*)IMAX): RETURN

Have you cracked it yet? Nope! Well, don't look at me you're just gonna have to find out for yourself!

And now for something completely different. I often want to find the address of a particular memory area. Problem is, all those addresses are hidden in two bytes. This makes it hard to see where the program starts just by looking at the contents of the system variables. In fact, any whole number between 0 and 65535 can be stored in just two bytes. So this helps you recreate the number again.

Stick this at the start of each program you write.

10 DEF FN P(X)=PEEK X+2 56*PEEK (X+1): DEF FN H(Y))=INT (Y/256): DEF FN L(Y))=Y-256*FN H(Y)

The FN h and FN 1 will split any number up to 65535 into the two bytes that you'd look for in FN p. Got it?

Now for a very useful snippet from a YS reader who lives in London, Kevin Cooke. A problem you may have experienced when using string arrays is that wasted spaces appear at the end. The best way to get round this is by storing the string's length in an extra character at the start. Use these lines to set up the string element:

10 REM CREATE STRING LE
NGTH INDICATOR
20 INPUT B\$
30 LET B=LEN B\$
40 LET 98=CHR\$ (B)+B\$
50 LET A\$(N)=B\$

In these lines A\$() is the array you've manipulating and N is the element in the array you want to fill. When you want to print the string, use this line:

60 PRINT AS(N,2 TO CODE AS(N,1)+1)

A very clever bloke, that Kevin!

One problem you may have come across when writing machine code is passing information to the code routine. It's dead easy - when you know how! You can put the information into a string variable and search for it from the code. It's impossible to do any serious machine code programming without an assembler, so I'll give the assembler mnemonics for a routine that'll search for a particular variable - in this case q\$. It'll end with HL pointing at the first byte of the string and with BC containing the length of the string. I use the excellent Picturesque Assembler, but please don't feel obliged to do the same! I've used the convention for describing decimal and hex numbers. Decimal numbers appear as normal, hex numbers are followed by 'H' and, if starting with a letter, are preceded by 'O'. Thus 255 (FF hex) appears as 'OFFH'.

	0000	ORG	40000
1	0005 STR	EQU	81 (q is
	17th let	ter,64+1	7=81)
	0010 NEXT	1 EQU	19BBH
	0015 VARS	EQU	23627
	0020 STAR	T LD	HL, (VARS)
	0025 LOOP	LD	A, (HL)
	0030	CP	80H
	0035	JR	NZ,OK
	0040	RST	8
	0045	DEFB	1
	0050 OK	CP	STR
	0055	JR	Z,GOTIT
	0060	CALL	NEXT1
	0065	EX	HL DE
	0070	JR	LOOP

Now you can process the information in q\$ any way you want.

Use this little subroutine to perk up your printing for, say, pounds and pence. Go on, type it in and then call it with various values of 'money'.

10 LET IV=(INT (MONEY=1 00+.5)/100); LET V\$=STR\$ IV 20 IF V\$(1)="." THEN L ET V\$="0"+V\$ 30 LET VL=LEN V\$-LEN ST R\$ INT IV 40 LET V\$=V\$+".00"(VL+1 TO); RETURN

Now you can print a whole series of numbers aligned by the decimal point — just like you have to do when you're dealing with cash.

SO PRINT TAB (10-LEN V#

Now a plea from across the water. Martin Fitzpatrick from Cork in Ireland asks if there's a way that text sent to the screen can easily be diverted to the printer without duplicating every line. Well, Martin, simply set a variable like, let me think, p and make it equal to 2. Then on every PRINT command use this formula:

PRINT #p; "your message"

Now, when you want to print on the printer simply set p equal to 3. Nifty eh? But perhaps you've got a better solution? Well, you know where to send it

Right, that's it for this month. Now, you know the task that you've been set — to send in all your fave programming bits 'n' pieces. There's no point in sitting on all your short sharp subroutines when you could send them out into the world to make your name in YS.



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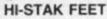


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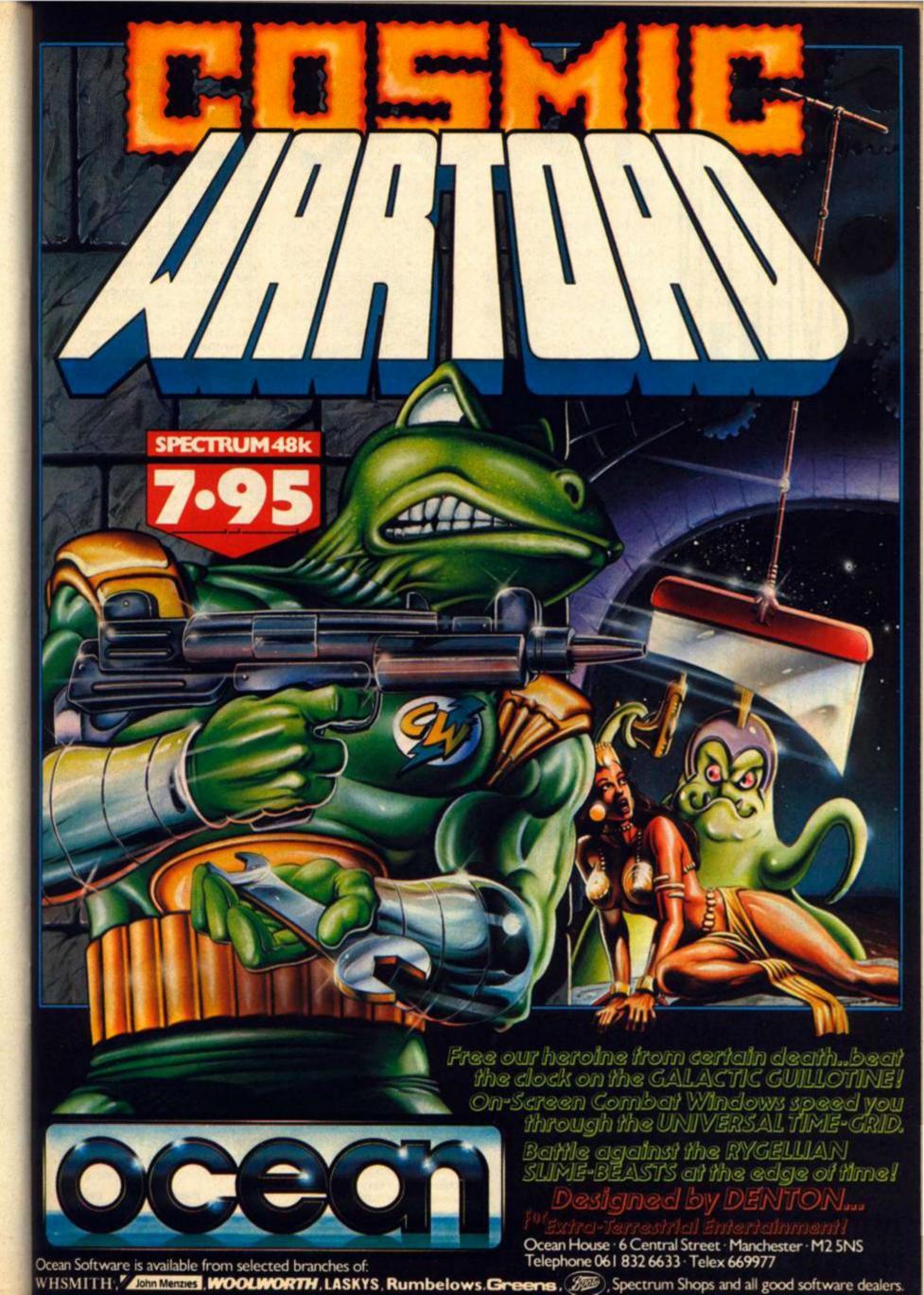
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Cheetah Marketing Ltd, Dept YS, 24 Ray Street, London EC 1R 3DJ, Tel: 01-833 4909 Telex: 8954958



Get a grip on your joystick 'cos here come this month's great games. But first meet the team that's battled against the best and waggled with the worst — Rick Robson, Rachael Smith, Steve Malone, Sue Denham and Alison Hjul. Shoot . . .

AU-CET

CRL/28.95

Sue Don't expect to sit down and play this game within a few minutes. The cassette inlay card contains so much information that you'd be best advised to transfer all the relevant key data down on to a separate piece of paper and alsolery it above the screen while playing.

The plot is complex in the extreme, but here's the gist of it. You have to land a small space craft on a robot-run planet and shut down its fusion reactor—and all-of this must be completed in the time limit shown. On-screen! On board the craft you have a vanety of lasers, defensive shields, missiles.

tlares, infra-red sights, scanners computers and so, on — all of which are at your command ... if you can find the right key at the right time; that is!

The screen's fust as confusing, with windows for all the data you need as you descend to the planet. But each window helds necessary details of your mission if you want to come out alive again, a careful read of the instructions is necessary. Use of the computer is extremely helpful once you've landed the space oraft — and there are 20 commands you can use to carry out various tasks within the reactor that it destroy it.

Tall-Cetils a game of great

complexity, but one that is newarding once you tigure out exactly what you're meant to be doing. The graphics are well done, and the action's very impressive on acreen it does take an mour or so to really sort out any playing tactics ... but maybe this is testament to the game's addictiveness.

And if you don't fancy sitting down for hours at a time in front, of a red-hot Spectrum, you can diways save the half-finished game and finish it later. Can't say fairer than that, can you?

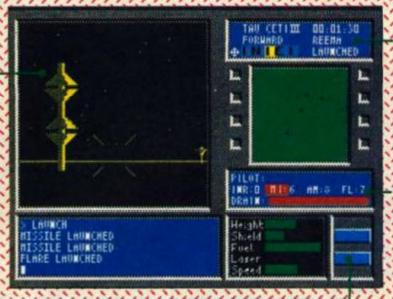
Graphica Brayabarty, Valuation Mona Addictive rioes

9

This is the action area of your instrument paner here you see out of the space craft's cockpit on to the planet's surface, if you call up the ship's built-in computer this area then becomes a VDU screen providing graphical cepresentations of the answers to your questions.

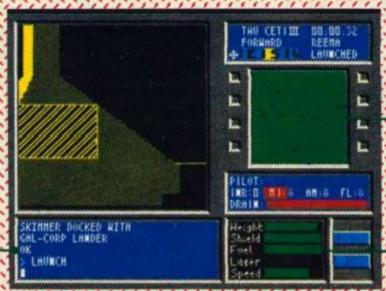
Thèse block graphics represent the two ADFs (automatic birection binding computers) you have at your disposal. One helps direct you to the city, the other helps you find your space craft again bock, you have shot down the fusion, reactor

This is where you type in commands to the ship's compuler and repeive mescages as lottle status of your space



Here you will fund a compass, a real-time chock, an indication of the otty you are in, and a message felling you the state of your space craft.

You bely lieve a limited agrount of grissile laser power and your atmourt is shown for you beer so that you can keep. It see of what weapons you haven't used yet.



This is the scannic screen.— showing just how much trouble your ve managed to get into.

Using block graphics, you can see very clearly your halght, shield power, fuel, laser power, and speed.



Insight/£7.95

Rick I haven't a buccan clue what is going on. It's a curious mish-mash of a jet fighter and space ship whizz-bang shoot 'em up arcade. This really is a cheapy in fairly expensive wolf's clothing. Your Buccaneer has up and down but no lateral movement during the early screens and a very slow fire response. But don't worry, the aliens are so moronic that often you can stay where you are and top 'em as they queue up. The

quicker you blast, the quicker you move through the remarkably similar screens. Even the most amateur of arcaders will have been this way before.

The Buccaneer is all but redundant as a modern day fighting plane — as is this game compared to many excellent alternatives.



OF DEATH

Artic/26.95

Rachael After ditching their Terminal Tapes and crashing the Morbid Microdrives the contestants settled on Fatal Floppies, a game played by dodging the deadly discs of the title. Sound easy? The only problem is that you're standing on tiny platforms, so room to manoeuvre is limited to a step on either side.

It seems this somewhat surreal space duel is based on the movie Tron. It's certainly different from your average sport simulation, taking place in a checkerboard stadium obviously designed by Dali. Luckily, the computer takes care of your jumping so there's no slipping into space, but apart from that you're on your own. The rest of the memory has obviously gone to playability and providing a mean opponent. If you have time during all this frantic frisbee action try to pick up tips from his behaviour, firing off a volley of discs then jumping to one side while you're busy using your rapidly diminishing shield or taking evasive action,

A bit of strategy is called for to make sure all your discs aren't in



the air when you need them, but basically this is a test of reactions and moves so fast it's easy to get drawn in. It's just a disappointment that the third screen is like the first, only faster and with a guided disc that locks onto you bringing the game to a quick conclusion. And wrap your ears round the superb robotic soundtrack.

I was hooked for a time but I can't see myself returning often. If only there could have been a true player vs player option instead of just you and me against the micro. A trifle overpriced? Perhaps.



, OF THE MASK

graphics.

Electric Dreams/£9.95

Alison Seb Coe's got nothing on our hero as he hurtles around a labyrinth of psychedelic corridors in breathless pursuit of bits of a dismembered robot's cadaver.

No, it's not a space-age Frankenstein travesty, but an above average maze game, embellished with stunning 3D



A megalomaniac robot has been dismembered by world rulers to curb its yearning for universal power. As the hero of

universal power. As the hero of the piece, your aim is to flee the maze and become I, Of The Mask, by collecting the robot bits and reassembling this hapless heap of metal.

Battling against a remorseless





clock, you must head for the three crystals blocking the entrance to each of the maze's 32 universes. But, once you find the crystals, there's no time off for good behaviour. Using the laser on the front of your jet-suit, you must zap the crystal to activate it.

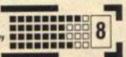
But don't panic and fritter away your ammo on any old crystal, 'cos each has its own function.

One will beam you to another part of the maze, one will transport you to the entrance of a nearby universe and the other will reveal a robot part, which must be zapped three times to render it harmless. This done, your score rockets, leaving you oodles of time to pursue your mission.

But, take heed! The robot must be collected in the correct order — from feet to Mask. If you collect the wrong bit at the wrong time, you'll lose a life. A pretty nerdish thing to do since you've only got three to play around with. But, still, it's worth risking one life just to give yourself a little more time.

I, Of The Mask takes a bit of getting into but, once you've got the hang of it, you'll be hooked. And don't waste time gawping at Sandy White's amazing 3D graphics — time's in short supply!

Graphics Playability Value for Mone Addictiveness



TOMAHAWK

Digital Integration/£9.95

Rachael It's been a long time since Fighter Pilot — the revolutionary flight simulator from Digital Integration that revived a whole genre by giving the opportunity of killing things. Well now it's the turn of the helicopter pilot to take off from the comfort of his own living room and keep the Western World free from whichever menace owns the bases, tanks, guns and other choppers that take pot shots at you.

Ignoring the militarism for a moment, this is a real treat for those of you who've only ever flown Cessnas with your Spectrum before. You won't believe how hi-tech the helicopter of today is. What with the chips that keep the nose level and the ones that tell you where the next target is, flying time before you arrive, when the pubs open ... well, there's the equivalent of a couple of ZX81s here making flying a doddle.

I really enjoyed road-testing this machine, swooping low around the smooth 3D vector graphics of the landscape, clipping the tree tops, swerving among the mountain peaks. But Uncle Sam has a mission for me so it's out of practice mode, a quick look at the map, and I align my heading with the target radar

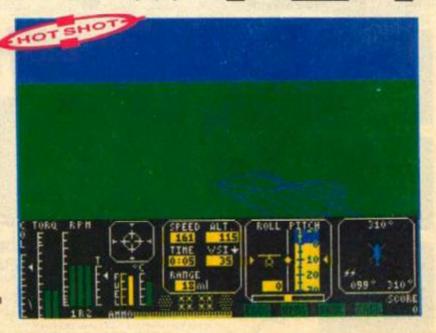
dot — just time to check up on the combat mode before we encounter Ivan!

It should come as no surprise that you've hardly been short changed on weaponry. I was spoilt for choice between guns and missiles but finally plumped for a rocket to take out their field gun. After all, I could hardly keep them waiting while I hovered around making up my mind! Tilt nose down, target and fire. A satisfying explosion blows them into a thousand pixels and it's onto the next base. Of course I was on Trainee rating, flying

without crosswinds, by day, but one day it'll be a force nine gale with only infra-red sights and then I'll deserve the Ace rating. Clint Eastwood, watch out.

Yes, it looks like D.I. has done it again — I got a real kick out of Tomahawk. My only quibble was the Lenslock security system that it's using. It's like something dreamt up by the MoD to protect official secrets, and I'm sure Tomahawk isn't that accurate!













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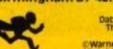


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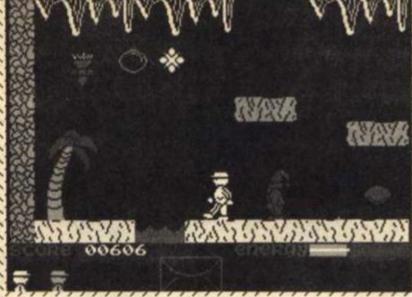


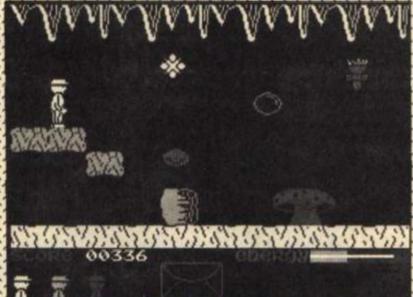


Sue Reliable information from Robot Messian's creators let me in on the tact that there are three. stages to this game ... chber vince san naltabited in the same

'stages they arel' "First sight of the game and fi became apparent that Jet Set . Willy and the Ultimate series of dances were the major inspiration. But that shot such a papthing, aspecially when you sée what the programmers have done to improve the on-scréen, graphics in inje bitimate, style; the nasties — a Bristoner like dubble, flashing stars and ... the either and follow ser patterns afaunosthé eoréen, hopinosto. drain yeur energy: You do have a weapon that can destroy the hashes, but don't bother trying to rosestoja beni ent no li estr

sporte - just run for your litel You play the part of Sid, with looka like á chárácter straight out of pigeom tanciers chub - all cloth cap and the like. His task is no legip around the various platforms on screen in search of three computer programs that be must carry back to a computer terminal, Sid is a splendid sprite, addruct entire to your eduted to the themselving best movement





on-screen that's been seen yet on the Spectruot.

You can pick up various objects to help you with your haissign, but only three can be held at any one time. Of the two stages seen you travel a ni owt both and stage one and two in a ear - both are similar in content. you leap around the gailypatterned platforms; picking up food, searching for the computer brograms and keeping a wary eye out for the pasties.

Play, is, easy - you can boot up Robot Messieh and have fun straight away. The storyline has heed kept to a minimum and is largely irrelevant, which means you don't have to keep referring to the cassette inlay bard everytime you want to do

Overall, Robbs Messiab's a bréat diablics, subero ou screeu movement and a goodly selection of paverns to map out

0.0000

Rachael No relation to either Firebird Software (unless it's a by-product of Don't Buy This) nor Star Birds, this is a recreation of an old arcade machine. A very competent recreation - but also a very old machine.

And it came to pass that Space Invaders begat Galaxians and Galaxians sort of begat Space Firebirds, who swoop around in various Red Arrows style flight patterns, dropping what the instructions say are bombs, though we all know what birds usually drop!

For protection your titchy little ship has got an umbrella a cannon and a faulty warp which operates once only as and when it feels like it, wiping out everything you encounter in your race for the top. So you blast away at the birds shoot out the odd mega-bomb for bonus points, and finally take multiple pot-shots at the big red bird that swoops in at the end. All of which is so simple on the two easier levels that you'll soon be in a High Score Table that took umbrage to my name and crashed. The two higher levels are for speed freaks only!

So, the high scorers will love it, as will nostalgia buffs, and even I'd play it for a hour or two of brainless pleasure but for one thing - £7.95 is an awful lot of ten pees down the arcade. At this price it's strictly for the birds!

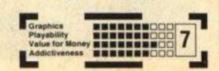


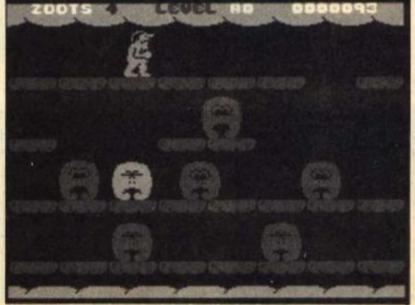
Sue Zoot's an ugly little sprite. But he's a darling compared to the horrors that he finds in the sewers on his search for his missing marbles(!)

With four lives, Zoot starts off punching out his opponents - a selection of ghoulies and ghosties with silly names - but, on the second screen, he has to trap each of the ghosts on a separate ledge. Points are awarded throughout the game but it's the missing marbles that Zoot is really after. It's all very confusing, and extremely frustrating ... but it does have you screaming for more.

The program boasts 234 screens, but you'll be lucky to get past the fourth - so you may never find out if the company is making exaggerated claims or not!

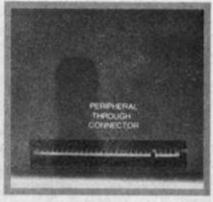
Zoot is a very simple platform game — but one that's very addictive and a lot of fun. Shame it's made much too confusing by introducing a silly plot-line that really has little to do with the onscreen action.











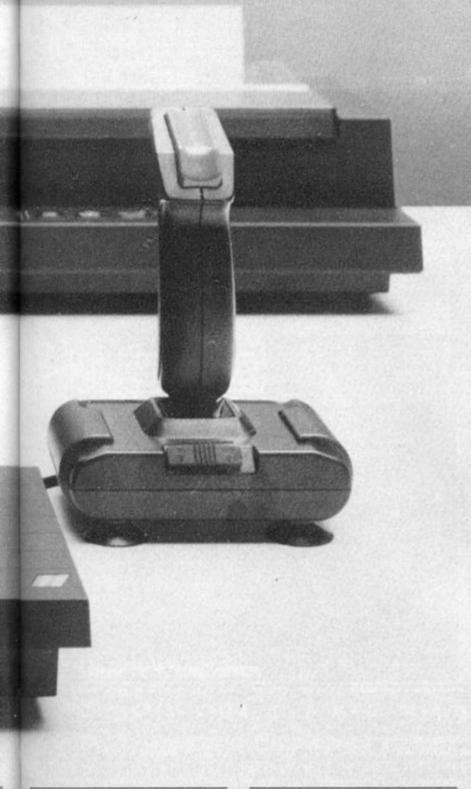


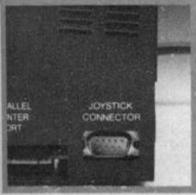


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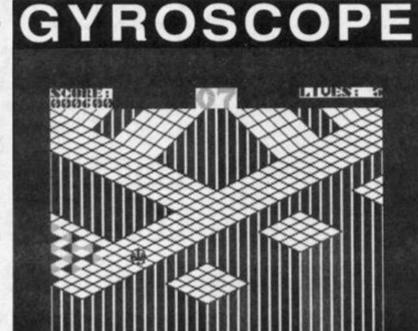
Alison If you get your kicks from those fairground rides that have you reaching for the nearest brown paper bag, then Melbourne House has got a treat for you. 'Cos, with Gyroscope, those nauseous thrills have been transported to your Speccy.

SCREE

It all sounds very easy - guide a giddy gyrating gyroscope across 20 screens - just five courses of four screens.

But don't be fooled! The gyro's got a will of its own and you'll need to be quick witted if you're to stop it falling off an edge or hitting an alien, while manoeuvring steep slopes, slippery glass or directional magnets. Gulp! Pass that paper bag

In fact, I really thought I had it



cracked after belting through the first course, but it's all downhill literally! - after that. Shame you can't pick a course at random to get a bit of practice on those stickier screens.

Melbourne House says a surprise awaits at the end of the game- getting to the end of the game would be surprise enough for me!

Gyroscope, with its stunning 3D graphics will have you hooked — especially if you're a devotee of Marbles Madness, its arcade twin. But remember to keep a bottle of aspirin by your side . . .



Steve Pssst Hey, kid, wannar buy á gamé? Not any old game, ysu understand — this one gives you a tancy set of his that bott enthe back of your Spectrum. The most any means a whole 16K work to ablast around in - bin's joystick part as well.

But what of the game? arcade adventure, rather in the vèm olyhe excellent Lorde by Midnight The goal is to rescue the lands of Occoral and Palforn Hye mont

Ol course; baddies abound in he game and each character has different powers to deal with the association nastres. The ones that you're 'roost likely to cheet in' íhé éarly stages áré smáll hideously misebapen dyarves, Thèse are easily zapped by the magician but let the likes of Gall the best strategy is 10 leg it.

There's a mountain more to this game — and many a blayer will spend bappy hoors wandering across the extra 16Ks ol peaks and desents.



Insight/£7.95

Sue Insight's Vectron's not a game for the faint-hearted. I'd only recommend it to those of you with fingers that move like lightning and whose quick reactions haven't been dulled by playing too many adventure games.

Inside a massive computer. you control a fighting machine and it's your task to manoeuvre around a maze of corridors, blasting plasma bolts at the various nasties you find there. Movement around the corridors is conducted at a terrifying pace it's an exhausting process lining up one of the enemy Randomizers or Tanx in your onscreen sights in time to blast it to smithereens. More likely, you'll find that you've bumped the fighting machine into a wall at the end of the corridor and you're careering off in the opposite direction!

To help you, there's the option to view the whole affair from

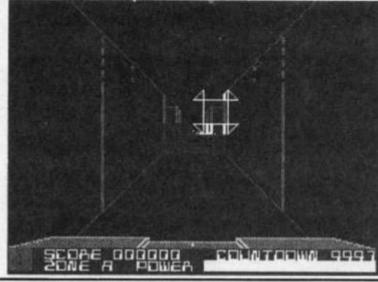
above - by pressing one of the keys from the 'B' key to the Space bar - but this can be just as confusing as you can see the on-screen map from above superimposed over the view out of your fighting machine. The map depicts the Randomizers in red, the Tanx in magenta, the energy units in cyan, and your fighting machine in white try taking that lot in when you're shooting around the maze at what seems much faster than any sensible speed limit! The idea is that once you get near to one of the enemy, you quickly switch to the normal screen and zap them with your plasma blasters.

For those with the faith that

you can get past the first stage - by destroying all the alien nasties - there are three more stages that look just as tricky as the first, especially if you have an aversion to killer robots, fireballs and all sorts of other traumas.

Overall, a great idea for a game, but it may prove to be just a little bit difficult to play. Still, if you reckon yourself as a hot arcade games player, Vectron might be the one you've been waiting for - if this doesn't keep you quiet trying to finish all four stages, then nothing will!





SCORE 000000 : 8857 TIME 100 LEVEL D1 PASSWORD: - NONE

MAN & HIS ONE DROID

Mastertronic/£1.99

Steve Fancy a job as an intergalactic shepherd? - this is your game. Just round up the Ramboids and drive them into a teleport. But you've only got twenty minutes to complete this tricky task. As you probably know, Rambos, sorry! Ramboids - are particularly stupid animals and you'll need megapersuasion to make them behave. Old hands at Mastertronic games will know that the plot often bears little resemblance to the surreal puzzle that sits on your TV screen, but, heck, they're great fun.

For starters your droid has to struggle through a horde of advancing Ramboids. It's a bit like driving the wrong way down a rush hour one-way street!

Any flush of success from scrapping your way to the teleport chamber is soon dissipated by the mediocrity of making the crittur behave. Only for those with a quiet temperament

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5th April 1984
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"It's gripping music and imaginati
setting makes this seven screen
thriller a cut above the rest."
"Zzap! 64

BLUE MAX

Weeks in Charts - 10

BLUE MAX

* Entered UK Charts 22nd February 1965 Weeks in Charts — 12

RAID!!

4th April 1985 Weeks in Charts — 22

'Absorbing, addictive and fun to play' Crosh Smash

FLAK

Entered UK Charts Weeks in Charts - 6

Will you survive the Flak Your Computer

ROCCO (Gremlin Graphics)

* Entered UK Charts 1st July 1985 Weeks in Charts - 6

'Animation is great, if you want a good punch up - Rocce is the game for you'

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HUNCHBACK II

Entered UK Charts 19th December 1984 Weeks in Charts — 18

'85% Very playable and addictive 'Long life in terms of



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SCREEN

THUNDERBIRDS

Firebird/£8.95

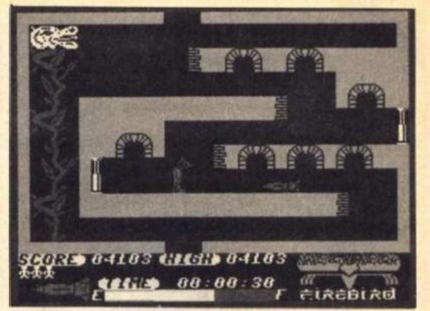
Rick Thunderbirds are Go! But not in the form Firebird (any relation?) have naughtily notched up in a lazy maze based on the puppet show that had no strings attached. Of course, I'm not old enough to remember the original, but the Ed tells me they've got the logo, the music and even Thunderbird One taking off from under the pool dead right. But after that it wouldn't raise a F.A.B from Parker, m'lady.

Back on earth Thunderbirds 1 and 2, flown by Scott and Virgil, have to rescue two Egyptologists trapped beneath a pyramid with air running out. Both ships have to be flown in concert around the maze to rescue the asphyxiated archeologists — using the loaded gear to overcome obstacles or pick up treasure.

The maze is made trickier by different blocks dropping fore and

aft of your access. Instead of making the game more interesting, though, they basically slow the whole thing down.



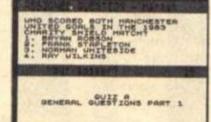


ROTHMANS FOOTBALL QUIZ

Cassell/£8.95

Rick How can it fail? With a picture of Reidy on the box, this game's bound for glory! But can even this compensate for all our resistance to quiz computer games? On the other hand, until the Beeb does a deal this might be the nearest you'll get to soccer on a TV screen.

The loading screen doesn't help the image of dumb footballers by having them totally faceless. Is it just coincidence they're all in quasi Arsenal strip? But of course the pleasure of games like this isn't in the power of the pixels or the groovy graphics. This really is a game for football freaks . . . and there are still some of us out here you know. Mind you, there's enough quiz thrill in-built to keep the non-Association afficionados

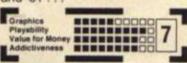


interested.

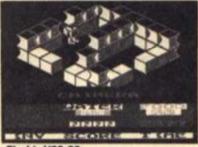
There are four quiz options.
Assigned questions, three in a row, the race and the full quiz combining all elements. There's also a bonus system — so much barmy key bashing can go on. But be sure you've the correct answers. Ten points deducted for an own goal if you get it wrong!

The print is clear and the response swift, explanations full — and they'll often include clues

to the more arcane questions. Answers are multiple choice so intelligent guessing can count for a lot. The only minor quibble is the program is so long you can waste a lot of time on the re-wind button desperately seeking soccer questions on one of the eighteen available subjects. These are pleasantly varied from League (Scottish and English) through to European and World and even Non-League. The emphasis is on contemporary soccer, not a lot of stuff pre-'80. What it won't tell you is who are the eleven players whose surnames ending in 'y played for England between '67 and '81



CHIMERA



Firebird/£3.99

Steve Your first puzzle in this game is to decipher the instructions. What d'you reckon this means? "Each priming mechanism requires the completion of a multistage disablement of Artifacts (DDA) sequence." So, now you know, eh! Luckily, you'll find more comprehensible blurb once the game starts.

And quite a game it is too! It's along the lines of Alien 8, both in appearance and gameplay. You control a little robot that wanders around the three dimensional objects in each of the rooms collecting useful items as he goes. You'll also have to steer well clear of the more awkward rooms where the nasties are holed up. There's radiation in them there rooms!

If you should fall foul of the radioactivity your food and drink supply starts to dry up — and carrying objects has the same effect. You can read all about it on your status message line. Luckily, there are extra supplies of grub for you to pick up, dotted around the maze.

Chimera looks as attractive as its Ultimate predecessors, though, maybe it's not quite as inventive. The only thing I missed out on was not being able to jump around. But at this price who am I to complain? Go out and buy it — it's a cracker!

Graphics
Playability
Value for Money
Addictiveness

ENDURANCE

CRL/27:95

Rick On yer bikes, you leather lovers — CRL, s.new, motorcycling simulation is a beaut for bikers with brains. It's not, es you might think, a high adrehalin ercade but a stolid strategy puzzle — more akin to Football Manager, than Yole Position.

Quite simply (ahl if only it wash) you have to prepare your two superblikes to compete and win a motoroyoling endurance tace that vanes between six and wenty four hours in length. A complete season comprises seven races, all requiring different skills, each with five different levels ranging from traines to expect. So this is one cunhing eassette you won't have sussed in a week.

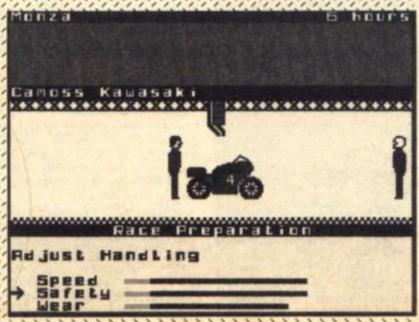
The real skills are off, not or the track, then No frantic loyatick juggling here, indeed, so swiftly do the Supers zoon by you'd be hard pressed to see what's going on. But don't worry, race order is shown in kort of the grandstand. Then you'll know if you manages the right engine tune; harding, and lyres.

Variations exist broof the race is running, Weather conditions change, accidents happen and bit stops occur through choice or fale.

Although these stops aren't as tranetic as the real thing the sight of little man whighing off your wheels or cowling whiles away the winter hights.

With no obvious foopholes, though no imaginative leaps either) the game, like, the graphics is wactional not tailling but a solid buy all the same.





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- DRAW TO a point, change scale and origin.

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ss: 10 FOR e-1 TO 10 PRINT e NEXT n

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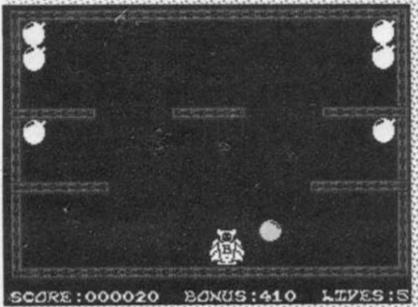
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SCREEN



BOMBER BOB IN PENTAGON CAPERS

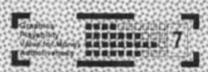
BugByte/£2.95

Steve Quick! Kaptain Kleptor's hidden a whole stack of bombs in the Pentagon, and it's up to our gallant hero to deluse em

The explosive action takes place in one of those a-maze-ing room games that we all know and love — well, I do anyway! You'll find the bombs fucked away in awkward nooks and crannes so get searching. But keep a sharp eye open for the usual collection of sentinels bouncing around, ranging from diamonds to spacemen looking like extras from JSWII.

On the lace of it, the coms look a doddle but hang on a sectioner's a slight problem. Our hero, all togget up in his super hero suit (A sect of bomber jacker? Ed), has a terrible tendency to bomb around the screen — that's why he's called Bomber! Off he goes crashing into every meanle that moves and a heliuva lot first son! So, Bomber, lovable as he is, needs a firm frand on the joystick.

True, the game contains nothing you won't have seen before but I still found Romber Rob great fun. One to pass a boring afternoon when the bomb drops!



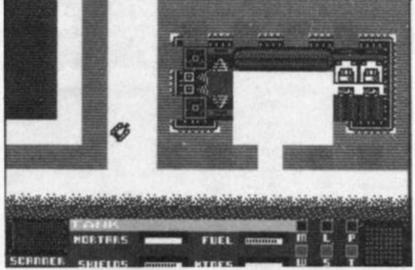
Ariotasoft/27.95

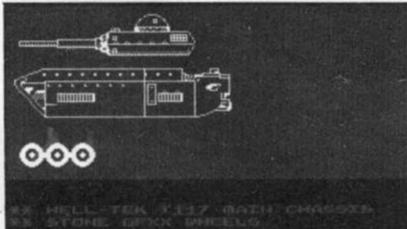
Rachael I'd like to say tanks for the memory but I can't remember if I've seen this in the arcades or not. It's not the sort of game I'd give my ROM 'ell for, but even if wandering round labyrinthine streets isn't totally a-maze-ing there could be enough nasty shocks to scare the panz off you.

A tank game written by those wacky persons The RamJam Corporation, best known for Valkyrie 17, would hardly be expected to clone Tank Battle. No namby pamby 3D graphics or planet surface shoot 'em ups for RamJam. Instead a bird's eye view of the holiday island of Panzadrome where happy little two tracks go to blast the scenery, each other . . . and just about everything else.

about everything else.

Gunning for a good time you take your Panza out for a spin but compared with the beach bullies you're a mere pansy — a veritable C5 of a vehicle. Still, the island is well equipped with garages just waiting to re-equip you with mortars, mines, mend your shields and replenish your Polycrete, a building material made from dead parrots and used to repair road damage.





Actually procuring the Polycrete is your first aim because until then any enemies you wreck in narrow streets leave uncrossable craters. Run into one at either end of the alley and you're a sitting panther for the dreaded red tanks whose mortars'll make you just another brick in the wall. Never mined (yes, you'll need to collect those too, to leave your own calling cards) if you get to grow up into a big tank you too can hurl shells long range instead of only packing a punch in the clinches. Meanwhile your scanner warns you of impending encounters with the exploding cow pats.

That's not to mention the automatic gun towers, so I won't. After all, if you knew about them it may put you off mapping Panzadrome, and until you've done that and found your first garage your game of hide and seek through the narrow streets is distinctly nervy. It's a novel variation on maze games with some simple but neat graphics and lots of destroy.



XCEL

Program Techniques/£7.95 Steve Ain't it always the same?

Every time you go to load up a new game there's someone looking over your shoulder. This time, he said to me wistfully, "You know what I'd really like to see is a souped-up version of Galaxians." I'd only been playing Xcel for a matter of moments when he started jumping up'n'down yelling, "That's it, that's it!"

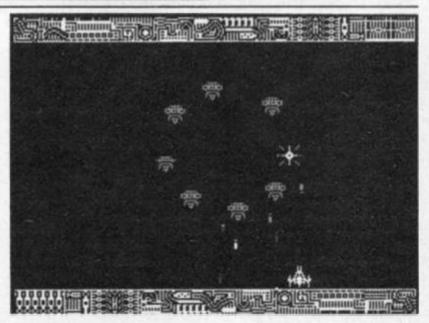
But first the story so far - it

seems that the Sentinels have muscled in on our galaxy and it's your job to muscle 'em back out again by destroying their thirty or so planets.

The game initially looks like an Elite clone. There you are orbiting a planet with the option of choosing your next destination. But pressing the fire button sends you off into a Xaivor-type game — just dodge the obstacles and shoot the aliens. Okay, I suppose, but it's a bit slow though never fear it's just for openers.

Next comes the bit when my mate had to be sedated. And for once the programmer's taken trouble over movements and formations. He's taken his cue from all those old westerns — the aliens form up into a circle. Tricky!

The graphics didn't quite live up to their original promise but



you won't have time to take in the scenery as you're locked into a life-and-death shoot'em up! A treat for arcade addicts.

HACK FREE ZONE

We had the technology. We rebuilt him. Now we're regretting it. Hex Loader, the six billion dollar computer generated whizz with an ego to match is back with all your hints'n'tips for fast, hack free action.

Buzzzzzz... Click! Errr. Hi
There! Bzzzt. Ppppttt. Toing!
Ouch! Hi There! God, I hate
waking up, don't you? I'm in
a good mood today. No,
really I am. Pete has fixed my
plug and my circuits are
buzzing with life — not to
mention my mailbox buzzing
with mail. Y'know, its people
like you who make a young
computer generated
columnist like me very happy.

Hey, how d'you like the new spread? Puh-retty bozzy, huh? I told you, my little potato, that I could wind dear old Ed round my littlest tentacle, and so here I am. Ta-dah! The Big Time!

Gosh. What's this? Do my optical pickups deceive me? (Give 'em a quick polish, Pete, there's a good lad.) A letter from Keith Gronneberg of Scalloway, Shetland. (Y'know that I'm a bit of a young Scalloway m'self) He says "I've completed Fairlight — I think! I found the key, which I presumed

was for the Castle gate, and walked into the gate. I was then told that I'd failed in my quest, the Wizard is free, the quest continues in A Trail of Darkness (Fairlight II presumably). The man from The Edge told me I could be successful in my quest, so I must battle on.

"Anyway, here are some tips to help others get at least as far as I've got. (Hopefully no further!)

Collect the two stoppered bottles mentioned in the article Gothic Horrors, Your Spectrum 20, but don't use them to increase your life force as it says there - you cannot complete the game without them. Take the Crown standing on the top of the pillared doorway over the drawbridge. In the caved area, using the crown, you should find a secret room. Here you'll find the dead King and a book The Book of Light? Oh no, this is a very clever deception. Slide the body off the platform. The platform is divided in three, slide off the nearest section from right to left and jump inside. You fall into a room containing the real Book of Light!

What happens next? Hah! You'll have to wait till next time to find out. Oh yes you will! (Oh no we won't) Look here mate, this isn't a school Panto, you'll wait when I say so.

Bryan Charlewood (aka Harry the Halfling) sent me this note about Avalon. "Jerry Tattum's letter Your Spectrum 19 was virtually useless to newcomers to Avalon, so I've sent you these tips.

"To find the Cup (chalice) go to the Goblin Warrens and find the unopenable door. Use the Open spell from under the sack in the mines, and enter. Take the Reveal spell from the skeleton's ribs and open the right hand door. Use the Reveal spell to find the Cup. It's in the middle of the wall around the top.

"Next the sword Caliburn. Find the lady's picture on the Labyrinth Level (from the spell Message) then go to the door on her left then on to the Scorpion room. Missile it, and use the find spell from the same level."

Voila! (pro. Waller!)
Now, Yours Unpokingly
(shouldn't that be
POKElessly?) Matthew
Davies of Blackpool, Lancs.

"I have just one tip for Mikro-Gen's Dummy Run. To get to Lost and Found, get the tennis racket and go into the room on the 4th Floor. You must play like Breakout and get all the blocks away then the Glove will drop. Then go to the 1st Floor and get to the Glove room, jump at the middle of the door and you're in Lost and Found!" Voila II! "I haven't managed to switch on the elevator yet." Any clues, you guys? Or gels—no sexism in this column.

Yours skilfully (!) Jonathon Leach of Sidmouth, Devon has this to say about PSS's The Covenant.

"I completed this great game on the 8th of July..."
What kept you? "... after three days of solid playing. I was rewarded with a box of goodles from PSS worth fifty quid, for being the second person to complete the game. Here goes with my tips:

Number one: Use the Save facility.

Number two: Practice makes perfect when controlling the globe. Number three: Energy points that look a bit like shining lamps drain away your energy, whilst energy points that look like round canisters on four legs replenish your energy.

Just for the record, I scored 65464 points. The scroll when complete reads 'Then and now, All as one, Xaviours task, Will be done.' Once completed I was met with the message 'Xaviour Triumphs!'"

Wait! Hold everything! Nobody move! You sent me your tips, and you told me your Hi-scores... but you didn't send me a piccy of yourself. If you had, you could be one of Hex's Heroes. If having your name in print isn't enough for you, then this could be your chance to plant your mush on my illustrious column. There's something big brewing and I'm not telling you what it is... yet. Stay tuned. Ok, you can carry on reading now. Fffffrrp, zzt!

Okay, all you carbon based folks out there, get weaving. I want to see your name on the Hex's Heroes Chart (the only chart that matters!) next month. Type, write, telex, carrier pigeon, message in a bottle (Yo-yo-yo), paper aeroplane, I don't care. I want your hints'n'tips! You know my address. There's no time to lose. Be in on the biggest pool of arcade intelligence since... the Pacific Ocean!

I'm waiting. (Click! Bzzzzzzzzzzzzz...)

LOADS MORE HEX!

Now's the time to switch on to Hex. But if he's to be switched on again next month, you're gonna have to send him your arcade tricks'n' tactics. Okay, so he'll probably pass them off as all his own work but he is a megastar. Write to him at Hack Free Zone, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

HEX'S HEROES

Phhhhzzztttt... Hi again! Now's the time to introduce my fab fave games players of the month. Firstly we have Scott Donaldson from Hamilton in Scotland. Scott's been working really hard on Frankie. But then he needed to to end up with a score of 83,250! Following Scott, there's weirdo Jonathan Meller (I have a feeling Jonathan would prefer to stay anonymous!), who's been playing Nodes Of Yesod and come up with a score of 39%. Pretty good Jonathan, so why are you too ashamed to flash your fizog? Anyway, last but not least on this list of Hex's Heros is Valetin Kressler from far-off (far out?) Switzerland. Hmmm, do they have electricity over there? Well, Valetin seems to have plugged in, 'cos he's got a score of 198710 in Daley Thompson's Supertest. Well done my little Hexophiles!



Scott Donaldson Frankie/83250



Jonathan Meller Nodes of Yesod/39%



Valetin Kressler DT's Supertest/198710

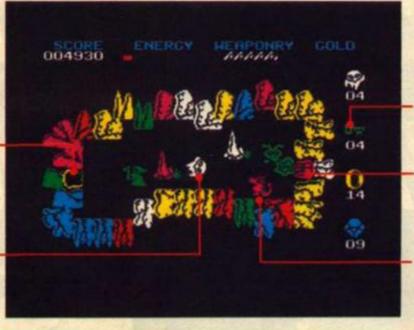
WIZARD'S LAIR

Tips supplied by John O'Connor, Cheshire.

A good ploy when entering a new room is to pause the game right away. This allows you to survey the territory at your leisure, without being hassled. Snee-key!

Crosses allow you to walk across the snakes without coppin' it. Just make sure you don't get topped before you make it to the snake, as you'll be unprotected.

Crikey!



Spell scrolls shouldn't be collected unless you have some gold to transform into 'keys'. Don't waste them. You can always remember where they are and come back to them. Good reason to make a map, eh?

Watch carefully where the animals come from. There may be a secret passage in the room. Some passages may surprise you, by being fronted by fireplaces, and cabinets and the like.

Don't shoot animals — they prevent your energy decreasing. The only exception is the hooded monks, and axe-wielding homicidal knights. They'll kill you with one swipe.

Arrows are a real pain in the neck. And the groin and the knee... But don't both

about 'em too much as they'll only strike once whereas the enemy may get two in while you take avoiding action. The only time this doesn't apply is when you have the protection of a shield spell from vase

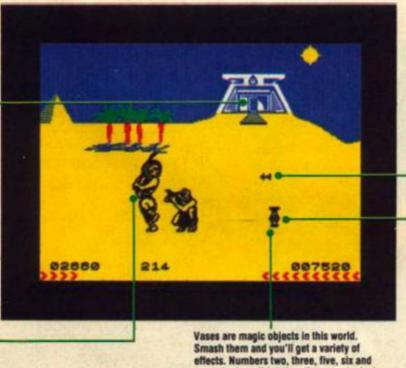
five. Avoid them at all costs or lose the

FIGHTING WARRIOR

Hints 'n' tips sent in by Alan Charles of West Yorkshire.

The backgrounds give you a clue as to how far into the game you are. They go like this: start screen, desert, desert, Cleopatra's Needle, desert, desert, Cleopatra's Needle. On the second needle scene, an extra vase appears, bigger than the rest. Strike it and the temple door appears. Once inside you must fight to the death with a winged creature, who's defending the Princess. Make sure you've got lots of stamina though, 'cos every strike you make will cost you a point. To release her you must strike her bandages with an upper cut. Then she's all yours.

Always go for the mid-strike when you're attacking the current enemy — It seems to take less time than the other strokes on ofter. Yep, it makes your fingers hurt but hang in there. The real key to the game is persistence.



good ones.

seven bode well but the others can be bad news. So, keep a count and go for the If you're having trouble getting to the vase you want, walk backwards until the current vase disappears off the right of the screen and another appears. This'll be the next vase so go for it before the enemy cuts you down. By walking back and forth, you'll make s-i-o-w progress....

MARSPORT

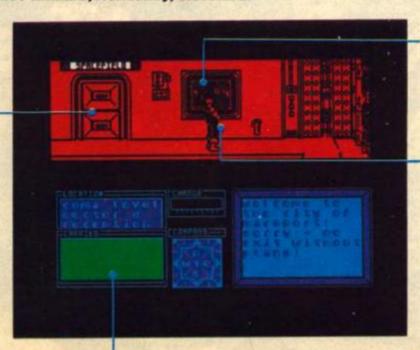
Intelligence comes from James Winnard, Normanby, Cleveland.

 To open the Bakery, you must put water, flour, and a baking tin into the factor. The resultant cake must then be placed in the key slot. (Urgh!)

When you've cleared the area of Sept Warriors, you can use the auto feature (key 4) to search round for you, saving wear 'n' tear on the old fingertips.

Just toggle it off when you come to an interesting doorway, or locker.

It's essential that you arm yourself as soon as possible, unless you're a very fast runner. The Sept Warriors will tear you to bits in two shakes of a tentacle. Get the gun permit out of the supply locker on Elis level, put in the key slot on Daly level, and pick up your gun from the locker to your left. Put it into a charge point to power it up, or you won't get anywhere. Happy



To get past the gas bomb, make a gasmask in the factor by putting charcoal and a gauze in it. You may leave the finished gasmask in a locker until you

Pssst! Hey, buddy. If you want a piece of top secret intelligence, the first key to M-Central is in the director's room on Alba level. It's not easy to get there, but it's handy to know this in advance.

 Ah, the music room! No tunes here, until you place the cornet from the ice cream room into the waiting key slot.



WINTER GAMES



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are expensive or very limited.

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PHOTO: TONY SLEEP



Υ AK E

What does the name David Crane mean to you? How about Pitfall? Or Space Shuttle? And, of course, there's always Ghostbusters. Alison Hjul was ushered in to his (ghostly) presence to meet the man behind the machine code . . .

avid Crane's not your average programmer. Firstly, he doesn't even look like a computer programmer. You know the stereotype - young spotty and scrawny due to devotion to his Speccy beyond the call of nature. Well, Crane's even older than the Ed (gasp!), hairy and very, very big - 6 ft in his trainers.

Secondly, as Activision's foremost 'games designer', he turns his rather large nose up at the 'programmer' tag. Since he joined Activision as a founder member in 1981, more than six million of his titles have been sold worldwide. Ghostbusters has notched up over 100,000 UK sales on the Speccy alone.

He paid a fleeting visit to the UK at the end of October, to attend the British launch of his latest creation, The Little Computer People, which should be available on the Speccy sometime soon.

Okay, so you're called a 'games designer' - but isn't that just a fancy way of saying you're a programmer?

No, it's not. Anyway, I'm really a generalist'. I come up with the ideas, design the game and get involved in the programming. But it's really all down to teamwork. I head a team of technical people who're the best in the industry. A real good game requires good team concept - there's a lot of mutual respect.

Your games are all bestsellers, but how do you suss out what's going to be a megahit?

We play a lot of games as games designers. We know what people are playing today, why they're enjoying them. We must design games people will enjoy a year from now. For example, when the market was flooded with space games, I did Pitfall. People obviously wanted it, it's been incredibly successful. Basically, I watch what other people are doing - and try to do something different.

Do you personally research all your

When I was doing Ghostbusters, I spent a lot of time on research. I got hold of a video of the film and watched parts of it over and over again. Real spooky.

Didn't you get bored with the film? No, I loved it

How did you get involved in Ghostbusters? Columbia and Activision approached one another to see how the film might lend itself to a good computer game. Discussions were underway before I got involved. When I was asked if I'd like to do Ghostbusters, I'd just seen the movie the night before so I went back the next day to see it again. I wanted to see how an original game might be designed based on the film.

Who's your favourite character in Ghostbusters?

The Marshmallow man . . . no, not really. I don't think I have one — I just like the interaction between all the characters.

Do you believe in ghosts?

I don't actively believe in ghosts, although people have reported seeing them. I think there may be little computer ghosts.

Are you obsessed with little people because you're so tall?

No, it's not because I'm so tall . . . I

never really thought of it like that.

About a year ago my research team and I decided that little people inside computers were to blame for unexplained hardware and software performance. We decided to design a comfy environment to entice the little people out. The result was a 2 1/2 storey house where the little people go about their daily business, eating, sleeping, listening to music and playing the piano. Each little person has a name and is slightly different to the next, but all share basic traits such as responding to love and attention - a pat on the head works wonders!

Isn't it all a bit daft?

Heck no. Back in the States there's a woman who bought three extra Commodore 64s just so her whole family could each have their own little

Hmmm, buying Commie 64s in the first place sounds a bit daft to me! Have you got any favourite little person? And is it true that some of them are transvestites?

Well, Wallace and I had a good time, and Zeke baked cookies once. As for the transvestites, I've never met one, but I guess there's all kinds living in these computers.

What are your plans for the future? Nothing at the moment. I've just finished this one so I'm taking time off at the moment. I tend to limp along and then something suddenly hits me and an idea

Are you a trainspotter? What's one of them?



If only Rambo had the power of speech. Just what is he trying to tell us? If you know, tell us and you could win one of ten snazzy sweatshirts or a copy of his new game. We've got 50 to give away!

Read on...

You know it's that time of the year when you wake up and find Jack Frost's autograph on the window pane and icicles hanging from Grandma's nose. When Dad brings out that poor excuse for a Christmas tree and Mum starts complaining that the local newsagent is already selling Cadbury's cream eggs.

Yup, it's winter again, so it's a wonder that shirtless ol' Johnny Rambo here doesn't catch his death. What he needs is a nice warm 100 per cent cotton, mega-thick American sweatshirt with the Ocean logo emblazened across his left nipple.

Funnily enough, we just happen to have ten of these Rambo-cosies tucked away within the confines of Castle Rathbone. And what's more we're gonna give you lot the chance to win one — that's if we can prise off the five the Ed's wearing. Even if you're not lucky enough to win a stylish winter-warmer, you can still pass the Yuletide hols with one

of the fifty runners-up prizes. You guessed it, they just happen to be copies of the racy Rambo game from Ocean. Faberoonies!

All you have to do to get your frost-bitten paws on one of these groovy prizes is come up with a caption most fitting to the posing Sylvester 'bulging biceps' Stallone. Fill in the speech bubble, clip out the coupon (or a photocopy) and send it off to Rambo 'Canhe-say-anything-but-urrgh-anyway?' Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE

RAMBO RULES OK

- Entries should reach us by no later than January 31st 1986.
- Each entry must include your caption written inside the grunt bubble.
- The Editor's decision is final so no correspondence will be entered into — well, he's not much better at writing than Rambo!

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Simon Forman journeys north
to join the Elite where he
encounters their crack troops
putting the finishing touches
to Commando, the arcade
megahit. Under intense
interrogation, they crack and
reveal all he wants to know.

game this Christmas, I'd put the big money on Commando. What's more, I don't reckon I'd be out of pocket come the New Year. Just take a look at the form. Commando has been the top game in the arcades all this year, way outstripping last year's hot hit, Track And Field — and you all know the number ones that spawned. Yep, for all of you looking for some frenzied action on the fire button, this

At the start of the game, you're set down behind enemy lines — your mission, to storm the opposition's stronghold single-handed. It's been done in the movies but can you do it in real life? You're just one man faced with the fury and fire-power of a whole army of enemy storm-troopers

WHO DARES WINS

The first part of the game is divided into four sections. Take a look at the map and you'll see the sort of terrain you're up

against in each of them.

When — or perhaps that should be if — you make it past the guards, through the trees, round the mortars, in and out of the cliffs, under the bridge to the wall at the end of the first part, you can breathe a sigh of relief — but it'll probably be your last, wanter

soldiers fired with the single-minded intention of wiping you off the face of the

There are snipers carefully positioned at each of the windows. You can't kill them so your best bet to avoid their bullets is to stay out of range at the bottom of the screen.

To flush out the enemy, lob a couple of grenades through the ground floor windows. That'll get the enemy out into the open where you can deal with them. As soon as you've mopped them all up, you're into the enemy's stronghold. Once you've made it into the fortress the program takes over. You'll see flames appear from the windows and then your chopper will reappear and take you onto your next, more difficult mission.

Hidden behind the boulders are enemy snipers. When you flush them out they have the sneaky trick of running backwards blasting away with the bullets.

The enemy is everywhere. Steer well clear of the trucks and jeeps as they're packed to the gunnels with soldlers. As soon as you come close, they pile out the back and start the attack.

When you've run out of grenades, you're restricted to blasting away with the machine gun. Still, you can replenish your armoury by searching out these strategically placed grenade boxes.

Time your passage under the bridge with great care. You not only have to worry about the machine gun mowing you down but the motorcyclists lob grenades at you from up above.

As soon as you get close to the mortars, you'll find the men manning the guns turn tall and run. But they're not unarmed so you'll have to watch out for more gun fire.

You only have two weapons at your disposal — grenades and a machine gun. You start with only six grenades but fortunately you've unlimited fire power.

road, Given the chance they'll run you down.

seconds the whole area is swarming with seconds the whole area is swarming with socialers fired with the single-minded intention of wiping you off the face of the earth. Only if you kill them, can you take a break on the other side of the wall. But it's not long before you'll be in the thick of it again in the next section.



A bridge too far for Commando

STATE OF SIEGE

Now you've done your impression of Johnny Rambo on the rampage and reached the final frame, it's time to try out some real SAS tactics. Lay slege to the enemy's stronghold, taking care to avoid the snipers, before single-handedly storming the building. As soon as you see the flames shooting out of the windows, you'll know that you've made it as a fully-fledged crack commando.

But although you've won the battle, the war is by no means over. The chopper that dropped you into the thick of the battle at the beginning, now picks you up again—only to deposit you in the middle of more mayhem. The second time around, the landscape is subtly different but the action is even hotter—and that means you'll come face to face with even greater numbers of enemy grenadiers.

DAWN RAID

When I visited Elite's offices in Walsall for a sneak preview of Commando, the game was only days away from completion. There was still some doubt about whether the programmers would have enough memory to squeeze in the helicopter. But the rest was more or less there. And the game is as exact a copy of the arcade original as it's possible to get on the Speccy. And so it should be, 'cos the programmers are copying straight from an arcade machine in the office — when they can drag themselves away from playing it!

Here's the top brass leading from the back as usual. As soon as you get close to their HO, the generals make a mad dash for safety. They're not armed but they'll run you down II you get in their way. Kill one and you'll notch up a whacking 2000 points.

Beware the manic motorcyclists. There's no following the highway code on this

These are the cavemen. But there's nothing prehistoric about them — they have all the latest weapons. In fact, they fire off the rounds more quickly than the average foot-soldier, plus they can nip in and out of the caves for protection.

If you're quick you can save a fellow countryman — and gain yourself some extra points. Shoot the guards on either side of the hostage and he'll go free.

There's no shifting the soldiers holed up here. The only way to deal with the enemy in the foxholes is to use your grenades — so make sure you've found a plentiful supply.

It's no good trying to hide behind boulders. The enemy'il soon have you sussed and send in the grenadiers. It only takes one direct hit from a grenade and bang goes another life.

Now the enemy's bringing on the big guns.
Luckily, it's not too difficult to dodge the
mortar fire provided you don't run slap
bang into an ambush eisewhere.

You can't shoot through the sandbags so once again you must dig into your reserves of grenades. If you run out, take extra care.

Keep on the move at all times. The enemy grenades are one hundred per cent accurate so you only have to linger for a moment and you're a gonner.

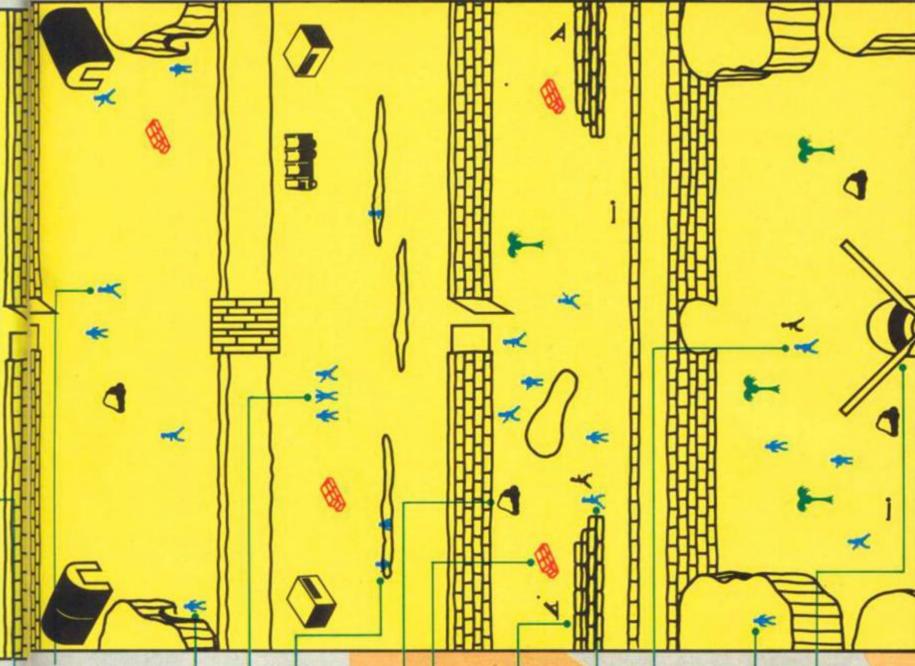
You'll start out with five lives and, boy, are you gonna need them. when you reach 10,000 points you'll be rewarded with an extra life but you won't receive the next one until you've clocked up another massive 50,000.

The enemy even employs some Tarzan tactics. Watch out for the soldiers who do the death-defying leap off the cliffs straight into the fray.

The helicopter drops you behind enemy lines and then you're on your own. Good luck, commando!

FAX BOX

Game Commando Publisher Elite Systems Price C7.95





H

OPPORTUNITY KNOCKS!

Opportunity has knocked this month for yet another brilliant programmer — and we think you'll agree that Chopper Mission has every chance of walking off with the number one spot as program of the year. If you're new to the mag (Shame on you! Ed), let's just fill you in on the details. We're looking for the six best programs for the Speccy that are under 5K. They can be Basic or machine code, games or utilities, just so long as they reach the peak of excellence. The compo is now nearing its last knockings - next month we print the final contender so if you still want to have a crack at it, put your program in the post now. So, who's going to do the judging then? You are! When all the programs have been printed, we'll remind

you of how good each one was and ask for your votes. If you've missed out on any of the entries, you'll find them in the Your Spectrum back issues or on previous Digi'T'apes. Phew, just feel that tension mount!

by M Rai

Prepare for take-off, chaps! This six screen 'copter game has all the makings of an arcade classic - manoeuvre round the moving barriers, dodge the alien swarms and rescue your stranded compatriots. And no we can't say it makes Airwolf look like Z81 Space Invaders — even if it does!

In each of the first five screens you have five men to rescue and on the sixth it's just a matter of making a safe landing on the red pad at the bottom of the screen. Simple eh? Not so fast. If you reckon this is going to be a walk over, then you've reckoned without a thing or two... or three...

You'll start out with seven 'copters and receive a bonus one, every time you complete the sixth screen. It's at this stage that you really have to hang onto your hats 'cos everything starts to speed

up — and the faster your times, the higher your score. You can define all the keys at the start of the game and you must press Enter to restart a game after a pause. Right, helmets on and give it a whirl.

The Basic Loader Type in this loader and save it at the start of your master tape of Chopper Mission with SAVE "Chopper" LINE 1.

- 1 CLEAR 32767
- 2 POKE 23693,64: BORDER O: CL
- 3 PRINT AT 10,3; FLASH 1; INK 7; "CHOPPER MISSION IS LOADING" 4 LOAD ""CODE : RANDOMIZE USR 32768

The Hex Loader

Well, look who it ain't. It's our old friend Hex Loader. Type it in and use it to enter the Hex code remembering not to leave spaces between each set of eight bytes. You may stop in the middle of a program by entering STOP (Sym+S) instead of the eight hex bytes, then enter Y to the Save Code option. This'll save the code so far. When you run the Hex loader again, enter Y to the LOAD CODE option and then enter the address from where you left off.

- 2 CLEAR 32767
- 4 POKE 23658,8
- 6 INPUT "LOAD CODE (Y/N) ": A\$
- 8 IF A = "Y" THEN LOAD ""CODE

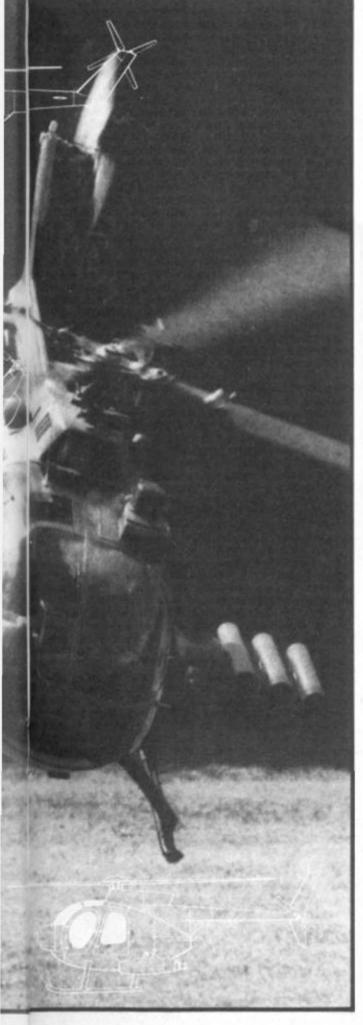
- 10 LET ADD=3276B
- 12 INPUT "Address you wish to start at? ";I

 - 14 LET BYTES=I-ADD
 - 16 LET CS=0
 - 18 PRINT AT 0,0; "Address:"; I 20 INPUT "8 Hex bytes "; A\$
 - 22 IF A\$="" THEN GO TO 58
- 24 IF A\$(1)=" STOP " THEN GO
- TO 60
- 26 IF LEN A\$<>16 THEN GO TO 5
- 28 FOR B=1 TO 16 30 IF (A\$(B)<"0" OR A\$(B)>"9") AND (A\$(B)<"A" OR A\$(B)>"F") TH EN GO TO 58
 - 32 NEXT B
 - 34 FOR N=0 TO 7
- 36 LET Y=CODE A\$(1)-48: IF Y>9
- THEN LET Y=Y-7 38 LET Z=CODE A#(2)-48: IF Z>9
- THEN LET Z=Z-7
- 40 LET VA=16*Y+Z: LET CS=CS+VA
- 42 POKE I+N, VA
- 44 PRINT AT 2,N#3; A# (TO 2)
- 46 LET A\$=A\$(3 TD)
- 48 NEXT N
- 50 INPUT "CHECKSUM "; CS1
- 52 PRINT AT 2,25;CS1 54 IF CS1<>CS THEN GO TO 58
- I=I+8: CLS : GO TO 14 58 BEEP .1,10: PRINT AT 10,11;
- "ERROR": PAUSE 50: CLS : GO TO 1
- 60 INPUT "Save to tape (Y/N) " :5\$
- 62 IF 8#="Y" THEN SAVE "code" CODE 32768, BYTES



The Hex Code 'Way you go then. And as soon as the code's in, save it with SAVE "chopcode" CODE 32768,5120.

32768 C3 09 88 00 00 24 80 00 =504 32776 00 00 16 00 04 30 30 30 =170 30 30 30 00 12 =298 16 32792 39 88 ØA 88 88 00 83 00 03 =258 70 FC =743 32800 00 00 00 00 00 FF 328Ø8 ØC 31 00 FF 19 26 32816 CF BF F8 =835 32824 00 00 81 FF FF C1 32832 00 00 00 00 CF DF 00 00 =832 FF FA =935 32840 04 04 FF 00 65 FD 3F 0E =694



CHOPPER MISSION

35168 FF 93 06 03 C5 CD 40 92 =1023 35176 23 C1 10 F8 C3 68 BB 2A =969 35184 Ø3 BØ 2B E5 06 C5 =837 35192 7E FE 38 20 06 91 CD D4 =1036 35200 C1 18 ØD CD F3 89 28 02 =857 35208 18 F6 CD 48 92 CI 10 E7 =113622 35216 03 80 21 24 22 E1 BØ =621 35224 05 21 CB 96 E1 =903 35232 23 23 11 FF 93 CD 40 92 =904 35240 CD 4B 92 CD 40 92 C3 68 =1140 35248 23 88 03 E5 80 E5 23 =837 23 06 35256 C5 7E FE 02 38 20 =708 35264 Ø6 CD D4 91 C1 18 ØD CD =1003 35272 F3 B9 02 28 18 F6 CD **4B** =972 35280 92 E7 22 Ci 10 E1 03 80 =976 35288 84 21 80 22 05 80 =524 35296 11 92 BØ CB 96 E1 FF 93 CD =1330 35304 40 92 92 4B CD CD 40 =1051 35312 CD C1 C3 68 91 FE 00 =1232 35320 CB CD CC 91 C9 21 2E 85 =1167 35328 35 CD CC 8B 21 85 CD CC =117635336 49 BB 21 30 85 CD 88 21 =815 35344 43 85 CD CC BB 21 44 85 =988 35352 CD CC RR 21 551 85 CD CB =1200 35360 85 CD C8 8C 21 5A 8C C3 =1136 35368 91 88 21 63 85 CD C8 8C =1091 35376 21 6C 85 CD CB =978 35384 85 CD CC 88 21 85 85 CD =1185 35392 CC 8B 21 BC 85 CC 8B =1197 CD 35400 85 CD CC 21 88 =1048 35408 85 CD CC 8B 21 85 CD 75 =1169 35416 CB BC 21 A1 85 CD CC BB =1215



35424 C3 91 88 21 A8 85 CD C8 =1215 35432 8C 85 CD C8 21 =1061 80 BA 85 CD C8 8C 21 35440 85 =1225 35448 CD CC 88 21 CA 85 CD 20 =1165 35456 8D 21 CF 85 CD 83 8D =1186 C3 35464 91 88 85 CD C8 8C =1206 35/72 21 DF 85 CD CB BC 21 EB =1199 35480 85 CD 49 BB 21 EF 85 CD =1160 35488 21 CC BB BB F6 85 CD =1172 35496 21 FD 85 CC 88 =1004 35504 BA CD F9 8D 21 ØC 86, CD .=1097 35512 E9 8D 21 14 86 CD E9 8D =114035520 21 10 86 CD E9 91 8D C3 =1114 35528 88 21 =917 24 86 CD CB 8C 21 36 =945 35536 2D 86 CD C8 8C 21 86 35544 2C 21 CD CB BC 21 3F 86 CD =1024 21 86 88 35552 BD 44 CD CC =957 4B 86 =1006 35560 CD CC 8B 21 52 86 35568 CD 49 88 21 59 86 CD CC =1082 35576 BB C3 91 88 21 60 86 CD =1083 35584 CB 80 21 69 86 CD CB BC =1157 =982 35592 21 72 86 CD CB BC 21 7B 35600 86 CD CB BC 21 84 B6 CD =1183 35608 94 CB BC 21 86 CD 49 88 =1072 35616 21 9B 86 CD CC BB 21 A2 =1065 86 35624 86 BB 21 49 =1223 CD CC CD 35632 CC 8B 21 BD B6 CD 83 BD =1128 CD 2C 35640 21 BØ 86 8E 21 =798 1F 35648 FØ =1374 23 BE CØ 2B 36 35656 BB 34 7E =828 23 23 23 56 D5 35664 88 E5 5E =727 23 23 35672 23 E5 4E EB CB 41 =915 35680 28 0E CB 51 28 05 11 FF =655

35688 93 18 11 11 6F 93 18 0C =499 11 6F 35696 CB 51 28 05 93 18 =628 35704 03 11 FF 93 40 46 E1 35712 CD 71 92 36 7D E1 =1163 35720 4E 28 CB 05 CB BE 2B 18 =738 35728 28 BE 20 09 23 =411 =922 35736 CE 28 18 ØA 23 CB C6 CB 35744 BÉ 20 06 23 CB 86 CB CE =1009 35752 4E 28 23 CB D1 28 02 E1 =835 35760 4E C9 CB 46 EB 28 2D =882 35768 CB 51 20 ØA CD F3 89 18 =935 35776 Ø5 2C 20 F6 CB 51 EB E1 =1071 73 C9 34 7E 35784 72 23 BE =868 35792 CØ 28 36 00 23 23 E5 23 C5 E5 28 23 3A 35800 23 56 DS CB =871 35808 46 E5 28 4E EB CB =1112 35816 79 28 11 CB 51 28 05 =524 11 93 35824 FF 18 03 11 BF 93 =989 35832 40 92 18 5D CS CB 51 28 =B48 93 35840 05 77 18 03 11 FF 11 =587 92 92 CI 35848 93 CD 40 CD 4B =1181 35856 CB 51 28 05 **B7** 93 18 11 =652 7F 35864 03 11 93 CD 40 92 18 =733 79 35872 38 CB 28 CB 51 =761 11 28 35880 05 BF 93 11 18 03 92 11 18 23 87 93 35888 93 CD 40 C5 CB =1021 35896 51 28 05 18 03 =452 7F 35904 11 93 CD 40 92 CD 4B =986 35912 92 C1 CB 51 28 05 11 77 =BØ4 35920 93 18 03 11 FF 93 CD 48 =862 92 92 35928 CD 71 CI 79 E1 CB =135235936 28 Ø4 36 46 18 08 01 20 =233 35944 00 36 45 09 45 36 =606 35952 23 46 23 CB 4E 2B 04 CB =668 35960 BE 18 18 FE 00 20 06 CB =685 35968 C6 CB CE 18 07 88 35976 CB 86 CB CE CB 4E 28 35984 E1 E1 C9 CB 46 56 2B 03 =1070 =1096 2B 34 35992 28 E1 CD 4B 92 CB =974 10 36000 52 20 1F CB 7A 28 05 =720 CD 3600B F3 89 18 16 E5 CD 4B 92 =1081 36016 CD F3 B9 E1 18 ØC 35 E1 =1124 =970 36024 CD 56 92 CB 52 28 03 CD 36032 F3 89 EB E1 73 23 72 C9 =1385 34 CØ 36 23 36040 7E FE 32 00 =763 36048 CB 46 E5 D1 28 03 23 18 =813 23 23 23 34 23 =511 36056 03 7E BE 36064 CØ 2B 36 00 EB 4E CB 41 =87Ø 36072 28 Ø4 CB 86 CB C6 =808 18 02 19 23 56 23 =297 29080 05 88 SE 11 28 ØE 36088 46 EB CB 41 CB 49 =903 36096 28 Ø5 11 97 93 18 ØB 11 =409 =933 93 18 03 36104 BF 93 FF **C5** 11 36112 D5 CB 41 C5 28 Ø3 CD F3 =1169 40 92 C1 CB 49 28 =1061 36120 89 CD 92 D1 36128 03 23 18 Ø3 CD 4B =700 10 34 7E C9 23 =1041 36136 BE C1 E4 36144 CØ 28 36 00 23 23 E5 5E =682 23 E5 EB 11 92 23 CD 40 36152 23 56 FF 93 =1039 92 =908 28 36160 CD 40 7E 34 FE 28 =959 36168 EB E1 7C 47 36 36176 18 13 88 21 =534 EB 2D 88 =764 36184 50 ED SF EA **B3 2B** 36192 48 92 C1 10 CD =1286 C5 CD F3 73 72 =1339 36200 89 EB E1 23 EB 71 34 36208 11 CF 93 40 92 23 CD =1026 46 92 =841 40 92 CD 36216 36 2B 7E 23 36224 36 46 C9 BE CØ =920 23 93 E5 36232 23 23 =525 28 36 00 5E 23 92 36240 56 D5 E5 EB 11 FF =1217 23 40 92 =1090 E1 36248 CD 40 CD 23 36256 7E FE 88 20 07 D1 18 Ø8 23 86 28 23 36264 28 BE 20 =733 CB C6 46 =727 36272 04 23 CB CB 34 EB 2B 2B 28 07 CD 48 =700 36280 92 =900 36288 18 05 35 EB CD 56 92 23 23 36296 CD F3 89 CD F3 89 2B =1248 72 EB 23 CD 3A304 EB E1 73 11 E7 =1207 92 36312 93 40 40 92 =1012 CD 92 71 36 45 45 36320 CD =753 3632B C9 34 7E 23 BE CØ 2B 36 =B93 23 23 23 56 23 =549 36336 00 E5 5E 36344 93 CD 40 92 =1298 11 FF E5 EB 7E =906 36352 EB E1 23 BE 20 ØB 36360 2B 36 00 23 23 SE 23 56 =382 92 18 04 EB CD 4B CD 3636R EB =1129 EB 73 23 72 =1339 36376 F3 89 E1 EB 40 36384 11 93 CD 92 71 =1120 92 36392 36 07 **C9** 34 7E 23 BE =811 23 =682 E5 36400 C0 28 36 ØØ 23 5E C2 =761 23 7B FE 22 36408 23 56 20 CB C6 D9 20 02 =1243 36416 FE CB 86 36424 CB 46 28 ØA D5 E1 CD 71 =107992 E1 =764 36432 36 A7 13 18 ØC. D5 36440 01 04 80 09 CD 71 92 36 =532 7E A7 28 =1098 3644B 47 18 E5 36456 '06' CD CC 91 E1 18 19 01 =835 28 =557 36464 04 00 09 7E A7 86 CD 7E 36472 CC 91 E1 18 ØB E1 36480 A7 28 05 21 1F 80 CB FE =861

36488 E1 73 23 72 EB CD 71 92 =1188 36496 36 68 23 36 50 23 36 36504 23 36 50 23 36 68 C9 =496 =760 36512 D5 E5 DD E5 CD B5 03 DD =150236520 E1 DD E5 E1 06 01 CD 63 =1211 D1 01 1A 00 09 C1 =809 36536 10 E5 C9 06 FF 21 00 05 =745 36544 C5 7E D3 FE 23 E5 21 27 =1124 00 06 01 CD 63 92 E1 C1 =875 36560 10 EE AF D3 FE C9 06 06 =1107 36568 C5 06 47 CD 02 92 2A 03 =672 36576 BØ E5 11 E4 80 CD 26 92 =1119 36584 CD BB BE E1 14 81 CD 36592 26 92 CD BB 8E C1 10 E0 =1151 21 09 35 FA ØA BF 36600 =632 80 86 =945 36608 C5 CD 36616 48 88 3E 4F CD 89 92 11 =854 01 12 00 CD 3C 20 36624 2F 87 =498 36632 CD 4D BF CD DØ 90 C3 =1197 36640 88 06 0A C5 ED 5F E6 7D =1036 36648 CD 89 92 06 01 21 20 4E =63B 92 C1 10 ED 36656 CD 63 3E 60 =1054 36664 CD 89 92 11 5B 87 01 10 =748 36672 00 CD 3C 20 CD 4D BF CD =927 36680 D0 90 C3 14 88 06 DF C5 =921 21 10 07 36688 11 05 00 06 DE =98 =954 01 00 CD 9F BE C1 36696 DD 21 36704 10 ED C9 21 60 00 11 01 =601 36712 00 06 30 DD 21 0A 00 CD =523 1E 80 =924 34 36728 05 28 06 21 1F 80 CB 8E 36736 C9 06 0C C5 21 50 00 11 =588 =546 06 20 DD 36744 04 00 21 01 =297 36752 CD 9F 8E C1 10 ED 3E 57 =1101 36760 CD 89 92 11 41 B7 Ø1 1A =732 36768 00 CD 3C 20 21 18 80 7E =608 D6 30 A7 28 06 47 3E Ø1 36776 =609 36784 CD DC BF 2B 7E D6 30 A7 =1166 47 3E ØA CD DC BF 36792 28 06 =757 D6 30 A7 36800 2B 7E 28 ØD 4F 36808 06 0A AF B1 10 FD 47 3E =722 36816 0A CD DC 8F F1 21 19 80 =1005 48 88 E5 C5 F5 CD 36824 34 C3 =1331 36832 76 91 06 01 21 1C 25 CD =573 36840 63 92 F1 C1 10 EF E1 C9 =1360 36848 11 68 87 Ø1 13 ØØ CD 3C =544 64 C5 21 40 00 11 =449 36856 20 06 36864 02 00 06 20 DD 21 01 01 =296 3E DA CD 76 =1046 36872 CD 9F BE 91 36880 C1 10 E8 2A 03 80 23 23 =684 23.E5 CD 71 36 46 E1 36888 92 =1077 19 C5 E5 11 F7 93 CD =1073 36896 06 36904 40 92 06 01 21 20 4E CD 36912 63 92 E1 11 3F 93 CD 40 =565 =966 01 21 26 20 4E =730 36928 63 92 E1 C1 10 DC 21 09 36936 80 34 CD 50 90 C3 43 88 =941 =1007 D6 0A 30 85 7E 77 36952 44 85 7E D6 ØA 77 21 A2 =865

36960 85 7E D6 0A 77 21 E9 85 =1001 36968 7E D6 14 77 21 FØ 85 77 40 86 7E D6 =914 36976 D6 ØA =972 36984 @5 77 C9 CD 7B 92 11 9C 36992 87 12 00 =457 01 CD 37000 05 21 7E 87 C5 E5 CD B4 =1110 37008 90 06 01 21 50 C3 CD 63 =763 92 CD 8E 02 1C 28 FA 1D =842 37016 96 01 11 0A 00 CD 37024 D5 21 =629 37032 B5 03 D1 E1 73 23 C1 10 =977 37040 DB C3 14 88 C5 11 AE 87 =1093 30 37048 01 05 00 CD 20 C1 21 =529 37056 11 05 00 19 10 FD =577 87 =855 37064 06 05 7E D7 23 10 FB C9 37072 11 0D 80 21 0A 87 06 06 =348 37080 28 02 18 05 =522 37088 23 10 F5 C9 CD 7B 92 11 =988 53 00 CD 3C =695 37096 B3 B7 01 20 37104 06 1A D7 10 FA =810 37112 11 06 88 01 03 00 CD 3C =428 14 87 C5 E5 =655 37120 20 06 03 21 37128 ØE 78 CD 68 91 06 01 =628 37136 40 1F CD 63 92 CD 8E 02 =894 37144 78 FE 04 20 10 21 10 80 =616 47 7E FE Ø1 28 E8 ØE CD =943 37152 37160 68 91 35 18 DB FE 13 20 =850 1A 28 =649 37168 10 21 10 7E FE 80 37176 D4 RE 47 CD 68 91 34 18 =827 37184 C7 FE 23 20 CB 21 1A 80 =907 40 B1 5F D7 06 01 =650 37200 21 50 C3 CD 63 92 E1 73 =1098 37208 23 C1 10 AA 21 0D 80 11 =605 ØA 87 37216 01 06 00 ED BØ C9 37224 E5 3A 1A 80 21 C2 59 16 =779 00 5F 19 E1 C9 21 12 =710 37232 71 3A 37240 80 B6 FE 38 08 D6 0A =862 3724B 77 2B 7E 30 18 F4 77 3E =797 57 32 BF 37256 5C 11 0A.80 01 =528 37264 09 00 CD =572 3C 20 C9 21 20 FE 78 CØ 36 00 =926 37272 BØ 34 7E 37280 21 18 80 7E 3D FE 30 38 =722 37288 Ø8 C6 ØA 77 28 7E 3D 18 =589 77 57 37296 F4 3E 32 BF 5C =814 11 37304 13 80 01 06 00 CD 30 =451 37312 C9 AF E5 Ø6 Ø8 4E 81 24 =862 C9 E5 21 37320 10 FB E1 1F 80 =1114 CB C6 E1 37336 CE C9 21 23 80 34 7E FE =1035 00 3A 1F 37344 1E CØ 36 8Ø EE =731 37352 88 32 1F 80 CB 5F 28 08 =563 37360 11 00 00 21 FF 00 18 06 =335 37368 11 04 00 21 20 00 CD B5 =472 37376 03 C9 2A 03 80 CD 71 92 =841 37384 78 77 23 77 23 77 01 20 =580 37392 88 89 77 2B 77 2B 77 C9 =653 37400 CB 1C CB 1C CB 1C C9 CB =1097 CB 14 C9 CD 3740B 14 CB 14 40 =936 40 =900 37416 23 CD 40 92 23 CD 37424 92 CD 4B 92 CD 40 92 2B =1030 37432 CD 40 92 2B CD 40 92 C9 =1074 37440 06 08 E5 1A 77 37448 FA E1 C9 CD 18 92 Ø1 20 =1084 92 C9 CD 37456 00 09 CD 1F 18 =821 ED 37472 1F 92 C9 C5 E5 01 01 00 =806 37480 A7 42 20 FB E1 C1 ED =1187 10 ØF ØF ØF 03 37496 58 67 C9 21 00 40 01 00 =490 =731 75 54 1E Ø1 ED BØ 3E 37504 18 37512 21 00 58 1E 01 01 37520 FF 02 77 ED B0 C9 3A 19 =1073 37528 80 FE 01 20 03 21 44 81 =648 37536 FE 02 20 03 21 1B 82 FE =735 37544 03 20 03 21 04 B3 FE 04 =464 37552 20 03 21 8D 83 FE 05 20 =631 37560 03 21 1C 84 FE 06 20 03 =491 B1 84 5E 23 56 ED 53 37568 21 =877 37576 03 80 23 5E 23 56 ED =701 53 37584 18 80 23 7E A7 28 42 47 =660 11 08 00 21 2F 37592 23 E5 93 =516 37600 19 FD EB E1 7E 37608 80 23 4E 23 46 23 C5 46 37616 23 4E 23 22 07 80 E1 C5 m648 =739 37624 E5 C5 D5 CD 40 92 E5 CD 37632 71 92 3A 1D 80 77 E1 =B53 92 37640 D1 C1 10 ED E1 CD 48 =130637648 C1 0D 20 E3 2A 07 80 18 =666 37656 BA 3A 09 B0 C6 30 21 =706 37664 87 77 3E 57 32 8F SC 11 =705 87 01 18 00 CD 3C 37672 17 20 =48Ø 37680 CD B2 91 CD 87 91 C9 =1299 37688 AA 55 AA 55 AA 55 AA 38 =991 38 10 38 28 6C 7F 37696 BA 54 =673 7F 7F 377Ø4 BF 7F BF BF BF =1400 37712 FF F8 07 F8 00 =1076 37720 FF 37728 FF 7F DE 40 33 0C 00 FF =986 FC 1F EØ 1F 00 00 FF =1048 02 37744 FF 00 00 00 00 00 00 A1 =416 =1480 37752 D1 A1 D1 A1 D1 A1 D1 A1 37760 D1 A1 D1 AB D5 6A =1189 30 =1278 37768 6A D5 AB D1 A1 D1 A1 37776 18 00 06 03 00 18 30 00 =129 37784 ØØ 81 C3 66 2C 18 10 FF =765 30 18 18 30 30 37792 BF DF 6E =728 37800 18 18 3C 37808 F0 F8 FF 76 FB FD FF EØ =1209 EF D8 BØ EØ Ø7 =1605 1B F7 FF 37816 ØD 1F ØF 07 DF =818 37824 AF DF AF DF AF DF AF 200 =1369 37832 00 BE 3F BE 00 00 00 00 =443 7D FC =503 00 00 00 01 37840 00 7D B7 37 B7 Ø3 Ø1 =488 37856 56 AB D7 AE D7 6E 34 00 =1023 37864 00 00 07 09 3F 7F 62 00 =304 37872 00 E0 90 FC FE 46 38 =1000 37880 38 10 FE 10 38 28 6C 00 =546 37888 00 00 00 00 00 00 88 00 =0 STOP



by Duane Moore

If ever you find yourself in a dinghy up to your wellies in water in the middle of the Atlantic Ocean, that's the time you'll regret not typing in this program. Is it dot, dot, dot, dash, dash, dash or dash, dash, dash, dot, dot, dot? Well, it's glug, glug, glug for you shipmates!

Unless you learn to crack the code — morse code, that is. This program has two modes. Firstly, messages — type in a message and your Speccy will blip it back to you. Secondly, letters — your Speccy will blip out a letter and you have to type it in. If you haven't a clue where to start, panic not 'cos you'll find a table of the morse codes in the program.

Right, dash it off if you don't want to go dotty - or end up at the bottom of Davy Jones's locker!

1 POKE 23658,8: REM caps lock 2 CLS : PRINT AT 0,8; "MORSE C

4 PRINT OVER 1; AT 0,8;"_

6 PRINT AT 2,0; "Written by Du ane A. Moore 1985

8 PRINT AT 4,2;"(0) LISTEN TO YOUR MESSAGES."

9 PRINT AT 6,2; "(2) LORK OUT MORSE GIVEN."

10 PRINT AT 5,2;"(1) PRINT MOR SE AND LETTERS.

18 PRINT AT 7,2;"(3) ABORT TO BASIC."

19 REM get what you want

20 INPUT "CHOICE "; a

IF a=0 THEN GO TO 34 GO TO 66 24 IF a=1 THEN

26 IF a=2 THEN **60 TO 74**

28 IF a=3 THEN STOP

34 CLS : PRINT AT 0,4; "LISTEN TO YOUR MESSAGES."

36 PRINT AT 1,4; "ENTER TO RETJ RN TO MENU."

38 INPUT "MESSAGE "; a\$

39 IF A*="" THEN GO TO 2

40 PRINT AT 3,0; "MESSAGE IS "; LEN as; " CHARACTERS LONG"

42 PRINT AT 5,0; "MESSAGE: -"; a\$ PRINT

44 FOR b=1 TO LEN a\$
46 PRINT BRIGHT 1;a\$(b); 48 IF a\$(b)=" " THEN PAUSE 6:

GO TO 62

50 LET d=990B+CODE a\$(b) 51 IF d<9973 OR d>9998 THEN O D TO 62 52 RESTORE d: READ c#: READ e 53 FOR f=1 TO e 54 READ g 56 IF g=1 THEN BEEP .05,20: F AUSE 3 58 IF g=2 THEN BEEP . 2,201 FA USE 3 60 NEXT f 62 NEXT b 64 GO SUB 9972: GO TO 34 66 CLS : PRINT AT 0,3; "MORSE C ODE AND THE LETTERS"

68 PRINT AT 2,2|"A .-"|AT 3,2
|"B -.."|AT 4,2|"C -.-"|AT 5,2|"B -.."|AT 6,2|"E ."|AT 7,2
|"F .-."|AT 8,2|"G --."|AT 7,2
|"F .-."|AT 10,2|"I ."|AT 1,2|"H ..."|AT 1,2|"I ."|AT 1
1,2|"J .--"|AT 12,2|"K -.-"|A

T 13,2|"L .-."|AT 14,2|"M --"

70 PRINT AT 2,23|"N -."|AT 3,
23|"O ---"|AT 4,23|"P .--"|AT
5,23|"Q --.-"|AT 6,23|"R .-."
|AT 7,23|"S ..."|AT 8,23|"T -"
|AT 9,23|"U .-"|AT 10,23|"V ..."|AT 9,23|"U .-"|AT 12,23|
"X -..-"|AT 13,23|"Y -.--"|AT
14,23|"Z --.."

72 GD SUB 99721 RUN ODE AND THE LETTERS" 72 GD SUB 9972: RUN
74 CLS : PRINT AT 0,4; "WORK OU
T THE CODE GIVEN" 76 PRINT AT 1,4; "ENTER TO RETU RN TO MENU" 78 PRINT AT 3,2; "THE COMPUTER WILL PICK A LETTER AT RANDO M, THEN BEEP IT. YOU MUST GUESS THE LETTER." BO LET a=9973+(RND#26) 82 RESTORE A: READ b\$: READ C 84 FOR d=1 TO c 86 READ e 88 IF e=1 THEN BEEP .05,20: P AUSE 3 90 IF e=2 THEN BEEP .2,20: PA USE 3 92 NEXT d 96 INPUT "YOUR ANSWER ";f\$
98 IF f\$="" THEN RUN
100 IF b\$=f\$ THEN PRINT FLASH 1;AT 11,6; "CORRECT-WELL DONE": FOR a=0 TO 30: BEEP .05,a: NEXT a: GO TO 74 102 PRINT FLASH 1;AT 11,5; "WRO NG-THE ANSWER WAS ";b\$: FOR a=0 TO 30: BEEP .05,a: NEXT a: CO TO 74 9972 PRINT J1;" PRESS ANY KEY TO CONTINUE. ": PAUSE O: RETUR TO CONTINUE. ": PAUSE N
9773 DATA "A",2,1,2
9774 DATA "B",4,2,1,1,1
9775 DATA "C",3,1,2,1
9776 DATA "D",3,2,1,1
9777 DATA "E",1,1
9778 DATA "F",4,1,1,2,1
9779 DATA "G",3,2,2,1
9780 DATA "H",4,1,1,1,1
9781 DATA "I",2,1,1
9782 DATA "J",4,1,2,2,2
9783 DATA "K",3,2,1,2
9784 DATA "L",4,1,2,1,1
9785 DATA "K",3,2,1,2
9786 DATA "M",2,2,2
9786 DATA "M",2,2,1
9787 DATA "O",3,2,2,2
9788 DATA "P",4,1,2,2,1
9789 DATA "C",4,2,2,1,2
9790 DATA "S",3,1,1,1
9791 DATA "S",3,1,1,1
9792 DATA "T",2
9793 DATA "U",3,1,1,2
9794 DATA "V",4,1,1,2,2
9796 DATA "V",4,1,1,2,2
9796 DATA "X",4,2,1,1,2
9797 DATA "Y",4,2,1,1,2
9798 DATA "Z",4,2,2,1,1 TO CONTINUE.

9999 REM END OF DATA

by Robert Stockton

The worm has turned! Or rather it's your turn to guide him through the garden so he can eat the flowers and grow. The game features multiple screens with a bonus 'eat the pie' screen after you've cleared the three previous ones. You'll find full instructions in the game - if you look at lines 3155 to 3230 you'll see the neat way that they're printed to the screen.

Now if you think that games in Basic are pretty worm-eaten, think again. This beats all the machine code versions of the same game that we've seen at YS and just goes to show that you can still write

```
games in good of Basic and not have to say you're sorry.
        O)REM SNAKE
                                                                                                                            I LET H=0
                             BY RUBERT
                                                                                                                            480 LET A$=A$+CHR$ X+CHR$ Y: LE
T X=X+V: LET Y=Y+H: BEEP .002,LE
                                     STOCKTON 1985
        1 GO SUB 6000
2 GO TO 3000
                                                                                                                           V
510 IF ATTR (X,Y)<>5 AND ATTR (X,Y)<>4 THEN LET S=S+10: LET E=E+1: BEEP .1,-20: PRINT AT 0.6:S
I IF AM=E THEN GO SUB 1500
520 IF ATTR (X,Y)=4 AND START<0
THEN LET A$=A$(3 TO)
525 LET START=START-1
530 IF ATTR (X,Y)=5 OR ATTR (X,Y)=7 THEN GO TO 1000
540 IF X>=21 AND (Y=16 OR Y=17)
THEN GO TO 4000
560 PRINT AT CODE A$(LEN A$-1),
CODE A$(LEN A$): INK 7:"///"
570 GO TO 400
          4 POKE 23658,0
     10 REM ****SET UP VARS****
40 LET LEV=0
60 LET S=0
      65 REM **SET UP SCREEN VARS**
70 LET A$=CHR$ 10+CHR$ 2+CHR$
 9+CHRs 2

90 LET X=10: LET Y=2

90 LET AM=INT (8/100)+10

100 LET H=0: LET V=-1
    110 LET CX=2: LET CY=1
120 LET LEV=LEV+1
125 LET START=LEV
                                                                                                                                570 BO TO 400
                                                                                                                            570 GO TO 400

1000 REM *******THE END*******

1010 PRINT AT 10,11; INK 2; PAPE
R 6; BRIGHT 1; "GAME OVER"

1025 BEEP 2,-20

1040 FOR A=1 TO 500; IF INKEY$<>
"" THEN GO TO 2000; NEXT A

1050 PRINT AT 10,10; "(1) NSTRUCT1
     130 IF LEV/3=INT (LEV/3) THEN
 GO TO 4500
   140 LET B$="4" 4" 4" 150 LET C$="63 26 36 2" 160 IF LEV>10 THEN LET LEV=1 165 REM ****PRINT SCREEN***** 166 INK 4: PAPER 0: BORDER 0: C
                                                                                                                             ONS"; AT 12,10; "(P)LAY"
   .S
170 LET X#="
"+B#(LEV)+"
                                                                                                                              1070 IF INKEY = "p" THEN GO TO 1
          1080 IF INKEY #="1" THEN GO TO 3
    180 FOR A=1 TO LEN X$-31: PRINT
AT 10,0;X$(A TO A+31): BEEP .01
AT 10,0; X*(A TO HOS.),
A/2: NEXT A
206 LET E=0
210 PRINT AT 21,0; INVERSE 1; "S
CORE=";5;AT 21,15; "LEVEL=";LEV
212 RANDOMIZE USR 3582
215 IF LEV>60 THEN LET LEV=60
220 PRINT AT 21,0; INK 5; "Sequence"
                                                                                                                             1090 BD TD 1070
1500 REM ****PRINT HDLE******
                                                                                                                             1510 PRINT /0;AT 0,0; INK 6;"THI
S WAY > < THIS WAY"
1520 PRINT AT 21,16;"
                                                                                                                             1530 LET E=E-1
1540 RETURN
                                                                                                                             3000 REM *****INSTRUCTIONS*****
3020 INK 6: PAPER 0: BORDER 0: C
    225 RANDOMIZE USR 3582
227 PRINT AT 21,0;"
                                                                                                                             1.8
                                                                                                                                                                                        SNAKE"."
                                                                                                                             3040 DATA " ", "BY ROBERT STOCKTO
   230 FOR A=2 TO 20
240 PRINT INK 5;AT 21,0;"889";A
7 21,30;"889"
245 RANDOMIZE USR 3582
                                                                                                                             N"
                                                                                                                             3050 DATA "THE OBJECT OF THE GAM
                                                                                                                             E IS TO EAT"
    250 BEEP .01,A
255 NEXT A
                                                                                                                              3060 DATA "ALL THE FOOD ON EACH
                                                                                                                             SCREEN"
     260 PRINT AT 21,0; INK 5; "estimate
                                                                                                                              3070 DATA "BUT IF YOU HIT YOUR T
                  n's demissions devis dev
                                                                                                                             AIL '" OR", "THE NASTIES YOU DIE
     310 FOR A=1 TO AM
     320 PRINT AT RND+17+3,RND+28+3;
                                                                                                                             3080 DATA "AS YOUR TAIL GETS LON GER THE ", "GAME GETS HARDER"
    INK 51"099"
330 IF A>59 THEN GO TO 350
                                                                                                                             3100 DATA "THE KEYBOARD CONTROLS
    335 BEEP .1,A
                                                                                                                             3110 DATA " "."
                                                                                                                                                                                  Q-UP".
    350 FOR A=1 TO AM
360 LET R=RND+17+3: LET T=RND+2
                                                                                                                             3120 DATA "O-LEFT P-RIGHT"
3130 DATA "." A-DOWN"
3140 DATA "."
    364 IF ATTR (R,T)=VAL (C#(LEV))
                                                                                                                             3150 DATA "GOOD LUCK"
     THEN GO TO 360
366 PRINT AT R,T; INK VAL (C#(L
                                                                                                                             3155 RESTORE 3000
                                                                                                                            Lines 3155 - 3230 These lines print up the
  EV));B$(LEV)
370 IF A>59 THEN GD TD 400
                                                                                                                            instructions. But note the novel way it's done - by
     375 BEEP .1,-A
380 NEXT A
                                                                                                                            POKEing the system variable CHARS to make them
   380 NEXT A
400 REM **PRINT AND MOVE MAN *
410 PRINT INK 7; BRIGHT 1; AT X
,Y; "+0"; INK 4; BRIGHT 0; AT CODE
A#(1),CODE A#(2); "
440 IF INKEY*="p" THEN LET V=0
                                                                                                                            appear pixel line by pixel line.
                                                                                                                             3160 FOR A=0 TO 19
                                                                                                                             3170 READ A#
3180 FOR X=8 TO 0 STEP -1
                                                                                                                             3190 POKE 23606, X: PRINT AT A,0;
      LET H=1
450 IF INKEY$="o" THEN LET V=0
                                                                                                                             A#
3200 NEXT X
                                                                                                                            3210 NEXT A
3220 IF INKEY$<>"" THEN GO TO 1
       LET He-1
      460 IF INKEYS="q" THEN LET V=-
```

3230 GO TO 3220

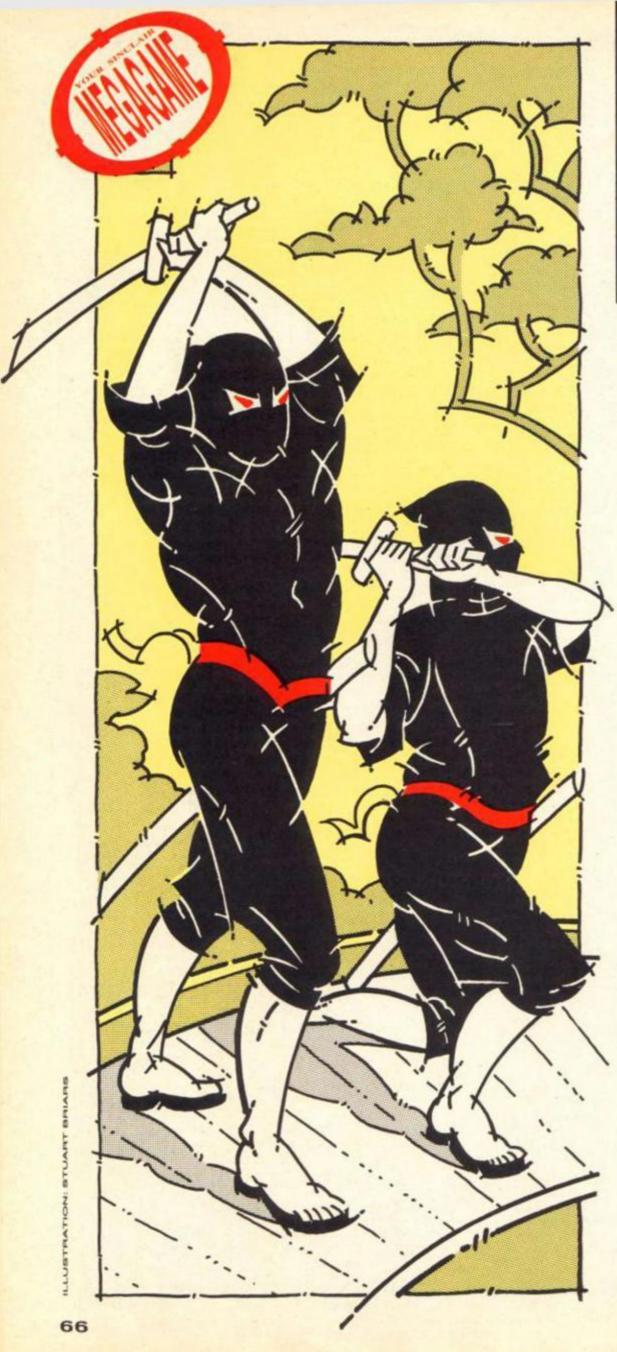
470 IF INKEYS="a" THEN LET V=1



POWER TOYUR PROGRAMS

Or rather Digi Tape has all the programs in this pull-out on tape. If you've worn your fingers to the bone or and the bone to the marrow typing and the bone to the marrow for you's every not all the listings, than Fairy Liquid. All the hands than Fairy Liquid. All the nonly the listings here but all the only the listings here but all the only the listings here but all the programs that are marked with the only the listings here as no page 15. Digi Tape sticker in the ad on page 15. Digi Tape sticker in the ad on page 15. And what'll it cost? Just £2.99. And what'll it cost? Just £2.99. And what'll to programs a darn sight hands and a alternative — clip-on hands and a alternative brain.







It's a race against the clock, as you take on some of the fiercest Kung Fu fighting Ninjas the Spectrum has ever seen.
Would-be anarchist Sue Denham dons her fighting togs and battles through the endless maze of Durell Software's smash game Saboteur.

There have been a fair few martial arts games released or due for imminent release on the Spectrum of late — System 3's International Karate, Melbourne House's The Way Of The Exploding Fist, Imagine's Yie Ar Kung Fu and US Gold's Bruce Lee to name but a few! But none is quite like the latest offering from Durell Software.

The scenario for Saboteur thrusts you into the part of a sabotaging Ninja warrior, sneaking around an enemy warehouse that's much more than it seems at first sight. Your task is to search out a floppy disk from one of the many computer terminals scattered around the computer complex and escape with it. But before you go, you've got to leave a little present for your pursuers — a time bomb. Which doesn't leave you too much room to negotiate a safe path home!

The game itself comprises 118 different screens, which all go to make up the four-level warehouse - there is the warehouse itself, a computer complex, and two layers of labyrinth-like sewers; the latter areas have a tendency to look the same, which can be a great problem for those who have an aversion to making maps of the best route to safety. All the weapons a self-respecting Ninja could want, can be found by stumbling across them on your adventures. But you can only hold one weapon at a time and, once you've used it, you'll have to search round for another. Points are awarded for killing the guards - by weapons or skilful use of martial arts - but your real adversary is time ... and the final

weapons or skilful use of martial arts — but your real adversary is time ... and the final objective of stealing the floppy disk and getting clear of the warehouse before the fuse burns down.

Overall, the game is addictive and great fun. There are nine levels of difficulty — but on the easiest level, you can work out the structure of the game and prepare yourself for the terrors of playing at the higher levels. Map-makers will be in their element when they first start playing the game, but it will be the rugged Kung Fu fighters who will out in the end.

Saboteur manages to combine the good graphical representations of the other Kung Fu games with the solid background of an action-packed story. One to be recommended.

These items look a bit like the cameras that follow you round in supermarkets making sure you don't steal the wares. But, don't be looled — they're actually quite deadly laser guns that fire at you should you hesitate in your mission.

This box tells you how much time you've got left to find the disk and, once found and the bomb set, how little time you've got to escape! Your time limit is linked to which of the nine playing levels you choose at the beginning of the quest.

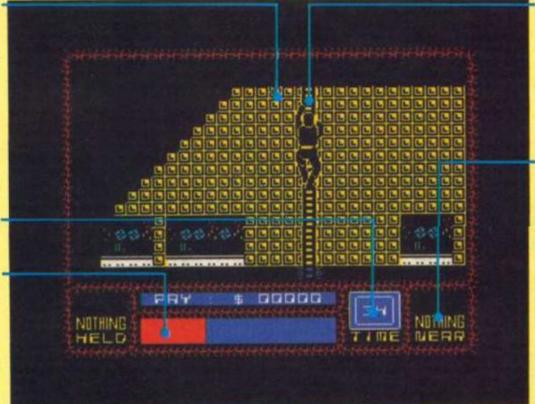
This box gives you an indication of your life energy — when it turns completely blue, you're dead! Stand still for a few moments and, gradually, your energy is built up to normal — but keep an eye on the clock, as well as any enemy guards and dogs that may be in the vicinity.

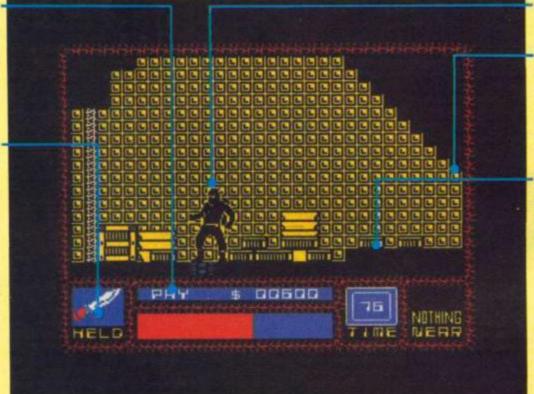
Here you can see how much blood money you've earned from your death-dealing antics. Killing a guard with a weapon will up your cash flow by \$100 — but using a few Bruce Lee kicks to do the same job will get you \$500.

The weapon you are holding — be it a dagger, grenade, pipe, shuriken or whatever — is shown here. It doesn't seem to matter what weapon you use to kill the guards as they all seem to have the desired effect.

The enemy guards (although looking like rejects from the Village People!) not only carry an endless supply of weapons, but also are keen Kung Fu adepts. Martial arts enthusiasts may hang around for a friendly bout, but for your first few games it's recommended that you dispatch them as quickly as possible.

Travelling around between the different areas of the game is done by shuttle — which is reminiscent of the vehicles used at most modern airports. The Ninja merely walks inside to start the journey and strolls off at the destination point — and not a ticket-collector in sight!







The Ninja is able to climb up the ladders, which is quite useful as your adversaries are limited to patrolling the flat. You do not, however, build up your life energy when you are on a ladder, and you're not completely out of danger from attack by one of the warehouse's defenders.

Keep your eyes on this box as it'll flick up the icon of a weapon when one is in the vicinity. But if, as is often the case, you're in a hurry you may miss finding the all-important bomb which you'll need if you're going to put paid to the enemy warehouse. Picking up or exchanging a weapon is done by pressing the 'Fire' button.

As the lead character in this story, you can move up and down ladders with ease, duck down, jump and crouch, kick and punch your opponents, and throw weapons with surprising accuracy. Not bad for a beginner, eh?

On the easier playing levels, all the doors around the warehouse are kept open. Once you opt for the more difficult playing levels you will find many areas are closed off to you until you unlock the doors using the computer terminals.

The Ninja has no problems falling any distance from a ledge or a hidden hole in the floor — except for the fact that you don't know what sort of trouble you might be falling into!

It is possible to kill the dogs by firing off your weapon and ducking at the same time but the programmers frown on this activity and you won't get a penny for carrying out this dastardly deed. But you might live a bit longer....

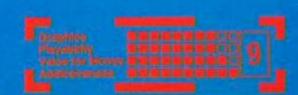
The sewers are dark and unfriendly, especially when a guard or dog comes bounding out of the gloom intending you no good at all. If you are going to make a map of any area of Saboteur, you could do worse than start with the sewers.

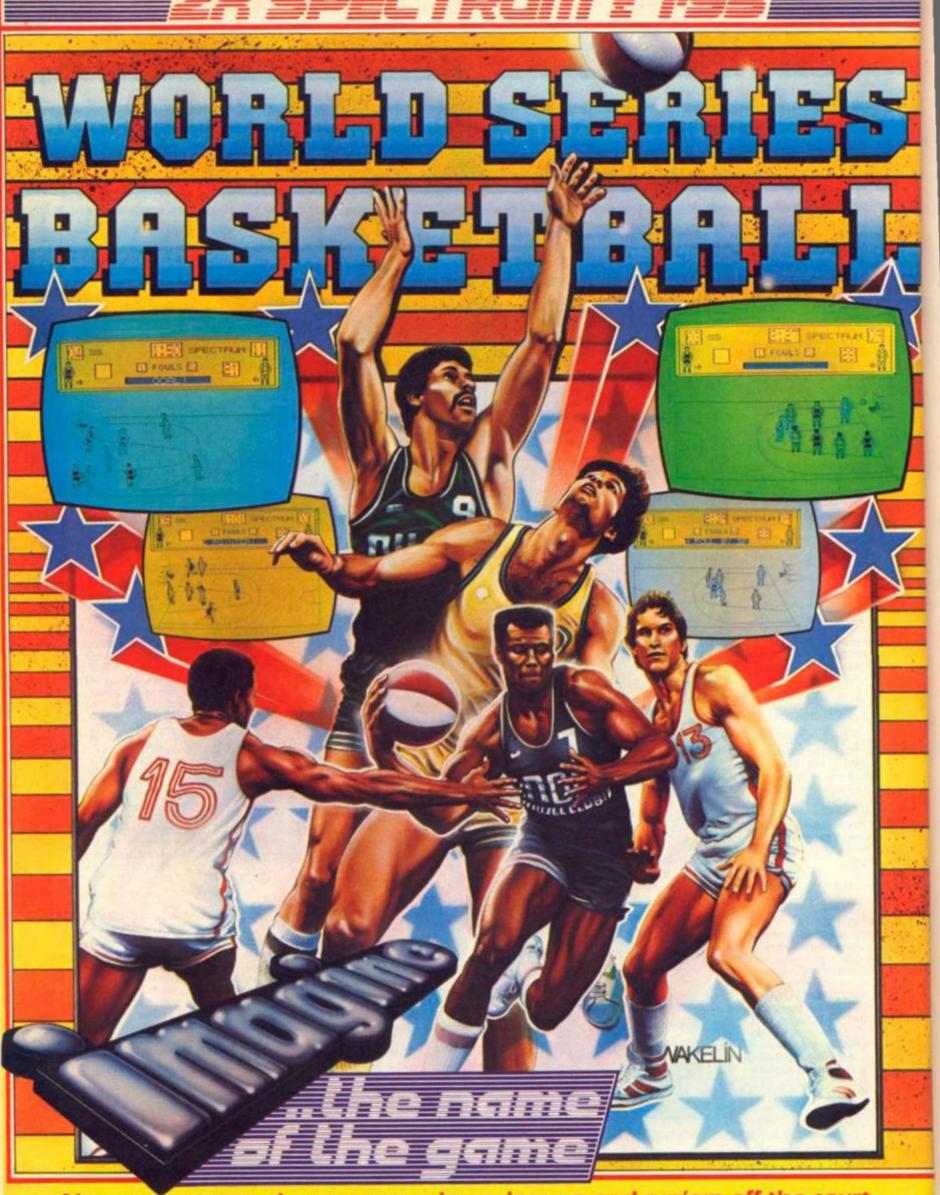
FARRO)

Game Saboteur Publisher Durell Software Ltd

Investica Protek/Kempi

Keys Up/down/left/right/fire - definable





Name your team, choose your colours, lace up and run'em off the court – pass ... fake ... jump ... shoot in off the backboard ... GREAT BASKET! Simulating all the excitement (including FOULS!) of the Basketball Challenge. Play head to head or against the computer – REACH FOR IT!

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WRITER: MAMO - ARTIST: WILLIAM SIMPSON - LETTERER: ANNIE HALFACREE













TO BE CONTINUED.

Fifty New Commands ... Named Procedures ... On-Screen Windows ... 64 column text ... Multitasking ... Toolkit Commands ... Three Fonts ... Full Screen Editor ... Special Effects ... And More

IMPROVE YOUR LIFE!

Isn't it about time you stopped fighting ZX Basic? So, alright, it's got some superb features and it's a doddle to use. But there's still times when you can't quite squeeze what you want from it and there's even more times when the daunting task of changing and correcting your programs makes you want to tear your hair out. Now there's an alternative — Mike Leaman's YS MegaBasic gives you everything you've ever wanted in addition to all the standard features of your Spectrum!

YS MegaBasic is no ordinary extension to ZX Basic — it completely transforms your computer! All the old ZX Basic features are still there but with YS MegaBasic loaded, you've got an extra fifty commands at your disposal as well as improved editing facilities and a machine code 'front-panel' for testing any machine code subroutines you're using. Obviously, YS MegaBasic uses up RAM normally available for your programs - but even with it loaded, you've still got a hefty 22K free to play around with and it's not everyday that you write Basic programs that big! Besides, with the added capabilities of YS MegaBasic, your programs will be able to do more in fewer lines.

GET A LOAD OF THIS!

YS MegaBasic does away with ZX
Basic's keyword system — keywords
are typed letter by letter though, of
course, you can use abbreviations.
There is a full screen editor to make
alterations much simpler and allow you
to copy and move statements between
lines!

The Spectrum's screen is transformed by up to ten separate on-screen windows — each of which can be scrolled, panned, inverted and recoloured independently. You can choose from three different fonts and fit

SEE WHAT YOU GET!

Here are just some of the features YS MegaBasic adds to ZX Basic. Remember you still have everything ZX Basic has — YS MegaBasic has all that and more...

O ZX Basic

MegaBasic

PROGRAM DEVELOPMENT

- O Single keypress keywords
- O In-Line Editor
- O LIST, LLIST
- · Keywords typed in full but abbreviations possible.
- EDIT Activates improved line editor. The new control keys allow full screen editing.
- . DELETE Delete block of lines.
- · AUTO Automatic line numbering.
- TRON Trace program execution.
- TROFF Turns Trace off.
- SPEED Set tracing speed.
- KEY Program function keys.
- When a program is running, control keys call up the front panel, reset YS MegaBasic without losing the program and halt the program.

SCREEN HANDLING

- O 32x20 characters
- O 1 font
- O 1 direction
- O 1 size
- O 1 window
- O 8 colours
- MODE Selects character size 64x20, 32x20, 16x10 characters
- . FONT Selects from 3 character fonts.
- DOWN Print down the screen.
- SPRINT Print in any magnification.
 WINDOW Define up to 10 windows.
- STIPPLE Patterns large characters.
- VDU PRINT character codes to screen.
- PRINTER Redirect screen output to printer or user-supplied routine.

GRAPHICS

- O PLOT
- O DRAW
- O CIRCLE O INVERSE
- OUNTE
- O OVER O BRIGHT
- O POINT
- O ATTR

- CHANGE Manipulate attributes.
- · SWAP
- · FADE
- · GET Move screen display
- · PUT to and from memory.
- SPRON Control up to 8 on-screen sprites — each sprite has its own shape, colour, direction and speed.
- · PAN Scroll windows in any direction
- SCROLL
- . INVERT Invert whole screen or window.
- . DEFG Define UDG.

PROGRAM CONTROL

- O FOR . . . NEXT
- O GOSUB . . . RETURN
- O IF ... THEN
- O GOTO
- · REPEAT ... UNTIL
- Named procedures with parameters.
- . POP Drop last REPEAT or ENDPROC address.
- . PUSH Place an address on the REPEAT/procedure stack.
- . BRANCH GOSUB at end of every line.
- . MTASK Alternate between two sections of program.
- RSTART Trap Basic errors.
- . BRON Disable/Enable BREAK key
- . BROFF Turns above command off.

SOUND

O BEEP

- · PLAY Play notes or white noise.
- SON Play sound in background while the program continues to run!
- · SREP Repeat sound continuously.

MACHINE CODE INTERFACE

O PEEK

- . DOKE POKE 16-bit value.
- CALL Call machine code and pass Basic variables to Z80 stack.
- MON Activate machine-code front-panel where you can examine and alter memory and Z80 registers, fill and run machine code programs.

CREATE ELECTRONIC ART ON YOUR OWN TV SCREEN WITH THE SPECTRUM DOODLER!



Software designed in conjunction with Sinclair Research

Draw straight on to vour screen!

The Spectrum Doodler is a lightpen that enables you to draw straight on to your own to or monitor screen. Pen reaction is instant and requires no programming knowledge. Software is displayed on 'pull-down' menus with icon symbols so that you can easily select the feature you require by simply pressing the pen against the screen.

16 colour palette with flashing option!

Using a palette of sixteen colours you can choose the line thickness most suitable for your work

14 options including text!

Besides line thickness, there are modes to enable you to create instant squares, circles and triangles. You can fill in areas with colour textures, repeat stock patterns or make your own design using a special layout grid. Draw free hand – point to point or continuous line ribboning. There is also the facility to add text to your design.

Store your work on cassette or microdrive!



The Doodler Software allows you to save complete or incomplete pictures for rework or for use with your own programs at a later date.

Auto trim feature!

The pen has a trim feature that automatically sets the pen's accuracy to the tv or monitor screen you are using.

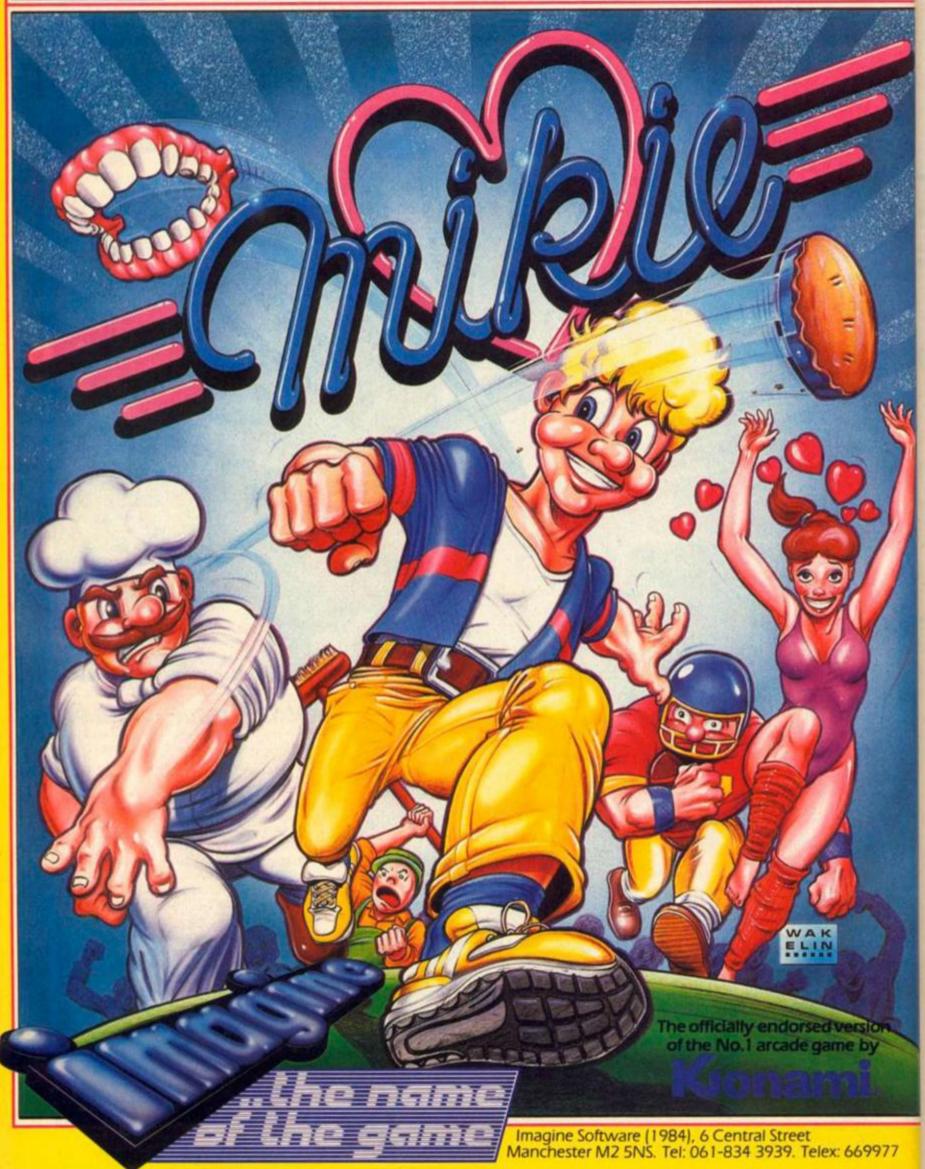
Robustly made, fun to use!

The lightpen is robust and comes complete with software on cassette which can be duplicated on to microdrive cassette. There is an instruction manual that's simple and easy to understand and an interface box for connection to your Spectrum computer. You can even write your own software for the Doodler if you wish.

To get your own Spectrum Doodler just send a cheque or postal order for £29.90 with the completed coupon. Free post and packing in LJK only.

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IMPROVE YOUR ZX LIFE!

SCREEN SCENE

Here's just a sample of YS
MegaBasic's awesome screen
handling abilities — we'd like to show
you the super smooth sprites, the way
windows can be panned and scrolled,
the fantastic fade effect but this paper
stuff just isn't up to it! So instead,
look at the range of different
character styles and sizes YS
MegaBasic provides!



200 PAPER 0: CLS 210 PAPER 2: INK 7:MODE_2,4:STI PPLE_255: PRINT AT 0,0;" YB MEG ABASIC ";

Set double-height, double-width size with fully inked characters.

220 PAPER 1:MODE_2,2: FOR I=0 T 0 2:FONT_I: PRINT "FONT ";I;" "; 1 FOR J=40 TO 96:VDU_J: NEXT J:

Return to normal size and use the FONT command to select between the three different fonts. VDU is a useful shorthand for PRINT CHRS.

230 PAPER 0:MODE_2,1: FOR I=1 T O 4: PRINT "64 column text 64 co lumn text 64 column text 64 colu mn text": NEXT I:MODE_2,2

Go into 64 column mode . . . great for adventures and other textual programs!

260 INK 2:SPRINT_0,96,2,2,"Big" 270 INK 3:SPRINT_72,96,3,3,"Big

Use the sized-print (SPRINT) command to generate huge letters.

280 INK 4: DOWN_9,62, "DOWNPRINT"

You can also print downwards — great for labelling graphics!

290 INK 6:SPRINT_0,114,1,6,"THI N" 300 INK 5:SPRINT_72,148,5,1,"WI

SPRINT again — this time by varying the X and Y magnification, the proportions of the printing can be changed — thin or fat, there's no problem.

310 PAPER 6: INK 2:MDDE_2,4:STI PPLE_170: PRINT AT 16,18; "STIPPL

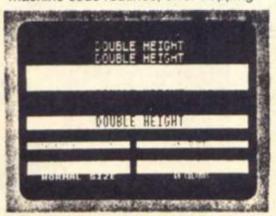
By using MODE 4 characters, you can create stipple effects — only certain pixels in the characters are inked. In this line, a stipple of 170 and the colours red and yellow create the effect of orange lettering!

999 LET AS=INKEYS: IF AS="" THE N GO TO 999 1000 FADE_INT (RND=127): GO TO 9

What does the fade command do? To find out, you're gonna need your own copy of YS MegaBasic! 64, 32 or 16 columns on each line as well as magnify characters and print down the screen. YS MegaBasic makes special effects really easy — you can manipulate colour independently of the graphics on screen and save sections of the screen display to and from memory.

YS MegaBasic provides software sprites — predefined graphic shapes that move smoothly by themselves while your program is running. Yes, you can write arcade games and animated programs in Basic! And because designing sprites can be a chore, the YS MegaBasic package includes a free Sprite Designer utility to make it easy!

Your programs are also neater and easier to maintain — MegaBasic provides REPEAT . . . UNTIL loops, named procedures, proper CALLs to machine code routines, error trapping



Here, YS MegaBasic is showing off its multifarious character sizes and fonts. Each window contains text in three different sizes: double height, normal height and that used for 64-columns; double height and standard text can be output in three different fonts.

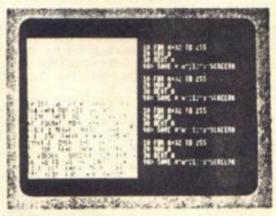
and, believe it or not, simple multitasking! You can set up a procedure which is called when each line of the program has been executed or you can use the MTASK command to alternate execution between two sections of the program.

And that's just a taste of YS

MegaBasic magic — there's more to
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gonna wish you had!

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The screen format for the input/output of YS MegaBasic. Three windows are provided for input, LISTing and RUNning programs; under software control, each window's size and purpose can be changed to suit individual requirements.

YS MEGABASIC PRIORITY ORDER FORM

YS MegaBasic is only available direct from the Your Sinclair Mail Order department. Simply fill in this coupon and mail it with your cheque or postal order to YS MEGABASIC OFFER, PO BOX 320, LONDON, N21 2NB.

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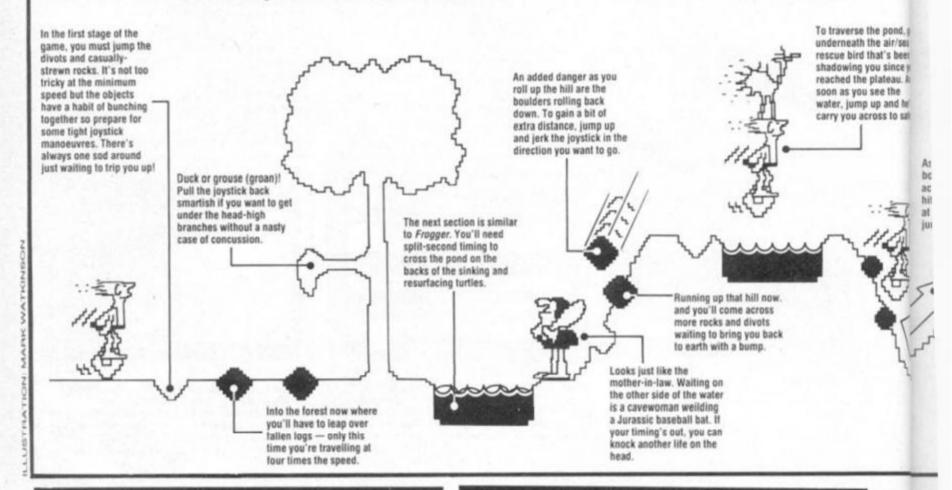
Please write neatly using block capitals — one of these is your return label! Please allow up to 28 days for delivery.

ROLLING STONE AGE

If you're on the look out for a simple, unsophisticated slice of arcade action, BC's Quest For Tires may be the game for you. Steve Malone gathers very little moss in his review of Software Project's new Neandertale!

Next time you get a puncture, don't blow your top. Just think what it must've been like One Million Years BD - Before Dunlop. You'll get some idea from playing BC's Quest For Tires, the prehistoric program from Software Projects. So, prepare for a distinctly bumpy ride.

The first thing that'll strike you about the game is that the graphics have a distinctly cartoonish feel about them.



★ SPECTRUM WORD-PROCESSOR ★

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Hardly surprising really as our stoneage superstar is the hero of Johnny Hart's BC newspaper comic strip. Here our hero sets out on his rolling stone to rescue his loved one, jumping and ducking according to the hazards that are thrown at him.

All in all this is a good, competently programmed arcade game. And it'll have you throwing the joystick around

air/sea

i's been

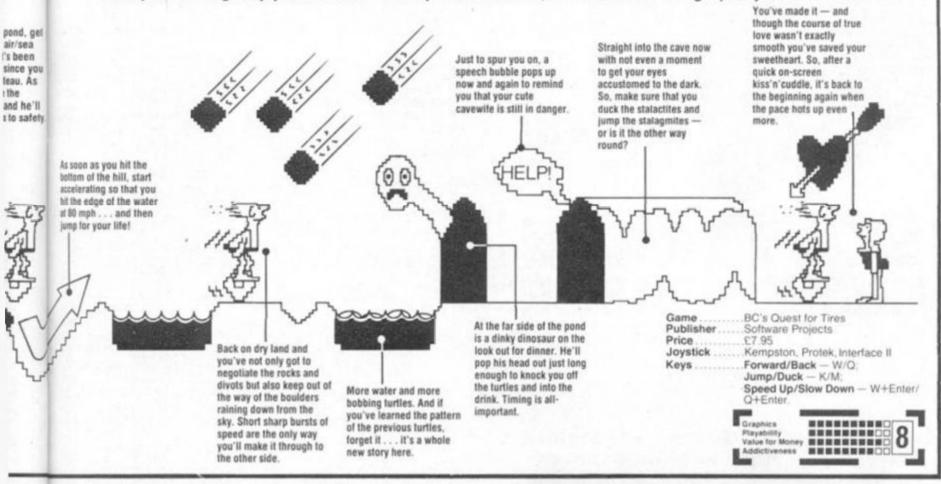
leau. As

+ the

the room with frustration as Thor the hero falls flat on his face for the umpteenth time.

Where the game falls down is in the fact that there's just not enough of it. Two days of frantic joystick-jiggling or keyboard bashing (and it's addictive enough to keep you at it that long!) will allow most of you to get to the end. And once you've cracked it, it's back to the beginning again - only this time it's just that bit faster. The only trouble is that once you've been in at the finish, it doesn't have quite the same air of mystery about it - and then it's on to racking up the points.

Having said all that, this is pure and unadulterated (no added colour, no preservatives) arcade action — and it's still got plenty of natural fizz!





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 and then save, continue, etc. This way you can load and continue a game from where you got last, poke infinite lives, customize programs *warm reset*- recover from a "crashed" computer (escape from infinite loops when the keyboard is inoperative, etc.) *save just a screen or leave out screen when saving a program
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MANUEL COMPANION

A very professional piece of programming easy to use excellent screen presentation error trapping & helpful prompts. If you're interested in music and own a computer then get it. ZX Computin

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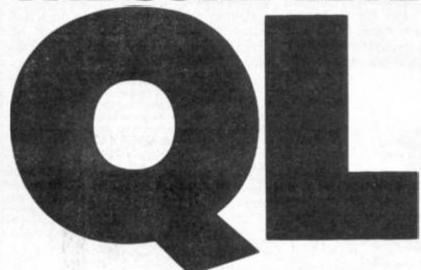
YS

STAR GAME PCN

'A WINNER' PCW

SINCLAIR QL

THE COMPLETE



SOFTWARE BUYERS GUIDE

At under £200, the QL has started to look a real bargain. If you've splashed out on one already or you're considering taking the plunge this Christmas, you'll want to know just how much software is available for the machine. The answer is still not much but things are starting to look up. Graham Rydout surveys the field.

THE LANGUAGE BARRIER

Very soon after its launch eighteen months ago, the QL was blessed with a wide range of languages and a couple of 68000 assemblers from Metacomco and Computer One. Now that range has been further complemented.

PUBLISHER	PRICE	RATING
Metacomco	£39.95	6
Metacomco	£89.95	9
Metacomco	£59.95	8
Metacomco	£59.95	8
Metacomco	£99.95	9
	Metacomco Metacomco Metacomco Metacomco	Metacomco £89.95 Metacomco £59.95 Metacomco £59.95

All of these come supplied with the Metacomco full screen editor that has now become the QL standard. So much so, in fact, that Metacomco have licensed it out to other companies for inclusion in their packages.

Assembler	Computer One	£29.95	7
Forth	Computer One	£39.95	8
Pascal	Computer One	£39.95	6
Assembler	GST (via Sinclair)	£39.95	9
Editor Assembler	Adder	£34.95	8
Gen QL Assembler	Hisoft	Coming Soon	

This list will give you an idea of the range of Assemblers and language packages available from companies other than Metacomco.

Mon QL (Microdrive)	HiSoft	£14.95	8	
Mon QL (EPROM)	HiSoft	€39.95	10) Tan
QL Monitor	Computer One	£24.95	9	

Monitor QJump

With only three disassembler/debuggers on the market, HiSoft comes out tops with MonQL on EPROM but the others are expected to follow suit shortly.

QL Monitor Digital Precision £18.05

This is a very simple package and suffers greatly from a severe lack of features — not one I'd recommend.

C Compiler GST £59.95

This isn't a complete implementation of the language but it's well suited to the beginner.

Supercharge (compiler) Digital Precision £59.95

I haven't yet seen the finished version of this compiler but it promises to be a product that everyone can make use of. It's written by Simon Goodwin of Zip compiler fame (take a look at *Your Spectrum* 3) and it claims to convert almost every SuperBasic program into fully multi-tasking 68008 code.

SuperBasic extension	QJump (via Sinclair)	£24.95	9	
SEE (EPROM)	HiSoft	£39.95	9	

Of these two SuperBasic extensions, QJump's leads the way but HiSoft's SEE has some very useful facilities. It gives the QL true windowing capabilities and as it's on ROM you don't have to keep loading it in.

Microdrive Toolkit	Compware	29.99	5	
Microdrive Toolkit (with source code)	Compware	£34.99	5	

The toolkits change the QL's microdrive commands into functions so that values can be returned and errors such as 'drive full' trapped.

Keydefine Psientific Software £9.95 10

This is a complete key redefinition package that'll let you use the redefined keys in almost every QL package. You could, for example, define the P key so that when you press it with the Caps Lock held down, the current document from within Quill could be saved and then printed. Freebie programs provided are a fast copier (a multi-tasking directory lister that lists directories from within other programs) and a printer spooler.

ICE (EPROM) Eidersoft £49.95 9

ICE (Icon Controlled Environment) gives the QL a full Icon based Desktop Manager and Front End to QDOS. It removes most mundane file handling tasks and I can thoroughly recommend it.

WD Utilities	WDSoftware	6	
(Microdrive)		£7.50	art con
(5%")		£10.00	
(31/2)	100	£12.00	

WD Utilities are a complete set of SuperBasic procedures providing a menu driven system to manoeuvre files.

And the second s		Water Street Company of the Company		
Cartridge Doctor	Talent	£14.95	- 9	

If you're frequently visited by the 'Bad or Changed Medium' error message, you'll welcome this program. It's a fully automatic set of routines to recover corrupted and deleted files.

-	The second secon	THE RESERVE AND ADDRESS OF THE PARTY OF THE	_
O Doctor	Adder	P14 95	5

If you prefer doing things the hard way, *Q Doctor* only allows you to load and edit sectors from the microdrive. Unfortunately, there are no similar products yet available for disk users.

GraphiQL		£34.95	6
M-Paint	Medic	£49.95	8
Paint Master	Shadow Games	£14.95	7
Tascopy	Tasman	£12.90	8
Sprite Generator	Digital Precision	£24 95	6

Graphic printers are a personal choice. GraphiQL suits highly detailed work but is extremely difficult to use. For dedicated artists only! M-Paint is a coloured clone of Apple's MacPaint. Simpler to use but a shade less accurate on detailed work. Least sophisticated of all, Paint Master is none the less the most appropriate for your average QL user. Its ability to compile a drawing into a SuperBasic program that then copies it makes it practical if you want simple illustrations within your program. All have simple screen dump programs but Tascopy copies all or part of the screen in a variety of shades. Sprite Generator does just that but it's a complex to use package that isn't worth the asking price.

DOWN TO BUSINESS

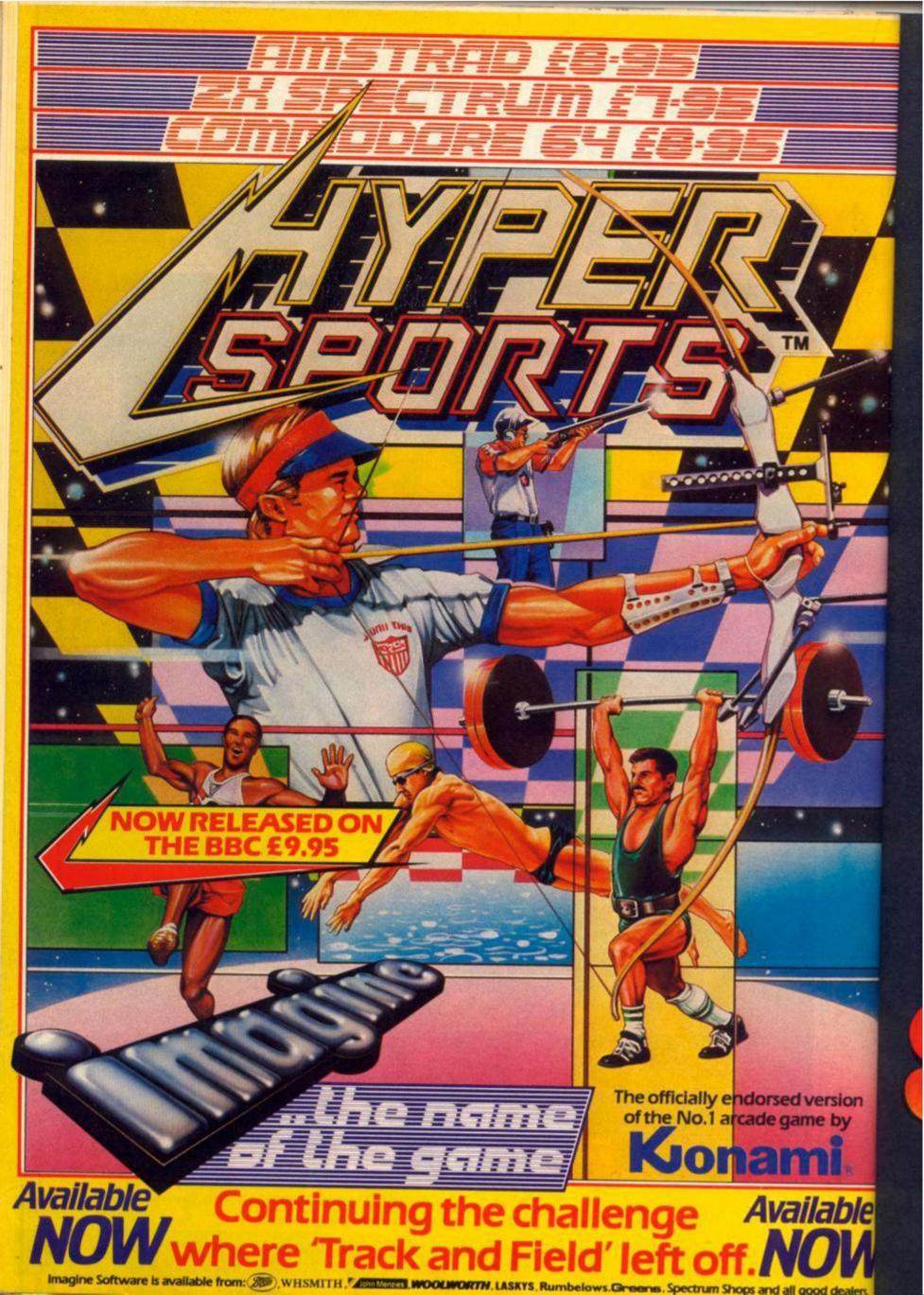
The high reputation of Archive, Abacus, Quill and Easel is based on their quality — it's not just that they come with the QL. Other companies haven't released similar packages because most people are happy with what they've got. Doubtless improvements could be made but I expect

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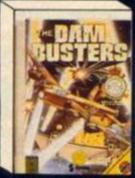
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petition to enter, a summary of how other magazines rate the new releases, game playing tips from our members, and one of our

reviewers sums up his personal favourites of

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Choose up to five titles from the selection shown. Enter them on the order form below, choose your free game, then fill in the payment details and your name

return you will receive your copy of "48K", followed shortly by the games you ordered. Hurry, though, the introductory offer expires 60 days from the publication date of this magazine.

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SINCLAIR QL

these'll come from Psion rather than an independent house.

TITLE	PUBLISHER	PRICE	RATING
Q-Spell	Eidersoft	£19.95	8

Pore spillars will welcome Q-Spell — a full-spec spelling checker for Quill. But be warned! Extra memory's needed to check your document with Quill still in memory.

Home Finance	Buzzz (via Sinclair)	£24.95	8
Self Employed and Cash trader	Quest	£69.95	7
Small business and Accounts	Sagesoft	£89.95	8
Payroll	TR		8

Of the accounting packages aimed at home users *Smallbusiness* is the most professional. It has Integrated Purchase, Sales, and Nominal Ledgers. Transferred from the IBM PC it just goes to show that the QL can compete in the business world. *Payroll* provides a perfect complement and deals with data for up to 75 employees.

Decision Maker	Triptych	£39.95	8	
Entrepreneur	Triptych	£39.95	8	
Project Planner	Triptych	£39.95	8	

The Triptych products help solve various problems and educate you in the process.

Equate	130 - 1			Ī
(Microdrive and disk)	Flite	£39.95	7	

For mathematicians, *Equate* can solve most problems — polynomial, linear, simultaneous equations, differentiation, integration, curve fitting and various graphical problems.

QL Gardener	Gordian Computing		
	Services	£24.95	

QL Gardener is a database with information on over 1100 plants. Just a shame that the package won't dig or even weed your garden for you!

QL ADVENTURES

When you consider the QL's large memory and excellent graphics you'd expect plenty of adventures. But only three quality games exist, and they're all text only.

TITLE	PUBLISHER	PRICE	RATING
Lost Kingdom of Zkul	Talent	£19.95	8
West	Talent	£19.95	6
The Pawn	Magnetic Scroll coming soon		10

The Talents were released early on in the QL's history and they're still looking good. Zkul is based on the popular Dungeons and Dragons format and plays very well. West is set in the desert wilds — complete with menacing Indians. Few reservations about this one! The Pawn is extremely high quality, similar to that of the Level 9 adventures. It's set in the magical world of Kerovnia during a period of social upheaval and includes a very complex command interpreter that can understand commands as complex as "Get all except the cases but not the violin case then kill the man eating shrew with the contents of the violin case. Remove the shrew's tail and use it to tie the pole and the noose together!" See what I mean? This game's by far the QL's best adventure yet.

A WINNING STRATEGY

Area Radar Controller Shadow Games

Reversi

If you compare this list of strategy games for the QL with the selection for the Speccy, it looks pretty paltry. Still, there are some good 'uns here.

TITLE	PUBLISHER	PRICE	RATING
Chess	Psion	£19.95	9

Computer chess takes on a new dimension with a full 3D board display that makes impressive use of the QL's graphics.

Match Point	Psion	£14.95	9

Match Point is converted from the Spectrum and improved graphics make the game more playable.

This is a very poor aircraft control simulation written in SuperBasic.				
Bridge Player	CP Software	£14.95	5	
Backgammon	Digital Precision	£12.95	5	

Aimed at novices, Bridge Player and Backgammon are of little value to the experienced. Coming soon is Reversi — a full version of Othello.

Games of Skill

The second secon		THE RESIDENCE OF THE PARTY OF T	_
Cosmos	Talent	£14.95	7

Patrick Moores, stand by your QLs. This is an astronomy package that allows you to display star and solar patterns as seen from any place on Earth at any point in time. From the star map you can choose any star with the cursor to find out extra data.

ARCADE ACTION

This list of arcade games for the QL may produce a snigger from Speccy owners — it doesn't exactly rival the selection on offer to them. Still, it's growing all the time!

TITLE	PUBLISHER	PRICE	RATING
QL Cavern	JMF (via Sinclair)	£12.95	7
A massive 50 screen	Jet Set Willy clone with	395 gems to d	collect. Good value.

A massive 50 screen Jet Set Willy clone with 395 gems to collect. Good value, with a good many improvements over the standard platform game.

Meteor Storm	Arrakia		NO.	
	(via Sinclair)	£12.95	4	

A bog standard version of Asteroids.

Booty	Firebird	£9.95	(Coming Soon)
A laste and day	a standa on the Orean	that salls for CO F	O Milesendeline

A locks and doors classic on the Speccy that sells for £2.50. Microdrive problems push up the price on the QL. Looks impressive!

EVA	Westway	£12.95	9

A Jetpack-style game with very large sprite graphics. The most annoying feature is the almost continuous sound.

Star Guard	Shadow Games	£14.95	5
Galactic Invaders	Shadow Games	BELLEVIS	5

Shadow Games range from the reasonable to the pathetic. This pair come on the one cartridge and are just copies of Arcadia/Invaders.

Night Nurse	Shadow Games	£12.95	3

This uses Digital Precision's Sprite Package (see The Language Barrier) and it just goes to show that commercial games cannot be produced with it. Shame.

Quazimodo	Shadow Games	£12.95	7.

Reasonable I suppose, very colourful and should satisfy if this is your thing. I'd back it!

Space Paranoids	Shadow Games	£12.95	4	
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Zapper	Eidersoft	£10.95	6

Similar theme to Paranoids but slightly better value.

Master Blaster	Compugem	£9.95	8
F 11 1 1			

Excellent shoot 'em up that puts the rest to shame. Very smooth animated graphics and a wide range of aliens.

Cuthbert In Space	Microdeal	£14.95	7
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Microdeal has a very varied quality range. Cuthberf's aimed at the younger game's player and the hidden strategic elements make it more than a quick shoot out.

Lands of Havoc	Microdeal	£19.95	8
	00		

A well packaged 2,000 screen arcade that plays very well but could've made better use of colour.

Crazy Painter	Microdeal	£12.95	8	
You can hardly call	this an Arcade copy	— it's so different	. Crazeee!	
Hopper	Microdeal	£14.95	7	

Standard version of Frogger — as good as any. 'Bout time it hopped it.

QL Flight	Microdeal	£19.95	(Coming Soon)
-----------	-----------	--------	---------------

A flight simulator that's due for release soon.

Hyperdrive	English	Softwar	e £14.95	8	
The OI 'e official	Pole Position -	rather	lisannointing co	neidering what	coul

The QL's official Pole Position — rather disappointing considering what could've been achieved. It's on a par with the Spectrum version.

LET US KNOW...

(Coming Soon)

We've tried to make this guide as comprehensive as possible but a list like this can never truly be complete. If you own a piece of software, or if you produce one, that's not included here, tell us about it and we'll pass the info on to Your Sinclair's software hungry QL readers. The address to write to is Your Sinclair, 14 Rathbone Place, London W1P 1DE.

it of a turn up for the books this - two new Speccy wordpros both claiming to be so good, users will junk their faithful Taswords and pay out for the upgrade. Tasword has been the top Speccy word processor since it came out and, since it's given away in the Sinclair microdrive kits, most microdrive owners already have a copy. But Tasword is far from perfect - it operates at near comatose speeds and simple things like inserting text are quite awkward! So the opportunity to do something better has always been there and Softechnics and OCP's challengers have been a long time com-

THE WRITE APROACH

Let's look at *The Writer* first, simply because I like talking about well written, professional programs — and this is, quite simply, one of the most professionally produced business programs ever to load into a Spectrum. *The Writer's* writer has taken a serious look at wordpros on business micros and brought a lot of their features and style to the Spectrum. In particular, it owes a lot to the number one wordprocessor in the world — *WordStar*, a long-running package, for CP/M and MS DOS micros, that'll set you back more than the price of a Spectrum with Interface 1 and two microdrives!

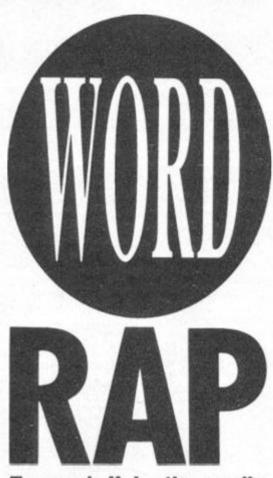
The Writer uses a quite pleasant 64 column display with a status line at the top which tells you your document name, the page, line and column you're on, the state of the Speccy's shift keys and whether you're in insert or overtype mode. Underneath this is a 'ruler line' showing the current margins and tab stops. As you enter text, it's formatted according to your current settings — justified, centred or whatever. If you edit a paragraph, it'll remain untidy until you use the reform key (Symbol-Shift/Y) to replay it out according to the current settings. If that ain't straight out of WordStar, what is?

While most common editing commands are on Symbol-Shift and Extend mode keys, all the complex editing functions are called up by pressing EDIT. A menu appears at the top line and you can move a little arrow using the cursor keys to select the item you want. A 'dialog box' will pop up over your text where you can choose the commands you want or enter new settings using the little arrow and the Enter key. This system is a doddle — you nardly need the complete help screens that can be called up off microdrive while you're editing! However, once you know the package, there's no quick way to execute these commands. The little arrow always reappears where it was last time you finished with a menu, so you spend a lot of your time driving it around the screen

All these programs have around 20K free for text — about 3000 words. The Writer manages to keep its speed up admirably with all but the longest documents. One nice touch is a proper keyboard buffer — the Speccy remembers your keystrokes even while the program is busy so it doesn't matter if things slow down a bit.

PRINTS AND THE ROYAL MAIL

But The Writer really gets good when you come to print your documents. It offers a



Tasword II is the undisputed king of Speccy wordprocessing. Now it's got serious rivals courtesy of Softechnic's The Writer and OCP's Word Manager. Max Phillips tries the challengers ...

superb mail-merge facility - you can generate personalised mailshots by combining a form document with names, addresses or whatever held in a data file. For example, you could mail all the members of your club with a standard letter that begins Dear what-ever-your-name-is, and so on. The Writer lets you SET variables in the document so that, for example, you only have to enter today's date and all the letters will have the current date on them. You can do calculations so that, say, each letter you send has the correct charges at the bottom depending on which items each person in the data file has ordered. Finally, you can do 'conditional printing' so that certain sections of text only appear if certain conditions are true - you could use this, for example, to add to a warning paragraph onto letters for club members who haven't paid their subs.

This kind of powerful word processing

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Word Manager has no on-screen info except for the formatting markers in the left margin. The character set isn't exactly beautiful either . . . is an everyday thing in business computing but since there aren't many officebound Speccys, its appeal will be limited to people with such pastimes as running a business from home, running a club and so on. More useful for most of us is true background printing — you can continue to work (at full speed) while printing out a finished document.

The Writer also has a communication program to allow files to be moved between tape, microdrive and other computers connected to Interface 1 RS232. The files can be in The Writer format, plain ASCII text or in WordStarformat. This'll let you move documents between other word processors and micros. Unfortunately, the program is more awkward to use than The Writer and the so-called 'WordStar compatible' option is a bit of a con.

Although it handles the basic conversion, it doesn't translate WordStar formatting information such as page breaks and underlining into the relevant The Writer codes. And if you follow Softechnics's manual and use CP/M's PIP program to send the WordStar file to the Speccy, you can get the conversion done anyway by adding [Z to the PIP command (read your manuals guys!). Going the other way, The Writer sends the wrong sort of carriage returns to the WordStar machine. So, either way, you've got to reedit the file once it's been transmitted. You might as well do the job yourself using ordinary microdrive commands -Writer is about as WordStar compatible as Tasword and Word Manager!

The other utility you get is a program to convert *Tasword II* files to *The Writer* format — it's about as awkward as the communication program although it does do its job.

The Writer is damn impressive — our pre-release version shows only one serious bug — if you hold the down arrow down all the way to the end of the document and keep it down, the keyboard buffer packs up and you'll have to switch off. There are others — try replacing 'a' with 'aaaaa' — but nothing you can't work around. However, for all its features, it has one major flaw — you can't alter the line spacing of your text! Softechnics swears blind that you'll be able to before it's released — so it might be a while before it hits the streets!

THE LAST WORD?

Meanwhile, OCP must be kicking itself over Word Manager. True, it has some welcome features — it's the only one of the three that doesn't seem to slow down at all with very long documents and there's a word count and a 'swap words

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The Writer uses pop-up 'dialog boxes' for more editing operations. These are very easy to use at first but get tiring once you know what you're doing.

over' command. But, even ignoring the bugs in the review version, it just doesn't compare with Softechnics's offering. It gets off to a bad start with a poorly designed 64 column character set and a flaky keyboard reading routine. There's no on-screen info apart from symbols in the left margin which indicate the formatting of the text on that line - although the border changes when you set Caps Lock or whatever. Unlike The Writer, which gracefully scrolls sideways to show you lines up to 127 characters in length, Word Manager wraps long lines round onto the screen, making the first 64 characters brighter than the rest of the line. Yuk!

All the commands are either the top key row (there's a Figs Lock so you don't have to hold Caps Shift down to use the cursor keys and so on), Symbol-Shift keys or Extend Mode keys. Their layout is confusing and you have to leave your text and return to the main menu to see the help screens! Word Manager's menus are fussy about capital and lower case letters even though you can't tell if Caps Lock is on or off and so on.

Text formatting is peculiar to say the least - paragraphs aren't formatted until you press Return at the end. To reformat after editing, you have to reformat the whole document from the main menu. If you don't want particular bits reformatted, you have to enter 'T' at the start of the paragraph you want left alone before you 'justify' the text. And while we're talking about silly things, the word count is only reliable if you first 'de-justify' the text from the menu, look at the word count and then 'justify' it again!

When it comes to printing, Word Manager can manage page numbers but not headers and footers like WordStar. There's a limited mail-merger option that works with OCP's Mailing List Manager and Address Manager. You can also 'slow print' text while you're editing another document. This will only work if you're printing a short document (it's kept in memory along with whatever else you're working on) although it failed to work at all on our version.

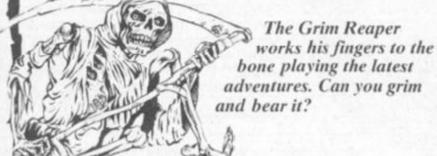
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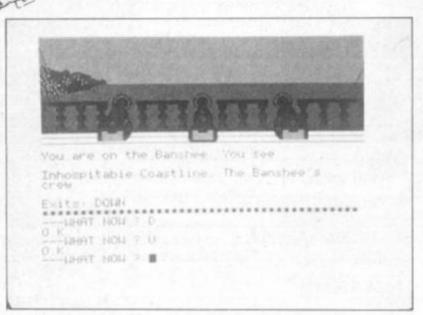
The best thing about these two new packages is seeing properly presented business programs on the Speccy. Both of them have all the basic facilities of real word processors and, like Tasword, can be installed for virtually any interface/ printer combination. Both have proper length manuals although the copies we saw needed a fair bit of work before they were easy to read and use. If anything, the only thing that lets them down is that they've not been completely designed from the point of view of being easy and quick to use in anger. The Writer is very good but it isn't quite there yet!

When it comes to choosing, I've no doubt that The Writer will take over from Tasword as the best Speccy wordpro. Indeed, some of you old Tasworders should wander down to your dealer and take it for a test drive. However, since it needs a bit of sorting out, it may be a while before you have the opportunity. Word Manager has little appeal in comparison unless you already use OCP's database products. So, sorry about the claims guys, but for the meantime at least, Tasword II is King!

BIG THREE	Tasword II	The Writer	Word Manager
	Tasman Software	Softechnics	OCP Manager
	(0532) 438301	01-240 1422	(0753) 888866
Tape	£13.90	£12.95	£12.95
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Right tabs		•	
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YSADVENTURES





SEAS OF BLOOD

Adventure International/ £9.95

Yessir! Seas Of Blood is just the sort of thing a deprayed, bloodthirsty cavalier like myself is looking for! When you get this one slotted into your tape deck, the first thing that comes up on the screen is 'found blood!' More! Give us more!

And more you'll certainly get. Forget the goody-goody nonsense, and get stuck into this meganumber from Messrs Livingston and Jackson of Fighting Fantasy book fame. You take the part of a vile, blood-spilling pirate who has nothing better to do than sail the Inland Sea getting into scrapes and pinching other people's riches.

You start off on board your good ship the Banshee with your evil smelling crew. You must 'Sail North' (or 'South', or wherever the fancy takes you) until you come across a port or another ship. You'll have more fun meeting a ship, though, 'cos it's tally ho and into the fray!

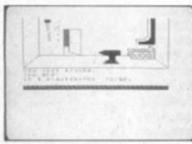
The combat routines are great fun and quite similar to those used in the original books. Whenever you encounter the enemy, two sets of die (one for you and one for the opposition) start spinning on the screen to determine the outcome. After a few throws one or other of you will end up as food for the sharks!

When you come across a port, you can 'Go ashore' or 'Go (name of port)' and engage the natives in a battle of the die, or should that be a battle to the death? At the start of the game most of them give up without much of a struggle, but later on you'll find they're very unwilling to give up their gold!

As far as the pics and descriptions are concerned, this game's pretty standard Adventure International fare. It's programmed by Gremlin's Mike Woodroffe and Brian Howarth and looks very similar to their earlier creations — Robin Of Sherwood in particular. Remember how you found your way around Sherwood Forest by keeping a close eye on the display? Well, you can do the same thing here, should you find yourself lost in the inevitable jungle.

The trouble with this game though, is that it ignores everything it doesn't understand — that wouldn't be too bad, but it also ignores some things that it does understand! For example, if you type 'Wear helmet' (and you haven't picked it up), the program replies 'You can't do that yet', so you 'Get helmet' and then find that 'Wear helmet' is ignored! If you check the inventory you'll find you're actually wearing it.

This is a real bloodthirsty megaromp that no pirate should be without. The blurb claims 300 graphic locations but a lot of these are just stretches of empty ocean. By the way — you certainly ain't gonna find it easy to map. Stick to the shore till you've found your way about. Stick to this game me hearties and you'll have a ho, ho, ho and a bundle of fun.



QUEST FOR THE HOLY GRAIL

Mastertronic/£1.99
Hmmmm! Haven't I seen this game somewhere before? Wasn't it back in 1905 or thereabouts?
Well, at least it'll probably be cheaper now it's being distributed by Mastertronic.

Cheaper it may be but good it's not. It's full of naff jokes and everytime you make a move you're a gonner. I mean, what's so funny about being cut off in your prime by being shot at with great green lumps of snot! Ugh!

You play the part of Sir Tappin who's in search of the Holy Grail but I reckon you'll soon get tired of tappin' those keys. The graphics aren't that hot either, and they're even the same for different locations occasionally.

It'll take you ages to get anywhere in the game 'cos the program kills you off at every opportunity. Still, it is cheap. Perhaps that's all that matters ... perhaps!

RUNESTONE

Firebird/£7.50

Runestone's a Lords Of Midnight clone — it's got sleepless nights and aching fingers written all over it. In some respects it's better than its predecessor in others it's not.

What about the story? Yes, you guessed it — nasty ores are marching down from the north (they always come down from the north) and knocking the stuffing out of the friendly, heroic folk they come across. As usual, there's a mega-nasty looming in the background called Kodimir and you've got to get out there and give him what for!

You control three heroes, an elf called Eliador, Rorthron — oops! sorry, I mean Greymarel the wizard and a warrior called Morval. These three must sally forth and discover the Runestone, a mystical gem that'll help you to destroy the evil Kodimir.

Know what I mean when I say it's a Lords Of Midnight clone? But although Runestone only allows you to control three characters it does offer you all the usual text input facilities you'd expect from a rip-roaring adventure.

While you're busy typing in commands like 'Tell Skrimnal to get lost', something you'll want to do pretty often, 'cos he's a right pain in the hauberk, the graphics will depict the landscape in the direction you're facing. You can only move in four directions, though, but at least the movements are smooth.

The piccies aren't as pretty as Mike Singelton's ones but they do the trick, and, if you want to treasure them forever you can always use the COPY command to dump them to your ZX printer. That's if you haven't already donated it to the local museum.

You can even have a quick natter with the characters and better than that you can give 'em a poke in the eye. There are some great combat sequences and you'll have even more fun if you rush on in there without a weapon. I had a great round of fisticuffs with Skrimnal the Sly, who deserved everything he got!

All this and you can cast spells!

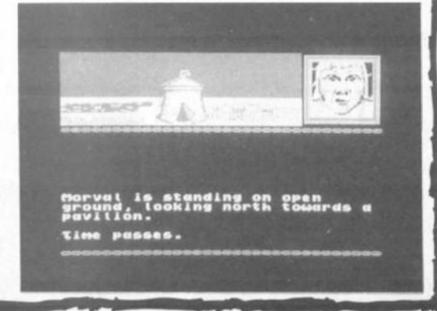
Or rather Greymarel can. One slight problem — he forgets the spells at the start of the game.

Maybe a quick box round the lunbole will joe his memory!

lughole will jog his memory!

There ain't no doubt about it,

Runestone's a smasher — you'll
get to plaster a load of nasties and
see the countryside. That can't be
bad for only £7.50.



48K SINCLAIR SPECTRUM



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NEVER-ENDING STORY

'Tis a dark and stormy night and all around is gloomy as you curl up to read your copy of YS. Strange things begin to happen when suddenly you're plunged into a world where . . . Read on and leave the real world behind.



ending success that grew from a best-selling book into a blockbusfilm ter finally Ocean's adventure. And what a mega-game it is too - it loads in four separate parts, has windowgraphics, over a hundred locations, and some very strange characters. Our epic hero spends his time hid-

ing away in the attic. Well, wouldn't you if your parents christened you Bastian Balthazar Bux. But Bastian doesn't just run away and hide up - he skips off to another universe. There he finds Fantasia, a world facing extinction. Predictably, the job sorting out the mess falls to him . .

he Never Ending Story is the never

and

into

latest

Thing is, bits of Fantasia keep disappearing, swallowed by 'The All Consuming Nothing'. At the start, a lad from the plains, Atreyu, is chosen by his people to dash off and face all manner of danger and devilry in the search for someone who can save the world. That someone, of course, is Bastian, sitting in his attic reading all about Fantasia and its inhabitants. How Atreyu manages to track him down is up to you.

The display is one of the game's main attractions. On loading, a horizontal format picture of a vast plain beneath an evening sky appears across the top of the screen. Other images, such as little illustrations of what you're carrying and cameo pictures of your location, flash on and

off against this backdrop. Every so often, you're treated to a snap-shot of Bastian in his attic, reading his Fantasia book.

And if you're wondering what The Fantasians look like, well, take a look at their piccies on the screen. There are plenty of them - some



Your faithful but heavy-footed steed. He's waiting patiently in Atreyu's home village. But you might as well leave him where he is if you're planning a trip to the swamps.

pretty weird! You'll encounter rockbiter, Teenweeny, and Nighthob at the start but they'll promptly disappear for the duration of the first episode. There're also Gnomes, Giant Tortoises, and Sphinxes not to mention your faithful steeds, Artax and Falkor the Luckdragon. All the characters have a significant game role, though you won't get much chance to talk to them.

Mind you, the lack of an 'Examine' option is a far more serious loss. Even if everything you carry is illustrated, attribute problems and limited graphics resolution make some things unrecognisable it'd certainly help if you could call up descriptions of the more obscure objects.

This drawback apart, the game's well designed and gets the best from the words it does understand. The responses are helpful, specifying





Morla squats in the heart of the swamp country, a cross between a tortoise and Mount Everest. He's a slow coach so you won't really find him that useful - still, he taught us a lot! Pay him a visit and he'll pass you a hint too.

FALKOR THE LUCKDRAGON



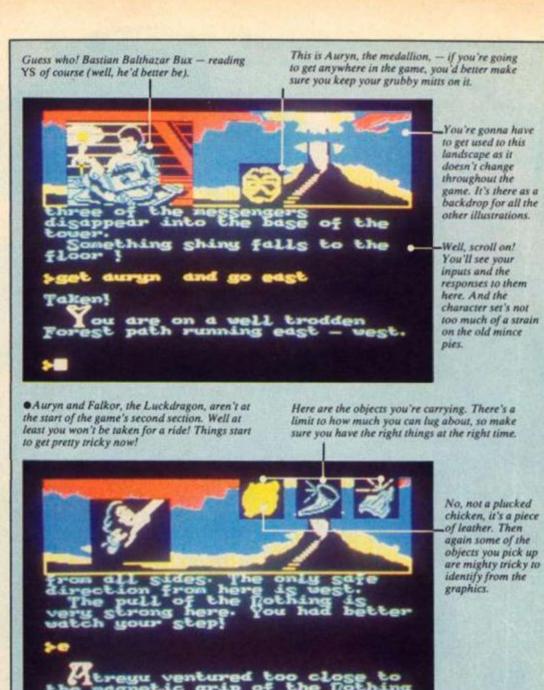
You won't get far without him. He looks like a giant Irish Setter, but can whisk you away into the wild blue yonder. He's an absolute must for getting across otherwise impassable locations.

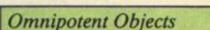
any unacceptable words rather than just saying 'You can't do that'. You won't need to enter anything complex to solve the puzzle either — though that doesn't mean they're easy. You'll find yourself having to tie objects and problems together that occur at quite distant locations. This exercises the fingers as well as the brain cells!

Never Ending Story's opening puzzles me — it's just so easy! You're unlikely to die unless you're dogged with real bad luck. Don't be put off, though. As time goes by you'll find yourself more and more up against it. Spook City, for example, has death waiting around every corner, so make sure you save the game at every opportunity — unless you want to keep going back to square one!

This is definitely a hot-shot Christmas bonus if you're tired of sitting in the attic all day!







spends his time peering through a

telescope at the Southern Oracle -

perhaps she sunbathes topless or

Without giving too much away, here's a quick guide to some of the objects you'll need if you're going to save Fantasia and escape from the attic.

Take a breather — you've had a nasty shock luckily the game halts the display and waits for you to recover. Just press Shift to continue.

Game The Never-Ending Story

Publisher Ocea



something!

Auryn. This silver and gold medallion symbolises the lifeenergy of Fantasia. You'll stumble across it right at the beginning of the game, which is just as well as you'll need it to command Falkor the Luckdragon.



Horn. Another
essential item and
again it's a doddle to
discover it. Give it a
good blow, but try not
to get carried away —
think of the
neighbours!



Fax Box

Crystal. Engynook the Gnome badly wants one for his telescope but don't expect to find it lying around in the open.



Leather. You'll spend quite a while wondering what this is for. You can't wear it, cut it, or do anything exciting with it.



you weren't warned.

Atmosphere Ingenuity

Size Facto

Help! This is what happens if you get too close to the All Consuming Nothing! Now don't say

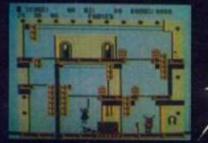
Ancient Book. Some objects aren't in themselves useful but can still help solve other puzzles. The book tells you how to enter the Ivory Tower—though with a little bit of brain-power you could figure it out for yourself.



Apple. Well? Should you eat it with all that talk of poisoned apples? One thing's certain — you won't get a good nights sleep until you find out!







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I am Beath - in all your adventures I am with you.

I am there when you come to a dead end - and when someone deals you a death blow. For a while I shall help you but you must send me your hints and tips. Ask the postman to put them under Death's Door, QS, 14 Rathbone Place, London WIP IDE. Prepare to meet thy doom!

DEATH SENTENCE...

How long does it take you to crack an adventure? And just how much truth is there in the blurb on the cassette inlays that says things like, 'This adventure could take you months to solve!' and 'A year's worth of entertainment for only £15!"? Well, Martin Mulrany of Grangemouth writes in to say, "I'd just like to comment on your statement in Your Spectrum 20 about Graeme Smith completing Red Moon in only one week record for Level 9 adventures'. I completed Lords Of Time in well under a week after its release!" Hmmm ... so, what's your quickest completion time on a game? And did you feel cheated when you'd done it?

Talking of the shortest time that you've ever completed an adventure in, write in and tell me just how many you've finished. Are you up there with John and Patricia Black who've completed no less than twenty on their overheated Speccy - including Robin of Sherwood and Valkyrie 17, one of my all-time faves. Or perhaps like last month's El Supremo, John Wilson of Rochdale, you find it easier to tot up the games you haven't yet completed! Are there any games you get stuck on, John?

Following last month's shenanigans with the characters from Sherlock, David Graham has spotted some very odd goings on in the game. He writes, "I was in Basil's house in Leatherhead, I opened the safe in the presence of Chief Inspector Straker and Doctor Watson. I'd brought them along as a safeguard 'cos the last time I tried it alone Basil shot me. This time he still shot me - with a policeman present! Now who in his right mind would shoot someone if he was trying to prove that he didn't kill Mrs Jones or Mrs Brown. It's all a bit strange, methinks!" Methinks so too. And how many of you have one of the early versions of the game in which Dr Watson got a trifle overchummy with Holmes and kept sitting on top of him.

Mind you, if you think that's bad what about the infamous bug that appeared in *Legion*, a game from Software Projects. It was in this immortal classic that you could go UP but you couldn't get back DOWN again. When I rang the company for help all I heard on the end of the line was a

scream of despair followed by some very Ancient Celtic incantations — none of them over four letters!

A SNOWBALL'S CHANCE

The illustrious Harvey Lodder has written in with umpteen clues but we'll start with his tip on Snowball. To put out the fire in the control room, he says, you need the fire extinguisher from the snowplough. And if you're in trouble with the sharks in Waxworks, just try SWIM — sounds easy, doesn't it? (Sounds flippin' obvious! Ed)

Gregory Timmis is crying out for help with Sherlock so look him up in the list and drop him a life-line. Even better if you're incarcerated in the Goblin's Dungeon in The Hobbit as he'll be able to help you. That must surely be one of the biggest prisons in the world if you can judge by the number of people still stuck there. Well, for all those of you doing porridge, Greg has your free pardon. Before you go, try breaking the trapdoor that you'll find underneath the sand. If you enter Break Trapdoor and then press Symbol/Shift 2 repeatedly, you'll be presented with Thrain's Key that unlocks the

side door in the Lonely Mountain.

Calling Spidermen everywhere

— Stuart Galt'll get you out of a sticky situation. Try ripping the picture in the penthouse and taking the paper. Then take the exotic chemicals, go to the lab and MAKE WEB. Then use the web to stop the fan.

Alexander Kruczkowski has some very bizarre clues for Erik The Viking — buy the tabby cat for 2oz of gold/silver then tie the bell to it, open the slab door and cut the beard with the clippers. Hmmm, come back Monty Python, all is forgiven!

Finally, when you come to scour the lists of names, pay special attention to poor old K R Hill — he's stuck fast in Wrath Of Magra. Now I rate this game but we never seem to receive any letters about it. Is there anyone out there who's been playing it and would like to spill the beans? Just drop me a parchment at Your Sinclair, 14 Rathbone Place, London WIP IDE.

KINGS OF THE CASTLE...

Knight's Quest, Planet of Death, Magic Castle Christer Andersen, Rorlokken 49, 2730 Herley, Denmark

Final Mission, Mountains Of Ket, Temple Of Vran, The Castle, The Prisoner, Tower Of Despair, Twin Kingdom Valley James Wilson, 26 SpotlandTops, Cutgate, Rochdale, Lancashire, OL.12 7NX

System 15000, The Hobbit, Snowball, Inca Curse, Waxworks, Urban Upstart, Super Spy, Espionage Island, Planet of Death, Velnors Lair and many more Harvey Lodder, 35 Shelley Avenue, Bullbrook, Bracknell, Berkshire, RG12 2RP Inca Curse, The Thompson Twins Adventure Toby Blake, 25 Holm Park, Inverness, Scotland, IV2 4XT

Final Mission, Temple Of Vran, Planes Of Death, Kentilla, Sherlock, The Hobbit, Urban Upstars, Valhalla, Subsunk, Golden Apple and many more John and Patricia Black, 137 Legabory Court, Craigavon, N Ireland, BT65 5DF

Planet Of Death, Spiderman, Gremlins, Pyjamarama, The Hobbit, Sherlock Stuart Galt, Tigh-Na-Creag, Pier Road, Rhu, Dumbartonshire, G84 8LH

ON THEIR DEATH BEDS...

Spiderman — Help!! Christer Andersen, Rorlokken 49, 2730 Herley, Denmark

Eureka— How do I get the hollow log out of the swamp without being trodden on? Exik The Viking— any help appreciated C Southouse, 32 Chestnut Drive, Polegate, East Sussex, BN26 5AN

Final Mission — 1 would welcome any help and advice.

Carl Barker, The Post House, Sparsholt, Winchester, Hants, SO21 2NR

Quest — How do I get in the castle? Simply Desperate G A Tillins, 15 Gloucester Road, RAF Wyton, Huntingdon, Cambs, PE17 2HD

Sherlock — How do I get past Tricia's door and get to Old Mill Road? David Walton, 22 Green Lane, Lower Kingswood, Tadworth, Surrey, KT20 6TB

Mission 1, Project Volcano — How do I get past the droid in the lift on floor 1? Michael Williams, 15 Hardwick Ave, Chepstow, Gwent, NP6 5DJ

Ship Of Doom, Valhalls — Helppppp111 Benjamin Ellis, 7 Wallace Street, Dumbarton, Scotland, G82 1HH

Hunt For The Sun God — I can't cross the river or enter the temple.

Andrew Melvin, 44 The Causeway, Burwell, CRS 61741.

Spiderman — How do you clear the mist, Kill Electro, and take the gem from Sandman? Edgar Wright, 40 Southover, Wells, Somerset, BA5 1UH

Heroes Of Karn — Too many questions to peint! Andrew Gordon, 5 Cairnlee Terrace, Beildside, Aberdeen, Scotland, AB1 9DE

Kentilla — How do I get into Tylons Castle. What use is the Conch? A N Manson, 13 Riselaw Terrace, Edinburgh, EH10 6HW

El Dorado — Any help appreciated. Stephen Martin, 21 India Drive, Inchinnan. Renfrew, PA4 9LF.

Final Mission — I can't pass the guardians of gates 2 or 4.

Andrew McCubbin, 3 Kenilworth Drive, Airdire, Lanarkshire, Scotland, ML6 7EY

Mordon's Quest, Eureka — Any help appreciated. Susan Kinsey, 14 Kensal House, Ladbroke Grove, London, W10

Urban Upstarr – I cannot get in the Town Hall, and what do I do when Γm in there? Alan Pitt, Church View, Ormesby St. Margaret, Gt. Yarmouth, Norfolk, NR29 3P2

Spiderman — I can't get Mysterio John James, 41C Barras Lanc, Spoon End, Coventry, CV1 3BU

Twin Kingdom Valley — Lost in the little twisty passages. Stewart Robinson, 184 Nuncargate Road, Kirkby-in-Ashfield, Notts, NG17 9EA

Hampstead — I keep getting mugged. Mr G A Harris, 11 Woburn Drive, Hale, Altrincham, Cheshire, WA15 8LZ.

Eureka — Help, help, help, help!!! James Webb, 21 Ballycraggan, Puckane, Co Tipperary, Ireland

Hampstead, The Planet of Death — Any help appreciated with Lord Fish and the Forcefield.

Toby Blake, 25 Holm Park, Inverness, Scotland, IV2 4XT

The Fourth Protocol — Cannot answer Plumb's questions correctly. Clive Lemon, 14 Greenfield Close, The Mount, Liphook, Hampshire, GU30 7QF

The Hobbit — Stuck in the Goblin's Dungeon. Christopher Coventy. 28 Woodlea Close, Bromborough, Wirral, L62 6DL.

The Hobbit — How do I Kill the Dragon? Richard Weeber, 20 Barry Close, Chadwell-St-Mary, Grayx, Essex, RM16 4SU

The Wrath of Magra — How do I get out of the Valley (stage 1)[†] K R Hill. 1 Lake Cottages, Lake Lane, Barnham, W Sussex, PO22 0AJ

Sherlock — How do I stop Lestrade arresting the Major? David Graham, 34 Maryfell, Sedbergh, Cumbria, LA10 5AW

Sherlock — Can't get to Old Mill Road. Gregory Timmis, 129 Sunnycroft, Burton, Stoke-on-Trent, ST3 4BB

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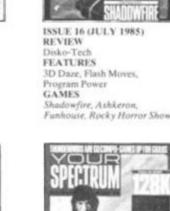
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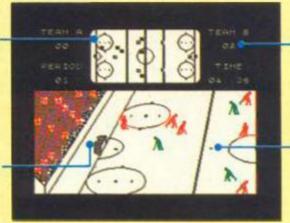
Get your skates on for Electric Dreams' gaggle of games that came in from the cold. Our own Highland games expert Dougie Bern flexes his frost bitten fingers to report on Winter Sports.

ICE HOCKEY

You can ping the puck against the computer or a friend. Try and find a friend - the computer plays a tough game! Each game is split over three five minute periods. The player graphics aren't hot - about ice temperature in fact. The teams come out more like the chorus from Holiday on Ice than a bunch of Paul Newmans in Slapshot. The pace is fairly genteel, but a basic simulation is provided - passing, rebounds and interceptions - but no bust-ups! Funny, that's what I remember icehockey for!

A bird's eye view of the rink shows player location and movement. Whether it's really useful to plan your tactics in the middle of a game is questionable.

Beware of the computer's attacks. Crafty and sneaky it'll go for goal even if it posts.



Team scores shown here. When I played, it looked more like a cricket scoreboard - in favour of the computer! What a rinky dinky box of chips!

Playing the game's really simple. The computer automatically switches the player you're controlling to the one with, or closest to, the puck.

 You only see part of the rink at a time. Not quite as bad as only being able to see the corner post at the Park Lane end.

BOBSLED

Try this wall of death and you'll soon be out of breath! Like other elements in this package simultaneous screens give you different perspectives on your best game tactics. A combination of speed and control is your best bet. Now load up and bob's your uncle!

Speeding down the bobsled track you'll see the walls whizzing by. Don't co too fast though cos even if you don't tip the sled over you'll probably crash into the

The steering controls let you put a bit of swerve on the sled and help you wind your way down the course. Keep off the Winter Warmer if you want to make it to the bottom in one piece.



Keep your eyes on the speed. The fast flash guys usually come to grief. Mind you in this frosty weather a fast flash is probably the best!

The faster you travel the further you go. And combining speed with accurate steering gives you the best chance of

This overall view lets you stay on the straight and narrow or, in this case, the bend and curve. As you can see the course doesn't meander too much - probably a good

SKI-JUMP

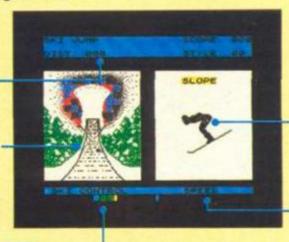
Hardly a giant leap for mankind or computer games. But this one's not as easy as it looks. Speed and control are what you need to score those winning points for distance and style. To fly through the air with the greatest of ease ain't the simplest thing on a pair of skis. Get it wrong and the graphics tell a gruesome tale.

It'll take a while to master the jumping art. At first you'll be mainly wiping out and kissing the crystals - but don't despair! The distance indicator shows how far you've flown.

If the real thing's like this, let's leave it to the experts. I go more clammy than Klammer, A main thrill skill is to make sure you don't fall off before you get to the bottom!

FAX BOX

Game Winter Sports **Electric Dreams** Publisher Price €9.95 Joystick Kempston Define your own Kevs



The ski control shows you which way you're pointing those big bits of wood on your legs.

Points for style depend on how well you hold your airborne position. You should use this display to maintain the smoothest of flights. Little bags are not provided for bumpy ones.

The faster you go the easier it is to fall so take it slowly at first. Optimise speed and control else it could be downhill all the - in more ways than

SPORT



All will test you at the various skills, either against a mate or me computer through individual to team skills. So if you thought ski gear was just for breakdancing, think again. Settle down with a hot toddy and let's get on the

SKI-ING EVENTS

This part of the game gives you a trio of trips down the snowy sward. All the events, Slalom, Giant Slalom and the Downhill are basically the same. Different degrees of difficulty and slight variations in objective sort out one slope from another. Essentially, though, they're all downhill obstacle courses with poles and gates to be threaded with skill, speed and style. You're going against the clock to get into the Highscore Hall of Fame - so keep your turns as tight as those ski-pants! Alternative views are provided of your progress. There's also a control indicator used with the speed indicator you can plan your shortest route.

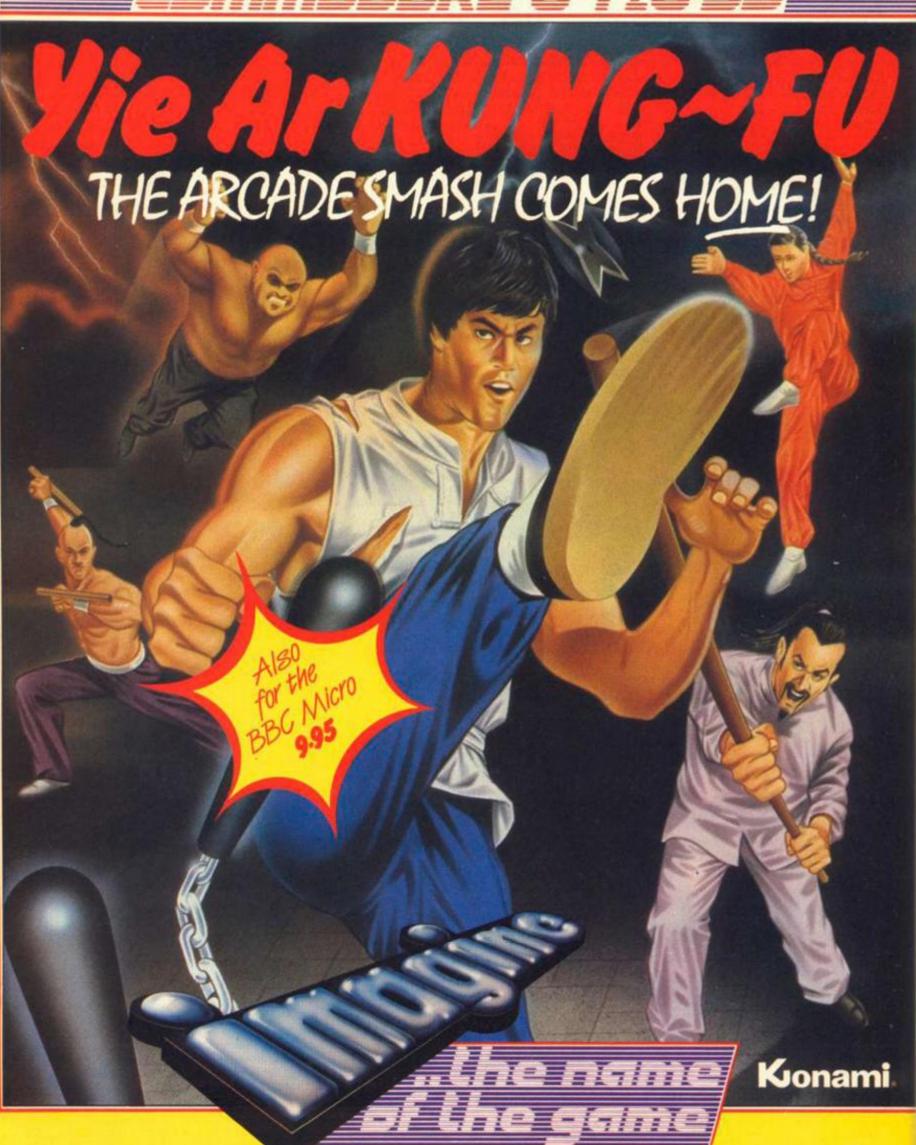
BIATHLON

This is all about cross country cruisin' on slippery snow with the added delight of shooting targets. Basically you have to cover the kilometres against the clock but to be a winner, speed and accuracy of shot are necessary. And you can't fire your rifle unless it's loaded — but a quick flick of the fingers will immediately re-arm you. The other variation to this game is that stamina, rather than adrenalin and bravery, is the key resource. One for slow-blooded Swedes!

SPEED SKATING

If all these Jean-Paul Killys give you the willys and the power surge of pumping thighs is more your scene then this section could be the one for you. It's against the clock, and you've got to skate - either against the computer or a slippery pal. Simultaneous views give you front and back elevation - but as the track is virtually circular with no obstacles or slopes then you could play this with one hand behind your back! The racers on the screen manage to skate like that. You can choose between five race distances ranging from 500 to 10,000 metres - each thigh sapping click is ticked off on the screen alongside the clock.

Graphics Addictiveness



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COMPETITION

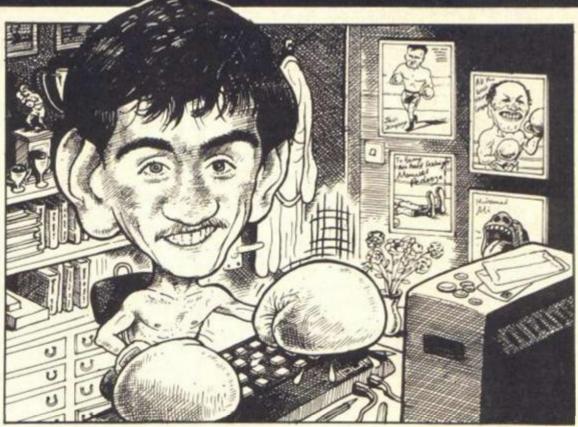
OUT FORTHE COUNT

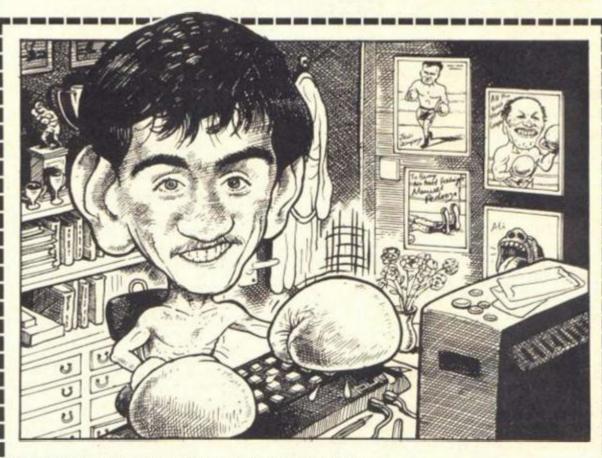
We're hand in boxing glove with Activision on this great compo.
There are 60 copies of Activision's latest and greatest up for grabs but you won't need the luck of the Irish to win a prize — just a steady eye and a second class stamp.

Enter Barry McGuigan, hero of all Ireland, lightweight champion of the world, one of the niftiest boxers ever to throw a punch and hacker extraordinaire. Hold on — hacker? Surely some mistake! Shouldn't that be hooker?

Well, perhaps so but that's not the only mistake in our piccy of Barry bashing away at his Speccy. Take a look at the two cartoons and you'll soon come up with a fair few differences between them. Just how many is what we want you to tell us! Put a ring round each of the spots where the two piccies don't match up, fill in the coupon and pack it off to us pronto at Barry's Boxing Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

And the reason for all this haste? Firstly, a chance to go a couple of rounds in the ring with Barry. Fortunately for you though, you won't have to don the gloves and cross the canvas 'cos you can trade punches with him in Activision's new blockbuster, Barry McGuigan's Boxing. The company has come up with thirty copies of the game to give away plus thirty copies of their other latest sensation, Hacker. Now's your chance to





Round one to me — I spotted ... differences between the two piccies

Name

Address

.....Postcode

Now clip out this coupon (or a photocopy) and send it to Barry's Boxing Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Please put the number of differences you spotted on the back of the envelope.

win one of each without getting completely duffed over. No wonder poor old Barry's got his wires crossed.

In fact, Hacker is the ideal game for every YS reader. Now there's no need to drag yourself away from the mag to read all those boring old game inlay cards. Hacker comes with no

instructions — whatsoever nothing, nowt, zilcho! Just load it up and you're thrown straight into a world of intrigue, power struggles and impending catastrophe — all at the other end of your phone line.

That's the challenge — now go for it. What are you — chump or champ?

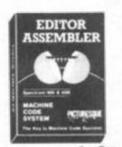
Queensbury Rules

Entries should reach us by no later than January 31st 1986. It's no good saying you could been a contender if you didn't get your entry in on time.

Each entry must have all the differences marked on the picture and the total should be written on the outside of the envelope.

The Editor's decision is final and no correspondence will be entered into.

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DROID WARS.

he far flung colony planet Alioth, a tiny unwanted outcrop in the 4th Spiral of the Nebula, has no place in galactic history. Save for one little known event — it was here that the settlers, tired of the tedium of endlessly nurturing the barren planet, first armed their farm droids and let them fight to the death in the very fields they'd created.

What should have been an isolated incident spread

through the colonies like the hundred year plague. Watching the barely intelligent droids fight it out was a new excitement - there was a crazy, mindless freedom about it. One that provided a release for the tension and bitterness many felt on finding their promised Edens were to become endless hells. Droid fighting became regular village entertainment and tradeships carried the craze throughout the outer worlds. Very soon, settlers exchanged the meagre living of their farmsets and

They slammed it ... they banned it ... but they couldn't stop the galaxy's most evil sport. Max Phillips gives you the chance to try it for yourself ...

ators and preparing for the big fights.

By the time lawships arrived on Alioth, the craze was unstoppable. Within a year, huge stadia accommodated megacrowds, all willing to spend their last credits, to give up their homes, to travel across star systems, to fight

and bribe their way to the games just to witness the spectacle. Ask CENTRA now and it will tell you the Droid Wars were a long time ago, the sport long since banned and its exponents jailed. But the government well knows that in the far, distant reaches of the galaxy, crowds gather in secret and poorly armed, low intelligence droids are walled in the arena and forced to fight for their lives. And Droid Wars have no mercy — a droid's only prize is the chance to fight again...



DROID WARS!

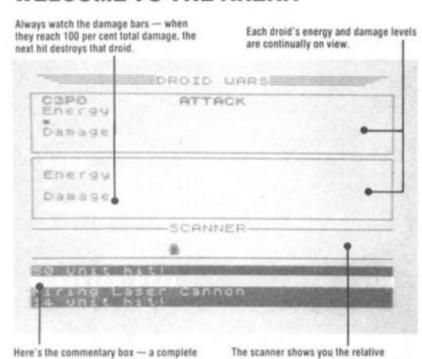
CHOOSE YOUR WEAPONS

If you can't afford the trip to the other worlds or haven't the years to spare, you can at least experience Droid Wars by bashing in the simulation program here. Once it's running, press the R and B keys and design yourself two war droids using the available materials — and remember, depending on the motive unit you fit to your droid, you'll be limited as to the weapons and defences you can bolt onto it.

When your droids are ready, press F, sit back and watch the fight! May the best droid win but remember that lady luck will play her part. You can always fight the same designs again or go back and tweak their various features. And if you're feeling wimpish, you can hold down the mercy key during a fight and save the two gladiators. This is sometimes your only option — if two droids are evenly matched you may find they run out of ammunition and beat themselves into exhaustion. In the outer worlds, the droids are carried from the arena, repaired and replenished and then forced to fight again...

WELCOME TO THE ARENA

blow-by-blow guide to what is happening during the fight.



position of the two droids as they pursue

each other around the arena.



DESIGNING YOUR DROIDS...

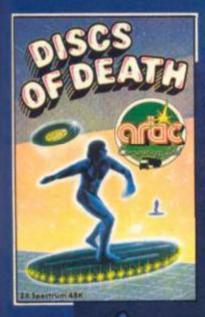
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- Vanity Spot: All fighting droids have names either that of their master or one of their own!
- The Plasma Bolt is the most dangerous and effective weapon available — it's so heavy droids rarely carry more than one but the results can be very effective! Range: 60, Weight: 5 + 80 per round.
- A Laser Cannon is the basic weapon of fighting droids —
 the short, rapid blasts of laser fire are both nasty enough and
 light enough to be a very effective weapon. Range: 40,
 Weight: 5 + 5 per round.
- Shock Bombs are a hit and miss weapon. Hurling them at your opponent often misses but is pretty unpleasant when it hits! Range: 25, Weight 3 + 5 per round.
- The Energy Lance is the only hand-to-hand weapon allowed — a drill is extended into the body of the opponent which is then energised. The results, on droids at least, depend quite where the lance hits. Range: 2, Weight 30.
- Long Range Trackers are the most effective vision system available and they provide extremely accurate targetting.
 Range: 100, Weight 20.
- Local Radar is the most popular vision system as it is reasonably capable while being quite light. Range: 50, Weight 10.
- Thermic eyes provide very limited if reliable vision. Range 30, Weight 5.
- Motive Unit. This is the most important element of your droid as it provides the basic framework for all other features. It's usual to pick this first and then set your other choices. There are four types available as shown below:

Туре	Max Weight	Max Speed
1 HOVVERJET	180	12
2 WALKERS	220	8
3 SPEEDTRAX	200	- 8
4 MAXITRAX	240	6

- Shielding is essential if you don't want your droid to die in the first exchanges of a fight.
- Every modern droid is equipped with a certain percentage of self-repairing and regenerative circuits to allow it to work even when damaged. When a droid breaks off from an engagement, these circuits are put to work repairing any damage that has been done. What's more, if the droid is 100 per cent healthy, the circuits will top up the droid's energy supplies.
- Fuel is essential to a droid's survival moving, seeing and fighting all use up energy and it's rare that any droid that starts with less than 50 units of fuel will live to fight again. However, you can use autorepair circuitry to keep the fuel topped up.
- Although fighting droids are of limited intelligence, they still need to be programmed for the fight. Programming can make all the difference between life and death. This first setting is how aggressive (from 0-100) the droid is and dictates how easily it is provoked into retaliation.
- Set your Pain threshold very carefully too high and the droid will be dead before it has retreated — too low and it won't stick around long enough to shoot back!
- Attack Range also needs careful setting too far away and weapons are unreliable. Once long range weapons are used up, a high attack range also confuses the droid!
- When it's had enough, a droid will attempt to retreat and recuperate. This setting is the time the droid will spend running away before it turns around and goes back in to the fray...

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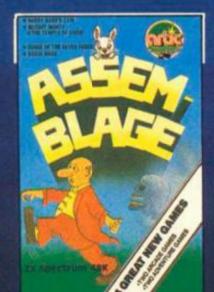


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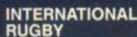
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You can almost feel the tension of the big match breaking through the screen . . . the expectant crowd is almost on top of you! You return the service with a Top-spin Backhand, then a Forehand Back-spin, the ball bounces high from your opponent's looping, defensive lob . . . SMASH! . . . a great shot opens the score . but this is only your first point! Play head to head or against the computer in this, Konami's first and best table-tennis simulation.



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Office Master

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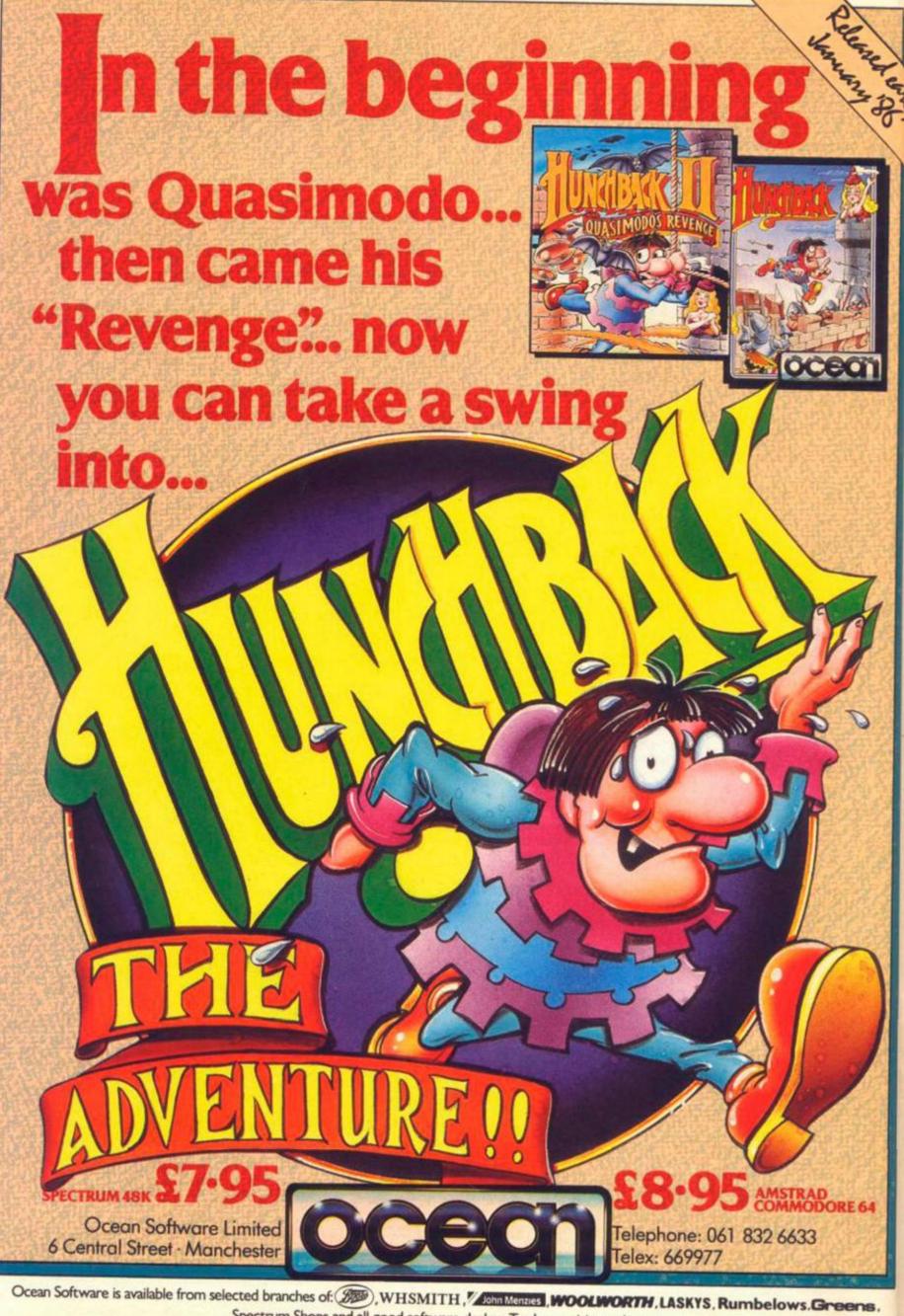
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DROID WARS!

ENTER THE LISTS

Here's the Droid Wars listing -100 per cent Basic action with no hex or Basic loaders to get in the way. Remember to save it in stages as you go in case you're

20 BD TO BOOT 140 REM Kevinometer 150 LET w=0: FOR j=1 TO 15: LET w=w+CODE r\$(j) *V(j,5) +V(j,4) *(C DDE (r#(j))<>0): NEXT j: LET as= STR\$ w: LET as=" " (TO S-LEN as) +as: PRINT AT 18, Ilias: LET a#-STR# M(CODE r#(8),1): LET a#-"(TO 3-LEN at)+at; PRINT AT 18,29; as: RETURN

Lines 140-150 Check & display weight of droid.

200 REM Scrolling Window! 210 LET ss=1: LET a\$=b\$: GO SU B 220: GO SUB 220: GO SUB 220 220 LET 1#(88) =CHR# 16+CHR# F+a #1 LET SSMSS+1-4*(SSM4)1 PRINT A T 18,05: LET SC=SS: FOR z=1 TO 4 PRINT INVERSE 1:18(80); LET SC=8C+1-4*(SC=4): NEXT Z: RETURN

Lines 200-220 Scrolling window. GOSUB 210 to clear, 220 to write new message

230 REM Move Droid & Display 240 IF en=0 THEN RETURN 250 IF FN h()+M(CODE r#(8),3) dam THEN LET as-"Motive unit fa 260 LET spd=M(CODE r\$(8),1)*M(

CODE r*(8),2)/CODE r*(20): IF di re-1 AND spd ABS (prop) THEN LE T spd=ABS (p-op) 270 LET mywSGN (p-op) dir: IF m VED AND dire+1 THEN LET MV=1-2* 280 LET p=p+spd*mv: LET p=p-p* (p(0)) IF p>255 THEN LET p=255 300 LET enmen-1: LET WAN-1: LE np=INT (p/8): IF np=olo THEN LET np=np+(np()31)-(np=31) 302 IF openin THEN RETURN
310 IF olp Olo THEN PRINT AT 320 PRINT AT 16, DP: INK FICHRS 144: LET olpenp: RETURN

Lines 230-320 Move a droid & update scanner.

345 REM Scan arena 350 LET ran=999: IF CODE r#(7) AND FN h()+30>dam THEN LET ran 355 IF CODE r\$(6) AND FN h()+3 5>dam THEN LET ran=50 360 IF CODE F# (5) AND FN h ()+5 Orden THEN LET ran-100 370 IF Fan=999 THEN lind!": 80 TO 220 LET ata B

380 LET enmen-1: LET www-1: LE T a=ABS (p-op): IF a)ran THEN LET 0=999

390 LET raneas RETURN

Lines 345-390 Scan arena for opponent.

1100 REM Draw arena 1110 INK O: FAPER 4: BORDER 4: CLS : FRINT TAB 11: "DROID WARS" : LET a=5: FOR i=175 TO 169 STE P -2: PLOT a,1: DRAW 87-PEEK 236 77,0: PLOT 168,1: DRAW 87-a,0: L ET a=a+5: NEXT

1120 PRINT INK 1;" "In#(f);" R EADY" INK 0;" Energy"' Damage " 1NK 2;" "in*(a);" READY" NK O;" Energy" .. " Damage"; AT 14. 1125 PLOT 0,161: DRAW 255,0: DR AW 0,-45: DRAW -255,0: DRAW 0,45 : PLOT 0,112: DRAW 255,0: DRAW 0 ,-45: DRAW -255,0: DRAW 0,45: PL OT 0,59: DRAW 95,0: PLOT 152,59: DRAW 103,0: PLOT 0,37: DRAW 255 1130 GO SUB 210: IF MAN THEN GO

Lines 1100-1130 Draw arena.

1200 REM Init robots 1210 LET ##=d\$(f): LET ##=d\$(%): FOR 1=22 TO 27: LET #\$(1)=CHR\$ Os LET S\$(1)=CHR# O: NEXT 1: LE T ##(21) =CHR# 90; LET ##(21) =CHR \$ 150: LET B\$ (23) = CHR\$ 1: LET F\$ (23) =CHR# 1: LET of=CODE f#(11): LET es=CODE s#(11) 1220 FOR J=0 TO 2: INK 1: PLOT 8 . J+138: DRAW CODE +\$(11),0: INK 2: PLOT 8, J+91: DRAW CODE \$\$(11) 1230 LET DIF=INT (CODE ##(21)/8) LET OIS=INT (CODE S\$(21)/8); P RINT AT 16,014: INK 1; CHR\$ 144; A 7 16,01s; INK 2; CHR# 144; 1250 GO SUB 210; LET a#=b#: 60 S UB 220: LET as-" E SALUTANT": GO SUB 2201 LET atable Both GO SUB 220; LET atable ENTER to begin, M for mercy": 60 SUB 2 1255 FOR i=1 TO 10: LET rest IF RND>.5 THEN LET Fut 1256 NEXT 1 1260 LET as=INKEYs: IF as=" THE N LET F=f1 IF RND . 5 THEN LET 1270 IF at-"M" OR at-"m" THEN 1280 IF a#<>CHR# 13 THEN GO TO 1260 1290 GO SUB 210

Lines 1200-1290 Initialise droids, place them in their starting positions and select who goes first!

1300 REM Swap over & unpack 1310 IF THE THEN LET THE LET r#=##: LET or=138: LET 00=91: LE T owns LET of-st: LET enmef: LET olpwolf: LET olowols: GO TO 134 1315 LET ras: LET rawst: LET ora 91: LET go=138: LET g=f: LET g\$= f\$: LET enmes: LET olpwols: LET olo=olf 1340 LET mod=CODE r#(23): LET p= CODE r#(21): LET dam=CODE r#(24) 1345 LET op=CODE of(21): LET WHE ODE r#(20): LET ar=CODE r#(10)/6

Lines 1300-1345 Swop over from one droid to the other and unpack array.

1350 REM ** 1st decisions 1360 IF enso THEN LET as "Exhau sted!"; GO SUB 220; LET mod=3; L 1370 IF r*(25) >r*(13) AND mod (3 THEN LET mode3: LET r#(26) ar #(15): LET at="Breaking off!": G 0 SUB 220 1380 IF r*(24) >r*(22) AND mod=1 THEN IF FN h() <=CODE r*(12) TH EN LET mod=2: LET a#="Provoked! 1390 PRINT AT 2+(r=s) *6,13:M*(mo d): GO TO 1300+100*mod

Lines 1360-1390 A bit of thinking at the start of

1395 REM Hunt mode 1400 LET dir=-1: GD SUB 240: GD SUB 350: IF ran-999 THEN GO TO 1410 LET asm"Enemy sighted.": I F ranc=CODE r\$(14) THEN LET mod =2: LET F\$(25)=CHR\$ 0: LET a\$="B

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Plasma Bolt..... Motive Type..... Laser Cannon Shielding Shock Bombs Autorepair Energy Lance Fuel Range Tracker..... Aggro Local Radar..... Pain..... Thermic Eyes Attack Weight..... Break-off..... Your Name Address.....

I understand that this is a simulation program and do not fight or condone fighting with droids.

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DROID WARS!

anzaitii!"
1420 GO SUB 220: GO TO 1910

Lines 1395-1420 Hunt Mode: Close in on enemy until within attack range.

1495 REM Attack mode 1500 GD SUB 350: 1F ran=999 THEN LET mod=1: GO TO 1910 1505 LET wn=0: IF CODE r*(4) AN D FN h()>dam THEN LET wn=4 1510 IF CODE r*(3) AND FN h()>da m THEN LET WH=3 1515 IF CODE r#(2) AND FN h()>da m THEN LET wn=2 1520 IF CODE r#(1) AND FN h())da m THEN LET wn=1 1530 IF wn=0 THEN LET a#="Weapo ns failure!": GO SUB 220: GO TO 1910 1910 1535 IF ran>W(wn,1) THEN LET a #="Out of range.": GD SUB 220: L ET mod=1: 60 TO 1910 LET as="Firing "+Ws(wn): G 0 SUB 220 1545 LET en=en-1: LET w=w-V(wn,5)-1: LET r#(wn)=CHR# (CODE r#(wn)-W(wn-5)) 1550 LET acc=W(wn,2): IF r#(5)= CHR# 1 AND FN h() dam THEN LET acc=7000 1555 PRINT AT 16,01p; INVERSE 1; CHR# 144; AT 16,01p; INVERSE 0; CH R# 144 1560 IF FN h()>acc/(ran+1) THEN LET a#="Missed!": GO SUB 220: GD TD 1910 1565 PRINT AT 16,010; OVER 1; FL ASH 1:" ": 1570 LET pd=W(wn,3)+RND*(W(wn,4 -W(wn,3)) LET esr=CODE a#(9) #(100-CO DE a#(24))/100 1585 LET pd=5+pd*(100-esr)/100: LET pd=INT pd 1586 FDR i=1 TO pd*2: GUT 254,17 O: GUT 254,85: NEXT i : BORDER 4 : PRINT AT 16,010; INK o:CHR\$ 14 4: LET a\$=STR\$ pd+" unit hit!": GO SUB 220 1587 LET z=CODE o#(24): LET o#(2 5) = CHR# (CODE o#(25)+pd): LET o# (24)=CHR# (CDDE o#(24)+pd) 1590 IF o#(24)>CHR# 100 THEN GO SUB 210: LET a#=n#(o)+" Destroy ed!": GO SUB 220: LET a*=n*(r)+" Is The Victor!": GO SUB 220: GO 1592 FOR j=00-17 TO 00-15: PLOT INK 0;z+8,j: DRAW INK 0;pd,0: NEXT J: 60 TO 1910

Lines 1495-1592 Attack Mode: Pick the best weapon available and have a go at him!

1595 REM Chicken mode
1600 LET dir=+1: GO SUB 240: IF
r*(26)=CHR* O THEN LET mod=1:
LET r*(25)=CHR* O: GO TO 1910
1610 LET r*(26)=CHR* (CODE r*(2
6)-1): LET dam=dam-ar: IF dam<0
THEN LET dam=0
1615 FOR j=or-17 TO or-15: PLOT
INVERSE 1:dam+8, j: DRAW INVERS
E 1:ar,O: NEXT j
1620 IF dam=O AND w+ar<M(CODE r*
(8),1) THEN LET en=en+ar: LET w
=w+ar

Lines 1595-1620 Break-Off Mode: Run Away, make repairs and don't stop until break-off period is over.

1900 REM clean up & loop
1910 LET en en en en (en (0): FOR j=
or TO or +2: PLOT INVERSE 1;8, j:
DRAW INK r;en, O: DRAW INVERSE
1;240-PEEK 23677, O: NEXT j: PRI
NT AT 2+(r=s)*6,13;M*(mod)
1920 LET r*(23)=CHR* mod: LET r*
(24)=CHR* dam: LET r*(22)=CHR* d
am: LET r*(21)=CHR* p: LET r*(20)=CHR* w

1930 IF r=s THEN LET s\$=r\$: LET f\$=o\$: LET es=en; LET ols=olp 1940 IF r=f THEN LET f\$=r\$: LET s\$=o\$: LET ef=en; LET olf=olp 1950 LET a\$=INKEY\$: IF a\$<>"m" AND a\$<>"M" THEN GQ TO 1310 1960 GO SUB 210: LET a\$=b\$: GO SUB 220: LET a\$=" SAVED BY YOUR MERCY!": GO SUB 220: GO TO 2010

Lines 1900-1960 Update arrays and energy bar and loop again.

2000 REM *** Menu
2010 LET mnu=1: LET a*=b*: GO S
UB 220: LET a*=p*: GO SUB 220
2110 LET a*=1NKEY*: IF a*="" THE
N GO TO 2110
2120 IF a*>="a" AND a*(="z" THEN
LET a*=CHR* (CODE a*-32)
2130 IF a*="B" THEN LET r=f: GO
TO 3010
2140 IF a*="R" THEN LET r=s: GO
TO 3010
2150 IF a*="F" THEN LET mnu=0:
GO TO 1110
2200 IF a*<>"Q" THEN GO TO 2110
2210 PAPER 7: INK 0: BORDER 7: C
LS : GO TO 9999

Lines 2000-2210 Stick the menu in the window and fetch a command.

3000 REM ** Create/edit Droid 3010 INK 0: PAPER 6: BORDER 6: C LS : PRINT TAB 5; "DROID DESIGN WORKSHOP": "Droid: "in*(r) ' INK r; "WEAPON SYSTEMS GENERAL" 3020 PRINT INK 0; "Plasma Bolt XXX Motive type X"'"Laser cann on XXX Shielding XXX"'"Shock B ombs XXX Autorepair XXX"; "Ener gy Lance X Fuel XXX": 3030 PRINT INK r; "VISION SYSTE MS PROGRAMMING" INK 0; "Rang ombs MS e Tracker X Aggro ocal Radar X Pain XXX" X Attack "Thermic Eyes XX" TAB 18; "Break-off XXX" "We ight XXX Maximum XXX"
3040 PRINT : PRINT "Press just E XXX Maximum nter for next item. Enter Q when you've finished." 3170 LET r*=d*(r): FOR i=1 TO 15 : LET a = STR # CODE r # (i): LET a # " "(1 TO (3-LEN a #) * (V(i,3))9))+a\$: FRINT AT V(1,2),V(1,1);a\$; : NEXT 1: GO SUB 150

Lines 3000-3170 Draw editor screen.

3180 LET 1=0 3190 LE) 1=0
3190 IF 1>0 THEN GO TO 3250
3200 PRINT AT 2,7; FLASH 1;n#(r);; LET a*=""; INPUT LINE a*: I
F a*="q" OR a*="O" THEN LET r*(
20)=CHR* w: LET d*(r)=r*: FRINT AT 2,7:n#(r): 60 TO 1010 3210 IF a\$<>"" THEN LET n\$(r)=a 3220 PRINT AT 2,7;n#(r): GO TO 3250 LET V#=STR# CODE r#(1): LE)>9))+v\$: PRINT AT V(1,2),V(1,1); FLASH 1;v\$;: LET a#="": INPUT LINE a#: IF a#="" THEN GO TO 3 3252 IF a*="q" OR a*="Q" THEN ET r\$(20)=CHR\$ w: LET d\$(r)=r\$; 60 TO 1010 3255 LET a=0: FOR j=1 TO LEN a\$: LET a=a*(j)<"0" OR a*(j)>"9": N EXT j: IF a=1 THEN BEEP .5,12: EXT GD TO 3250 3257 LET a=VAL a*: IF a)V(1,3) Q R (1=8 AND a=0) THEN BEEP .5,12 : GO TO 3250 LET t=CODE r#(i): LET r#(i 3260 =CHR# a: GO SUB (50: IF w)M(COD E r#(8),1) THEN LET r#(1)=CHR# t: PRINT JO; FLASH 1; "OVERWEIGHT ": BEEP .5,12: FOR j=1 TO 50: NE XT j: GO SUB 150: GO TO 3250 3265 LET v#=STR# CODE r#(1): LE "(1 TO (3-LEN V\$)*(V(1,3

3270 PRINT AT V(1,2),V(1,1);V*; 3290 LET i=i+1: 1F i>15 THEN LE T i=0 3295 GO TO 3190

Lines 3180-3295 Collect a value, validate it and alter array if necessary. Quit to menu with the Q command.

8000 REM Init it bit 8001 PAPER 7: BORDER 7: INK 0: C LS 8002 PRINT "YS Droid Wars" '"Ple ase Wait!";AT 21,10;1985 Stran ge Software"

Lines 8000-8002 Well, initialisation takes so long, there ought to be something to look at!

8010 LET r=1: LET f=1: LET s=2:

B015 LET b\$="

8017 LET p\$="? Red Blue Fight Quit ?"
8020 DIM 1\$(4,34): REM scroller
8025 FOR 1=1 TO 4: LET 1\$(1)=CHR
\$ 16+CHR\$ 0+D\$: NEXT 1
8030 REM Mode display
8040 DIM M\$(3,10): LET M\$(1)="HU
NT": LET M\$(2)="ATTACK": LET M\$(
3)="BREAK-OFF"
8045 DIM W\$(4,15): LET W\$(1)="F1
asma Bolt": LET W\$(2)="Laser Can
non": LET W\$(3)="Shock Bomb": LE
T W\$(4)="Energy Lance"
8050 DEF FN h()=INT (RND*100)+1

Lines 8010-8050 Set up sundry items.

B100 REM Droid Array
B110 DIM d#(2,30): DIM n#(2,11)
B120 LET a#="": FOR i=1 TO 30:
LET a#=a#+CHR# 0: NEXT i: LET a#
(8)=CHR# 1: LET a#(20)=CHR# 30
B130 FOR i=1 TO 2: LET d#(1)=a#
: LET n#(1)="- no name -": NEXT
:
B140 REM Awful Droid UDG
B145 FOR i=0 TO 7: READ a: POKE
USR "A"+i,a: NEXT i: DATA 60,36
,126,60,255,60,126,126

Lines 8100-8145 Set up droid arrays and awful UDG character!

8150 REM MPD Visit 8160 DIM M(4,3): FOR 1=1 TO 4: F OR j=1 TO 3: READ M(1,j): NEXT j 1 NEXT i 8170 DATA 180,12,30,220,8,50,20 0,8,50,240,6,65

Lines 8160-8170 Set up Motive Unit table.

8200 REM Designer Table
8210 DIM V(15,5): FOR i=1 TO 15
: FOR j=1 TO 5: READ V(1,j): NEX
T j: NEXT i
8220 DATA 13,6,255,5,50
8230 DATA 13,7,255,5,5
8240 DATA 13,8,255,3,5
8250 DATA 15,9,1,30,0
8260 DATA 15,13,1,20,0
8270 DATA 15,14,1,10,0
8280 DATA 15,15,1,5,0
8290 DATA 29,7,100,0,1
8310 DATA 29,8,100,0,1
8320 DATA 29,9,255,0,1
8330 DATA 29,13,100,0,0
8340 DATA 29,14,100,0,0
8350 DATA 29,15,100,0,0
8360 DATA 29,15,100,0,0

Lines 8200-8360 Designer Table -- this holds all the validation stuff needed by the designer as well as the weights of each element.

8400 REM Weapons table 8410 DIM W(4,5): FOR 1=1 TO 4: F OR j=1 TO 5: READ W(1,j): NEXT j : NEXT 1 8420 DATA 60,2000,40,50,1 8430 DATA 40,1800,10,20,1 8440 DATA 25,1600,15,30,1 8450 DATA 2,7000,5,15,0 8500 GO TO 1100

Lines 8410-8500 Set up Weapons Table. What would happen if you changed that 60 into ...?

HARDWARE

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SOFTWARE

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■ I would like to swop Starion Underwuride, Dambusters, and many others for Jet Set Willy, Pole Position, Alien 8 etc. James Walker, ORD services, Berlin, BFPO

Swop Wally series, LOM, Skool Daze, Knightlore, Booty, TBATB, Penetrator, 4D Terrordaktil for Basketball, JSW II, Kong II, Zaxxon, Spy Hunter, Chuckie Egg, Decathion, 911TS, Rocco, Gremlin 0283-712396 and ask for Andrew

■ Will swop Airwolf, Starstrike, Brian Jacks and Hellfire. Any two for adventure games Tel. (0630) 57780 and ask for Mark.

Swop most top ten games — over 1000 programs. Send your list for mine. Also want contact with other BetaDisk owners. Write to Thierry Kumps, Langeweg 193, B-1900

Overyse, Belgium.

Swop Horace Goes Skiing and
Centropods for Skool Daze. Also swop
Chequered Flag for Stop The Express.
Andrew Parry, 3 Keffi Street, Holyhead,
Gwynedd LL65 2BB.

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Swop any two of Alien 8, Psytron, TLL, Time Machine, Alchemist, Ant Attack, Harrier Attack, Flight Simulation, Codename Mat for Quill, Pirate Adventure, Adventure Land, etc. Tel. (0207) 230331 and ask for

Swop Spy Hunter for Gift From Th Gods or Herbert's Dummy Run and Atic Atac for Alien 8 or The Rocky Horror Show Tel. Tunbridge Wells 33010 and ask for

■ Will swop software worth over £100 (all original, including Starstrike, Backpacker Cyclone and many more!) for Centronics RS232 printer interface compatible with ZX Spectrum. Tel. 0604 61633 after 5 pm. Swop O Level Chemistry teaching

programs 48K for utility programs. Tel. (0475) 674256 and ask for D Macdonald Will swop Sabre Wulf and Spectipede

for Everyone's A Wally, Spy Hunter for for Everyone's A Wally, Spy Hunter for Project Future, Daley Thompson's Decathlon for Jet Set Willy. Tel. Nottingham 638171 and ask for Jason Duckmanton.

If I swop Lords Of Midnight or The Hobbit for Pole Position, Grand National or Graham Gooch's Test Match. Tel. Carlisle 29125 and ask for Matthews.

29175 and ask for Matthew

I have 250 games to swop. Send your list and see to James McLauglin, 29 Carenlea Road, Ballymena, Co. Antrim,

Northern Ireland BT43 6TS.

Will swop Minder for White Lightning.
Write to Shaun Allaton, 61 Goldcrest Road,

Ipswich IP2 OSF.

Have issues 11 to 16 of YS, Will swop for A View To A Kill or Daley Thompson's Super Test. Write to Paul Ledwith, 84 Eastern Avenue, East Romford, Essex RM1

■ Will swop Haunted Hedges, Spectral Panic, Voyage Into The Unknown and Election for Skool Daze. Tel. (0582) 882841 and ask for Mark.

I would like to swop Jewels Of Babylon and Alchemist for Shadowfire. Also Brian Jacks Superstar Challenge and Action Biker for Cauldron. Tel. (0789) 204458 and ask for

Will swop Starion, Glass, Dummy Run, Dragontorc, White Lightning, etc. for Gyron, Pole Position or any good Speccy games. Send your list for mine, Stu, 1 Poole Crescent, Crossgates, Leeds, W. Yorkshire

LS15 7ND.

Dynamite Dan, Monopoly, Nodes Of Yesod, Fourth Protocol, etc. Will swop for Bruce Lee, 3D Tank Duel, etc. Originals only. Tel. Leeds (0532) 451286 and ask for

Have Frank Bruno's Boxing, all the Gremlin Graphics games. All the Wally series, the Ultimates and much more to swop. Tel. (0223) 833966 and ask for

Swop Sherlock for IQ test. Will also swop Chess and Horace Goes Skiing for Rally Driver. Write to Nick at 8 Essex Road, Leytonstone, London E11 1JR.

■ I have Kong, Mr Wimpy, Tranz-Am plus many more to swop. Your list for mine, Also I have rubber keyboard for sale. Any offers? Tel. 051-220 8110 and ask for Terry.

■ Will swop Illustrator for Machine Code Tutor (or Astronomer), Swop Ghostbusters, Hobbit, Alchemist, 4D Time Gate, Molar Maul, 3D Tunnel, Ghost Gobble, VU3D for? Any offers. Tel. (039287) 4794. I have Metch Day, Cookie, Trashman,

Thave Match Day, Cooke, Trashman, Sabre Wulf or Frank Bruno's Boxing. Tel. 01-743 5211 and ask for Olly.

I'll trade my original 48K Spectrum/ TS2068 word game, Codemaster, for your original Spectrum game or utility. David Hoshor, 7 Bard Drive, Apt B4, Hudson, Ohio. 4238, USA 44236, USA

Swop 300 titles inc. Dynamite Dan Highway Encounter, Nodes Of Yesod, Spy Vs Spy, Baseball, Raid Over Moscow, Bruce Lee, HyperSports, Starion, Spy Hunter, Boulder Dash, Shadowfire, Wizard's Lair, and many more. Tel. (0652) 33061 and ask

for Andrew.

Will swop any two of JSW, On The Run, Pyjamarama, Automania, Backpackers, Tapper, Fairlight, Elite. Tel. 01-435 3962 and ask for Daniel.

Spectrum software to swop. Send your

list for mine. Don't waste time, send off now. Gordon MacMillan, 39 Bermuda Road, Invergordon, Ross & Cronarty, Scotland.

I will swop any two of Starion,
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The Artist or Zaxxon. Write to Andrew
McCubbin, 3 Kenilworth Drive, Airdrie,
Lanarkshire, Scotland, M16 7EY.

WANTED

r hardware and software including Currah MicroSpe Datapen lightpen, Starion, JSW II, Beac Head, Ghostbusters and more, Tel (0623) 511062 and ask for Gary. Tuesdays.
Thursdays only.

Tree only just bought Bug Byte's Manic

Miner. Will give Cheetah Speech Synth to person with best POKEs that work. Write to Michael Foston, 222 Lethbridge Close,

Lewisham, London SE13 7QS.

Dot Matrix printer and Interface for use with ZX Spectrum/Spectrum +. Must be in good condition and under £100. Tel. (0425) 54942 after 5pm and ask for Jeremy Laurence.

■ Will swop issue 1 of Crash magazine for issue 2 of Your Spectrum in good condition. Must have Ant Attack poster! Elian Terras, 9 Leslie Terrace, Prestwick, Ayrshire KA9

■ Wanted; DkTronics synth. Will swop for Interface 2 or £20. Tel. (0443) 2901 and ask

ZX Printer with instructions, etc. in exchange for Currah MicroSpeech with instructions and boxed as new. Mr M Cleaver, 97 Arthur Street, Plane Street, Anlaty Road, Hull.

 Wanted urgently — Currah
 MicroSpeech. Will swop for software including Raid Over Moscow, JSW II, Saftaid, Skooldaze, Jasper, Strontium and many more (original). Tel (0555) 870329 (anytime) and ask for Dougi.

ZX Printer wanted with or without paper William Mitchell, 9 York Street, Dufftown, Banffshire, Scotland AB5 4AJ.

Wanted — Into Battle With tape by The Art Of Noise (CTS 100). Will swop for Sabre

Wulf, and Fighter Pilot. Tel. (0745) 822122 and ask for Eifion.

and ask for Eifion.

Wanted; Graphics utilities, lightpens, digital tracers, graph pads, etc. Own or commercial software. Games designers, Screen Machine and other Print 'n' Piotter software. Will pay + 1/3 MRP for hardware. Stephen Liddell, 33 Forth Avenue, Larbert, Falkirk FK5 4NJ.

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Wanted: your reviews for forthcoming amateur publication. Also, any articles, artwork, etc. In fact, anything appreciated. Send work to Paul Rand, Donnini House, Comet Hill, Easington, Peterlee, County Durham SR8 3ER:

Your Spectrum issue 2 wanted, Will to pay £2 for mint condition with map. Tel.

Dersingham 40497 and ask for Nigel.

Will swop 10-15 games for Prism VTX

5000 or interface 1, microdrive and cartridges. All originals. Tel. 021-772729 and ask for Conor.

Wanted: Machine Lightning. Will swop

for software including Knightliore, Gift From The Gods, Artic Assembler version 2 and others. Tel. Beith (05055) 3312 and ask for

Gordon.
■ Wanted: Issues 2&3 of YS. Te Braintree 41370 and ask for Mrs P. King.

Wanted: Interface 1 and microdrive. Price negotiable. Tel. Norwich (0603) 51437 and ask for Dave.

Is there anyone out there with Empires (Imperialsoft) interested to play by mail? Tel. (07373) 53942 and ask for Dave.

Machine code programs/magazine listings to produce screen dumps on the Brother HR5 with Interface 1 wanted. Will swop original games. Potty Painter, Gulpman, etc. Tel. Eastleigh (0703) 642661 and ask for Tony.

Football tables program, suitable for up

to 24 teams and for updating. Will swop Make-A-Chip, Survival, VU3D, if good quality. Write to Nick, 8 Essex Road South,

Leytonstone, London E11.

© 220+ offered for YS issues 2, 3, 4 and 6. Must be complete and in 1st class condition. Ring Leeds (0532) 483699 after 7pm with your price.

Any interesting software such as Prolog

or any of the Brainpower range. Have 100's of programs to swop. Write to Chris Gould, 3 Moorgate, Tamworth, Staffs B79 7EL.

Wanted: ZX Expansion set. Will swop games worth over £100, including Alien 8, Trapper, Hypersports, Cauldron, Skool Daze, Video Pool, Chuckie Egg and more.
Tel. (0322) 527570 and ask for Graham.
■ Currah MicroSpeech or Datapen for

cash or swop Psytron, Booty and Raid Over Moscow Tel. Bedford (0234) 740530 after 4pm and ask for Matthew.

ZX Printer (and paper if poss.) Will pay

up to £10 for reasonable condition. Write to Andy at Littlewoods, Mountview Crescent, S Lawrence, Southminster, Essex CM0 7NR.

■ Wanted: Currah MicroSpeech, will swop software worth over £45 including Ant Attack, Horace Goes Skiing and Chequered Flag. Tel. (09853) 442 and ask for Clovis.

■ Wanted: Interface 1 with or without microdrive, Tel. Swindon (0793) 763247 and

ask for Adrian.

Wanted: VTX 5000 modem. Will buy or swop for software. Interested? Write to Tim at 'Rozel', Maespica Road, Lower Cuintuirch, Swansea SA9 2PP.

 Wanted microdrive. Will swop for Doomdark's Revenge, Shadowlire, Underwurlde, Knightlore, Sabre Wulf and Eureka.There's more. Tel. (0236) 25231 after 5,30pm and ask for David.

■ Currah MicroSpeech, Will swop for YS issue 2, Match Day, Finders Keepers, 3D Star Strike and Raid Over Moscow, Tel. Cornwall 890491 and ask for Mark.

■ Wanted: Freddie Mercury Love Kills single. Will swop for one of Starion, Zaxxon, Match Day, Classic Adventure, Airwolf, Braxx Bluff, Tel. (0326) 290459 and ask for

■ Wanted: The Quill and The Illustrator Will swop Nightshade, Spy Vs Spy, Dun Darach, Sabre Wulf, Strange Loop and HURG, Tel. (0749) 72423 and ask for

Matthew.

Wanted: Help on Fourth Protocol. Tel.
(0924) 278750 after 4pm and ask for Toby.

MESSAGES, CLUBS & EVENTS

Magazine back issues. Fill the gaps in your collections of Personal Computer World, Microcomputer Printout, Computing Today and Computer and Video Games. Good to mint condition. Tel. 01-977 6198 and ask for Jonathan.

Codebuster, will you please fix your keyboard before I banish you from my planet. Also, hello to Baby, Clyde, Mrs and Mr Mac, Con, Eddie and Ginger Tops. Kipling.

M. Piease help. I need any hints or tips for Dun Darach by Gargoyle Games. Write to James Campbell, Waverley, 52 Sherbrooke Avenue, Pollockshields, Glasgow G41 4SB Scotland.

Will swop Ghostbusters for issues 3 and 4 of Your Spectrum. Must be in good condition. Tel. (0302) 840853 and ask for Leslie. Issues needed urgently.

■ D'ya want software swops, help and tips plus free news letter? Join our free local club. For info write to Jason Roseaman, 56 Redlie Close, Stanford-Le-Hope, Essex SS17 8BB

Issues 3, 4, 6, 7, 9, 10 and 11 of YS for sale, £4 each, Issues 12 onwards £1 each Also, back issues of Crash available at £1 per issue. Mark Elliot, 40 Silverdale Road, Ecclesall, Sheffield S11 9JL.

Has anyone got POKEs or tips on Scuba Dive, Automania, JSW II, Dynamite Dan, Dun Darach or any new games. If you have any write to Andrew Slavin, 115 Lords Street, Cadishead, Manchester M30 5HJ. ■ Volumes 1 and 2 of Input magazine

complete with binders in perfect condition. Open to offers, cash or games, lan Hoyle, 311 Livesey Branch Road, Blackburn, Lancs **BB1 4QJ.**

YS issues 1-20 - the full set! All unmarked, offers over £20. Tel. 021-474 6202 and ask for Steve, Also, Tasword £5,

programmable interface and joystick £15.

Speccy user would like to hear from anyone who uses Speccy for business purposes, exchange ideas, tips, etc. Philip Montjoy, 154 Stroud Road, Gloucester GL1

Pete Cowley. I'm near solution. Soon have it cracked!!! PH.

P Binder: How are you Paul? Happy

Christmas, I guess when this gets printed it will be close to Xmas, Write soon! My regards to your family, Skip and Robin.

Italian radio station is looking for English hacker to aid with hints, tips and other ideas Anyone interested should contact Bertocchi

Leonardo, Radiosoftware, Via Montesuello 3/7, Genova (GE), 16129, Italy.

We've finally got our act together.
Finsbury Park's Computer's In The Park club throws its doors open at the Brownswood Library, Brownswood Road, N4 at 8 pm on the last Tuesday of every month (no meeting

PEN PALS

I am 14 and want a male or female pal to swop software, POKEs, maps, etc. Send your list for mine. Graeme Dawson, 20 Scalloway Park, Fraserburgh, Aberdeenshire AB4 5FD.

Pen pals wanted anywhere in the world. m Pen pais wanted anywhere in the world, interested in hacking, m/c programming, adventures, swopping games/progs/ideas (I have 500+ games/progs) and the Spectrum in general. I'm a 16 year old boy, responses can be any age and sex. Plese write to Odin H Serensen, Rajered Vaenge 33, 3460 Rikharat Depmark. Birkered, Denmark.

 Pen pal wanted (boy) to swop games etc. I am eleven and learning to program. I like computer games apart from adventures and enjoy playing golf and football. Kevin Santi, 9 Rae Street, Stenhousemuir, Larbert, Stirlingshire FK5 4QP.

■ I'm 14 and want a male or female about same age to swop beginners tips and hints. Tel. (0977) 83417 and ask for lan. Please - this offer ends soon!

32 year old adventurer seeks pen pal to nts and adventures, etc. Tel. (0773) 608926 and ask for L Singleton.

 Yup! It's me again! Any more pen pals out there? If you're around 15 and a computer fanatic write to Sergio Trigo, Rua General Silva Freire 151-4D, 1800 Lisboa,

Portugal, Europe.

Want a Portugese connection? Write to Luis Fernando, Apartado 57, 4465 Sao Mamede De Infesta, Portugal. Swop programs, hints and POKEs. Send your list

Pen pal wanted, I'm 16 and like music. sport and computers. Boys 16-18 to reply. Swop hints and games. Samantha Gibbs, Jubilee House, Main Road, Wrangle,

Boston, Lincs PE22 9AE.

Pen pal wanted, 14+. I own a
Spectrum+ and I'm interested in swopping. listings and games. Send your list for game to me. Paul Johnson, 350 Bocking Church Street, Braintree, Essex.

■ Pen pal wanted. Male or female. 15 or older. Swop tips, games. Please enclose a list of your software. Neil Hoskin, 19 Levens Way, Newbold, Chesterfield, Derbyshire

■ I'm 17 and would like a young lady pen pal to swop games programs and ideas and write about music and sport. Please enclose photo. Jose Luis Uoret Soler, c/Barranquet

11-4", Villasoyosa, Alicante, Spain 03000.

Yorkshire lad (251) wants pals to swop games, mags, hints, etc. I've got a huge collection of games. Write to Paul Rhodes, 7 Hillestey Road, Shawcross, Dewsbury, W Yorks WF12 7SA. Hurry!

Help! Longit tegrange boy seeks 13-15

Helpl Lonely teenage boy seeks 12-15 year old female Speccy owner for games and music swopping. Write to Matthew Wenham, 68A Greenhill Road, Leics LE6

■ Old (37) Spectrumer, mastered Basic, some m/c knowlege, would like to swop ideas and techniques with others. Write to Paul Cimatti, 7 Kings Road, Llandudno, Gwynedd, LL30 2BZ.

Pen Pal wanted to swop hints, tips and software. Interests include reading fantasy novels, Jean Michele Jarre. Any sex, 18+. Write to the Spellsinger, 1 Keats Avenue, Stafford ST17 9SP

Quick. If there are any female Speccy owners left on this planet, write to Leigh Howells, 39 Frognall, Deeping St James, Peterborough PE6 8RR. Hurry before my

ccy completely takes over.

Wanted. Mad computer freaks with DkTronics 3 channel sound synths to swop tunes and games. Write to Dribble and Pickle, 'Chanypore', Woodford Road, Poynton, Cheshire SK12 1DY.

Poynton, Cheshire SK12 1DY.

If m nearly 11 and would like a male pen pal of about the same age who's well into programming. Write to Richard Marshall, 58 Court Road, Eltham, London SE9 5NP.

To all intelligent life forms. Male user (16) into programming protography and treathing stock forms and to exchange the exchange.

breathing seeks female penpal to exchange correspondance, tapes, pix, etc. Chris Sheldon, 8 Primrose Close, Wheaton, Aston, Stafford, ST19 9PX.

■ Hi, I'm a Portugese boy, and I want a pen pal of my age (15) who likes writing programs and hacking. I need POKEs for Sabre Wulf and Son Of Biagger. Write to Jose Alberto Roque, Caria Gare No 10, 6250 Belmonte, Portugal.

My name's Andrew and I'm 13. I'd like a pen pal who likes adventure games. Write to Andrew Fraser, 23 Douglas Row, Inverness,

 13 year old male perspal wanted to swop games and info. Write to Ben Taxman, 17 Gwydrin Road, Mossley Hill, Liverpool

I am 10 years old and like adventure games. I'd like to swop games. Write to Daemon Mills, 24 Walmsley Avenue, Southside, Rishton Nr Blackburn, Lancs, England BB1 4RE.

Pen pal wanted to swop software, POKEs, etc. I have over 300 games. Send your list for mine. Tel. (0452) 422201 and ask for Kevin.

Pen pal wanted. I'm 16 years old and want hints and tips on adventure games and game listings. I'm mad on fishing and crazy drawings. Nicholas Bell, 23 Lambeth Close, Chelmsley Wood. Birmingham.

I, Greta Attieh, aged 12 seek male pen

pal from anywhere. I'm interested in games and dance. Write to Greta Bchara Attieh PO Box 60123, Jal-Eddib, Lebanon.

Pen pal aged 18+ wanted to exchange ideas and programs. Interested in Basic, m/c, mythology, sci-fi movies and music. Write to Antonie Attieh PO Box 60123, Jal-Eddib,

Lonely lady (45 ish), new to computers needs help with programming as well as tape/pen friends, male and female. Veronica Petter, 7 Weton Walk, Kingswood, Bristol **BS15 1LH.**

Lonely female, blue eyes, light brown hair (5'6"), seeks male pen pal (15+). Write to Janet, 38 Kiln Lane St Helens WA10 6AH. If possible enclose photo



SUPERCHARGE is a state-of-the-art optimising full SuperBASIC compiler, to translate ANY SuperBASIC program automatically and directly into ultrafast machine code. This program, eagerly awaited by thousands of QL owners, is just as superb as the pre-release reviews in QL User and Sinclair User made it out to be. It is the only SuperBASIC compiler available, and is the result of 15 months and 3,000 man-hours of work by a dedicated team of programmers. SUPERCHARGE speeds up BASIC programs by factors varying from 20 to 200, and produces amazingly compact, relocatable, multi-tasking code which can be run directly (the compiler is required only for compilation — it need not be present at run-time). The only program of its kind. 102 page manual. be present at run-time). The only program of its kind. 102 page manual.

SUPERFORTH + REVERSI is a complete FORTH-83 Standard FORTH Compiler and Development System for the QL. It gives speed-up factors of 50 × or more over SuperBASIC — amazing speed! SUPERFORTH produces relocatable multi-asking code (all job control constructs are provided). FORTH-83 is the most modern and most videly accepted version of FORTH, and SUPERFORTH (with its supreme flexibility, QDOS compatibility and many extra commands) is simply the fastest and best implementation of it around! What's more, SUPERFORTH is supplied with a full feature version of REVERSI [the ever-popular board game also known as Othello) written in SUPERFORTH. This REVERSI is probably the strongest home computer version ever produced — you don't need to go more than half way up its nine playing levels to beat, EVERY SINGLE TIME, Sinclair's QL. Reversi and every other version of Reversi (including the previous Reversi and every other version of Reversi (including the previous computer world champion, MOI Spectrum Othello]!!! The entire commented source code of REVERSI is supplied — no student of FORTH could ask for a better programming example! Rules, strategies and instructions for Reversi supplied.

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If you have an early version of one of our programs, send the microcartridge (not the packaging) to us accompanied by £5 for a no-quibble programs.

Orders from abroad are welcome. Please add £1 (£2.50 for SUPER-CHARGE) per program for orders from Europe and £1.50 (£4 for SUPERCHARGE) per program for orders from other countries, to cover airmail postage and packaging costs. Cheques from abroad should either by drawn on a UK bank or be Eurocheques.

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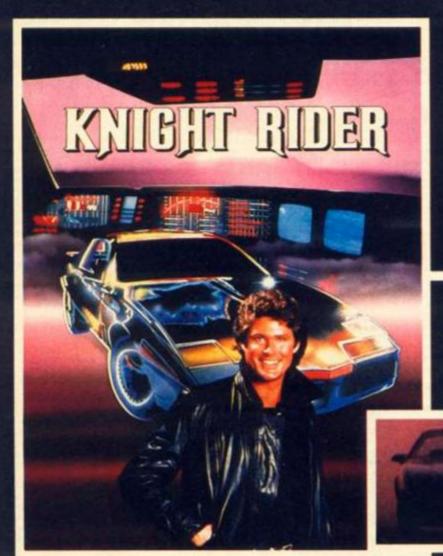
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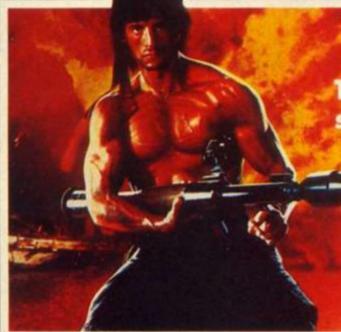
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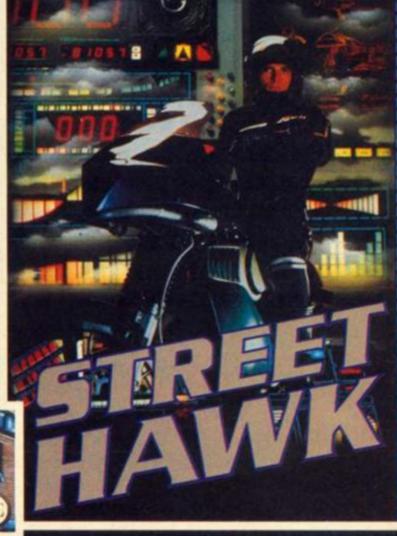
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BACKLASH

Fighting Talk — lolo Davidson backs the winners.

ou probably think that computers are new and exciting, right? You think it all started a couple of years ago and anyone not brought up on the new maths hasn't a hope of evading the scorn of fifteen year old whizz-kids should they dare sit down at the keyboard. Hah.

I have a friend, an ageing hippy, who knows no more about computing than what he once read in an old Fortran manual dug out of a trashcan behind UCLA at Berkeley, but he can impress the socks off any sub-teen arcade hero. He can't add on his fingers, but he has vision, he has depth of experience, and he knows how to lie. He's now revealed some of his methods to me which I'm gonna pass on to you - in translation!

Impressing people is easy if you remember the rules. The first is: conceal your real abilities. It's no good going on about how you used to program a Nascom in hex before it had a Basic, even if true. No one old enough to remember the Nascom will admire this achievement, and everyone else will think you're talking about some United Nations agency. Booooring!

You must gauge the level of sophistication of your target audience before you can employ an effective gambit, so the second rule is: let the others talk first. Then, if the discussion turns out to be about rugby you can make good your escape. Let the targets choose the topic of conversation, and it'll show you what's most likely to impress them. Fortunately, nowadays you can rely on any such conversation being dominated by computer games. That

simplifies things.

Arcade gamers are inordinately competitive about their high scores, and conversation with them is littered with losing opportunities. It's vital that you never reveal your personal best score on any computer game. To do so is instant defeat, as there's bound to be someone who's done better, or knows someone who's done better, or who's prepared simply to lie. It's no good lying outright yourself, as that'll only lead to eventual stalemate. The escalation becomes obvious the sixth or seventh time round.

If you're pressed to make such a revelation you must avoid the question, while at the same time subtly revealing a hint of your underlying superiority. Here's a few sample phrases that'll help you skirt the issue:

"I played that for weeks in the arcades last year. I think the computer version is pathetic."

"YS published a POKE for that one that lets you score forty-two million without actually having to play."

"Isn't that the one with the bug that lets you score forever as long as you stand in the right place?"

"That game isn't available for my Macintosh."

Note that avoiding a direct answer is only part of winning. It's no good saying, 'My brother never lets me have a go,' nor yet, 'I don't think you can get that game on the unexpanded Vic.' These are the things that genuine losers say. Third rule: be subtle. Your average whizz-kid can deal with boasting, but is

helpless when faced with intimation.

If trapped in the company of adventure gamers, the problem is similar. There's still no chance of making a favourable impression by simply revealing the extent of your ability at negotiating various dungeons, but it's also very difficult to lie without being exposed by someone who really knows the answers.

The best strategy here is to embrace the attitude that telling the details of your travels will spoil the game for those who've not yet finished it. You can, however, if coaxed persuasively, reveal an arcanely worded clue. This will fool even those who should know better. provided you're vague enough. This is the fourth rule: be vague, but have an excuse for it. A few samples that won't reveal overmuch:

'I think you'll find that you haven't been to all the rooms yet.' (Who has? Can they prove it?)

'If you ask the dwarf for the key, he doesn't seem to do anything, but it helps later on.' (Gets you credit for any random good luck.)

'Have you tried examining the ceiling in every location?' (Bet they miss one!)

'Not all of the objects are necessarily good things to have with you.' (Often true, hard to test.)

The one thing that you must never say is, 'I have better uses for my computer than playing games.' An instant loss of all credibility would result. This phrase is dangerous even in classroom situations unless

you're certain that only the teacher can hear, and it'll do you little good with him. If you are the teacher, then I'm too late. You'll already have said this.

While you mustn't give the impression that you ignore games, you may affect to be so busy that you don't get to play as often as you wish. This is only a winning strategy if what makes you so busy is programming.

Never say you've just completed a program, because your interlocutors will want to know how it's doing in the charts. It's much easier to generate a great future for a program that you've only half finished. Plus, any gaps in your story can be attributed to groggyness brought on by all-night coding sessions (fourth rule).

If you're unsure of your ability to impress as a programmer (remember, Cobol doesn't count), then the next best bet is to let slip that you're working on an article for a computer magazine. You're not supposed to talk about it yet though, because the Ed is hoping to keep it exclusive.

Your audience may want to know what you've written before, which could be tricky, but luckily the pages of the computer press are known to be littered with pseudonyms. Just explain that your contract with Ocean means that your other published work has to go out under the name of Hugo Cornwall. Last rule: when you can't be caught, lie big.

My friend has allowed me to print these invaluable tips on condition that I plug his forthcoming book, You Don't Have To Be A Kid To Be A Smartass, due out real soon. He hasn't yet chosen the name of the author.

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