

# YOUR SINGLES

December '86

STILL  
ONLY  
95p



**DANDY**  
Electric Dreams  
Throws Down The  
Gauntlet

**SPECTRUM  
MUSIC  
SPECIAL**  
Hit That Perfect  
Beep!

OVER 50 GAMES REVIEWED & PREVIEWED INCLUDING:  
AVENGER • DRAGON'S LAIR • STREET HAWK • TRAILBLAZER • MARBLE MADNESS  
PYRACURSE POSTER MAP • ALIENS - THIS TIME IT'S THE COMPO

**SHOOT 'EM UP SPECIAL**  
Uridium v. Lightforce  
v. WAR

# GREMLIN

ALWAYS AHEAD OF

## Footballer of the Year

The game to answer every footballer's dream - the chance to make it to the very top of football stardom. Starting on your path to glory as a 17 year old apprentice with a Fourth Division team and only £500 and 10 goal scoring cards at your pockets, the footballing world is at your feet. Adopt the identity of a professional footballer and develop a career through the ups and downs of match days, transfer deals and injuries etc. Display your talents in Football League, UEFA, FA and Milk Cup games and then if you're good enough the ultimate accolade of your sport, the Footballer of the Year Award.

...om First Division giants and opted to stay with Rovers. This promising centre-back has signed a new contract with team manager D. Thorpe announced today.

Cox, attracted to the...  
...ll...  
...er...  
...nd Marting...  
...Derek W...

ALBERT  
DEBUT

**FOOTBALLER OF THE YEAR**

With...  
spe...  
ough...  
or his...  
day's Ma...  
against n...  
2nd Divisi...

**SALE** join  
lovers  
for  
Records  
**BANKS**

Europe to...  
new sp...  
about his...  
City.

Cooper...  
for 12 mo...  
injury, br...  
week to m...  
to a French...  
medical tre...  
expert Pierre...  
has treated o...  
pean Stars.

He is likely...  
as City are...  
transfe...  
m the...  
...wever...  
reluctant to...  
with him.

United looked the more menacing side in...

**INJURED**

English Internat...  
striker KENNY MOR...  
could be out of action...  
the rest of the mo...  
because of a leg injury.

The injury also threatens...  
chances of making it into...  
National Squad for the world...  
later in the year.

Morgan, aged 29, has missed...  
large part of this season because...  
several other injuries. He pulled...  
leg muscle yesterday in an ex...  
game, after scoring a spe...  
goal against Ran...

**se**  
**mic**

## Footballer of the Year

C16 + 4 MSX Spectrum 48K

£6.95 £7.95

Amstrad, BBC/Electron  
Atari CBM 64/128

£9.95

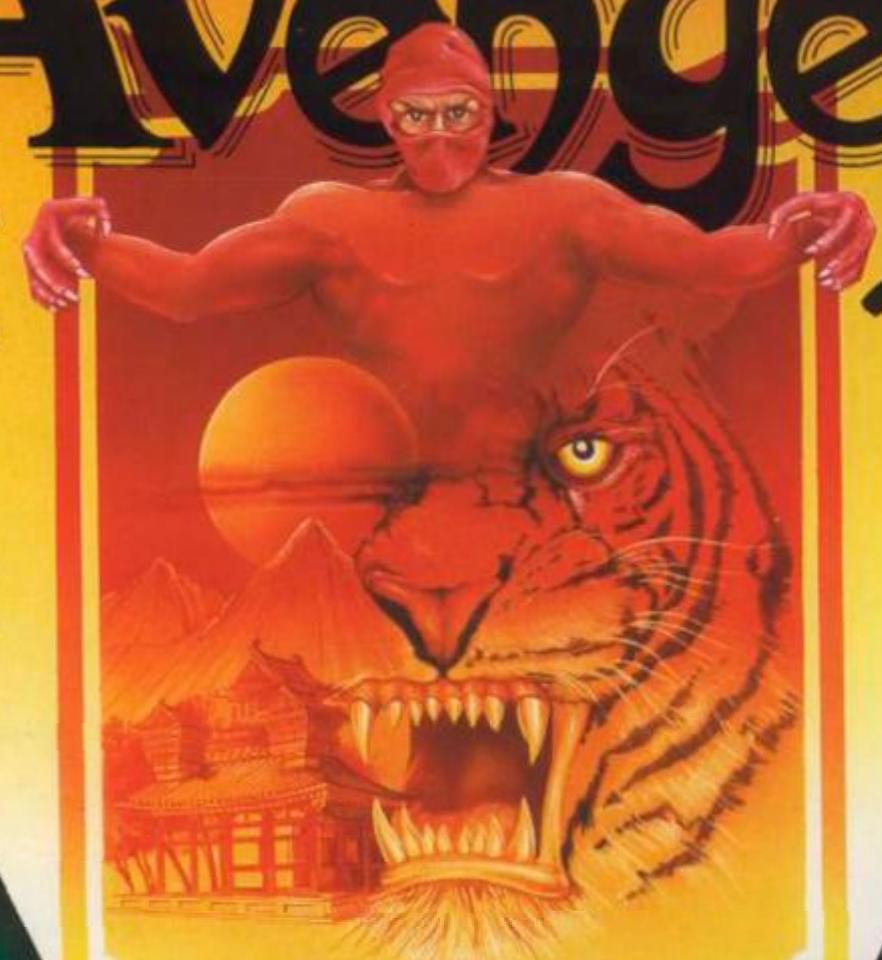
## Avenger

C16 + 4 CBM 64/128  
MSX Spectrum 48K

Amstrad

£9.95

# Avenger



First game  
"The Way of the  
Tiger" the martial  
arts classic in which  
you had to prove your  
physical skills to become  
a Ninja. Now you have to  
prove your supreme mental  
agility in the second part of the  
Way of the Tiger saga "Avenger"  
the ultimate arcade adventure.  
Yamron the Grand Master of Flame has  
kidnapped your foster father Hajin  
and stolen the Scrolls of Ketsuan. You have  
sworn to the God Furon that you will avenge  
Yamron's murderous act and recover the sacred  
scrolls. Your enemies are many, varied and all are  
deadly. All your skills courage and nerve will be called  
upon when you begin the final conflict in the Great  
Keep. Good Luck... only the brave hearted will survive.

Avenger (Way of the Tiger II)

Bou...  
C16...  
£6...  
Available

Way of...  
C16...  
£9...  
Available

Thing on...  
C16...  
£6...  
Available

Gremlin Graphics  
Alpha House, 10 Carver Street

# GRENDA

## AD OF THEIR TIME

Future Knight Trailblazer  
C16 + 4 MSX Spectrum 48K  
£6.95 £7.95

CBM 64/128  
Amstrad  
£9.95

Disk  
Amstrad Disk  
CBM 64/128  
Disk  
£14.95

### Future Knight

Arise Sir Randolph to take up the challenge of death that has befallen the fair maid Ariella, held in the mid-lands of Sirekott the Terrible. Acting upon an inter-dimensional distress signal from the galactic cruiser SS Rurbschick, don your Charobit Mask. If attack will and venture forth in pursuit of your beloved's captors. Defeat several nasty agents against the Galactic Security Force. Fight your way through 20 grinding levels onto the planet's surface into Sirekott's castle where the fate of Ariella lies with the outcome of your mortal combat with the awesome Henschel-droid. Is there any galaxy and bowery left in the modern day western?

Available  
November

# FUTURE KNIGHT

# TRAILBLAZER

Thunder  
C16  
+4  
£6.95  
November

of the Tiger  
C16  
+4  
£9.95  
November

a Spring  
C16  
+4  
£6.95  
December

Thunder: In the underworld a treasure's spent, pushing your talents to their limits in this delightfully exhilarating journey that's out out for the hardware. Roll left, roll right, making the endless chains of doom that lie in and around the square of mystery. Squares that will sometimes slow your progress, on occasions with fatal consequences and sometimes speed up unexpectedly or make you jump automatically. Keep a keen eye on the clock as the quicker you complete your task the higher will be your bonus. C2P4 version is an amazing 2 player simultaneous game. Amstrad Disc version contains extra features.

Trailblazer

Software Ltd.,  
Sheffield S1 4FS. Tel: (0742) 753423

Available November

# insideYS

## COVER GAME



20

**Dandy**

The gloves are off — Electric Dreams' *Dandy* comes out fighting!

## ADVENTURES

76

Mike Gerrard helps you kick the Hobbit.

- Aftershock/Interceptor
- HRH/Eighth Day Software
- Souls Of Darkon/Bug-Byte
- Journey To The Centre Of Eddie Smith's Head/Players Software
- The Witch Hunter/Pocket Money Software

## SOUND 'N' VISION SPECIAL



35

We've got a Spectrum...  
... and a Ram Music Machine and a  
Cheetah Sound Sampler and...

## POSTER MAP

58

Curse those Pyras! Hewson's megagame mapped!

## PROGS

59

**Program Power Pull Out**  
*Planet Proton* — beef up your Speccy with plenty of proton.

## MEGAGAMES



92

**Scroll On**  
*Uridium*, *WAR* and *Lightforce* — three high-rolling scrollers shoot it out.

29

**Avenger — Way Of The Tiger II**  
Some people just never stop ninjing.

## SCREENSHOTS

47

You want games reviews? You got 'em...

- *Street Hawk*/Ocean
- *Galvan*/Imagine
- *Dragon's Lair*/Software Projects
- *Thrust*/Firebird
- *Trailblazer*/Gremlin
- *Asterix And The Magic Cauldron*/Melbourne House
- *Phantomas*/Codemasters
- *Black Hawk*/Sparklers
- *Pub Games*/Alligata
- *Conquestador*/Melbourne House
- *Druid*/Firebird
- *Cyrus II*/Alligata
- *Ice Temple*/Bubble Bus Software
- *Marble Madness Construction Kit*/Melbourne House
- *Firelord*/Hewson
- *Vampire*/Codemasters
- *Captain Kelly*/Quicksilva
- *Gyron Arena*/Firebird
- *Winter Games 128K*/US Gold
- *Buccaneer*/Firebird
- *Storm*/Mastertronic
- *Zythum*/Mirrorsoft
- *Academy*/CRL
- *Room 10*/CRL
- *Bump Set Spike*/Mastertronic
- *Video Poker*/Mastertronic
- *Hardball*/Advance

## GAMES

**Hack Free Zone** .....26  
Here's Hex, the hexadactylic hexaglot. (What? Ed).

## CARTOON

**Wally Monthly** .....95  
Um Bongo! Wally goes native!

## COMPOS

**Uridium Compo** ..... 17  
Music to your ears — win a ghetto-blast!

**Dr What Compo** .....43  
What? A robotic phone! Where? Page 43! When? Now!

**Aliens Compo** .....75  
Can you stomach the thought of *Aliens* T-shirts and games?

## SPECIAL OFFERS

**Binders** .....71  
Unhand me, you blackguard! Hay!

**YS T-shirts** .....80  
Get 'em while they're still warm. (Urgh!)

**Your Spectrum Back Issues** .....89  
Rare, and getting rarer. Pick 'em up quick!

**Your Sinclair Back Issues** .....97

## REGULARS

**Frontlines and Future Shocks** .....4  
The best is yet to come!

**Letters** ..... 11  
T'zer's taken over.

**Hit List** .....24  
Get on up, get on down like a Hit List Machine.

**Hacking Away** ..... 31  
ZZKJ sorts out E'ttle problem.

**Hard Facts** .....45  
Hardware the hard way? No way!

**Task Force** ..... 103  
The route to rootin' tootin' routines!

**Readers' Survey** ..... 104  
Find out what everyone else thought!

**YS  
SUBS**

99

**GET YOUR  
FREE GAME  
HERE**

**Input/Output** .....115  
**Backlash** ..... 120

Max Phillips wears his undies outside his trousers...

## TALK TO US!

01-631 1433  
EDITOR Kevin Cox  
PUBLISHER Roger Munford  
SUBSCRIPTION Suzie Matthews  
ADVERTISEMENT ENQUIRIES  
01-580 0504/631 1433  
Mark Salmon, Julian Harriott  
Your Sinclair, Sportscene  
Specialist Press Ltd., 14  
Rathbone Place, London W1P  
1DE.

Cover illustration: David A. Elliott



All titles of Software  
stocked for all  
machines including  
Spectrum + QL

**MICROSNIPS, 37 SEAVIEW  
ROAD, WALLASEY, MERSEYSIDE L45 4QN  
(NEXT TO TSB) TEL: 051-630 3013**

Spectrum 128+2	£149.95	Dual Port Interface	£12.99	Rotronics Wafadrive	£59.95	Samantha Fox	£6.95
Spectrum 128+2 pack	£159.95	DK-Programmable JIS I/F	£22.50	RS232C for Centronics for Rotronics	£9.95	Life of Harry	£2.59
Spectrum 128	£109.95	Cheetah Spectrum	£28.50	16K Wafa	£3.50	Sweevos World	£6.50
Spectrum Plus	£89.95	Cheetah Sound Sampler	£44.95	128K Wafa	£3.99	Xarg	£7.99
Amstrad 464 + Monochrome	£199.95	Cheetah Midi Interface	£49.95	4 Pack Microdrives	£7.95	Vera Cruz	£7.50
Amstrad 5128 + Monochrome	£299.95	128 to Midi Lead	£9.95	Snele Microdrives	£1.99	Pyracuse	£7.99
Spectrum Power Supply (inc post)	£9.95	50W Extension Cable	£9.95	Discovery-I Disk Drive (3 1/2" disk)	£114.50	Crash Smashes II	£7.99
Computer Data Recorder (inc power lead)	£24.95	50W Double Extension Cable	£14.95	128i48K (State Modell)	£11.50	Cora	£7.99
Cassette Lead	£1.59	TV/Computer Splitter	£2.99	Axiom 3 1/2" SS Disks (10)	£18.50	Graphic Adventure Creator	£18.95
ZX Service Manual	£29.95	Kempston Mouse with Rainbird 'Art Studio'	£69.95	Cumana/Opus 5 1/4" 80T Drive + Disk Interface	£189.95	Revolution	£7.50
ZX Spec Keyboard Mat	£5.95	QL Disc Interface	£99.95	QL Disk Drive (3 1/2")	£99.95	Captain Kelly	£7.50
ZX Spec Keyboard Membrane	£3.99	QL Centronics Interface	£39.95	MCP-40 4 Colour Printer (Centronics)	£159.95	Trap Door	£6.95
ZX Spec Template	£3.50	Kempston Disc Interface	£85.00	Tatung TP100 Printer (Centronics)	£199.95	Head Coach	£7.99
ZX Spec Jack Socket	£0.75	Centronics 'E' Printer I/F	£39.95	11"x9" Paper (1000 sheets)	£9.95 (inc post)	Light Force	£7.99
ZX Power Socket	£1.25	L-Print III Ser/Centi Interface	£32.00	DMP2000 Ribbons	EA £5.95	Tennis (Imagine)	£6.95
2m TV/Comp Lead	£1.99	L-Print Centronics Lead	£12.95	Currah Microslot (2-Way Expandable Motherboard)	£6.95	T.T. Racer	£6.95
1m TV/Comp Lead	£1.59	L-Print Serial Lead	£12.95	Konix Liberator (10 Function Interface)	£34.95	QL Steve Davis	£13.95
ZX + Membrane	£8.50	Int-I to Epson	£9.95	*Please check availability*	£34.95	QL Bridge Player	£16.95
Spectrum to Spec + Kit	£39.95	Int-I to Brother	£14.95	Computer Liquid Cassette Case Kit	£3.99	QL Hyperdrive	£13.50
DK Single Port JIS Int	£8.95	Opus Centronics Lead	£9.95	<b>SOFTWARE</b>		QL 3D Slime	£11.95
DK Light Pen/Interface	£18.50	Opus Serial Lead	£9.95	<b>ALL CURRENT TITLES STOCKED*</b>		3 Pack Educational Software (Up to 8yr old)	
DK 3 Channel Sound	£24.50	Microdrive Extension	£9.95	Paperboy	£6.75	"Hot Dog Spotter" + "Lunar Letters" + "Count About"	£8.95
DK Speech Synthesizer	£23.95	On/Off Switch (State Modell)	£4.95	Dragons Lair	£6.75	Superbowl	£7.95
Lightning DX Joystick	£7.50	QL Joystick Adaptor	£5.95	Trivial Pursuit	£12.95	Dynamite Dan II	£6.50
*Joystick (M.S.) - Microswitched*		QL/Brother Serial	£9.95	Heartland	£7.95	Animator I	£8.50
*Joystick (M.S.) - Microswitched*		Spec + Dust Cover	£4.99	Nightmare Rally	£6.75	Waterloo	£8.50
Pro Ace	£9.95	Times 2040 Printer	£18.95	Glider Rider	£7.25	Toad Runner	£7.50
Micro Ace (S.S) (M.S)	£15.95	Times/Alphacom Thermal Paper (5 Rolls inc post)	£9.95	Ace by Cascade	£7.95	Strike Force Harrier	£8.50
Zip Stik New Model (S.S) (M.S)	£19.95	ZX-Thermal Paper (5 Rolls)	£11.95	Cascade Tape "50"	£7.95	The Snow Queen	£7.99
Datex (Led Fax) (S.S) (M.S)	£14.95	Prism VTX5000 Modem	£45.00	Moonlight Madness	£7.95	PSI Chess	£8.50
Vulcan Gunshot I	£8.50	QL Modem + QCall + QConnect + QMod by Tandata	£99.95	Tajid	£7.95	Dan Dare	£8.50
Arcade by Euromax (S.S) (M.S)	£17.95	Tasword Two	£12.95	Pub Games	£7.95	Battle of the Planets	£7.99
Vulcan 'Switch Joy' (S.S) (M.S)	£10.95	Tasword 128	£18.95	Terror of Trantosa	£6.75	Worm in Paradise	£7.99
New 'Microblaster' (S.S) (M.S)	£14.95	Tasprint	C.£9.50 M.£10.95	Computer Hits III	£7.95	Killer Tomatoes	£6.75
Konix Speedking (S.S) (M.S)	£11.50	Tascopy	C.£9.50 M.£10.95	Shao-Lin's Road	£6.75	Starquake II	£6.75
Joyball (M.S)	£13.95	Tasword Three	M.£15.95	Zythum	£6.75	The Writer	£12.95
Moonraker Joystick	£4.99	Tasdiary (M/D Only)	£9.50	Street Hawk	£6.75	Mantronix	£6.50
Kempston Pro Joystick Interface	£15.95	Taswide (Screen Stretcher)	£5.50	Great Escape	£6.75	Mikie	£6.50
Tristate Joystick I/F	£12.50	New Beta Plus Disk System	£99.95	New Games III	£7.95	Laser Basic	£13.95
Cheetah 125	£7.50	Beta Disk Interface	£59.95	Fist II	£7.95	Laser Compiler	£18.95
Cheetah Mach I (S.S) (M.S)	£13.50	DK-Tronics Keyboard	£29.95	Yie Ar Kung Fu	£5.95	Music Typewriter	£8.50
Joystick (+2) Selector Cable	£2.99	Sage Emperor Keyboard	£37.50	Transapress	£7.95	Shadow of the Unicorn	£13.95
Joystick Extension (M)	£9.95	Sage Elite Keyboard	£66.50	Never Ending Story	£6.50	Scrabble	£8.95
		Lo-Profile Keyboard	£37.50	Transformer	£7.50		
		Romantic Robot 'Multiface I'					
		Backup Utility	£39.95				
		Currah Speech	£18.95				

ORDER BY PHONE WITH

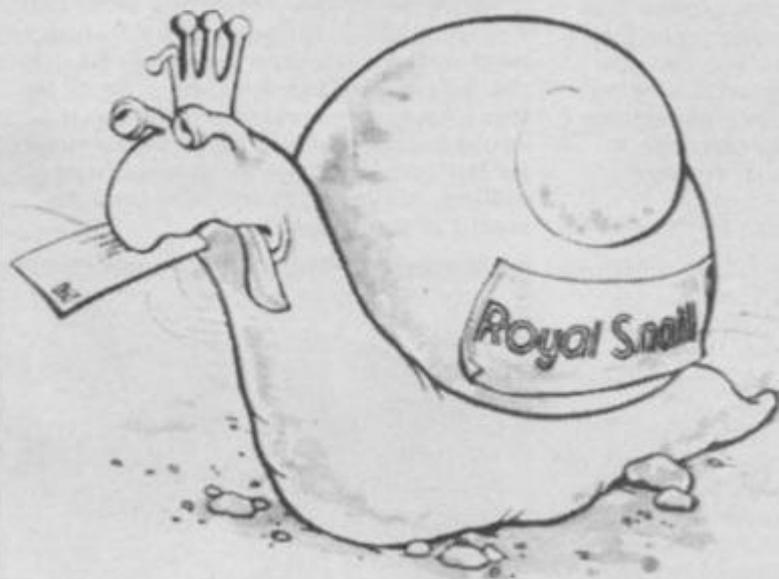


MAIL ORDER

Cheques/P.O. payable to:

MICROSNIPS

add 5p in £ postage. (24 hour Ansaphone)



**There is  
an alternative...**

Electronic Mail

For Telex, on-line games, Prestel, Telecom Gold, Easylink, home banking, cheap holidays etc.

The Enterprise range of BAPT approved modems offers you V21(300 BAUD), V23(1200/75) and for Enterprise 2, V22 (that's right 1200 BAUD FULL DUPLEX).

We can offer them complete with an extensive range of top class software to support the auto dial/auto answer functions, viewdata etc. all at incredibly low prices. In the words of Micronet 800 "As far as value for money is concerned, Enterprise 1 and 2 from Kirk Automation are it"

**PRICES**

Enterprise 1 - £99.95 + VAT (£114.95)

Enterprise 2 - £249.95 + VAT (£287.45)

**KIRK'S  
ENTERPRISE  
The Space Age  
Alternative**

Comms Packs (including Enterprise 1, Colour Viewdata/ Terminal Software, Interface, Leads, Instructions etc.)

Just plug in and GO!

▶ Spectrum (all versions) £149.95

▶ QL £149.99

Prices exclude postage and VAT

All cheques etc. payable to **Kirk Automation Limited**  
Bridge Works, St. Whites Road, Cinderford, Glos. GL14 3HB  
Telephone: 0594 22084  
Access, Visa and Amex

**KIRK**

# FRONT LINES



New from Ocean — the Spectrum version of *Top Gun*. Girls go all gooey over the star of the film, Tom Cruise... hmm... d'ya think they'd go all gooey over you if you bought the game? Ooh, talking of games, which we were, watch out for T'zer's Movie Special next month (popcorn optional).



What a jolly nice chap David "Spellbound/*Knight Tyme*" Jones is! Not content with giving all at YS a Magic Knight T-shirt each (like the one he's wearing) at the PCW Show, he'd like to give ten YS readers one each, too. There is a catch, though. In order to obtain this fab freebie, you must find the answer to this crucial (get down!) question:

**Which David Jones is now a Thin White Duke?**

Send your labyrinthine answers to: Will The Real David Jones Please Stand Up Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

Nyeah... wot's up, doc? We'll tell ya what's up. Trixie Trinian (that saucy little minx!) of *St. Brides School for Rich Young Ladies* (with a penchant for gin and adventure gaming) has just delivered a copy of her new game, *Bugsy for CRL*. (Gush! Simper!) *Bugsy Maroon* is a rabbit, based not so loosely on a famous cartoon rodent of a similar name, who hops his way through the streets of 1920's Chicago, on his way to the top of the Mob. He's gotta start small, though. Petty crime, protection rackets, carrot cake... £7.95 (warren offer) gets you your piece of the hare raising action. That's all folks!



Dis is a run-down area of town. Some stores are boarded up but the Post Office here seems ta be doin' good business.

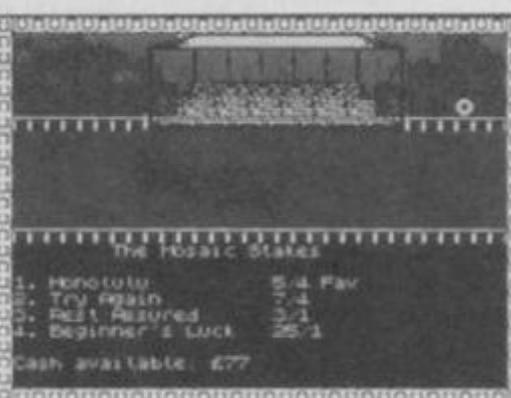
Standin' swiftly about me, I see a Lemmybly yelling "Myzomatosis" (are in too Jolley) Entry!



**Frontlines** — first for hot news. Yes, *Frontlines* was there with the rumour that there was to be an *EastEnders* game way back in the July issue. Well you can now consider it a fact 'cos Macsen is to bring out the very same — an *EastEnders* game. And best of all it means we can print another picture of Dirty Den. Yummy!

Once bitten — Twice Shy. Or at least Jonathan Derry was when he suddenly came into possession of some cassette tapes and found himself face-to-face with the heavy mob in Mosaic's new adventure — Dick Francis's *Twice Shy*.

You, as Jonathan, must try and discover the purpose of the tapes. But you're not on your own — a few shady characters from the horse-racing underworld will stop at nothing to get their dirty hands on 'em. Steer clear of the mob and you may get the chance to visit the race course and have a little flutter in the *Twice Shy* racing simulation game. You could well be backing a winner with this one.



What's that behind the Green Door? Must be a Red Box. And it's waiting for an intruder. Here's one now. POW!!! Bells ring! Lights flash! Your Teasmade turns on!!

Red Box is a new control system from GIS that you program with your very own Spacey. Clever, huh? Then Red Leader (nifty name) sits in a common or garden electric socket, talking to its auxiliary units via your house's ring main.

As you're able to run an almost infinite number of slaves (don'tcha just lurve that concept?) and sensors, the possibilities are limitless.

We've been experimenting with Red Box and should be reporting in full next month. Till then we've wired it to the Ed's chair (Safety note — don't try this one for yourselves, children, it could be dangerous!) and every time he tries to sit down for a kip, three million, zillion volts jolt him back to work! (I'm shocked! Ed).



Coming soon from Odin... *The Plot!* Remember remember... trouble is brewing under the Palace of Westminster... HP Sauce anyone? Heh heh heh... His name is Fawkes, Guy Fawkes, and he's on a very short fuse... what a funny guy! Heh heh heh... gotta run... byeeee! Ssssssssssssssss... BOOOOOO-OOOOOOOMMM MMMMM!!!!!!



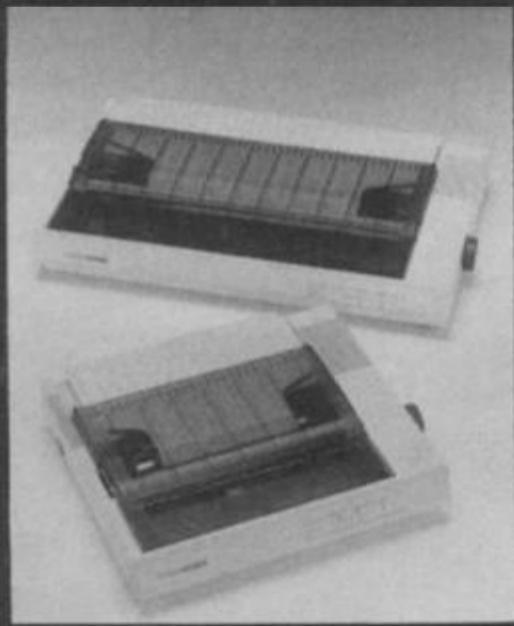
## IN SYMPATHY



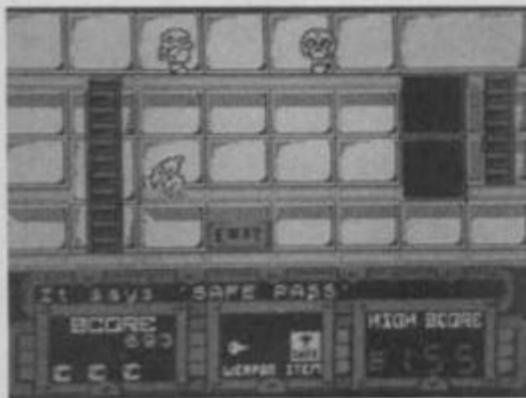
Sob... sob... sound of tears trickling down cheek... We announce a bereavement... The esteemed Art Editor, Martin Dixon is being put out to pasture — sorry leaving for pastures new. And it is with deep regret that the team at YS would like to present him with this little epitaph as we'll always remember him.

*There was a young lad called Martin  
With such sweet sorrow was partin'  
A man of design  
He was partial to wine  
Which was why he was always breaking  
wind (ahem)*

## PRINTER OF THE MONTH AWARD



Golly! A printer that tells the time? Could be. "Citizen MSP-10E and MSP-15E precision dot matrix printers have been designed and built with the attention to detail you would expect from the world's leading watch manufacturer..." Huh?



Out in the mists of space (which there aren't 'cos it's a vacuum) jaunts jolly Randolph the Spaceman, combing the platforms of some netherworld (clogs'n'tulips?) in search of a Damsel in Distress, well, some dress or other. She's in the clutches of Spogbott the Terrible (or botty to his pals) who has designs on her body, and we don't mean he's a tattooist! Out soon from those naughty Nippers, Gremlin Graphics. Ah, bless 'em!

## DODGY GEEZERS

If *Frontlines* isn't mistaken it's the Ed giving Gwyn a spot of GBH of the lug holes over his latest game review. Well, okay *Frontlines* is mistaken. It's actually Lever and Jones (the dirt says hot, the label says not), the programmers of Melbourne House's latest release *Dodgy Geezers*. A right pair of villaynes!



Coming soon to a cinema near you: *Attack Of The Killer Ergonomically Designed Joysticks* (Cert PG), starring Wyn Holloway as Professor Pipebender and introducing the Konix Speed King joystick as a £12.95 contender for the best joystick of all time in a supporting role.



Loch aye the noo. Well, raise my sporan, what have we here? Mirrorsoft's new release *Terror Of The Deep* that's what! Hideous monsters have been sighted surfacing at night by an eccentric Scottish engineer — jings. Wee Nessie has been blamed. But the engineer has summoned you to his deathbed to find out more by searching the depths of Loch Ness in his newly developed underwater craft. Can you clear Nessie's reputation?



# T'zers...

Spooky! I'm all alone in Castle Rathbone — it's dark and misty outside and the only sound to be heard is the gentle tapping of my fingers on the typewriter. The dastardly Ed has forced me to stay into the early hours of the morning to finish *T'zers*.

The air grows cold and the wind whistles through the gaps in my teeth. Suddenly! Da da daaah! A piercing scream breaks the air... screeeeeeeeeeeach... I jump out of my skin and all my insides fall out — bleeurch. I pull myself together and realise it's the telephone ringing. An eerie voice cackles maniacally and then croaks, "Terra Cognita." It's then I realise it's the Ed reminding me about **Terra Cognita** — the new game from Codemasters that'll be out next month. Huh!

I settle down again feeling slightly jumpy but maybe that's just 'cos I've got a frog in my throat. Oh yes, whilst we're in frog mode (ribbet, ribbet) Hewson is working on a game called **Rana Rama** (interesting fact: *Rana* is the zoological Latin name for an aquatic amphibian — namely the frog!) In it you play a little leaper who has to search round rooms collecting spells in order to defeat the evil wizard.

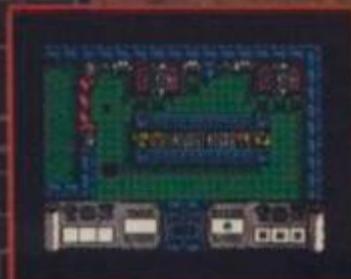
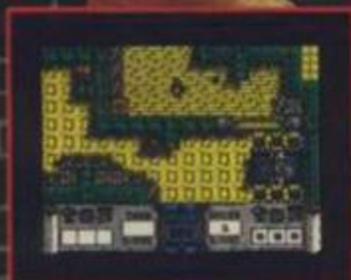
Applause, applause... it's a clap of thunder and it made me start. Trouble was I couldn't finish. And then... without a warning... it came — a flash! Zaaaaaaap! Crash! It was **Flash Gordon** from Mastertronic — a bolt from the dark and pretty nutty it sounds too. You're feeling pretty Flash though your spaceship's crashed in a jungle and it's now up to you to find Prince Barin who's in a cave. You've then got to win his respect so you can fight off the wicked Ming — is he a vase or will he die nasty? And what better way than to beat him into submission... hit me, hit me! Flash — and then he was gone.

Alone again, I tremble as I imagine all sorts of ghoulish things — headless creatures, blood spattered vampires, rotting skeletons and Gremlins... Which brings me extremely messily to Gremlin just add water Graphics and its faberoonie games lined up for next year. Keep your eyes peeled for the return of **Monty Mole**. Nappy noo nahs! That naughty nipper, Jack's back or at least he will be in 1987 in a sequel to **Jack The Nipper** — yippee!

It's really gloomy now 'cos most of the lights have gone out. Suddenly... da da daah... I feel a tap on my back. I run hot and cold but then I've always been a bit of a mixer. Oh sheet — it's a ghooooooost! No, it's an apparition — a Gargoyle even. Yup, it's Greg Follis (though I've no idea why he should be here) who's got heaps of heavy news. First off there's to be a follow-up to the amazing **Heavy On The Magick** that'll include the **Terror Of Tombs** module from the original. It's likely to be called **Trials Of Therian** and it's bound to be a real Spectre-cle. If



# DANDY



## SPECTRUM SCREENS

Dandy is the massive arcade adventure that takes you through some of the most detailed dungeons you've ever seen. Either solo or with a (brave) friend you can hack, thump and zap your way through spectres, necromancers and other dungeon-dwellers whose concern for your health and well-being is zero.

They have their reasons of course. They're guarding a massive treasure hoard which you, if you're quick, can stuff into your amazingly capacious swag bag.

Dandy is the ultimate dungeon. Enter at your peril!

## FEATURES

- 3 complete 5-level dungeons
- Treasure trove screens at the end of each dungeon
- One or two players
- 5 different spell types
- A variety of nasties
- Frenzied, thumb-busting action

## AVAILABLE ON:

ZX Spectrum 48K/128K/ + cassette...£7.99  
Coming soon for Amstrad and Commodore home computers

*Electric Dreams*

SOFTWARE

ELECTRIC DREAMS SOFTWARE,  
31 CARLTON CRESCENT, SOUTHAMPTON  
SO1 2EW TEL: (0703) 229694

Mail Order: Electric Dreams Software,  
23 Pond Street, Hampstead,  
London NW3 2PN.

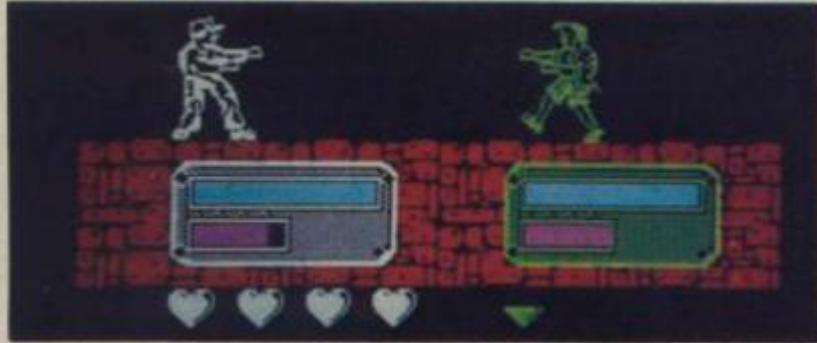


D'you know they call me Trooper? You dol D'you know why though? No, it's not 'cos I bl\*\*\$y swear like one. I'm a new game and that's my name — *They Call Me Trooper*.

So you want to know what I'm about, eh? Well, it's 2108 AD and we're on planet Therop. Here the annual conference discussing planetary peace is

taking place. Booooooooogggggllllllleeeeee! And that's the sound of the brain drain which all the members have been put through by the Therop. They're deadly exterminators and you, as Major RA Trooper, are the only one whose brain's undrained. Can you escape from the planet Therop — alive? Coming in a smidgin of time from CRLI

## THEY CALL ME TROOPER



Splutter . . . splutter . . . hork . . . hork . . . Sorry, just clearing the ol' tubes. No need to wrinkle up your snout. Frontlines is clearing the hyperspatial wireways (wire tubes) in *Electric Dreams'* new game *Tempest*. These wireways are infested by aliens and you, as a sort of flipper (is there a porpoise to this? Dolphin so), must flip around the outside blasting the aliens as you go to stop them advancing up the tubes. With 99 levels it's going to be pretty *Tempest-uouss!*

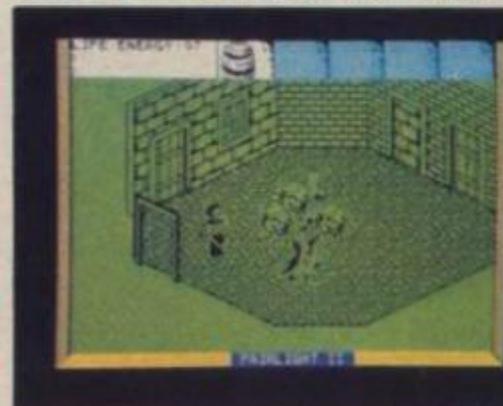


## ALIENS



There are some places in the universe you don't go alone — and we don't mean the toilet. Ripley, against her better judgement, has been dragooned (yet again) into battle with those facehuggin', mucus spittin', acid bleedin', chestburstin', cool fizzin' Aliens. So the scene is set for *Electric Dreams'* next biggy — *Aliens*. The slimy little beggars have infested a space station inhabited by scientists. Ripley and a crew of five must rid the station of these pests since Rentokil doesn't make space calls. You can switch control between the six characters from the comfort of your armoured car since you can see everything your troops are up to through the eyes of cameras mounted on their heads. With 255 locations, scrolling windows and stroboscopic light effects it's not just a game — it's war!

I was 1985 and a young unknown Swede called Bo wrote a game. He called it *Fairlight* and it went on to be one of the year's best sellers — a real turnip for the books. Now there's *Fairlight II — A Trail Of Darkness* where you, as a slave, start the second part of your quest having made a bit of a Bo Bo and given the *Book Of Light* to the Lord Of Darkness. Another real life true story from *Your Sinclair*.



*Fairlight II*  
Nasty

## DR. WHAT



Back to the beginning of the universe to the Big Bang Burger Bar — WHERE? Four-Dimensional-Neuron-Blasters — a drink made from the sweat (ugh!) of an incensed Alpha Ceti Minor will blow your mind — WHAT? You can happily sleep off hangovers for the next few billion years 'cos it's the start of the universe — WHEN? The effects from the drink necessitate the service of their brains by the Jellybaby of infinite wisdom — WHY?

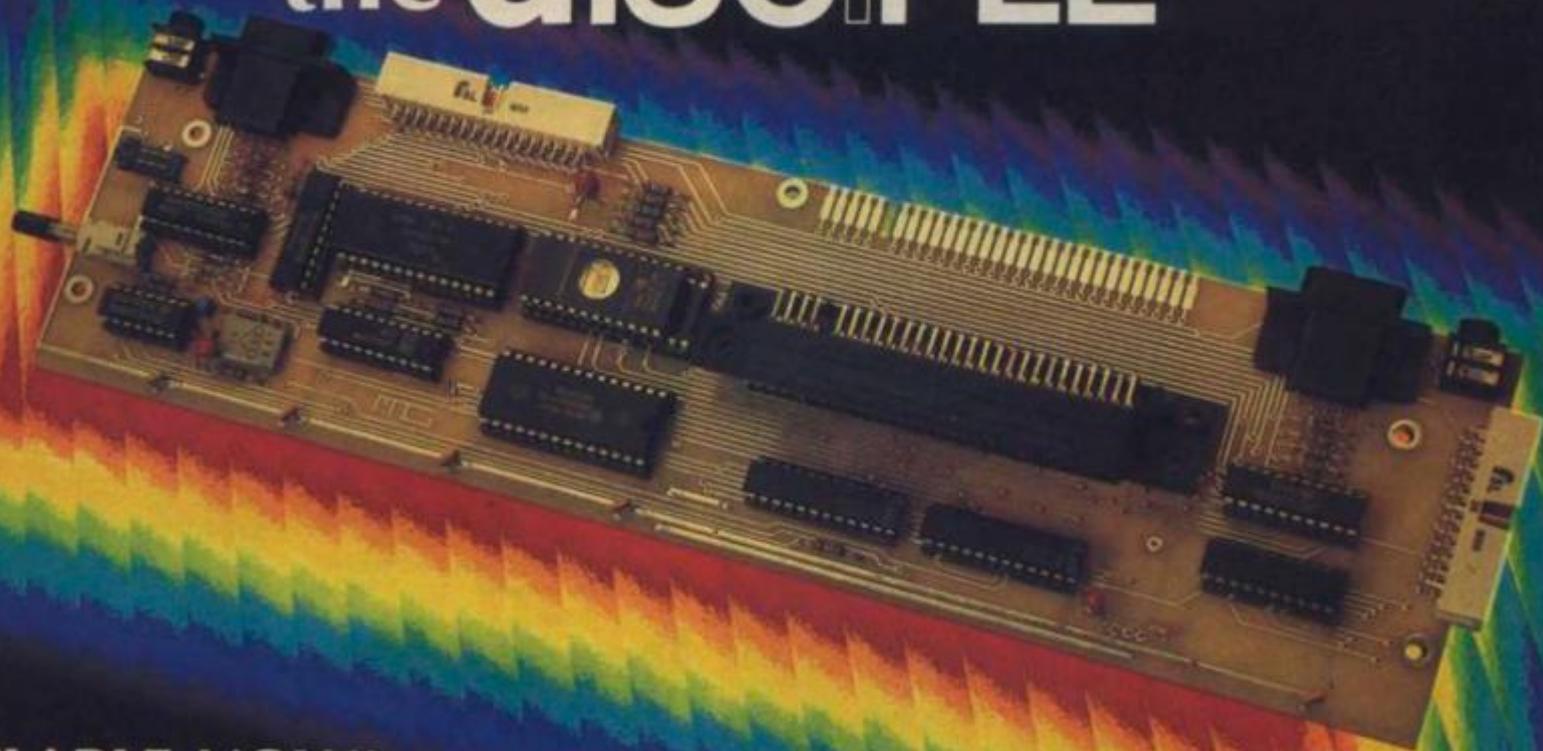
What, Why, When and Where are the four doctors who (yes, Who) embark on this bizarre journey to obtain the ultimate knowledge of the Tower of Darabur. Trouble is, they've been scattered across time and they're pretty squiffy. And to answer the other question that's on the tip of your tongue — just have a look at the screenshot, it'll set those braincells boggling! Another amazing game from CRLI

## Terminus



Porridge. Yummy, yummy, yummy. Specially with lots of honey. Oh misunderstood again — that kind of porridgel Where all the inhabitants wear pyjamas with antipodean palm trees on and keep the Post Office in letter sacks. Well, this is Prison Planet and the leader of a gang of criminals is doing time — but the gang ain't too happy 'bout it and have decided to spring him. Boing!  
You control the four criminals and have to mastermind the job. But you're up against 100 different types of alien and the planet's own defences. Lucky for you then, John, that each member of the gang (Come back Gary — all is forgiven) has a particular talent that'll help you get through. Choose whichever perversion takes your fancy — clinging to the ceiling, bouncing, walking up walls or just plain flying. There are 512 screens and it's going to be a real slammer of a game! Out soon (geddit?) from Mastertronic.

# The answer to the Spectrum-users prayer the **DISCIPLE**



**AVAILABLE NOW!**  
the all purpose interface to take  
your Spectrum to the limit

#### **DISK INTERFACE**

- ★ Allows up to 1.6 Mb of storage on 2 drives
- ★ Loads a full 48K program in 3.5 seconds
- ★ Simple Basic Syntax
- ★ Compatible with any standard drive – single or double density, single/double sided, 40/80 track, 3", 3½", 5¼"

#### **SNAPSHOT BUTTON**

- ★ Saves any program instantly – at any point you wish and as often as you like.

#### **PRINTER INTERFACE**

- ★ Compatible with the whole range of Centronics Parallel printers.
- ★ Uses normal Sinclair commands – LLIST, LPRINT, COPY
- ★ Permits user defined and screen graphics.

#### **DUAL JOYSTICK PORTS**

- ★ Sinclair and Kempston compatible.

#### **NETWORKING**

- ★ Operating system allows Disciple to act as file server; shared access to printer and disc drive for up to 64 Spectrums
- ★ Interface 1 Compatible



Use the disciple with any Spectrum – even the new Plus Two model.

## the **DISCIPLE**

the ultimate disk, printer, joystick and network controller for the Spectrum **£73.70** (+VAT)

Designed by Miles Gordon Technology for Rockfort Products (a trading division of Vignesh Ltd)

For more information call us  
on 01-203 0191 or visit our  
London showroom for a  
demonstration

To: Rockfort Products, 81 Church Road, London NW4 4DP

Please send me POST FREE

(Quantity) DISCIPLE Interfaces

@ £84.75 each, including VAT & P&P.

I enclose CHEQUE/POSTAL ORDER for £

OR debit by ACCESS  or VISA  (tick as appropriate)

CARD NO

EXPIRY DATE

SIGNATURE

NAME (Block Capitals)

ADDRESS

Postcode

Overseas orders and trade enquiries welcome. Telex 946240. Ref. 190-12450

# LETTERS

EVERY ONE A  
WINNER!

WRITE TO: YOUR SINCLAIR, 14 RATHBONE PLACE, LONDON W1P 1DE

A fabulous bundle of software for the star letter ☆ All letters win a YS Badge



Ha! The Ed thinks there are no letters this month. Little does he know that I've decided it's about time I took over this section and stopped all his nit-picking, parentheses (brackets to the rest of us) and flippant comments. After all, I do the rest of the mag!

So enough of all you moaning minnies — in the words of A Lang (address withheld 'cos he didn't send it) here's your Thought For The Day: If people moan so much about your mag then why the @\*\*&@%!S\*\*buy it! So from now on all the letters will only be about nice things and what better place to start than here....

## T'ZER FAN CLUB

PS I think T'zer is terrific and could you give away a life size poster free!

Paul Curnow  
Sheffield, S. Yorks

...T'zer, you're the best thing in the magazine... pleecease, pleecease, pleecease could I have a piccy of T'zer for my personal keeping.  
Craig Hoggart  
Kendal, Cumbria

PPS My brother is in love with T'zer, so can you send a signed photo please.  
Philip Saddington  
Hull, Humberside

PPPS T'zer is fab and tell the Ed that if she can't be on page 3, how about the classified ads?  
Mark Hanrahan  
Waterford, Ireland

Unfortunately, there just isn't enough room to print all your letters! But don't let that put you off sending them. T'zer.

## SOFT TOUCH

I'm a 13 year old computer maniac and I recently wrote letters to various software publishers. But why? (Why indeed. T'zer) Simply to find out how good the companies really are. I wrote to ten companies asking for general information on their products and here are the results:

Ocean	Reply after 8 days
Mirrorsoft	Reply after 16 days
New Generation	Zilch
Master-ironic	Reply after 6 days
US Gold	Zilch
Beyond	Zilch
Elite	Zilch
Melbourne	Reply after 42 days
House	Zilch
Domark	Zilch
Firebird	Zilch

Mirrorsoft even sent catalogues and posters and will be sending me regular updates on its products.

Robert McSherry  
Kilburn, Derbyshire

It's good to see software companies providing a good customer service. Obviously they get a vast amount of enquiries and it sometimes takes time to sort through them all and send out the relevant information. But it's always better to wait for an answer

than not to get one at all. Hats off to Mirrorsoft for its speedy and friendly service. T'zer

## CAT-A-TONIC

I have totally forgotten what I was going to say in this letter. But I hope it lays to rest the myth that most arcade shoot 'em up players are stupid.

Lee Ayers

Crewe, Cheshire

PS Did you know that cats can actually smell colours? Pity there's no way of proving this!

Did you know that the Ed is an extremely good writer? Pity there's no way of proving this!

T'zer

## T'ZER PLEADER

Dear Ed aka The Great One, Please, please, please print another (colour) pic of T'zer (pant! pant!) in your oh-so-wonderful mag as I missed the August issue. I'm sure lots of fellas would love to see her once more.

Adrian Matthews  
Lurgan, Northern Ireland

PS Sorry about the toilet paper but it was the only thing available.

I'm sorry but only the select few get to see my 'once more' and we're certainly not going to print any full colour pictures. What d'you think this is, *Points Of View*? T'zer.

## CHECKMATE

I can't tell you how pleased I was to see that both Colossus 4 and Psi Chess were reviewed in the October ish. But I was rather disappointed to find that the reviews were made by Gwyn who was honest enough to admit she was no chess player.

Do you think it would be possible to get your reviews done by people who at least have a reasonable knowledge of what they're reviewing. I'm quite sure you could have found some very willing chess reviewers from your local chess club.

Simon Strange  
Hassocks, West Sussex

Rachael would be very surprised to find that Gwyn is in fact a girl! It would be nigh on impossible to get reviewers who're experts on every game's content. How many Spectrum users are qualified pilots, gold medalists, Ninja warriors, Mermaids, members of the SAS? And if you can find the right person to review Scooby Doo then you're a better man than I, well woman actually. On second thoughts don't answer that. T'zer

## CHOPSTUCKS

I recently purchased a copy of US Gold's *Kung Fu Master* — and to be quite frank my first impression of it was unprintable. After a few thousand games I got quite fond of it — until I came face to face with the Guardian on the 4th floor. I had no option but to swing my leg landing a well-placed kick in the mid-region of the body — but to my complete horror his energy didn't deplete at all. Even worse another Guardian appeared at the rear and no amount of punching and kicking would shift them.

Stephen Martin  
Glasgow, Scotland

Perhaps you should try a less violent approach. Talk to them. Try to understand their problems... help them come to terms with... (snip) T'zer Put the boot in, that's what I say. Troubleshootin' Pete

## BOTTOMS UP TO WILLY'S

I thought you might like to see this advert from the local 'news' paper, The Wells Journal. Does Miner Willy know about this I wonder? Yours in awe of the excellence of *Your Sinclair* (compared with

Sugar User, Crush and Computer and Vegetable Games).

Paul King  
Wells, Somerset

Does this mean the house beer is called Willy Warmer? T'zer

(0934) 22567

Jet Set Willy's PUBLIC HOUSE  
Wine Bar · Bistro · Restaurant

132 High Street, Weston-super-Mare, Avon  
(Next to the Playhouse)

What has Willy's got to offer?

- A unique Public Bar and Wine Bar on the ground floor.
- Cocktail Bar, Patio and Tropical Lounge on the first floor.
- An elegant à la carte Restaurant on the second floor.

MAKE THE HOLIDAY GO WITH A SWING  
A PLACE NOT TO BE MISSED





# LETTERS

## SILENT NIGHT

I'd like to know whether there's any way of switching off the Speccy's sound synthesiser as my old man works shifts and some mornings has to catch up on his sleep. My mum says that if I wake him up by the sound coming from my lovable Speccy then he'll give me a foot up the whereabouts and a thick ear.

**Ian Morrison**  
Fife, Scotland

The Speccy's sound keeps your dad awake? He's not the bionic man by any chance? It's probably just an excuse to give you a thick ear anyway. And a jolly good thing too! **T'zer**

## SACK SLACK MAX

Sack Max Phillips now! He gave ACE a good review. Wot a pratt! That game doesn't deserve a mark of 1 let alone 8. It's full of bugs (well three), unrealistic, unresponsive and far too easy — I completed up to level 4 the day I got it. Taking off — easy you say. Easy if you don't try to turn, dive or pull up below take-off speed — which is very high! Climbing is like swimming in treacle. In-flight refuelling? The one time I had enough fuel to reach the aircraft I collided with it even though I was a

thousand feet above it. Big plane that tanker! And to cap it all there's the dreaded Lenslok with absolutely no instructions. I eventually took the game back in disgust.

Yours forever **T'zer**,  
**The Ace Himself**  
Portsmouth, Hants

You've put your finger on it without realising. Oooh, it's quite nice too! "Climbing is like swimming in treacle," you say. And what does Max do in his spare time? Need I say more? **T'zer** *Nol Max*

## DEMOLITION MAN

Where does ZZKJ get his name from? Read *The Demolished Man*, a sci-fi book by someone whose name I've forgotten (I lost the book) and you'll see that the baddie Ben Reich has a code. In the code the letters ZZKJ mean confidential.

**John Lawless**  
Dublin, Ireland

ZZKJ a demolished man? Course you're right but he makes absolutely no secret about it. **T'zer**

## NO BILL PRIZE

It is my considered opinion, (I'm 'Oirish so I should know) that the entire staff of YS have a combined IQ equal to that of an empty milk bottle without the milk.

But for this unique attribute

among magazine staff I reckon you wouldn't have the best compo mag around. Count yourself lucky!

Yours in a nutshell,  
**Bill Campbell**  
Dun Laoghaire, Dublin

If it's all the same to you Bill I'd rather not have mine in a nutshell thankyou. What I want to know is exactly what the difference in IQ is between an empty milk bottle and an empty milk bottle without the milk. Where did you say you came from? **T'zer**

## SIMON SAYS...

I've been reading your mag for some months now and enjoy it immensely. Nothing strange in that I hear you say (I'm using my imagination for this bit 'cos my hearing's not *that* good!), but I have never owned a Sinclair computer. I do have a Commodore but before you shoot me down in flames let me explain.

I have a voracious appetite for computer mags and read a number of other mags on a variety of computers. Computers are not a fad — they are important. And don't listen to boring encyclopedia-wielding Anoraks. Playing games is fun and reason enough for owning a computer. Although gamesplaying isn't going to make you a highly paid business programmer it does at least make people feel comfortable in the vicinity of a computer and this 'some day computers will rule the world', 'the police have a computer that'll arrest a man and hang him in less than eight seconds' attitude will fade.

That's it! Apart from, if you enjoy producing the mag half as much as I do reading it then it must be one hell of a place to work!

**Simon Sleightholm**  
Northumberland

It's certainly hell alright! **T'zer**

## GORDON BENNETT...

Well done, well done, well done, give away a bundle of T-shirts just as winter's coming up. Whoever thought it up should be given the 'Berk Of The Month' Award.

Anyway I thought I'd try my hand — if I won I could always wear the whole lot together. So, I cut out the coupon, stuck it to the back of a postcard and sent it off. Next morning I awoke to find... the postcard on my doormat. 'What is Castle Rathbone up to?' I thought. So I stuck on yet another stamp and posted it again. A few days later what do I find on my doormat, no not a bundle of T-shirts but the

postcard!! Help! I can't get rid of it. What's up with the postman today? Why are they reading the back of postcards?

Not to be outdone I put another stamp on the card and tried a different postbox. So far so good but I can tell you I really dread looking at the doormat just in case it returns...

**E Bennett**  
London SW11

Your postcard is winging it's way back to you right now.  
**T'zer**

## WE ARE NOT AMUSED

The 'Devlin' has just seen Craig Gallacher's pathetic letter and I'm not amused. How can you publish such guff? He states that I should be in a loony-bin when he, surprise, surprise, wears a Transformer watch and puke, puke, cords with, wait for it, *flares!* How mental can you get?

Yours disgusted,  
**Mark Devlin**  
Ayrshire, Scotland

How can we publish such guff? Easy! We've just done it. Anyway, I rather like Transformer watches and the Ed always wears flared cords. He reckons they go with his anorak! **T'zer**

## JUST WILLIAM

Having read T'zer's hilarious list of Willy games I've decided to send you a few more: *One Man And His Willy*, *Neverending Willy*, *Journey To The Centre Of Eddie Smith's Wi...* (Rip... Really! **T'zer**)

**Mark Barnwell**  
Torpoint, Cornwall

Very kind of you I'm sure Mark but I've got all the Willies I can handle at the moment. **T'zer**

## SMALL PRINT

PS Is this the star letter???

**Ralf Kurbitz**  
West Germany

I think you can work that one out for yourself **T'zer**

Could I purchase from you a drinking mug with *Your Sinclair* printed on it?

**Royston Davidson**  
Birmingham, West Midlands  
I think there are quite enough mugs in this office already. **T'zer**

Would you be so kind as to publish this letter in a condensed form.

**Craig Shaw**  
Universal ZX Club  
1 Swiss Walk, Batley, West Yorks  
Consider it done **T'zer**

PS If this ain't printed could you please put a note in the magazine telling me so.

**Gareth Burge**  
Glasgow, Scotland

Just a little note to say your letter hasn't been printed this month.  
**T'zer**

O.K. HERE'S MY CAPTION (DRAWN IN TRUE NEWSPAPER STYLE) FOR THE TERN-WEDDY COMPO IN FRONTLINES IN THE AUGUST ISSUE. (YOU KNOW, 'WOBBA PEEVY PHOTO... BIG BALLS... ETC) ANYWAY, SEE IT!...



BLAA BLAA... BLAA... BLAA... BLAA  
BLAA? BLAA BLAA... BLAA ?  
BLAA! BLAA BLAA THERESA MAUGHAN  
LOOK-LIKE BLAA BLAA! BLAA BLAA  
... BLAA HUGE! BLAA BLAA  
THERESA MAUGHAN BLAA BLAA  
'NOT LIKELY' BLAA BLAA BLAA  
CRASH! BLAA BLAA WOLLOP!  
BLAA YOUR SINCLAIR BLAA  
THERESA MAUGHAN AGAIN  
BLAA BLAA BLAA BLAA.

The winner of the Pervy Pic Compo (Frontlines, issue 8) was none other than Stephen Nolan of Liverpool

# URIDIUM

NOW  
AVAILABLE  
FOR  
SPECTRUM



## TURN ON TO URIDIUM THE ARCADE SPACE COMBAT GAME

Feel your adrenalin pulse as you throw your Manta fighter through its heart-stopping sequence of dives, loops and spins. Thunderous rocketry and shattering canon shells batter your senses. Screaming enemy fighters fracture your nerves. Cool crisis control rips you through the mobile and surface defences of the alien Super-Dreadnoughts to the confrontation with Uridium itself.

Uridium . . . the Spectrum version of the Commodore mega-hit by Andrew Braybrook. Programmed by Dominic Robinson

**For Spectrum      Cassette £8.95**

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by Credit Card sending your Access/Barclaycard number and a specimen signature. Don't forget to enclose your name and address.

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication

**FREE GIFT**  
with every purchase

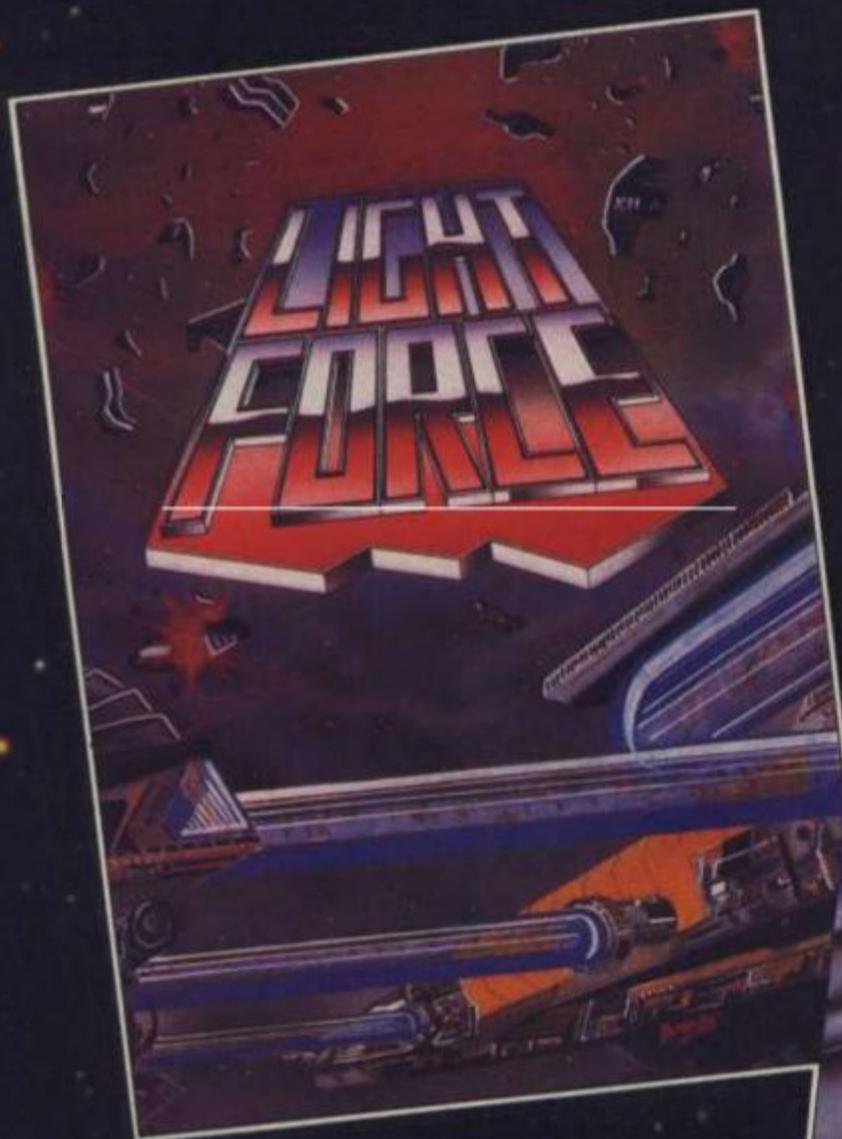
Offer closes 31st December



# HEWSON

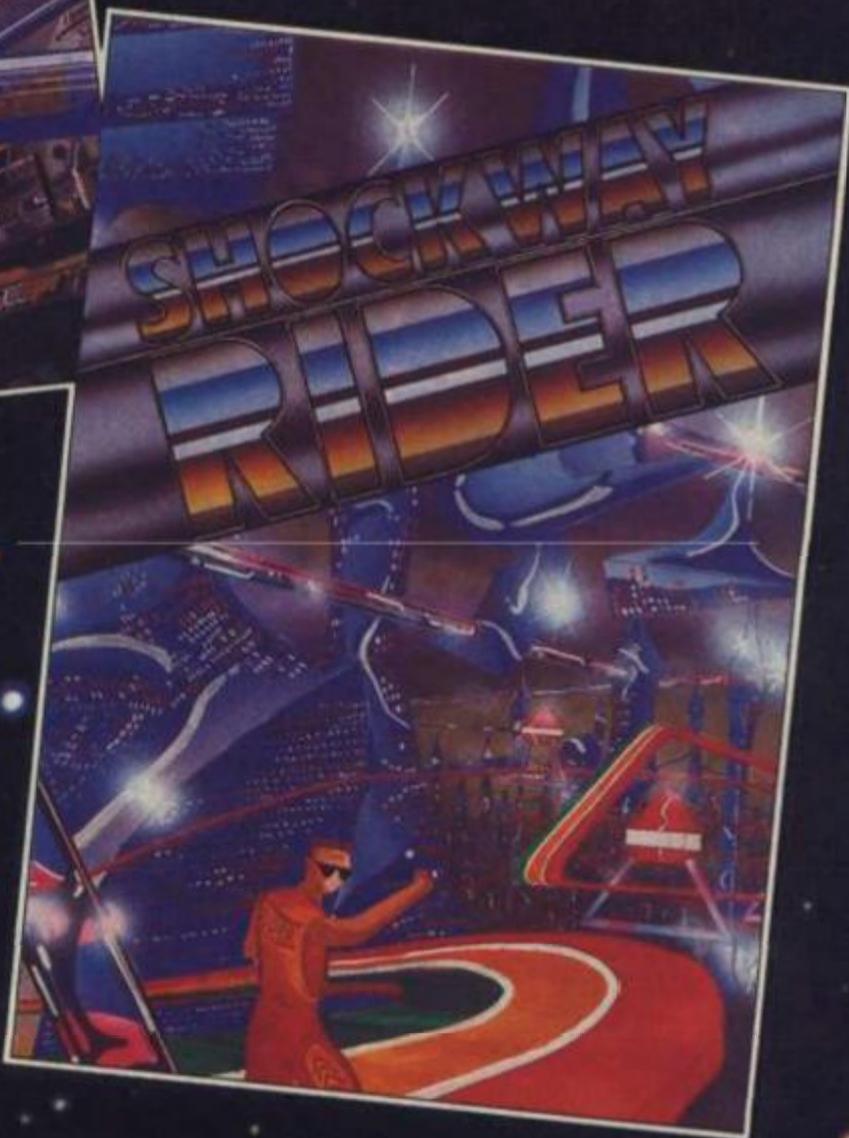
56b Milton Trading Estate, Milton, Abingdon, Oxon. OX14 4RX

# "GAMES AT THE SPEED OF LIGHT..."



**LIGHTFORCE** is for **VENGEANCE**.....  
**LIGHTFORCE** is the Punishment Arm of Galactic Fighter Command.  
When a Terran-settled system at the edge of the galaxy is seized by an alien force, revenge comes in the form of a lone **LIGHTFORCE** fighter.  
**LIGHTFORCE** confronts alien in a dazzling battle above the strange landscapes of the Ice-Planet, the Jungle Planet, Alien factories and the impassable Asteroid Belt.  
**LIGHTFORCE** — at the speed of Light - from **FTL**.

**SHOCKWAY RIDERS** are the pick of the street gangs - **ATHLETIC, AGGRESSIVE & ARROGANT** - as they cruise along the triple-speed moving walkways that circle the great **MEGACITYS** of the 21st Century. **THE ULTIMATE AIM OF EVERY RIDER** is to go "**FULL CIRCLE**" - to do that, he must fight off the Block Boys, the Cops and the Vigilantes - as well as negotiating the Speed Traps and Rider Ramps erected by the angry local residents!  
**SHOCKWAY RIDER** is the most original arcade game of the year - **THE ULTIMATE FUTURE SHOCK!!**



**FTL**  
**FASTER THAN LIGHT**

LIGHTFORCE AVAILABLE SEPT. '86  
SHOCKWAY RIDER AVAILABLE OCT. '86

SPECTRUM £7.95  
AMSTRAD & COMMODORE £8.95

FTL FASTER THAN LIGHT, CARTER FOLLIS GROUP OF COMPANIES,  
SEDGLEY ROAD EAST, TIPTON, WEST MIDLANDS DY4 7UJ. Tel: 021-557 2981 (4 lines)

# YS AND HEWSON COMPO HEAVY METAL

## WIN A GHETTOBLASTER

### AND 30 COPIES OF HEWSON'S URIDIUM

**F**riends, trainspotters and YS readers, bend me your ears. You may not know that Uridium is the

name of a little known heavy metal. You may not know that, 'cos it's not true. It's also not the name of a heavy metal band whose lead singer headbanged himself so hard that his brain burst out — and no-one noticed.

But fortunately these few "facts" haven't stopped Hewson from offering the winner of this month's compo something that's both heavy and metal. It's an amazing stereo ghettoblaster with more tweeters and woofers than a cage full of canaries at Battersea Dogs' Home. A Panasonic RX-FM15L stereo radio cassette recorder, actually.

Now you can blast the wax out of your ears while you're blasting aliens in Hewson's latest megagame. Which, as it happens, is called *Uridium* — and that's a fact!

You can read the full review of the game in this issue, but just to whet your appetite, here are a few facts about it. 1) It's brilliant. 2) It's brilliant despite being a conversion from a Commie original. 3) It's a scrolling shoot'em up that's more addictive than those little orange soft-centered ones in a bag of Revels. 4) There is no number 4. 5) It's brilliant.

But I'm not hanging around here all day when I could be having just one more go at a spot of mindless annihilation. All you have to do before you win a copy of your own, or the portable stereo, is look at the picture. Done that? Now look at it again and you'll see that there are the names of a number of metals subtly secreted within it. In fact, there are ten in all and you just have to tell us which they are. To get you started, that woman is a platinum blonde, so your first metal is platinum. Elementary, ain't it?

Now fill in the coupon with your ten metals and post it off to That Really Heavy Uridium Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

#### REALLY HEAVY RULES

Stereo rules okay. Employees of SportsScene Specialist Press and Hewson may not enter the compo. Employees of SportsScene Specialist Press and Hewson may not enter the compo.

The Ed's decision is final and if you try to enter into any correspondence he'll blast more than your ghettos.

Uridium person if you don't get your entry in before the last day of 1986.



Illustration: Nick Davies

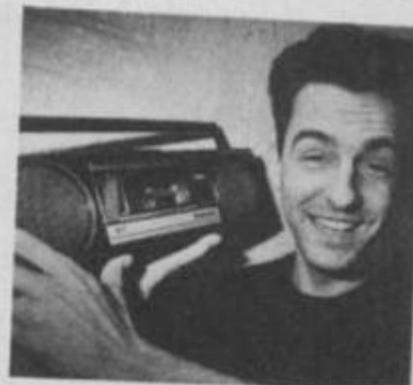
This compo's a real steel! I spotted all ten metals hidden in the piccy:

- |        |         |
|--------|---------|
| 1..... | 2.....  |
| 3..... | 4.....  |
| 5..... | 6.....  |
| 7..... | 8.....  |
| 9..... | 10..... |

Name.....

Address.....

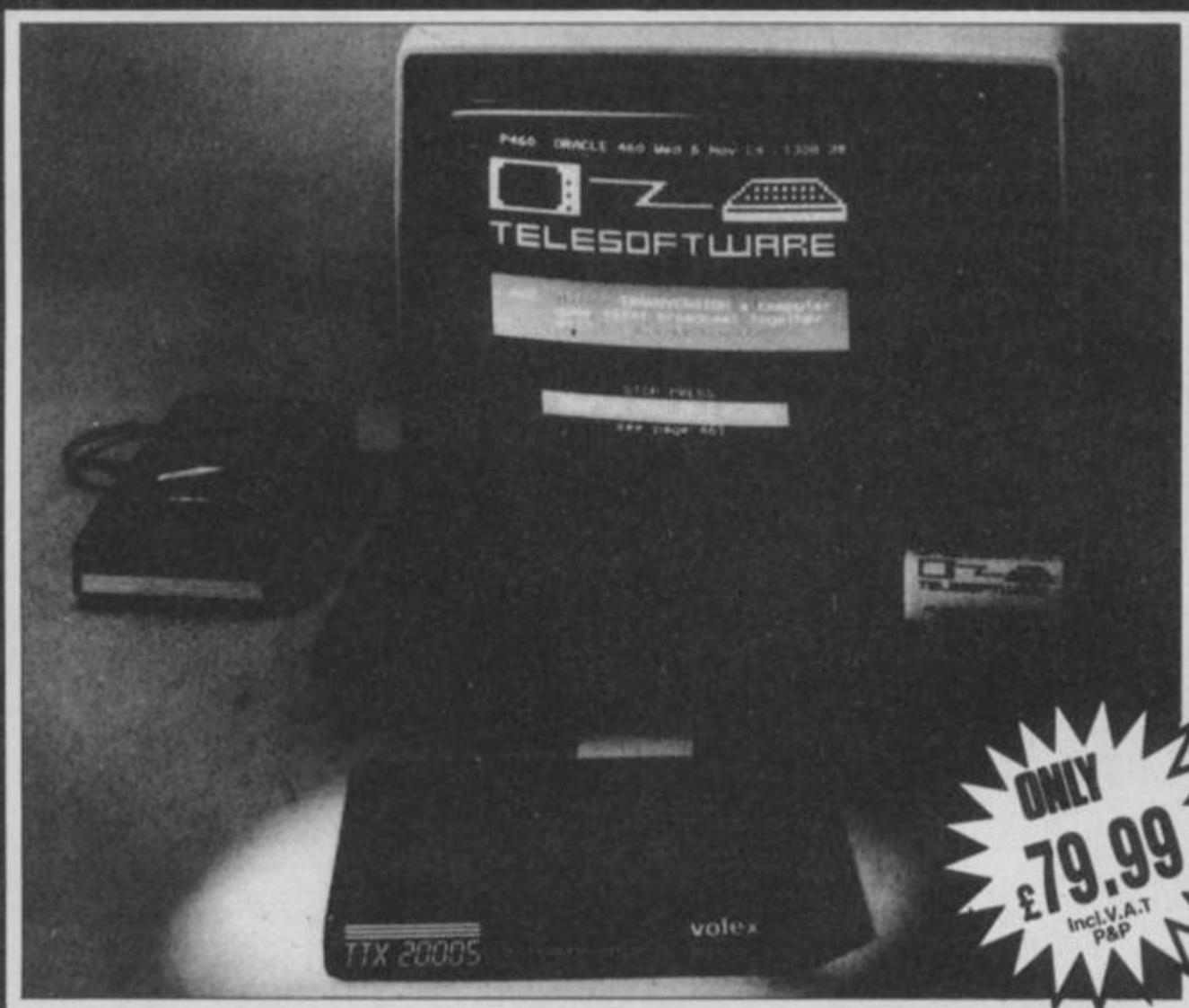
Postcode.....



A Panasonic RX-FM15L stereo radio cassette recorder, actually.

# THE VOLEX TTX2000S

FREE COMPUTER PROGRAMS · INSTANT SPORTS RESULTS · CONSTANT T.V. UPDATE ·  
ALL FREE FROM ANY T.V. VIA THE VOLEX TELETEXT – TELESOFTWARE ADAPTOR  
A WORLD OF INFORMATION AT YOUR FINGERTIPS



## TELETEXT

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.

## STORING PAGES

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

## THE VOLEX TTX2000S

IS THE ADAPTOR APPROVED BY CHANNEL FOUR T.V.

Simply write out your order and post to  
VOLEX ELECTRONICS, STOWELL TECHNICAL PARK,  
ECCLES NEW ROAD, SALFORD, M5 2XH. TEL. 061-736 5822.

I enclose cheque/PO, payable to VOLEX ELECTRONICS  
OR charge my ACCESS/BARCLAYCARD/VISA number:



NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TTX2000S

**VOLEX**  
ELECTRONICS  
A DIVISION OF VOLEX GROUP p.l.c.

# KAT TRAP

PLANET  
OF THE CAT-MEN



Kat Trap is the winner of the "Crash Magazine" 'Genesis' competition. This game was selected out of 4000 entries and has been programmed by the top rated Design Design team, (need we say more).

Spectrum 48/128  
Amstrad CPC

£8.95

Programmed by

**Streetwise**

STREETWISE SOFTWARE IS A DOMARK LTD LABEL  
204 WORPLE ROAD, SW20, LONDON 01-947 5626

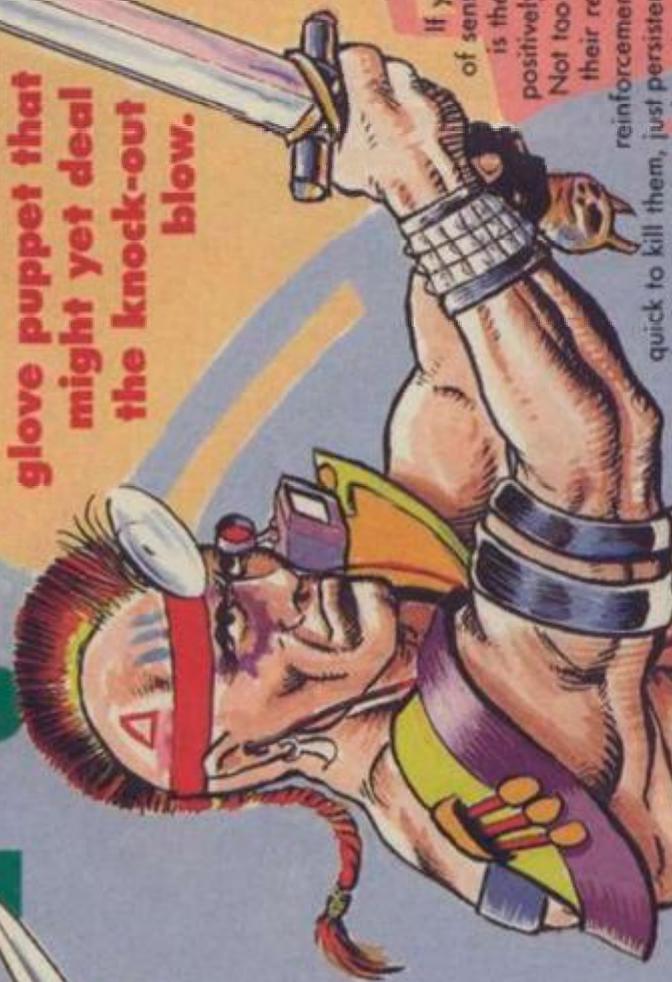
**Design Design**



PS PREVIEW

# Dare you play DANDY?

**You've heard of Fist. You've heard of Gauntlet. But Dandy from Electric Dreams? Tommy Nash reckons this is one glove puppet that might yet deal the knock-out blow.**



Ask anybody the name of the most eagerly awaited game this Christmas and nine times out of ten the answer you'll get is *Gauntlet*. That's because nine out of ten arcade addicts, who expressed a preference, said that cool cats prefer it. *Gauntlet*'s gobbled up more 10p's in the amusement arcades over the last year than just about any other machine. For most of us, it was glove at first sight. Trouble is, we're going to have to wait just a bit longer before we can get our hands on, or in, US Gold's *Gauntlet*.

*Dandy* has everything to do with *Gauntlet*. But it's not a rip-off, rather a conversion of the original Atari game that *Gauntlet* was based on. It's a one or two player game set in a labyrinthine multi-level (fifteen in three loads) dungeon which you view from above. And very smart it looks too.

It contains some of the prettiest graphics to be seen on the Speccy. Finely detailed dungeons, subtly shaded for 3D depth. And the colour has been used to considerable effect as you can see from the screen shots.

But of course, there's a price to be paid for such great graphics. Unlike *Gauntlet* in the arcades, *Dandy* flips from screen to screen instead of smooth scrolling which can become confusing sometimes. And annoying. If you kill all the nasties on one screen but forget to destroy their houses, they'll

If you're looking for a spot of senseless slaughter then this is the game. The screens are positively crawling with creepies. Not too bright most of them but their reinforcements come with reinforcements. You don't have to be quick to kill them, just persistent, though you can wipe the lot out in one go by using a spell. But they're soon joined by two other types of enemy, faster and more intelligent. But don't get me wrong, it's not all slaughter, jolly as that might be. There's a great deal of strategy involved. Where should you use the keys, for example? There are only enough on each level to get you through to the stairs that lead down to the next level. Should you use your spells as you go along or save them up for later? And if you don't use the spells, will you waste valuable energy wiping out the enemy? The answers to all these questions and more will only be found by playing the game. So if you can't wait to find out if US Gold's *Gauntlet* comes up to scratch, here's a game that's come out with its gloves on. I reckon *Dandy* is a real Beano feast!



to dodge back a screen only to find that the kidnapes have regenerated while

to dodge back a screen only to find that the hideous hordes have regenerated while you've been away. And if you hang around too long on a screen, one of the really nasty nasties appears, to do you a... nasty. It'll be interesting to find out whether US Gold plumps for multi-colours or scrolling on Gauntlet.

**FAX BOX**

Game..... Dandy  
 Publisher..... Electric Dreams  
 Price..... £7.99  
 Release Date..... 20th October

# SHEBA

A stairway to heaven. Hell, more like. As you descend through the levels, it gets older and older and colder and colder until you come to the ice dungeons. But you've a long way to go yet so you'd better step on it.

The charnel houses are where you want to shoot, bonehead. But you can only destroy them when you've cleared all the nasties from a screen. And if you don't destroy them, then the enemy's back to full strength when you re-enter the screen.



Flip me. These squares are the tunnels that flip you from room to room. Which room depends on the angle you position yourself in before entering.

Decisions, decisions. Should you use a key to get through the door or hope that you can find a flip tunnel to take you to the other side. Only when you've played the game for a while will you work out an optimum route through each level.

What a lovely couple. Not exactly Dempsey and Makepeace from the looks of them but Thor and Sheba were obviously made for each other. And, of course, this being a completely non-sexist game, you get to choose which one you want to play in one player mode.

## YOU AND ME AGAINST THE WORLD

It's a funny thing about friends. Everyone's got them. You have. I have. Where would Holmes have been without Watson, Roland without Oliver, Bill without Ben? Up the garden path without a paddle, that's where.

At last, here's a game that you play with a friend rather than against them. You need them, they need you. Behind every Thor there's a Sheba. He slays on contact, she shoots from the hip. Back to back, you bravely tackle the terrors that lurk behind every turn in the wall. Of course, you can play the game on your tod but it's not nearly so much fun as battling it out with a buddy.

And that's where a lot of the game's strategy comes in. One of you holds off the nasties, draws their fire, lures them to their destruction, while the other picks up the keys, spells and food that are scattered round the dungeons. And if one of you should die then it's up to the other to bring the corpse back to life. Use a spell and by default it resurrects the dead.

In this spirit of co-operation rather than competition, you make your way together through the fifteen levels until you cor to the ice dungeons at the very bottom. And then the tension mounts. Can you really trust anyone but yourself? After all, only one of you can win. Only one of you can make it into the final room where the secret runes are stored. Only one of you has the chance to see the runes translated — if you have enough spells left — and be given the message that you've won. But what the heck. A friend's a friend. After all you've been through together, surely now's the time to bury the hatchet. In him before he buries it in you!

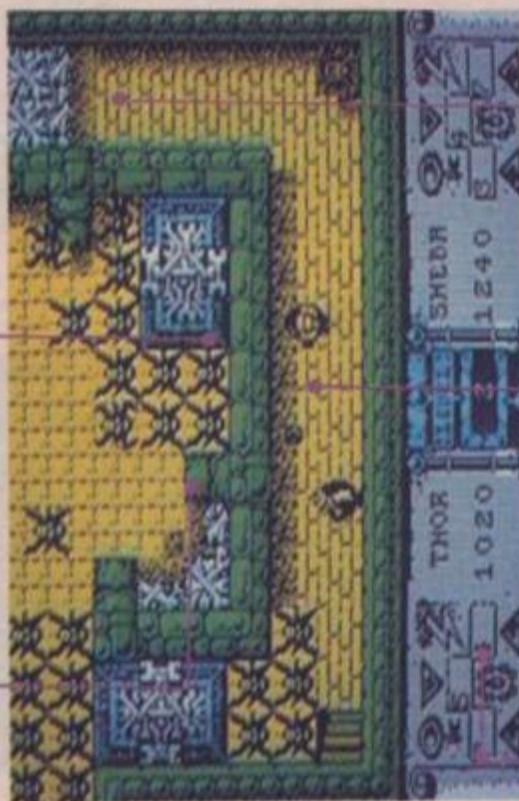


A-maze-ing! This is the map of just one of the levels, the second on the second load. There are another fourteen similar stages, all taking up twelve screens and all jam-packed with terrors untold. Not surprising then, that to cram so much in, the game is multi-loaded in three parts. Each level contains five levels and a four screen reward level on which you have to dash about like a headless chicken collecting as much treasure as you can before your time runs out. All told, that adds up to... er... to... an awful lot of screens (192, birdbrain! Ed).

# THOR

I'll just toddle along here and collect all the valuable food, spells and treasure while you hold off the nasties. What d'you mean, of course I'd do the same for you! And no, I can't wield an axe with my fingers crossed.

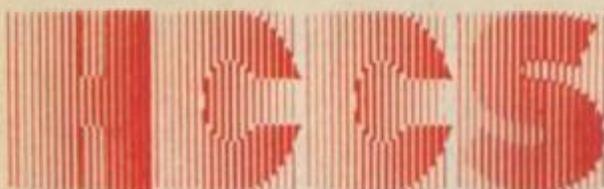
There's Gold for US here. Collect as much treasure as you can — it all adds to your high score at the end. And remember that at the end of each load of five levels there's a reward screen with treasure and no nasties.



Scroll on. Here you can see the number of keys, treasure and spells you've amassed. But the figure to watch is the one showing your energy. When it starts to get low, you must avoid mixing it with the enemy and look for food — fast!

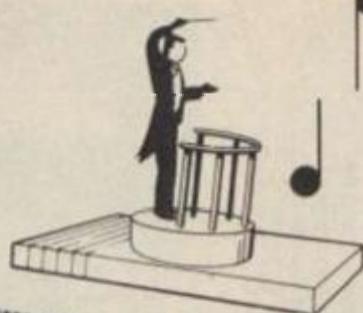
Dem bones ain't just dry, dere dangerous as well. Walk on them and they'll sap your energy. Don't walk on them and you can't complete the game.

These 'orrible arachnids are all over the first levels. Fortunately, they're a bit dense and just wibble about a bit waiting to get wiped out. If only the same were true of the other nasties though they don't appear in this pre-prod version.



Home and Continental Computer Services Ltd

28 Hitchin Street, Biggleswade, Beds.  
Tel.: (0767) 318844 (4 lines)

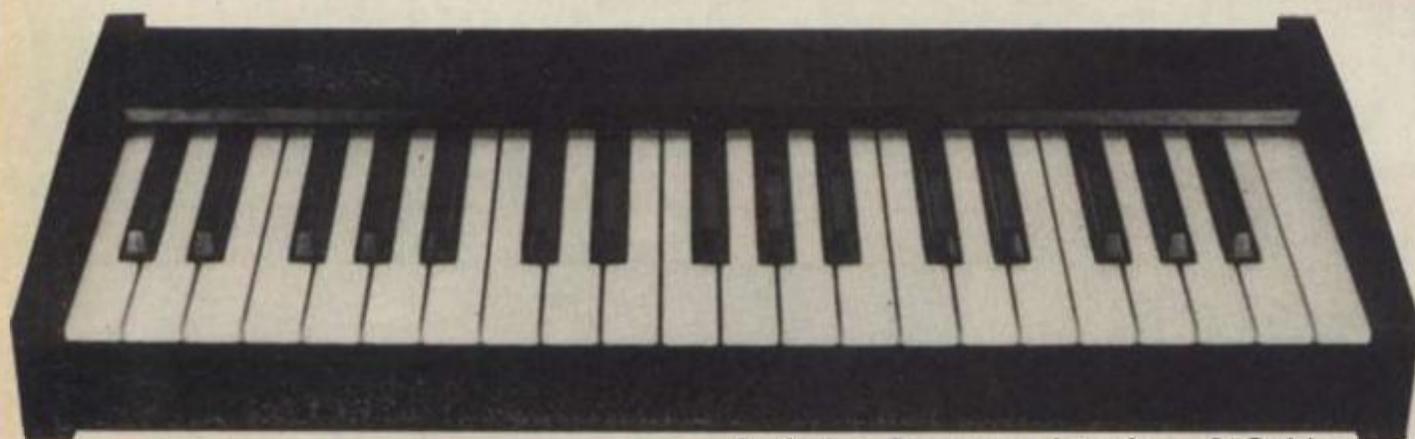


**The Echo** musical synthesizer in harmony with **The Sinclair 128** and **The New Spectrum Plus 2**

### Echosound Speaker/Amplifier

Provides an impressive 5 watts output to its big 6" twin cone speaker, complete with volume and tone control; mains powered.  
**Only £25.95**

Includes 2M connecting cable



Includes Spectrum Interface & Cables

## The Incredible Echo Musical Synthesizer

A musical package for users of all ages. For the beginner or the accomplished musician, the superb touch sensitive Echo keyboard will soon have you exploring the musical possibilities of your micro. Complete with Organmaster in cassette form. A powerful yet easy to use software allowing you to imitate various instruments such as a Piano, Organ, Hawaiian Guitar, Strings (violin) as well as providing a wide range of percussion effects and a synthesizer mode allowing you complete control of the voice envelopes, so you can design your own sounds.

**Only £39.95**

Sinclair 128	
Echo Keyboard	£39.95
Amplifier	£25.95
*Microdrive/Cassette	
Acorn BBC	
Echo Keyboard	£29.95
Amplifier	£25.95
*Disc 40/80/Cassette	
ROM Version	£39.95
Commodore 64	
Echo Keyboard	£29.95
*Disc/Cassette	
*Delete which is not applicable	

Cheques payable to HCCS Ltd.

I enclose a cheque/P.O. for \_\_\_\_\_ Total

Name \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ YS 11

VAT and p. & p. inclusive within UK  
(Overseas inc. £3 per item)  
Please allow 28 days for delivery

Or debit my Access/Visa/Diners Account No.

\_\_\_\_\_ 24 hour  
0767 316094



28 Hitchin Street,  
Biggleswade,  
Beds.  
Tel.: (0767) 318844 (4 lines)

# Your key to communications!

Want to join Micronet?  
Need a Modem?  
LOOK NO FURTHER!



FREE MODEM  
with your first  
year's subscription  
\*While stocks last.

Micronet are now giving new members a FREE modem with their first year's subscription!

VTX 5000 modem with built-in software for Spectrum+, 16k, 48k, +2.

#### SPECIFICATION

Baud Rate of 1200/75.

BT Approved.

Built-in Micronet software.

Full Telesoftware download, message preparation, save, send, print facilities.

Micronet will give you access to

- Free electronic Mail
- Free and Discounted Telesoftware
- Daily Computer News
- Micronet's famous Chat lines
- Mud Adventures
- Technical advice and features
- Access to BT Gold
- Prestel's\* 350,000 page Database
- 70,000 People

To ensure that you benefit from the best bargain this year, complete the application form overleaf and join the communications revolution.

MICRONET, DURRANT HOUSE, 8 HERBAL HILL, LONDON EC1R 5EJ  
TEL: 01-278 3143

# HIT LIST

**T**alk about tons of new entries! Obviously the Christmas rush is starting already, with the software companies bringing out games by the bucketful. Top of the heap this month is Software Projects' *Dragon's Lair*, while Virgin's *Dan Dare* shoots in at number two. Ocean has two driving games in the top twenty, *Nightmare Rally* and the long awaited (though not long enough, according to the reviews) *Knight Rider*. The only two games that aren't new entries in the top ten this month are hanging on bravely — *ACE* from Cascade and *Ghosts 'n' Goblins* from Elite. There'll be even more games for Chrissie next month — should be a great chart!

## 12 MONTHS AGO

Position	Title/Publisher
1	Way Of The Exploding Fist/ Melbourne House
2	Nightshade/Ultimate
3	Frank Bruno's Boxing/Elite
4	Now Games/Virgin
5	Hypersports/Imagine
6	Highway Encounter/Vortex
7	Frankie Goes To Hollywood/ Ocean
8	Southern Belle/Hewson
9	Action Bike/Mastertronic
10	Dambusters/US Gold

This chart is based on the MicroScope chart as compiled by Gallup.

**MicroScope**

**GALLUP**

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest MicroScope chart, ask the manager to call Julian Harriott on 01-631 1432 — we'll send a copy every week.

## THIS MONTH'S TOP TWENTY TITLES

	Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
★	1	NE 1	Dragons Lair/ Software Projects	5
★	2	NE 1	Dan Dare/Virgin	9
★	3	NE 1	Kai Temple/Firebird	6
★	4	NE 1	Nightmare Rally/ Ocean	9
▼	5	(1) 9	ACE/Cascade	8
★	6	NE 1	Olli and Lissa/ Firebird	9
★	7	NE 1	Bump Set Spike/ Mastertronic	4
★	8	NE 1	Heartland/Odin	9
★	9	NE 1	Knight Rider/ Ocean	4
▼	10	(6) 15	Ghosts'n'Goblins/Elite	9
▼	11	(7) 5	Full Throttle/ 2.99 Classics	8
▲	12	(13) 15	Molecule Man/ Mastertronic	6
★	13	NE 1	Head Coach/Addictive	8
★	14	NE 1	TT Racer/ Digital Integration	9
▼	15	(3) 5	Video Olympics/ Mastertronic	3
★	16	NE 1	Dynamite Dan II Mirrorsoft	9
▼	17	(4) 13	Jack The Nipper/ Gremlin Graphics	9
▼	18	(2) 18	Ninja Master/Firebird	3
★	19	NE 1	Skool Daze/ 2.99 Classics	8
▼	20	(16) 5	Universal Hero/ Mastertronic	3



## DESERT ISLAND DISKS

**O**ur castaway this month is Greg Holmes of Gremlin, the creator and programmer of that terrible toddler, Jack The Nipper. Since then, he's worked on Avenger and is planning more naughtiness in the follow-up to Nipper. Take it away, Greg...

**Manic Miner/BugByte**  
The hours I spent on this one. It was the first real game I'd played on the Speccy and I s'pose the one that got me into writing games.

**Android 2/Vortex**  
Okay, it's not technically brilliant and the 3D's a bit simplistic but at the time I was stunned. I rate all Costa Panayi's games, though I haven't seen *Revolution* yet.

**Dark Star/Design Design**  
Ber-illiant! Don't you just lurve Vector graphics and Simon Brattel's run so fast.

**Lunar Jetman/Ultimate**  
Another classic. Everyone thought it was much too difficult when it came out but I could really play it.

**Monty Mole/Gremlin**  
Well, I've got to get a plug in for Gremlin sometime. This was like *Manic Miner* only with more puzzles. By the way, I wasn't at Gremlin at the time!

**Grumpy Gumphrey/Gremlin**  
Oh look, another one from Gremlin. Hope someone takes this into account in my next pay rise. Shaun's coding's just great. No attribute clash and a great game to play. *Grumpy* had an enormous influence on the way that *Jack The Nipper* turned out.

**Elite/Firebird**  
This is just so immense. And yes, I made Elite status — but I cheated.

**Dynamite Dan II/Mirrorsoft**  
I loved DD but it was too hard. *DDII* is the only game I've spent any time on this year. And the music... just right for Desert Island Disks.

# Prestel

British Telecommunications plc  
Prestel  
Telephone House  
Temple Avenue  
London EC4Y 0HL

## PRESTEL AND MICRONET 800 APPLICATION FORM (PART OF PRESTEL MICROCOMPUTING)

PLEASE COMPLETE IN BLOCK CAPITALS, IN BLACK BALLPOINT PEN. TICK WHERE APPROPRIATE. PLEASE SIGN THE APPLICATION FORM & RETURN TO MICRONET 800, DURRANT HOUSE, 8 HERBAL HILL, LONDON EC1R 5EJ

MR	<input type="checkbox"/>	MRS	<input type="checkbox"/>	MISS	<input type="checkbox"/>	OTHER TITLE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INITIALS	<input type="checkbox"/> <input type="checkbox"/>
SURNAME	<input type="text"/>								
COMPANY NAME (if applicable)	<input type="text"/>								
TYPE OF COMPANY (as listed in yellow pages)	<input type="text"/>								
ADDRESS	<input type="text"/>								
	<input type="text"/>								
	<input type="text"/>								
POSTCODE	<input type="text"/>								
TELEPHONE NUMBER (inc. Nat. dialling code)	<input type="text"/>				IS THIS BUSINESS?	<input type="checkbox"/>			
					OR RESIDENTIAL?	<input type="checkbox"/>			
DO YOU WISH THIS NUMBER TO APPEAR ON THE PRESTEL SCREEN? YES <input type="checkbox"/> NO <input type="checkbox"/>									
PRESTEL CANNOT BE PROVIDED ON: 1) SHARED SERVICE/PARTY LINES 2) SOME PAYPHONES 3) SOME TELEPHONE EXTENSIONS									
MAKE AND MODEL OF MICRO	<input type="text"/>								

- I apply for Prestel Service and Prestel Microcomputing service †  
(†Delete as applicable)

- I am already a Prestel customer

(Account No. ) † and I apply for Prestel Microcomputing Service on BT's applicable Conditions for Prestel Service and Prestel Microcomputing Service which is incorporated in this contract and which I accept.\* I am over 18 years old.

Signature..... Date.....

Partnership applications should be signed by a partner in the firm 'for self and partners'. Applications by Limited Companies should be signed by an authorised person on behalf of the Company.

### CONDITIONS FOR MICROCOMPUTING SERVICE

The Minimum period of service for Prestel Microcomputing Service shall be one year.

\*A copy of BT's applicable Conditions for Prestel and Prestel Microcomputing may be obtained at any time by contacting: Micronet 800, Durrant House, 8 Herbal Hill, London EC1R 5GJ. Telephone 01-278 3143. A copy will be sent to all subscribers on receipt of this form.

### FREE MODEM ORDER FORM

Please send me one VTX 5000 modem FREE with my first year's subscription. or Please debit my Access/Visa card number

I enclose a cheque, made payable to Telemap Ltd, for £66\* Delete as applicable. £112\*

\*£66 for Residential Users. £112 denotes business user.

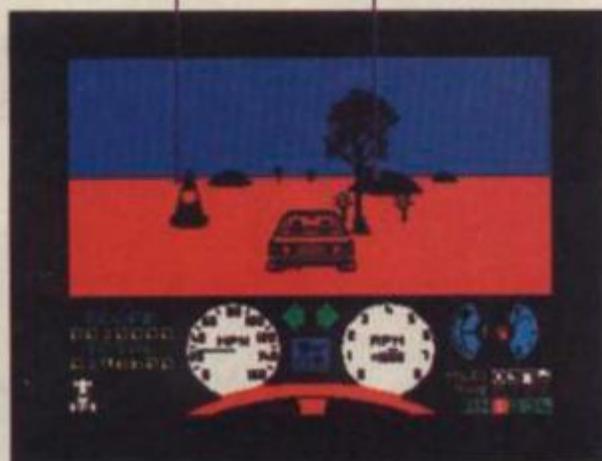
PLEASE ALLOW 28 DAYS FOR DELIVERY.



# Nightmare Rally

Tips rallied by Flippo

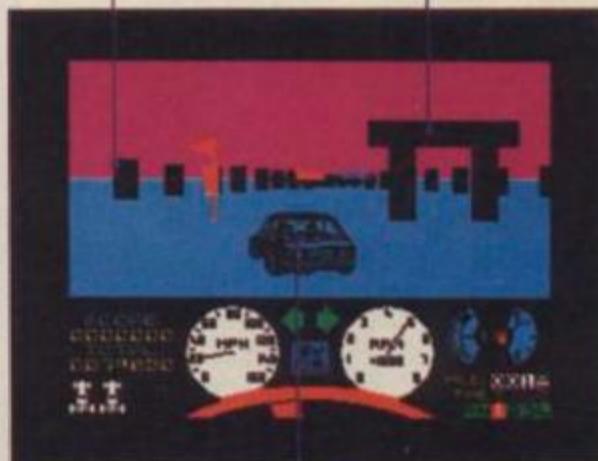
Cones are pretty handy. No, not ice cream cones, traffic cones. Contrary to what you might think, it's better to hit them, if you can, without missing a gate. You score a tidy little sum in points for every one that you biff.



In order to jump waterways and other sorts of obstructions, aim your car at the centre of the mound at full speed. If you hit the centre of it, you'll jump gracefully over the obstruction. If you hit it slightly to the side, you'll flip right over out of control.

Try to avoid these monoliths if you can, because you stop dead when you hit them, causing you to lose time reversing and approaching them from a different angle. Steer well clear or take the consequences.

Portals (and these aren't the kind of windows you get on ships) are pretty weird. When you steer through them you get a random amount of bonus points, and sometimes you even get spirited away to another part of the level! Cor!



• Why have all the levels got such distinctive (v. diplomatic of you) names, then? If you enter the name of the level when asked for 'Name?', you'll find yourself magically transported to the start line of the level in question!

You don't have to barrel along at top whip all the time to get a winning score, y'know. And it might come in handy if you do slow down occasionally, especially on the tighter bends, or to make it through a portal. Take it easy!

# Kung-Fu Master

A lot of Fuey by James Slater

At the end of each level you'll find a Guardian. These must be defeated before you can advance to the next level. To kill them it's easier if you use a combination of moves as this'll confuse them.

Dwarves are also out to get you, so watch out for them as well as the henchmen and knife throwers. When a dwarf comes towards you, try and jump over him before he jumps on you. The dwarves appear on levels 2, 3, 4, and 5.



As well as the snakes which reduce your energy, you occasionally (on level three mainly) encounter the savage Bees. (Anyone remember Swarm?) They too reduce your energy, and are best avoided. Bee warned! (groan).

Here's a henchman. To defeat them, and of course the knife throwers, it's best to use a squatting kick, because this knocks them down before they get too near you. The henchmen and knife throwers appear on all five levels!

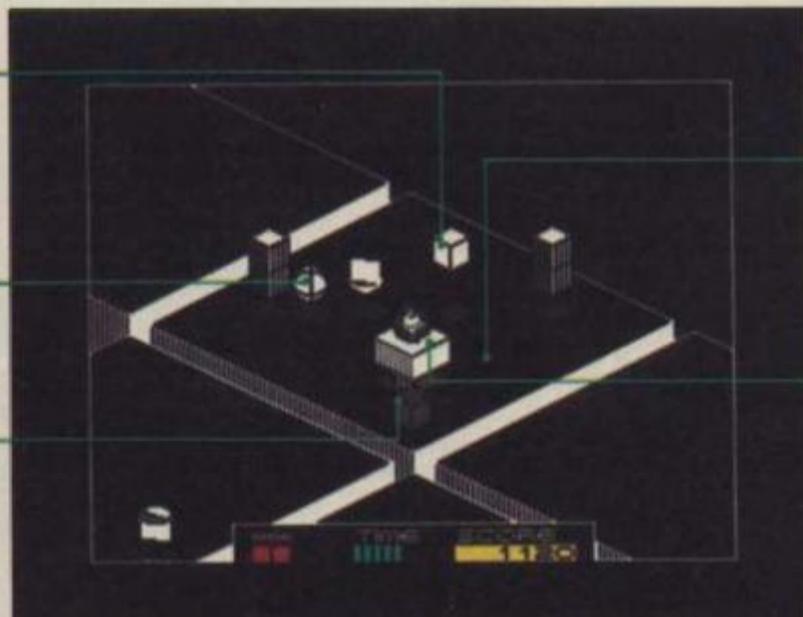
# Revolution

Princely tips by Paisley Park

This grey box is riding on top of the little whirly thing when you first bounce into the screen. What you must do is put them out of sync. Go to your position by the floating boxes and set your bounces to two.

While you're bouncing here, the whirly thing and the grey box will hit you. Because you're at quite a low level, the box will carry on unaffected, but the whirly bounces off you earlier putting it out of sync, and giving you access to the box.

Here's the other little devil you have to get. Once you've put the other one out of sync with the whirly thing, switch off your bounce and roll carefully over to this one in the far corner of the platform.



Having got here without falling over the edge, bring your bounces up again, and bounce back over to the flying box. You had better be accurate though, because you've only got two or three bounces to get to it.

Watch you don't clip this platform in your haste to get back to the flying box. This little spiky harold will burst you if you touch it, so make sure you go over him at maximum bounce.

# ALONE

T H E C O M P U T E R G A M E



COMMODORE SCREEN

There are some places in the universe you don't go alone.

**AVAILABLE ON**

ZX SPECTRUM 48K/128K/+ .....	£9.99	AMSTRAD CPC Cassette .....	£9.99
COMMODORE 64/128 Cassette .....	£9.99	AMSTRAD CPC Disk .....	£14.99
		COMMODORE 64/128 Disk .....	£14.99

ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT SOUTHAMPTON SO1 2EW, TEL (0703) 229694

Mail Order: Electric Dreams Software, 23 Pond Street, Hampstead, London NW3 2PN.

*Electric Dreams*

S O F T W A R E

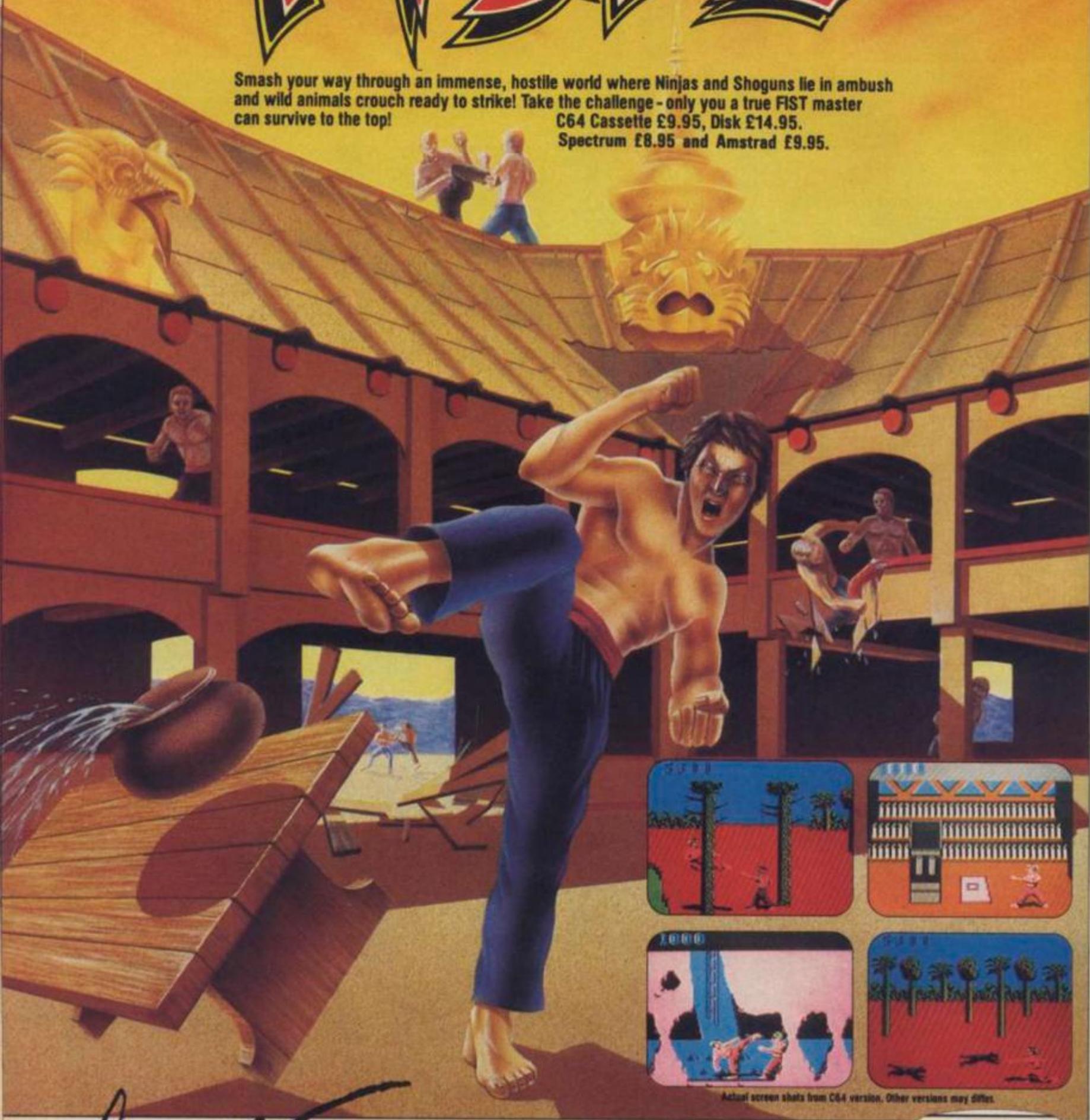
© Twentieth Century Fox



# FIST II

Smash your way through an immense, hostile world where Ninjas and Shoguns lie in ambush and wild animals crouch ready to strike! Take the challenge - only you a true FIST master can survive to the top!

C64 Cassette £9.95, Disk £14.95.  
Spectrum £8.95 and Amstrad £9.95.



*from*

**MELBOURNE HOUSE**  
*The Home of the Hits!*



# HACKING AWAY

If you're in need of a POKE, ZJKJ is the man to turn to....

**H**ark the Herald Hackers Sing. Okay so it isn't quite right. But it's Christmas, well the December issue anyway, so who cares! So, putting print-head to paper....

## NEXOR

**Mr Wild** (guess his first name — yes, that's right it's **Chris**) and associates **S** (I assume that's not **Spy**) **Hunter** and **S Clapman** from Shaw have sent in a jab for Nexor. All together now — "Just type it in, **RUN** it, and play the game tape from the start".

```
10 REM NEXOR HACK ©C. W
ILD
20 CLEAR 65535: FOR n=2
3296 TO 23317: READ a: PO
KE n,a: NEXT n
30 RANDOMIZE USR 23296
40 FOR n=63916 TO 63922
: READ a: POKE n,a: NEXT
n
50 RANDOMIZE USR 63744
60 DATA 62,255,55,221,3
3,229,248,17,137,1,205,86
70 DATA 48,243,33,172,2
49,34,112,249,201
80 DATA 175,50,116,141,
195,0,120
```

## ELITE 128K

The Federation strikes back! Just when you thought it was safe to go back into Witch space, Firebird comes out with the long awaited 128K Spectrum compatible Elite. But, that's all it is — 128 compatible. Absolutely no extra features. However, not only do you now have to put up with the normal Spectrum character set, but Firebird has done a dirty and made the character files non-compatible with the normal Spectrum Elite ones. Fear not however, for where there's a pain — there's a POKE!

```
10 REM ELITE 128 HACKIN
G PROGRAM ©ZJKJ 31/8/86
20 LET t=0: FOR n=23296
TO 23347: READ a: LET t=
t+a: POKE n,a: NEXT n: IF
t<>4844 THEN PRINT "DATA
ERROR": STOP
30 FOR n TO 1e9: READ
a: IF a =56 THEN POKE n,
a: NEXT n
40 POKE 23624,0: POKE 2
3693,0: CLEAR 65535: RAND
OMIZE 1267+USR 23296
50 DATA 118,205,162,45,
127,90,90,75,74,72,59,59,
225
60 DATA 17,36,91,6,140,
```

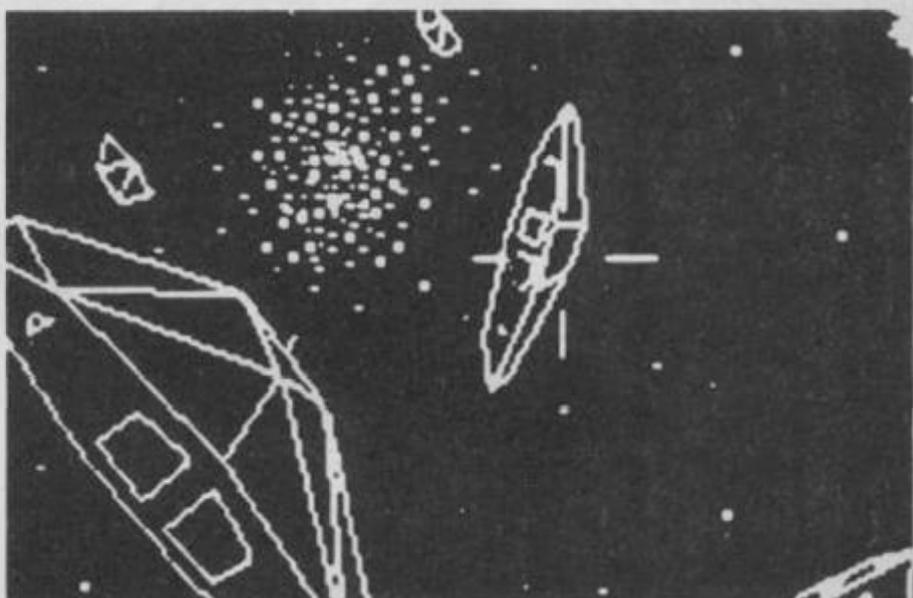
```
26,203,65,40,3,134,24,1
70 DATA 174,18,19,16,24
3,35,13,242,13,91,195,95,
236
80 DATA 84,143,31,9,102
169,113,115,78,123,100,1
75,25
90 DATA 98,46,219: REM
INFINITE ENERGY
100 DATA 98,46,225: REM
INFINITE MISSILES
110 DATA 98,170,167: REM
BLOW UP SPACE STATIONS
120 DATA 98,30,156: REM
SPACE STATIONS LAUNCH THA
RGOIDS
130 DATA 98,173,216: REM
ONE HIT TO DESTROY
140 DATA 98,98,216: REM
NO LASER TEMP RISE
150 DATA 98,36,188: REM
INFINITE FUEL
160 DATA 98,25,203,98,23
1,203: REM NO HYPERSPACE
RANGE
170 DATA 98,253,203: REM
CONSTANT GALACTIC HYPERS
PACE
180 DATA 98,2,225: REM C
ONSTANT ESCAPE POD
190 DATA 98,25,225: REM
NO CARGO LOSS WHEN ESCAPE
200 DATA 98,120,229: REM
NO CARGO LIMIT
210 DATA 98,77,2: REM CO
NSTANT ENERGY BOMB
220 DATA 102,119,98,49,2
: REM NO BOMB FLASH
230 DATA 102,53,98,89,22
0,102,124,98,35,220: REM
INFINITE CASH
240 DATA 25,98,249,207,9
8,71,207,102,124,98,147,1
56: REM E.C.M. JAMMER
250 DATA 102,95,98,182,2
07,102,174,98,2,207,25,9
16,207: REM CLOAKING DEV
ICE
260 DATA 102,117,98,98,3
7,25,98,75,202,98,64,211:
REM INVULNERABILITY
270 DATA 102,131,98,138,
197,98,152,197: REM LOAD
OLD CHARACTERS
280 DATA 102,136,98,138,
197,98,152,197,102,30,98,
148,208: REM SAVE OLD CHA
RACTERS
290 DATA 102,30,98,148,2
08: REM SAVE AND LOAD OLD
CHARACTERS
300 DATA 117,52,36,999:
REM END
```

There are three other points of interest:

- The 'bug' whereby you could start off as Elite will no longer work — in fact, if

you try it you'll end up with nothing!

- The escape pod no longer cleans your legal status — but periods of Thargoid bashing in Witch space still does the trick.
- The most curious point is that the bug that let you hyperspace while docking to get straight to another space station still works but in a completely different way!



The hacking program is used in just the same way as the original Elite hack two issues ago. But remember that those of you with 128K Spectrums must put them into 48K mode first, because 128K mode will crash as soon as you run the program.

Even though the character files are incompatible,

the character designer of two issues ago can be made to work without any modification. The only extra thing required is one of the special lines in the hacking program. These special lines are 270, 280, and 290. Line 270 enables you to load old format characters (from the designer, or SAVE'd out of the original Elite), and use them. You can also save them out in the 128 format. Line 280 lets you load 128 format characters, and save them out in the old format for loading into the original Elite. Line 290 enables you to save and load characters of the old format — effectively negating Firebird's dirty trick. Note that you can only use one of the three lines at a time.

Any more, and unpredictable results will occur when SAVEing or LOADING characters.

## ELITE 48K

The Thargoids' revenge! Those Thargoids never let it rest! Being somewhat annoyed at my popularisation of the 'sport' of Thargoid bashing — they decided to gang up and attack my original Elite article during its journey through Castle Rathbone. So here's the corrections:

- In the hacking program, line 170 has migrated from the main program box to the infinite energy box. This doesn't cause problems until you don't want infinite energy. Line 170 should never be deleted, and only line 200 should be deleted if you don't want infinite energy.
- A textual mistake in line 350 which says that the E.C.M. Jammer destroys all missiles on the scanner. Well, it doesn't. What it does do is stop enemies from destroying your

## HACK OF THE MONTH

### DAN DARE

Good old **Andy Brown** without sidekick **Chris** (aargh that name again!!) **Boland** has come up trumps with a short'n'sweet little hack for Dan Dare. Just type it in, **RUN** it, and play the game tape from the start. If you don't want a

particular feature, just delete the line with it in.

```
10 REM DAN DARE HACK ©A
BR
20 CLEAR 25999: LET t=0
: FOR n=64000 TO 64026: R
EAD a: POKE n,a: LET t=t+
a: NEXT n
30 IF t<>2539 THEN PRIN
T "DATA ERROR": STOP
40 FOR n=n TO 1e9: READ
a: IF a<256 THEN POKE n,
a: NEXT n
50 RANDOMIZE USR 64000
60 DATA 221,33,203,92,1
7,9,3,175,214,1,205,86,5
70 DATA 48,241,33,27,25
0,34,133,93,1,17,93,195,1
7,93,175
80 DATA 50,6,170: REM I
NFINITE BULLETS
90 DATA 50,39,183: REM
INFINITE TIME
100 DATA 62,201,50,94,18
6: REM INFINITE ENERGY
110 DATA 62,201,50,125,1
73: REM NO ROOF & FLOOR G
UNS
120 DATA 195,192,93,999:
REM DATA END
```

Transform LTD.

## ZXL PRINT III CENTRONICS RS 232 PRINTER INTERFACE FOR THE ZX SPECTRUM

Enables your **Spectrum 16k, 48k, Spectrum+ or 128k (in 48k mode)** to print on almost any dot matrix or daisy wheel printer with RS232 or Centronics input. Just plug in ZXL Print III and **LPRINT** and **LLIST** commands will work. **COPY** works without any additional software on **Epson, Star, Brother, Walters, Mannesman Tally, Taxan Kaga, Canon, Shinwa, Citizen, Epson compatibles** and a full colour copy on **Seikosha GP700**. Optional extras are available for **4 Colour** screen copies on **CGP115, MCP40 & 80, SCP80**, and shaded screen copies for **Epson compatible printers**.

ZXL Print III is also compatible with **INTERFACE 1, VTX 5000 modem, OPUS Discovery** and **BETA** interfaces.

Optional extras:  
4 copy screen copies £5.00.  
Shaded screen copies £5.00

DGB INTERFACE  
£45.00



Interface £29.95  
Cable £8.85  
inc. VAT



TRANSFORM LTD (DEPT SU) 01-658 6350  
Mail order only, 24 West Oak, Beckenham, Kent BR3 2EZ



## SPECTRUM TAPE AND DRIVE TRANSFER UTILITIES

All Spectrum 48k & Plus owners — our recently updated tape utility is a REAL MUST. Send SAE for FULL DETAILS. You will be amazed and you can't lose with our money back guarantee.

- ★ New simple option to deal ACCURATELY with very long programs (over 48k+).
- ★ Includes BAUD RATE (speed) and tone measurer for fast loaders — can save at normal speed for possible drive transfer.
- ★ Manages nearly all cliky loaders — can convert totally to normal for tape load OR converts with all information required for EASY drive transfer with our Transfer pack.
- ★ So many extra features we can't possibly list them here. Just try it and see. As the market leader we can't afford to let you down. COST only £6.99 on tape OR £7.99 on m/drive cart.

## TRANSFER PACK 2 — FOR TAPE TO DRIVE TRANSFER

A sophisticated package of programs INCLUDING TCB, other utilities, allows drive transfer of many programs.

- ★ Includes header reader, bytes chopper, bytes mover.
- ★ Extra utilities (REM kill, VAL creator, a RUN program for m/drive owners).
- ★ Five information sheets giving details on drive transfer of 40 popular programs.
- ★ FULL manual, technical information, etc., etc. Have fun transferring and learning at the same time.

INFORMATION SHEETS — £1 each — up to No. 18 available — includes MANY Top 20 hits — SAE for list.

State name of your drive system (e.g. m/drive, Wafa, Opus, etc.). ONLY £11.99 on tape OR £12.99 on m/drive cart.

## MICROTRANS — m/drive utility

Two programs — a must for all m/drive owners. Fast and EASY DRIVE to DRIVE back-up, TAPE TO DRIVE (inc. headerless) — does NOT CONVERT PROGRAMS. Multiple erase program (inc. true cat, printer output) etc., etc. ONLY £3.50 on tape, £4.50 on cartridge.

UPDATE SERVICE: Send OLD program + LARGE SAE to claim the following UPDATES: OLD TC to TUB £4.99; OLD TP1 to TP2 £6.50.

OVERSEAS: add £1 Europe, £2 others for each product. SAE for enquiries.

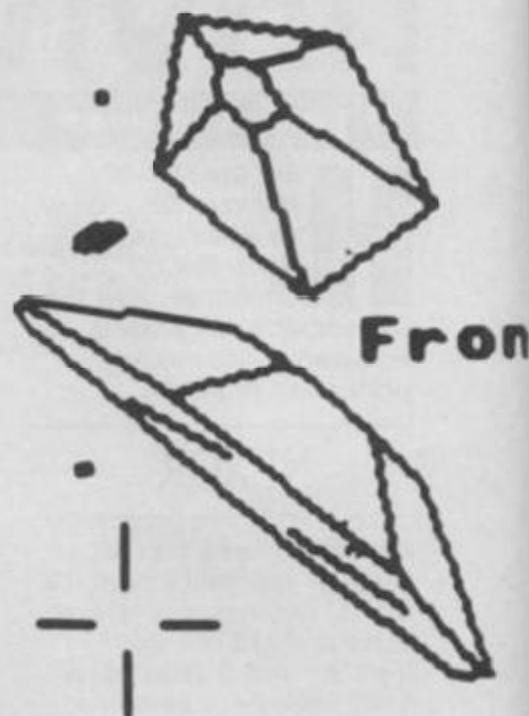
ALL OUR PROGRAMS CARRY A MONEY BACK GUARANTEE (not updates).

LERM, DEPT YS, 11 BEACONSFIELD CLOSE  
WHITLEY BAY, TYNE AND WEAR NE25 9UW

# HACKING AWAY

missiles. The only E.C.M. System that'll destroy missiles with the E.C.M. Jammer present, is your own.

- In the 'Think Of A Number' section, it says that the Max credits (as opposed to Headroom) is '65535999.9', when it should've said '65535999.0'. Because the Spectrum's maths only goes to 8 digits, you can only have a whole number of credits. It also failed to say that to enter 0 for a number, you just press Enter in the numeric input stage.
- The Character designer listing. A reprint of the shot-up lines is provided for those of you who are not psychically gifted.



```

10 DEF FN n*(x)=CHR$ 16
+CHR$ 7+" "(LEN STR$ x
TO 3)+STR$ x
20 DIM p*(4,6): FOR n=1
TO 4: READ p*(n): NEXT n
30 DIM i*(5,8): FOR n=1
TO 5: READ i*(n): NEXT n
40 IF a THEN POKE n,a:
LET n=n+1: GO TO 140
50 LET c=INT ((FN p(20)
+256*FN p(21)+10000*FN p(
18)+2560000*FN p(19))/10)
60 LET n=FN p(13)-1: IF
n<7 THEN LET n=7
70 PRINT r*(INT (LN n/L
N 2)-1): GO TO 410
80 IF n<3 THEN PRINT r*(
6): GO TO 410
90 IF n<11 THEN PRINT r
*(7): GO TO 410
100 FOR n=1 TO 4: PRINT
AT 16+n,4: LET p=FN p(40
+n): PRINT p*(n):"Laser T
ype: "; IN$ 7-2*NOT p:1*(
p+1): NEXT n
110 PRINT #0:1*(n):"new nam
e: ";1*(n): LET n*(n): LET
n=0: POKE 23658,0
120 GO SUB 1360
130 IF p<8 THEN POKE dat
+13,2*p+1: GO TO 860
140 LET p=CODE k*-48: PR
INT AT 21,20:1*(1+4*p TO
LEN u*-4*NOT p): LET b=5
: GO SUB 1130: GO TO 1500
    
```

## PYRACURSE

Up to Kelso now for a Pyracurse hack from **Graeme Wain**. It'll give you infinite energy for your currently selected character. Play the game tape from the start after typing in and **RUNning** his program.

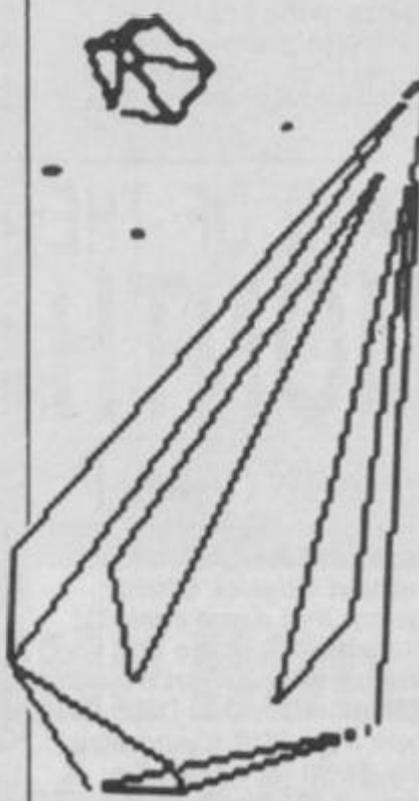
```

10 REM PYRACURSE HACK
G. WAIN
20 CLEAR 24799: LOAD ""
CODE 23296
30 POKE 23325,201: RAND
OMIZE USR 23299
40 POKE 33450,201: RAND
OMIZE USR 29600
    
```

## STAINLESS STEEL

All is now revealed! **Pete Parry** of Virginia Water keeps the rust off Ricky with his infinite lives and infinite shields cheat mode. Just hold down the keys '**LOIS**' when you start playing the game, say the magic word '**Pyjamaramaramarama**' and you'll now stay at the 99% success probability. Just for good measure, you can hit the shield key as often as you like! That should block them baddies good'n'proper.

Well, I hope that lot sorts you out. I'm off into Witch space to beat up a few Thargoids and make a few readies. It's a hard life being a hacker. Oh, and before I go don't forget to keep sending in all your hacks to me, ZZKJ at Hacking Away, YS, 14 Rathbone Place W1P 1DE.



# ARE YOU IN A RUT??

Then climb out by learning to use your SPECTRUM to it's full full potential with our unique step-by-step **Programming and Applications Courses** designed for any age or interest.

If you have had enough of playing games or typing in endless program listings that don't run then there's a **MICROWISE** correspondence course designed for you.

- ★ No previous Experience Required
- ★ Beginners & Childrens Courses
- ★ Texts & Software Supplied
- ★ Coursework Graded to Suit
- ★ Individual Tutor Support
- ★ 'O' Level/GCSE Studies

Send coupon, **NO STAMP REQUIRED**, stating main interest to:—

**MICROWISE**  
FREEPOST, Colchester, CO3 4BR

Name .....

Address .....

..... Micro .....

## FOOTBALL MANAGEMENT STRATEGY GAMES from E & J SOFTWARE

### 48K SPECTRUMS

Three quality football games for serious enthusiasts. Each games uses the full available memory of your Spectrum or Spectrum + and is packed with genuine features.

### PREMIER LEAGUE

OUR COMPREHENSIVE AND EXCITING LEAGUE GAME — FEATURES INCLUDE: Training, Team Selection, Substitutes, Half-Time Scores, Full Squad Details, Named Goal Scorers, Team Styles, Save Game, Financial Problems, Five Skill Levels, Transfer Market, Injuries, Continuing Seasons, Printer Option, PLUS MANY MORE!

### EUROPEAN TROPHY

A SUPERB EUROPEAN COMPETITION STYLE GAME WITH THESE FEATURES: Home & Away Legs, Away Goals Count Double, Two Substitutes Allowed, Extra Time, Penalty Shot-outs (with sudden death), Match Injuries, Injury Time, Match Penalties, Five Skill Levels, Pre-match Reports, Team Selection, Named Goal Scorers, Save Game, Printer Option, PLUS MANY MORE!

### ★★★ SPECIAL FEATURE ★★★

Transfer your PREMIER LEAGUE winning side into EUROPEAN TROPHY.

Both these games can be played separately or as COMPANION GAMES.

★★★ Games £5.25 each ★★★

SPECIAL TWIN PRESENTATION PACK OF BOTH GAMES AVAILABLE AT ONLY £9.95

### AND NOW! — WORLD CHAMPIONS

An exciting World Cup Football Management simulation taking you from the first warm-up friendlies through the qualifying stages, Four matches and on to the finals. LOOK AT THESE FEATURES! Select Team from squad of 25, Pre-match Team News, Disciplinary Table, Full Results List, Match Suspensions, Change Player or Team Name, League Tables, 7-Skill Levels, Save Game, Printer Option, PLUS MANY MORE!

WORLD CHAMPIONS features a superb comprehensive text match simulation including the following: Match Timer, Names Goal Scorers, Goal Times, Corners, Free Knicks, Injuries, Bookings, Penalties, Sending Off, Injury Time, Extra Time, Penalty Shoot-out.

★ ALL THIS AT THE UNBEATABLE VALUE OF £6.95 ★



All games now in stock for immediate despatch — order your copies now!

**FANTASTIC VALUE — ORDER ALL THREE GAMES FROM ONLY £15.95.**

All prices include postage and packing (add £1.00 outside UK). Available by mail order only.

**E & J SOFTWARE, Room 2,  
37 Westmoor Road, Enfield, Middx EN3 7LE**

**Winter Wonderland**

**MEDALLION GRAPHIC ADVENTURE**

Breaking through the dense cloud cover you were relieved to see a dazzling white snowfield spread below you. Desperately preparing for a crash landing, you were distracted by a glint of sunlight on glass — a building! Could THIS be the lost civilisation?

Your attention however was drawn back to the ground hurtling towards you . . .

From the producers of  
**THE GRAPHIC ADVENTURE CREATOR**

AVAILABLE FROM ALL LEADING RETAILERS or direct from:  
**INCENTIVE SOFTWARE LTD.**,  
2 Minerva House, Calleva Park,  
Aldermaston, Berkshire RG7 4QW.  
Telephone: (07356) 77288.

### MAILED VISA PRIORITY ORDER FORM

Please rush me for my: Commodore 64   
Spectrum  BBC B  Amstrad CPC

WINTER WONDERLAND £7.95   
Apache Gold (except BBC) £7.95

Graphic Adventure Creator { Tape £22.95   
Disc £27.95

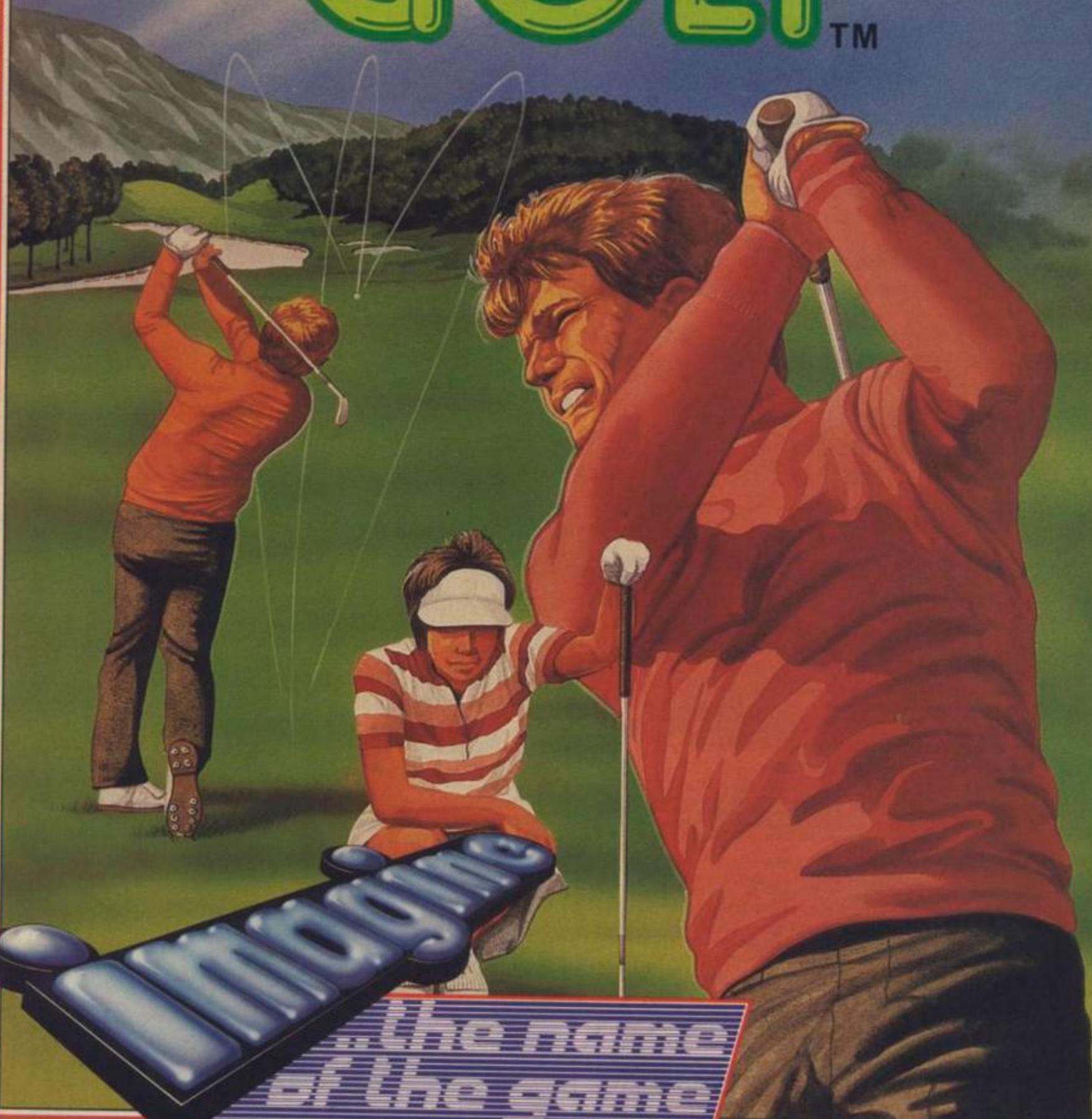
I enclose cheque/PO or please accept my credit card No. \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

AMSTRAD 16-95  
ZX SPECTRUM 17-95

# Konami's GOLF™



...the name  
of the game

Select your club and prepare to tee off with this superb golf-simulation from Konami reproducing all the features from the live game – choose stroke or match play with differing terrain and conditions. So if the weather turns bad don't worry it'll just improve your play for the sunny days!

## YS Makes It BIG SPECIAL

**T**hree months ago, *Black Mist*, a band from Manchester, sent YS a demo tape containing songs they'd made using a SpecDrum. Impressed? Not half. But could the Spectrum catapult a band to fame and fortune? And could you, with the use of your favourite computer, use the Ram Electronics Music Machine, Cheetah SpecDrum and Sound Sampler, and the Data-Skip Video Digitiser to put together a total package that would impress a record company? Only one way to find out. So, one day last month a *Black Mist* descended on YS. Resident muso, Phil South, reports. Photos by Tony Sleep.

8.30am I arrive at Castle Rathbone and slap myself awake. Spot two shady looking figures dressed in black, silhouetted against the wall. They're carrying guitars and are accompanied by an evil looking smurf... must be the band. I take a hard swallow and approach them. *Black Mist* introduce themselves as Mike and Kay. The smurf says nothing, and I leave him to it. They seem friendly enough, though. We work our way down into the dungeon and put the coffee on.

9.02am A couple of cuppas later I'm feeling more human, and *Black Mist* are looking more chipper too. The smurf doesn't have any, so he's looking as miserable as ever.

9.25am A phone call to our local friendly Turnkey Shop, in Percy Street, secures the loan of a 4-track recorder for the day. Phew! I leave



# WE'VE GOT A SPECTRUM\*



\*and we're gonna use it!

Mike setting up the gear (and Kay searching for some paracetamol 'cos she's got a headache) and nip round to Turnkey. The 4-track's a brand spanking (ow) new Yamaha MT1X tape recorder. Sounds technical? Not really. If you can use a Spectrum, you can use a 4-track tape deck. I sign in blood and leg it back.

9.28am After more coffee we connect the 4-track into the setup and turn the power on. Good start. Nothing blows up. Okay, let's boot up the Speccy. We resolve to try the Ram Electronics Music Machine first, plugging it into the user port and loading the driving software. It doesn't take long, and soon we're listening to the demo tune. Mike listens closely to the drum sounds. He's a veteran SpecDrum owner, and looks

# LOVE MACHINE



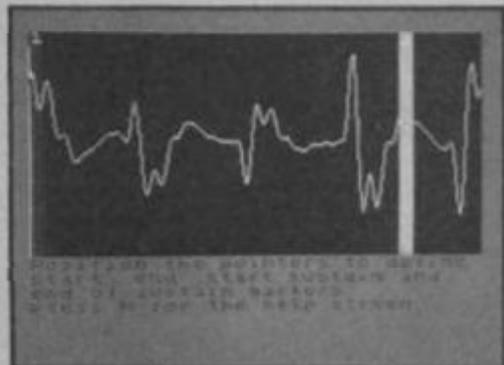
**T**he Ram Electronics Music Machine is less of a sound sampler, more a way of life. At least, that's what it feels like after you've used it for a while. It's more of a MIDI equipped Sound Sampling Sequencer, actually. You can sample sounds and sequence them, at normal pitch like drums, or sequence them in a piece of music, on a musical staff. All the facilities are very easy to use, and have a lot of potential for musicians, as well as complete novice users.

All the functions are accessed by single key presses, indicated by the Main Menu. There's a superb editing facility whereby you can cut the sounds to fit your memory and reverse or fine edit them via the zoom function. The Tune Editor allows you to write music on a staff, and play it back using one of the sounds in memory. The Drum Editor enables you to make drum patterns on a sixteen beat bar, just like professional drumboxes. Sampling is easy, with a visual display of the sound as you're sampling it, removing the possibility of overloading and distorting the sample.

**Mike:** I liked the on-board drum sounds, but what I might do when I remix the track is sample some of my friend's drum kit instead. That sort of

thing's very easy to do, too. Being able to play the keys on the Speccy like drum pads is fun, although they're a bit close together for really fast playing. Oh, and I don't like the fact that you have to type a long line of 1's if you want pattern 1 to repeat over and over again!

**Kay:** Being able to play the sounds from a MIDI keyboard would be great fun, but we couldn't get it to go. I haven't got a synth anyway, but I might like one in future, so it's very nice to have it there. It's a good all round machine. For fifty quid you can't go wrong. Brilliant.



Here's the editing screen from the Music Machine. On it you can view your samples, chop the back and fronts to make them neat, reverse them and zoom in to study their intimate little particles. A very user friendly and clear display, as are all the Ram screens, making control and editing of sounds a simple and painless process.

## FAX BOX

Device ..... Ram Music Machine  
 Price ..... £49.95  
 Contact ..... Ram Electronics (Fleet) Ltd,  
 Unit 16, Redfields Industrial Park,  
 Redfield Lane, Church Crookham,  
 Aldershot, Hants. GU13 0RE.

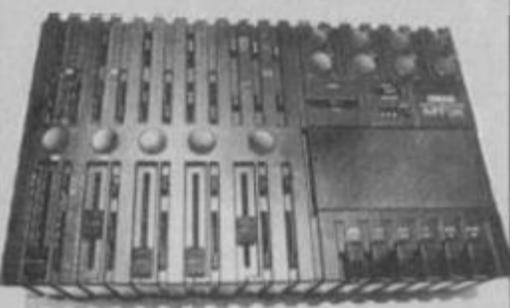
◀ suitably impressed. "That's not bad. I like that. Can we program it?" I select the Drum Editor screen and tap a few pads experimentally. Mike taps in one of his own rhythms and we listen to the bar over and over again. It sounds good so we resolve that it'd make a good start for our tape. By now it's after ten so we have a sound check and prepare to lay down the first track.

**10.12am** We begin to record the first sounds, the drums from the Ram Music Machine, onto track 1 of the 4-track. Mike programs a rhythm that has a lot of cowbell in it. "Hmm. Why do sampled cowbells always sound like saucepans being hit with a wooden spoon?" he says, wincing. So, we decide to sample a sound and incorporate it with the sequence. After much experimentation, we settle on the sound we get from tapping the TV screen with the tip of a pair of scissors. It takes a few seconds to set up the Music Machine to sample the sound. Then, with a bit of judicious editing a new cowbell is born, and not a vet in sight.

**11.00am** Mike wants a special drum effect (called a 'fill-in' in the trade, 'cos it fills a gap). He's going to do this fill using the SpecDrum, so

## Multitrack?

If you're not familiar with multitrack recording, let me explain. On a stereo tape recorder you have two tracks running side by side, one for each speaker. But some bright spark reasoned that if you made a recording head with four pickups instead of two, you could make an elementary multitrack tape recorder, like a scaled down version of the 24 track machines in pro recording studios. The upshot of all this is that you can record a voice for instance on one track, on the next track a guitar, on the next a bass, and on the last track a drum kit. Then you can play them back simultaneously, making it sound like they're all playing together! Brilliant, eh? Especially if you don't actually have a band at your disposal. Recording all the parts yourself, you can then hear them carefully blended together.



The Yamaha MT1X 4-Track in petulant mood

he sets up the pattern he wants, using a specially edited kit from the Kit Editor, and triggers it at the appropriate beat. The speed of the two drum patterns is easily synchronised by matching the beats per minute figure, in this case 140. Then when the end of the bar comes around again, press the button and 'brrum buh bum bum ba bup bup bup b-b-b-b-b', instant

'thumbs aloft worra nice geezer' Phil Collins!

**11.52am** In the absence of a bass guitar, we decide to do the bass line on the Casio CZ-101. Nice little synthesiser the CZ-101; digital, cheap at £300, and lovely sound, what more do you need? We thumb the preset buttons and select a bass sound. Hmm, not quite right. I change the sound a little to make it more percussive and thumpy, like a guitar. In the mix it sounds just like the real thing. I play the riff through the entire track just to try it out, and record it so we can hear it back. It sounds so neat (breathe on fingernails and polish on shirt) Mike decides to leave it in.

**12.30pm** Kay's been working on a lyric all this time, with the title of 'Too Late Mary'. She writes her lyrics as poems, with no thought of scanning the words to fit specific lines, preferring to mate the words to the music as she sings it.

**1.45pm** We break for lunch. It's been a long morning, and Kay and Mike's pasties have been crushed to debris (by a fat lady on the bus).

**2.30pm** Much refreshed, we troop back into the studio and link Mike's guitar into the system. A few experimental wangy twangs later, we have it sounding right in the headphones, and Mike's left strumming his guitar while I steal Kay away to the video room. We're going to lace together images from the digitiser to make a video to

accompany the music; some stuff from old horror movies, *Frankenstein* and *King Kong*, plus some magazine pictures.

**3.15pm** Mike has recorded the guitar track and we sit and listen to the finished 'backing track' (a track without the vocals and twiddly bits on) with looks of awe. It's amazing how different a piece of music sounds when you've put all the different parts in it.



**T**he Cheetah range grows by the minute, first the SpecDrum, now the Sound Sampler and MIDI interface. The SpecDrum was the first cheap digital drumbox on the entire Earth, and has cleaned up in both the financial and critical acclaim stakes. You can sequence real drum sounds, playing them up to three at a time, in any pattern you like. As well as the



Having nodded approvingly at the quality, we commence the 'mixdown'. This is where you mix a track down in stereo onto another tape, and then play it back in stereo onto two tracks of the 4-track. You then have two tracks of the 4-track playing all the music you just had on four, leaving two tracks free for extra 'overdubs'.



The mighty Casio CZ-101 digital synthesiser

**4.10pm** Vocals time! Kay clears her throat and carefully positions the headphone strap into her hair.

(Fashion hint: v. trendy pop stars use headphones upside down, so as not to ruffle their quiffs!) The searing vocal is fed, via the Ram Echo function to provide some 'slapback' echo, into the first of the spare tracks. Was Mary too late? Was it all her fault? Is she to blame? I dunno, but it sounds brilliant.

**5.00pm** Mixdown! The final act in a recording session is to mix down your tape in stereo onto a 'master' tape. Mike looks worried. "I dunno, it sounds a bit rough to me." Maybe it's the 4-track, we're not used to it? "Possibly. I might have to redo it on my own 4-track." Well you could take the 4-

**They're mean, they're moody, they're dressed in black! Kay and Mike look pretty serious too.**

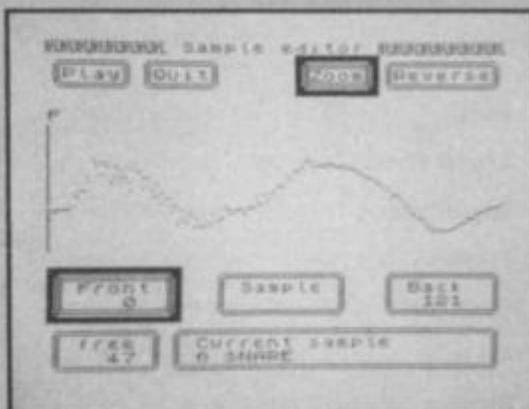
## RANDOM SAMPLING

sounds you get with the SpecDrum, Cheetah regularly releases new 'kits' of different drum sounds; currently there are two, the Latin/African set and the new Electro (Simmons style) kit.

At the PCW show it released the Sound Sampler. Although you can't sequence your sounds, or play them through MIDI (because you can't have MIDI and quality sampling in a Z80) the quality of the sounds you get is quite good. Although not as versatile as the Ram Music Machine, when Cheetah has worked out the bugs in the system it should be a fine little sampler. The bandwidth is a startling 17.5Khz, which considering that a Compact Disc player has a bandwidth of 22Khz, is pretty good quality. Also included are a number of useful sound processing programs like Echo, Harmoniser, Fuzz, Reverb, Chopper and Bubbleiser.

Mike: Hmm. Yeah... very nice... It's very good quality, but what can you do with it? Not very well thought out as a musicians tool, I'd say. You can sample

a sound. Fine. It sounds pretty good. Great. You can play it up and down the rubber keyboard of the Specky. Yeah. But what do you do then? There's no retrigger so it's unusable as a 'keyboard' instrument. You can't MIDI it so you can't sequence it either, not even in conjunction with the SpecDrum, which is a real shame, 'cos it's such a brilliant drumbox.



Kay: I expected better from Cheetah, but no, I don't like it. Just a sampling engine, really, and definitely for fun use only. The Utilities program is really funny. Most of the sounds are like a helicopter taking off in your amplifier. Good for fun I s'pose. I liked the Electro Kit for the SpecDrum though. Just like a Simmons Kit, although I'm probably not allowed to say that. (No you're not. Ed).

### FAX BOX

Device... Sound Sampler and SpecDrum  
Price... £44.95 and £29.95  
Contact... Cheetah Marketing Ltd,  
1, Willowbrook Science Park,  
Crickhowell Road, St. Mellons, Cardiff

◀ Wow, its the configure sound screen (edit) function on the Sound Sampler. You must configure every sound with trigger, sustain, begin and end points before you can do anything else which can be a little tiresome. The sampling isn't very interactive — you can't see the sound you're sampling which makes it a slightly hit and miss affair.

# DOUBLE DUTCH



look so good. They all come out in black and white, and you can adjust the tones of grey produced by turning the knob on the top. Really good fun.

**Kay:** Very simple to use and a lot of fun. I chose the images for our video from the old black and white movies, 'cos that's more in keeping with our music than a story video or pictures of us playing. I want one!



King Kong pouts seductively for the Data-Skip (from the 1933 original) in Black Mist's computer generated video. Fay Wray scream your heart out!

Double Dutch was a popular skipping dance craze, and Data-Skip is a Dutch firm who makes video digitisers. The version we received was a prototype model, but the only difference between that and the finished one will be the casing. The software is well error-trapped and the thing practically runs itself. A digitiser scans a TV picture, or image gathered from a TV camera, and puts the resultant data into a computer screen. The product of the process is a saveable SCREENS which you can use in the same way as any other screen, as a title/loading screen, as a part of any movable graphic in a game (like T'zer's picture in *Strike Force Cobra* or *Sam Fox Strip Poker*), or as an image source for another medium, in this case video. The digitised pictures can then be treated and coloured with a painting program like *Rainbird's Art Studio*.

**Mike:** I think this is brilliant. Very clever. And it makes the picture from the telly

## FAX BOX

Device.....Data-Skip Video Digitiser  
Price.....£69  
Contact.....Data-Skip, Lange  
Willemsteeg 10, 2801 WC Gouda,  
Holland.

track tape and the stuff and remix it, Paul Hardcastle style? Mike grins. He reckons it'd be a good idea.

**5.55pm** A few piccies later, I'm helping *Black Mist* get their gear together. (Sniff) I even wave my hanky as they run up the street to get the bus!

• If you want to hear how the *Black Mist* megamix turned out, you can hear it on this issue's *DigiTape*. Their own demos, containing six of their hits including *Dead Mouse*, *Shade Shade* and *Hurry Along* Timmy can be obtained by sending a measly £1.25 (inc p&p) to *Black Mist*, Flat 3, 28 Catterick Road, Didsbury, Manchester, M20 0HJ. Cheap at half the price!

## On The Record

Having written the next Number 1, what then? How do you approach a record company with your product? What do they want to see? We asked an A'n'R Man (talent spotter to you).

"It's a common mistake for bands to send three songs which are all different, to sort of show off how versatile they are. This isn't what your average Artists and Repertoire Man wants to hear. He wants three songs which show the band can produce a recognisable style time after time. He will also, before he lets any band near a contract, want to hear them play live, even if it's just a rehearsal. A video is an asset, because it demonstrates that the band have an image they want to project, and can do so. Build up a relationship with one record company and, if you can blag your way through the receptionist, ask to see the A'n'R man personally. Most will agree to see you."

### • What receptionists say to put you off speaking to A'n'R men:

"He's in a meeting..." (He's not. Try again.)

"He's on the other line at the moment..." (They haven't got one.)

"Can he call you back?" (He won't! You call him.)

"He's gone to lunch..." (He has. Phone back.)

"What was it concerning?" (Don't tell her. Say you'll call again.)

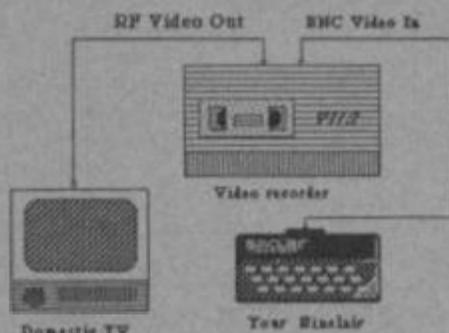
"Could you send your tape to us?" (You might as well bin it.)

"We like your stuff, please keep in touch..." (You're amateur.)

"Can I take a message?" (No, you'll call back.)

## • How To Make A Video

In order to make a video using graphics from your Spectrum you must connect the output from the Speccy to the BNC (Video In) bayonet style plug at the back of the video recorder, taking the video signal from the user port, not the RF output which usually goes to the TV. (See diagram).



The images were moved by two methods: **1** Using Andrew Pennell's *Movin' n' A'groovin'* program from *Your Spectrum* (Issue 19), and **2**, a specially written program by Max Phillips which flips four screens. The resultant sequences were videoed on a Ferguson Hi-Fi video recorder, and the track dubbed onto the soundtrack in Dolby stereo.



**Name:** Michael Jones

**Age:** 20

**Place of Birth:**

Cardiff

**When did you get**

**your Speccy:**

January 86 in an effort to give up smoking. (No luck)

**Musical**

**Influences:** The Cure, Birthday Party, Big Flame, Three Johns.

**Why you use**

**computers:** Because there aren't many drummers in Cardiff, and it's quieter to use a drumbox.

**Name:** Kay Ann Helen Jones

**Age:** 21

**Place of Birth:**

Cardiff

**Musical Influence:**

The Cure, Siouxsie and the Banshees, Echo and the Bunnymen, Cocteau Twins.

**When did you get**

**married:** One year last August.

**What do you think about sampling:** We must play the machine, not the other way around.

# GLOSSOLIA

**4-Track** Tape recorder which can record on four tracks.

**Demo** Demonstration, especially of a band's rough tapes.

**Sound Check** Quick test to see everything's working.

**Lay Down** To record an instrument on a track.

**Track** Either a channel on the tape recorder or a song.

**Sample** To digitally record a sound into the computer.

**Fill-in** A beat on the drums that fills a boring space.

**Drop-in** Add a short section to an

already recorded track.

**Mix** To blend the tracks together.

**Remix** Re-blend already mixed track with new sounds.

**Mixdown** Mixing the four tracks into finished stereo tape.

**Riff** Any musical phrase.

**Digitiser** Scans TV picture and reproduces it as SCREENS.

**Overdub** Record something whilst hearing previous track.

**Slapback** Strong echo with audible heavy repeats.

**Retrig** Retrigger; sound restarts when key pressed again.

# THE SACRED ARMOUR OF

# ANTIRIX



Actual  
screen shots  
from the  
Commodore

Pack includes  
16 Page  
**COMIC**

**READ THE COMIC!  
PLAY THE GAME!**



Available from all good computer game stockists  
or by mail order from Palace Software, 275  
Pentonville Road, London N1 9NL. Send cheque  
or postal order for £8.99 plus 80p p&p.  
Access and Barclaycard holders phone 01-278 0751.

# A Hurricane of Software

**PSI-5 TRADING COMPANY**

WEAPONS	FIRING ORDERS	LIST	Status
Shots	Weapon	Target	out-range
	Missiles	at	in-range
	Blasters	at	broken
	Cannons	at	no power
	Thermos	at	in-range
	Blasters	at	broken
	Cannons	at	

**PSI-5 TRADING COMPANY**

Feel yourself uncontrollably drawn into a maelstrom of panic, a frenzied action as you face the challenge of this outstanding collection of titles assembled for your Spectrum.

Precision and skill, speed and reflexes, alertness and ingenuity are to be found in the lure of latest releases. However good you are you'll find it difficult to keep your head above water against this hurricane of software.

**PSI-5**  
The inhabitants of the Farvin Frontier are on the brink of starvation and will pay anything in anyone who can get through to them with a ship of supplies from the outside world. You take on the challenging role of the Space Freighter Captain and take command with detailed graphics, realistic sound and the finest bridge instrumentation the 35th Century has to offer.  
SPECTRUM £7.95 Tape



**LEADER BOARD**

This is the sports simulation of the year - if not the decade! ZZAP64

**LEADERBOARD GOLF**

**U.S. GOLD**

**LEADERBOARD**  
Undoubtedly the most realistic golf game available, Leaderboard is actually a simulator that gives you a true perspective view of your golf game. There are 3 levels of play as you can compete from amateur to touring professional. You'll get all the low-angle action and simulation of the golf competition.  
SPECTRUM £8.95 Tape

# of Scintillating Software



## INFILTRATOR

You are Captain Johnny "Jimbo Baby" McPhibbs known to all as the Infiltrator... Taking off in the Whirlwind Enterprises Gizmo ADHX-3 Attack Helicopter you will have to complete 3 missions flying into enemy territory where you will have to land secretly, infiltrate an enemy base to photograph or destroy one or more objects then fly back to base for the next mission.

SPECTRUM £9.95 Tape



## REVOLUTION

A unique 3D simulation game which puts you in control of a realistic bouncing ball as it overcomes countless hazards to solve intricate and complex puzzles. There are several ways to solve each puzzle and as you progress through the various stages the solutions become fewer and fewer.

SPECTRUM £9.95 Tape



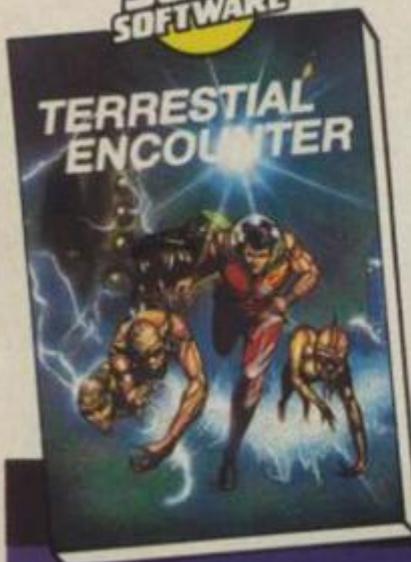
U.S. Gold Ltd., Units 2/3 Halford Way, Halford, Birmingham B6 7AX, Tel: 021 356 3398

LATEST RELEASE

### TERRESTIAL ENCOUNTER

The big action game for space freaks everywhere!  
£14.99 ATARI 520 ST FROM

Solar SOFTWARE



THE FIRST EVER SUPER SPARKLER

### THE SAS: OPERATION THUNDERFLASH!



### THE SAS: OPERATION THUNDERFLASH!

The first ever Super Sparkler! Only £2.99 for a super 3-D graphic game. Your task as leader of the SAS squad is to spearhead an offensive against the terrorists who have occupied a foreign embassy. Can you stay the pace?  
Spectrum 48k



## Spike Sparkler's pick of the hits at only £1.99 each Street Date 31 Oct.

Poor old Santa! He's overslept again and now has only 5 hours to deliver all his Christmas goodies. Help him sort out this chaos by collecting and dropping the gifts down the right chimneys. SOON ON C-64 AND ATARI SPARKLE RATING ★★★★★

### SPECIAL DELIVERY

SPECTRUM 48k

### MONKEY MAGIC

C-64

Fast and furious with more than a dash of magic. This search for the holy scriptures involves battles with venomous creatures which you have to fend off with lightning bolts. SPARKLE RATING ★★★★★

### ORC ATTACK

SPECTRUM 48k

Defend the castle against the hordes. As Eric the Brave you have to fight off waves of murderous Orcs, outwit and slay the evil Sorcerer, and defeat the gigantic Demon Trolls. Six play levels.

SOON ON C-64 AND ATARI SPARKLING RATING ★★★★★

THE LATEST FROM SPARKLERS ALSO INCLUDES:  
RIVER RESCUE ON C-64 TANK COMMANDER ON ATARI COMPUTER WAR ON ATARI

AVAILABLE FROM ALL GOOD SOFTWARE STORES

Unit B11, Armstrong Mall, Summit Centre, Southwood, Farnborough, Hants. GU14 0NP. Tel: 0252 522200.



NOW AVAILABLE – the official Spectrum Upgrade!

# Turn your Spectrum into a Spectrum + for just £23

Makes a great Christmas present

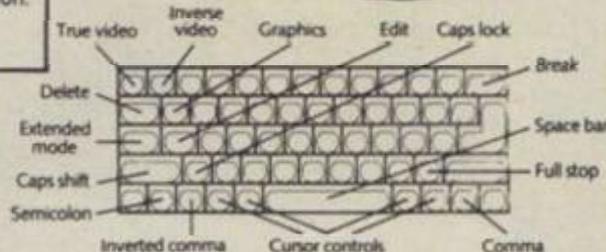
ORDER NOW!



- Professional full-size keyboard – includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.

+ £1.50 p + p

ACCESS WELCOME



**The official Spectrum Upgrade.** Naturally your upgraded computer will accept all the peripherals in your Sinclair system - Interface 1, Microdrives and so on - as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.

Here's some exciting news for Spectrum owners ... the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for £29.95 + £1.50 p + p we'll upgrade it for you.

#### The bigger, better Spectrum keyboard

The Spectrum + measures 12½" x 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action - ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position**. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

#### HOW TO ORDER BY MAIL

1. If you require us to do the upgrade for you please send £29.95 + £1.50 p + p. Total **£31.45**.
2. Should you require the do-it-yourself kit just send £23.00 + £1.50 p + p. Total **£24.50**.
3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just **£50.00** complete.

Orders can be placed by using your Access Card on the numbers below.

# VideoVault Ltd.

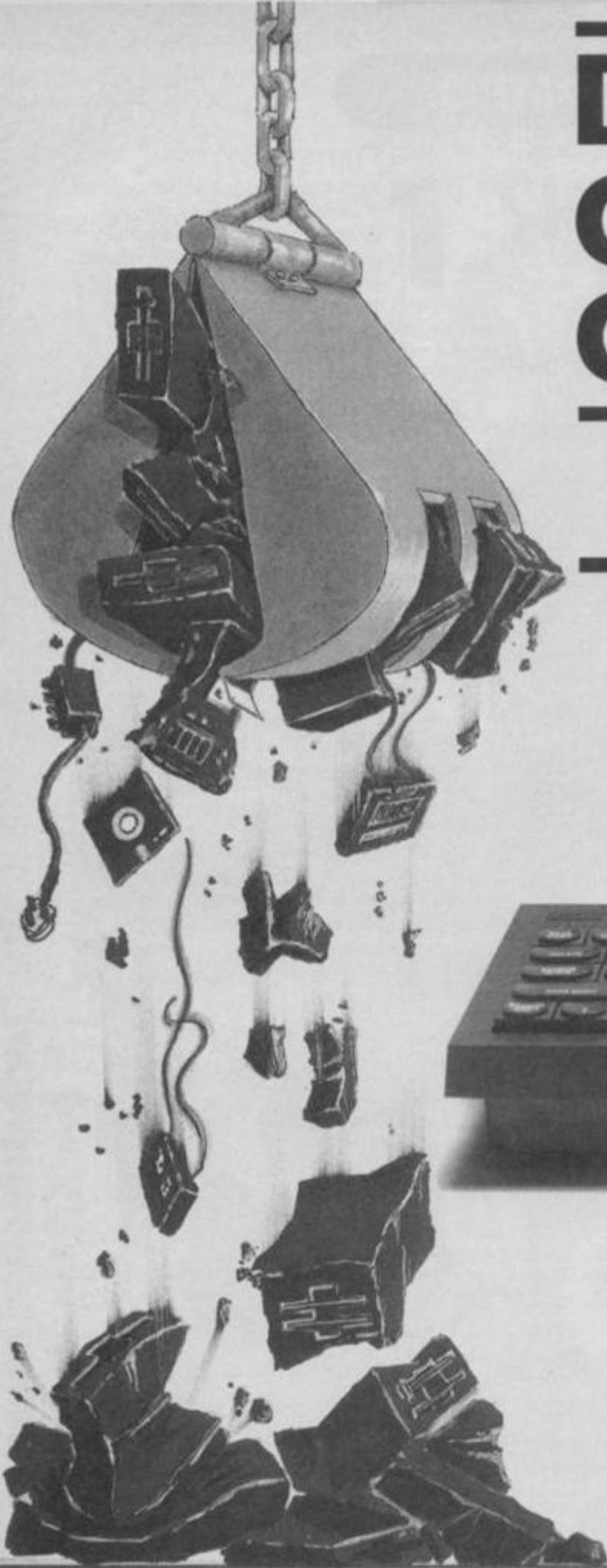
Upgrade Dept. 140 High Street West, Glossop, Derbyshire SK13 8HJ  
Tel: (04574) 66555/67761 & Manchester 061-236 0376

© Copyright Videovault Ltd No 689032



# DISCOVERY CRUSHES THE COMPETITION

NOW ONLY **£99.95** + VAT



All this for only £99.95. And now there's even more!

- \* FREE TRANS-EXPRESS UTILITY PROGRAM — TRANSFERS YOUR FAVOURITE TAPE SOFTWARE TO DISC
- \* CHOICE OF DISCOVERY FOR THE 48K OR 128K SPECTRUM
- \* FULL 12 MONTH WARRANTY
- \* COMPREHENSIVE USER MANUAL
- \* OPUS DELIVERY PLEDGE

The Opus package is unbeatable value. We guarantee you delivery within 72-hours of receiving your order and it's absolutely FREE.

To order your Discovery call the Opus Sales Hotline now on 0737 65080 or post the coupon. Dealer and Education enquiries welcomed. Special export rates available.

**A**t an amazing £99.95 Discovery deals a crushing blow to every Spectrum disc drive system on the market. Now it's not just the best equipped disc drive you can buy, it's also the cheapest.

Choose Discovery and you'll find a system packed with brilliant features:

- 3½" 250 K DISC DRIVE
- DOUBLE DENSITY DISC INTERFACE
- JOYSTICK INTERFACE
- PRINTER INTERFACE
- VIDEO MONITOR INTERFACE
- RAM DISC FACILITY
- BUILT-IN POWER SUPPLY FOR DISCOVERY AND SPECTRUM
- SIMPLE ONE-POINT CONNECTION

To: Opus Supplies Limited, 55 Ormside Way, Holmethorpe Industrial Estate, Redhill, Surrey.  
Please rush me the following: (PRICES INCLUDE VAT AND CARRIAGE)

DISCOVERY unit(s) at £114.94

I enclose a cheque for E \_\_\_\_\_ or please debit my credit card account with the amount of E \_\_\_\_\_

My Access  Visa  no. is:

MY COMPUTER IS:  48K  SPEC.+  128K (tick box) YS

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_

**Opus.**

💡 I recently bought a ZX printer which was in perfect working order. For some reason it's now started printing out everything at double height, can you help me?  
**B M Tresciderm, Basildon, Essex**

💡 Yes, this sounds like a common problem. One of the two wire styli is not touching the paper — you'll have to open it up and put it back on the knob of the plastic belt inside.

💡 I upgraded to a ZX Spectrum with a Sinclair kit but now the Currah MicroSpeech has gone all funny — it's okay on a normal Spectrum +!  
**Andrew Beale, Tolworth, Surrey**

💡 It is probably badly fitted on the expansion port and wobbles! Check the connections on your ZX Spectrum +.

💡 Help, I'm extremely distressed! My Spectrum loses its comma and most of the bottom right row of keys after about 20 minutes of use. Basic programs seem to be alright but machine code programs are affected.  
**Allan Nicholles, Macclesfield, Cheshire**

💡 It would appear that the ULA is faulty. Check that it's not loose and that it's well into its socket, especially at the near end of the keyboard. If not, get it looked at.

💡 I haven't got a problem but I thought this tip may be useful to other Speccy users. If your cartridge keeps failing try this: Format the cartridge several times as usual and then POKE 23791,255 before saving. This'll record your program as many times as possible over the cartridge. You should be able to load it everytime!

**Arthur Robinson, Sale, Manchester**

💡 Arthur any other readers out there with a few microdriving tips?

💡 The sales assistant at Boots told me that my HR5 printer and Speccy are incompatible because the Speccy is serial and the printer Centronics. What should I do?  
**J Murphy, Chester**

💡 Tell the assistant that he/she is an idiot — on second thoughts if you're planning to go back into Boots, don't. The HR5 has both serial and Centronics ports — use the Interface 1 to connect up the printer to your Speccy.

💡 Have you the cure for a very ill issue 2 Speccy? It won't run games like *Rasputin* and *Elite*. I recently had it repaired and they replaced various bits and bobs. Most other software works fine.  
**M S Ehrlich, Leeds**

💡 I'm no doctor but because the games you mention use their own scanning routines, I reckon your ULA needs changing. Go back to the repair company and ask them to change it — there's usually a three month guarantee period.

💡 Please can you save me and my Speccy. My Spectrum Plus just won't save and I've no idea why.  
**Nicholas Clement, Bridgend, Mid-Glamorgan**

💡 Check the leads first by swapping them. Leave just one lead in the tape recorder at a time. Otherwise seek a Spectrum specialist!

💡 D'you know why my games load but only work for about 10 minutes and then crash. I then can't load any more games. I've a feeling it could be the power pack but I'm loathe to lose my Spectrum for some weeks since the shops here don't sell them.  
**P Beardall, Aylesbury, Bucks**

💡 I don't think it's your power pack (unless wriggling the lead crashes it). It's more likely to be a ROM or ULA fault and you'll have to take it for repair — you'll find a list of repair centres in the classified ads at the back of the mag.

💡 Why on earth am I having problems with my Turbo interface? It prints fives across the screen even when the joystick is not plugged in!  
**J Marlow, Bridlington, East Yorks**

💡 It sounds like your Turbo interface is holding down the data line D4 every time the interface is addressed. You'll have to return it to them for repair.

💡 The screen image produced by my Spectrum + is not central to the screen, the border on the left is much bigger. Is there any adjustment I can make or is it a professional job?  
**Percy Webber, Salisbury, Wiltshire**

💡 This is completely normal and helps the TV to frame the screen properly. You don't need to have it repaired at all.

# HARD FACTS

Join Steve Adams for a drop of the hard stuff.

💡 Help! I can't use the Kempston pro-interface on the back of a Timex 2040 with the Interface 1. Is there a cheap way around the problem?  
**Andrew Cousins, Twickenham**

💡 The Timex only has 23 connections — try using a Currah Microslot to connect them both together.

💡 Can I use EPROM's on the Interface 2's socket? If so, what are the pins?  
**P Offord, Watford, Herts**

💡 You can but you can only use 16K EPROMS and they have to replace the Spectrum ROM.

YOUR SINCLAIR  
14, RATHBONE PLACE  
LONDON W1P 1DE



All letters win a YS badge

💡 Hope I'm not being greedy but I've got a few questions I'd like you to help me with. How can I move pixels instead of blocks? How do I get 64 column text? How can I change the Baud rates on the VTX5000?  
**Graham McDonald, Aberdeen, Scotland**

💡 Use point to find the colour of the point on-screen and move it to the new position with plot. 64 column text is achieved by printing only 4 bits per character and requires a new character set and printing software. And finally, the Baud rates can be changed by straps inside the interface board or by altering the lowest two bits of the set-up byte (to divide by 16 instead of 64), but the modem cannot change speed.

💡 I wonder if you can throw some light on a strange phenomenon. Sometimes when I'm playing games my microdrive starts up all of its own accord. Why?  
**David Wilkinson, Skegness, Lincs.**

💡 This is because the Interface 1 keeps crashing. Make sure you've got a firm connection to the Spectrum.

💡 After my microdrive packed up I tried twisting the cable and for a while that sorted it out. Now it's given up the ghost completely.  
**Mark Conner, Glasgow**

💡 It sounds like you've got a dodgy cable to me. Try replacing the cable between the drive and the Interface 1.

💡 I'm using a ZX81 buffer board for my Speccy. How do I connect up pins 1 and 19 on 74LS245?  
**Marcel Houweling, Huybergen, Holland**

💡 Pin 19 should be connected to 0 volts as this allows the chip to work. Pin 1 chooses the direction and should be connected to 0 volts for outputs on pins 11 to 18. Hope that sorts you out.

💡 Okay, this may seem rather divvy to you but I've just obtained a Trend printer 800 but I've no idea how to connect it to the Speccy.  
**F G Newberry, England**

💡 I assume it's an RS232 since there are loads of Centronics interfaces about. The best method is to get an Interface 1 and buy the RS232 lead that goes with it. Connect pins 5, 6 and 8 together inside the plug to guarantee it works.

# Probably the best joysticks in the world

**THE TOP PEOPLES CHOICE**

## 125 +

### The Explosive Joystick

Compatible with ZX Spectrum, 16k, 48k, 128k, +2, Commodore 64, Vic 20, Amstrad, Atari, etc.

At only £8.95 the features on the 125 are second to none. Besides its unique internal structure, built to withstand immense punishment from even the most vigorous games player, the joystick contains no less than four extremely sensitive fire buttons. Two are housed in the handgrip which has been moulded for extra comfort and ease of operation. The trigger finger fire button provides ease and comfort for your finger and the top fire button is contoured to fit your thumb for sure fire shooting. The base fire buttons are positioned for extra control and two hand firing whether you are right or left handed.

A built in auto-fire switch provides continuous shooting at the touch of a fire button.

Including Spectrum+2 Selector Connector.

The 125 comes complete with a full 12 months warranty

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome.

Cheetah products available from branches of

**Dixons** **WHSMITH** High St. Stores and all good computer shops.



## A Right Royal Joystick

### Cheetah MACHI + MICROSWITCH JOYSTICK

- ⚙ METAL SHAFT ⚙ AUTO FIRE
- ⚙ +2 SELECTOR CONNECTOR
- ⚙ 12 MONTH WARRANTY

ONLY **£14.95**

- Deluxe, robust construction.
- Comfortable rugged hand-grip, 8directional control with automatic centering.
- Heavy duty base with strong stabilizing suction cups.
- Highly sensitive light touch **MICRO SWITCH** fire buttons.
- Ergonomically designed control handle with indestructible **METAL SHAFT**.
- Built in **AUTO FIRE** function.

Machi+Joystick compatible with: ● Sinclair ZX Spectrum 16K, 48K, 128K, +2

- Amstrad computers ● Commodore 64 & VIC 20 Computers
- Commodore C16 & Plus 4 Computers (adaptor sold separately)
- MSX Computers ● Atari 2600 & Atari 5200 Video Game Systems
- Atari Home Computers

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome. Cheetah products available from branches of **Dixons** **WHSMITH** High St. Stores and all good computer shops.



CHEETAH MARKETING LTD.  
1 WILLOWBROOK SCIENCE PARK  
CRICKHOWELL ROAD, ST. MELLONS, CARDIFF  
TEL: CARDIFF (0222) 777337 TELEX: 497455  
FAX: 0222 779404

Compatible with ZX Spectrum +2 • Compatible with ZX Spectrum +2 • Compatible with ZX Spectrum +2

Compatible with ZX Spectrum +2 • Compatible with ZX Spectrum +2 • Compatible with ZX Spectrum +2

Melbourne House/£8.95

**Phil** Wow! At last . . . something even those rarified air type Amiga owners want but cannot have . . . a blistering bolt from the sky blue sky . . . Atari and Melbourne House link hands and swan dive into your Spectrum with a *Marble Madness* game creator! I don't believe it!!! (It's true!) Okay, I'll take it seriously if you will.

What a brilliant game! Not only can you build a megasuperb and straight-up *Marble Madness* game of your very own, but you can play it too! Unlike so many game creation programs this is a very playable game, making even *Gyroscope* (itself a very addictive and tricky *MM* clone) look as exciting as a drawing pin spinning on the table.

*MM* has the look of it's coin-up original with all your favourite baddies: green worms, acid slime, goals, red catapults, vacuum cleaners, all ready to chase you around the *Marble Madness* terrain. The baddies are all preprogrammed to react to whatever circumstances you care to put them in, and will surprise you in the amount of movement and intelligence they're capable of. You might think you can put them out of the way and cheat by positioning them so they can't get you, but they'll find a way!

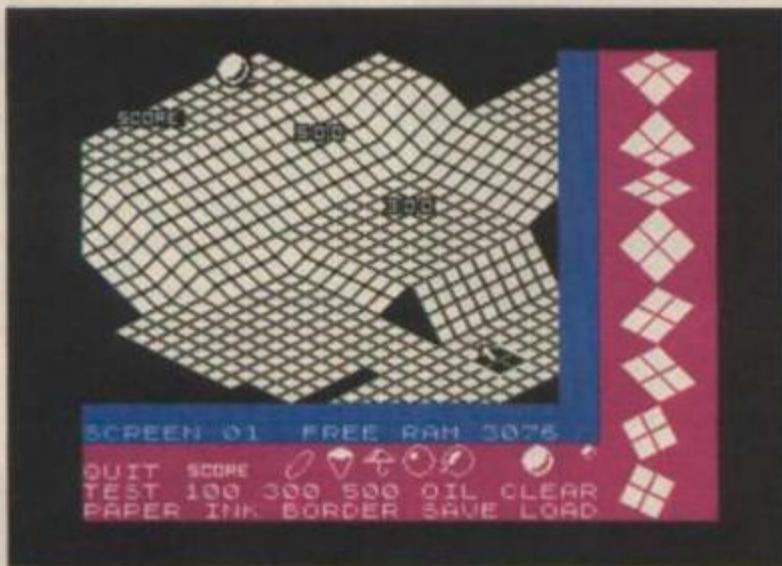
The Editor (No, not Ed, the *MM* Editor!) is a dream to use. You simply position items, like floor sections, baddies and extra points, using a pointer, and press the fire button to place them. Any position you choose isn't final, as you can reposition and erase any section whenever you feel like it. You can also alter the colour schemes, and although the choice is limited to two colours (as individual items are the same colour as the background), having different colour schemes for successive screens is very effective. The most useful thing in the Editor's repertoire is the Free Ram indicator. This tells you how much memory you've got left for screens and other data. Having put 15 screens in and still having mounds of memory left, I can see that the possibilities truly are endless! After you've finished designing your worst *MM* nightmare, the

Speccy computes the movements for you and the baddies, plus it also fills in the light and shade on the side of the platforms.

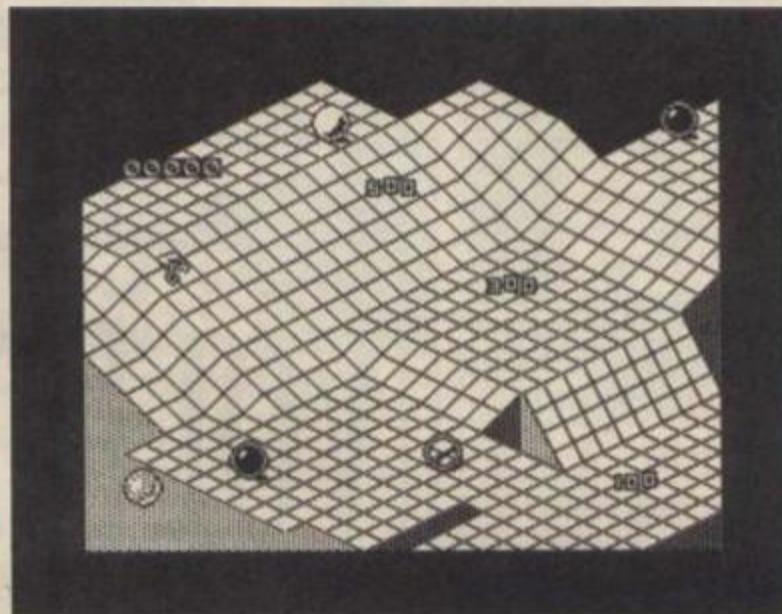
Is this the definitive *Marble Madness* on the Speccy? It's tough, it's changeable, it's addictive, it's cheap (it could

have been £15 and still be value for money!), and you'd better buy it, or you'll never forgive yourself!

Graphics	9
Playability	
Value for Money	
Addictiveness	



Here's the editor screen. Using your fancy pointer (expensive 68000 computers eat your mouse!) you indicate the function you want, and place the game element on the screen. Just click the pointer on the picture of the thing you want and position whatever it is where you want it. (Psst! You can even change the size of your ball. Now there's a thing you don't see every day!)



Having designed your mega-amazing screen, you then have the (dubious) pleasure of playing your own design. Beware! Even if you think you've made it easy for yourself, the game components (baddies to you) will find a way to get you. And don't be so sure that you've made it easy on the positioning of platforms, either. You'll discover that in most cases you've still painted yourself into a corner.

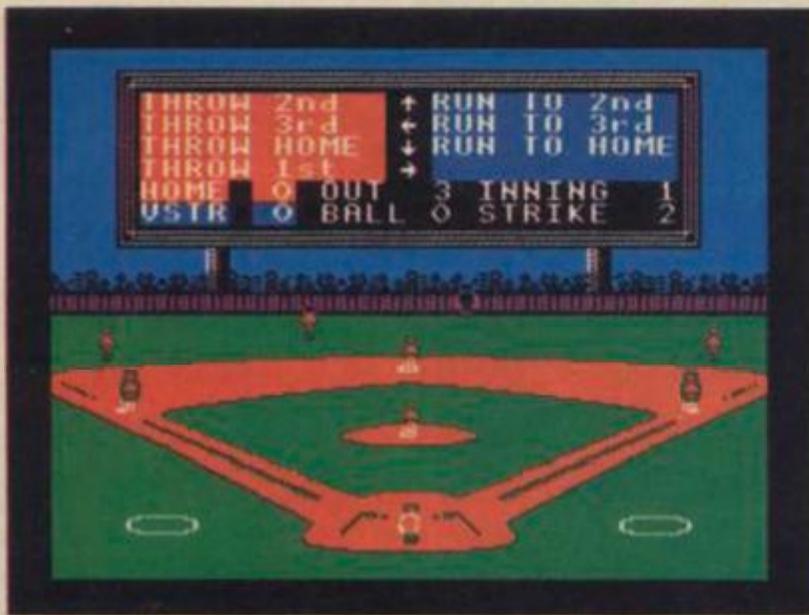
# MARBLE MADNESS

Rachael Smith and the lads (Gwyn Hughes, Troubleshootin' Pete, Tommy Nash, Chris Palmer, Rick Robson and Phil South) bring you more game reviews than Heinz has varieties (well, almost...)

# MARBLE MADNESS

## CONSTRUCTION KIT





Advance/£7.95

**Rick** Yee-hah! The American sporting invasion continues with Advance's simulation of the all American baseball. Personally I wouldn't know a silly bunt from a good screwball and my idea of baseball is mega rounders played by hunky chaps in pyjamas, Schulz headgear and radar dishes on their hands. A pitcher's what you hang on the wall and Hardball — well, I hope there's a cure!

Baseball's unfamiliarity to the average gamer is this game's main drawback — it just hasn't received the same publicity that's made Pro-Football popular and understood. And since *Hardball*, like *Football Manager*, is essentially a management game where players have to be pre-selected and substituted according to their abilities you're going to end up in difficulties if you think Home Base is a Sainsbury's sideline.

You have the option of playing against the computer

or another player. Many of the pre-game selections are purely cosmetic — home or away, Champ or All Star. Screen two is make your mind up time where you have to decide who you're going to pick from your squads with the player information provided.

Get on to screen 3 and you'll see the pitch simulation that gives you a choice of delivery, whilst a sub-screen shows the base positions of your team mates. Like many cricket simulations this looks a hell of a lot better than it plays which is a pity since the graphics are truly amazing. The amount of control you have seems questionable since it's more of a case of wind it up and let it go. But as each game lasts nine innings you'll have plenty of time to work it out and suss the variations. Better than watching Arsenal. Just.

Graphics	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Playability	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Value for Money	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Addictiveness	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

6

# HARDBALL

Mastertronic/£1.99

**Rick** Now we're really getting down to basics. *Double Volleyball* is a veritable dinosaur amongst Speccy games and despite its title this is an unsubtle development of the original telly table tennis.

The whole crux of the game is to get the ball over the net without giving your opponent a chance to retrieve it. The 'clever bit' (unlike doubles table tennis) is that you can pass to your partner before shooting. Points are scored only when you're serving, as in badminton. Actual volley ball tactics such as bumping and spiking are only cosmetically reproduced.

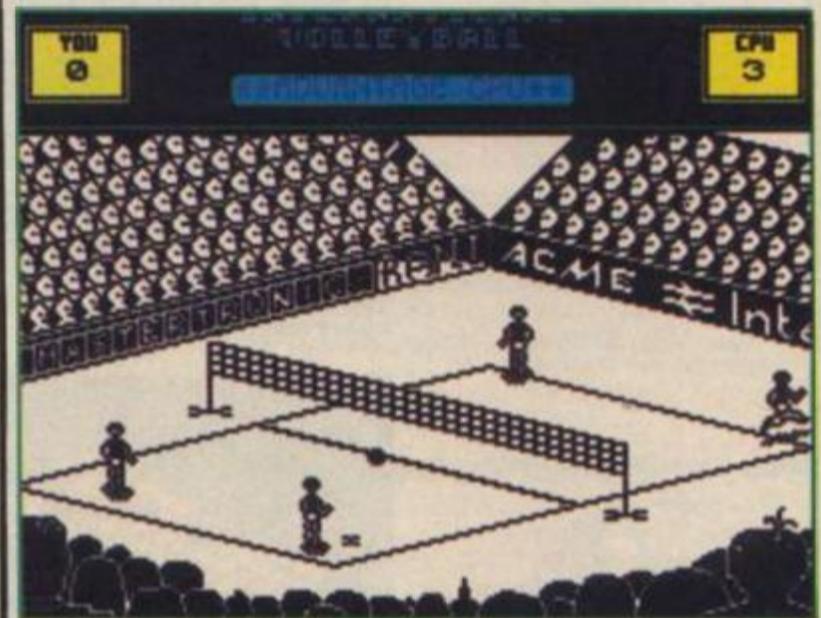
Catching the ball is the tricky part — the keyboard equivalent of learning chopsticks. You have to anticipate where a mystery X is going — this is the final position of the ball after it's been smashed. Suss this and you've sussed the game.

Your two men, I assume they're men — it's not easy to tell I'm afraid — have forward, back and lateral movements, otherwise Mastertronic have spared all expense. There's only one screen, no progression of difficulty, absolutely zilch special effects (apart from the Morris dancing by the players when they've won) and you're left to define your own keys.

Wee ones might enjoy this on a wintry night when there's little else to do but if you're really into reflex honing reaction games, then it's probably worth paying the extra for Imagine's *Ping Pong* or CRL's *Room 10*.

Graphics	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Playability	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Value for Money	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Addictiveness	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

4



# DOUBLE VOLLEYBALL

Mirrorsoft/£7.95

**Phil** (Slurp!) Ahhhhh! Nothing like a nice drop of Zythum between meals to perk up your unknown powers. Only trouble is, it's a bit hard to get hold of these days. None of yer 'Oh, I'll just nip down Waitrose and pick up a carton of Zythum for when Mr and Mrs Merlin come to dinner. No, sirree. You have to slog yerself to shredded wheat across the four hostile territories, avoiding the fiendish Custodians who attempt to stop you fetching your brew. And all this with only eight minutes a territory to reach your objective. Cor, the things some folks will do for a free beer, eh?

At first glance, this appears to be quite an original concept, but strip away the wizard and custodian sprites and replace them with a spaceship and

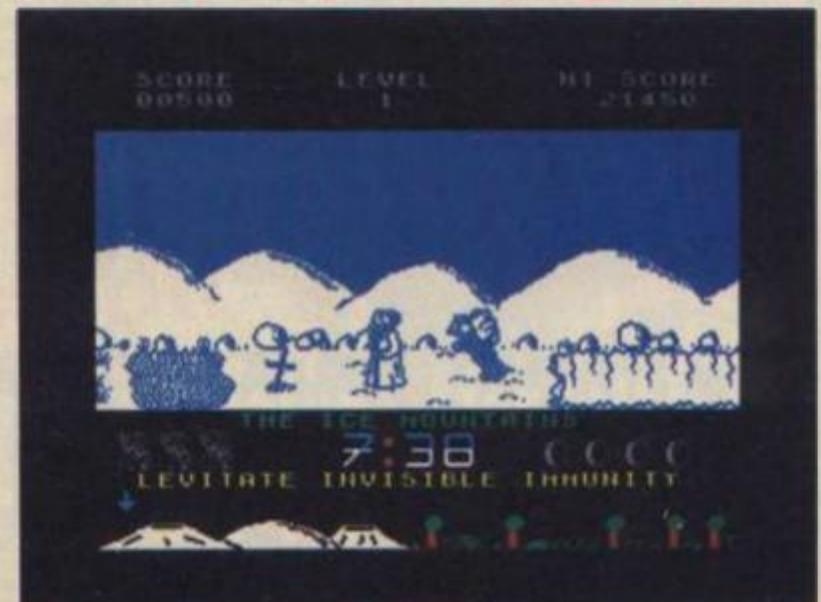
aliens and what have you got? A poor version of the mighty *Defender* perchance? Sure looks that way.

The graphics on this game are a little simplistic, as in blue line drawings on white paper. It plays a bit like a biro drawing too. The Custodians lurch towards you in v. scuzzy two-part animation (if that's not too strong a word), and are about as threatening as a smurf with a butter knife. The gameplay is challenging at first, but once you get used to it, it's a real doddle. As a budget game this would've been good value and a charming little shoot-up, but the charm tarnishes when it's going out at a little under eight quid.

Graphics	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Playability	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Value for Money	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Addictiveness	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

4

# ZYTHUM





# SINCLAIR TITLES

## SOFTWARE

KNOCKOUT	£2.95
MATCH FISHING	£2.95
SON OF BLAGGER	£1.99
ASHKERON	£2.50
HIGHWAY ENCOUNTER	£3.95
ALIEN HIGHWAY	£3.95
T.L.L.	£2.95
<b>SOLD A MILLION INC.</b>	
DECATHLON, SABRE WULF, BEACHEAD, T.S.W.	£4.95
BOUNTY BOB	£3.95
BEACHEAD II	£3.99
BRUCE LEE	£3.95
BEACHEAD	£2.95
ROBOT MESSIAH	£2.50
TECHNICIAN TED	£1.99
AVALON	£2.99
<b>ACTIVE COMPUTER LEARNING BOOKS</b>	
+ 4 TAPES	£2.95
MATCHPOINT	£3.95
<b>NOW GAMES INC.</b>	
LORDS OF MIDNIGHT, FALCON PATROL, ARABIAN NIGHTS, BRIAN BLOODAXE, STRANGELOOP, PYJAMARAMA	£3.99
ASTRO CLONE	£3.95
WANTED MONTY MOLE	£2.95
JONAH BARRINGTONS SQUASH	£2.95
BACKPACKERS GUIDE	£1.99
WIZARDS LAIR	£2.99
WHEELIE	£3.50
EMERALD ISLE	£4.50
ADVENTURE QUEST	£4.50
LORDS OF TIME	£4.50

SNOWBALL	£4.50
SABRE WULF	£2.50
BIZZICOM (BUSINESS CONTROL SYSTEM)	£2.95
PAC MAN BY ATARISOFT	£5.95
QUICKSILVA WORD PROC.	£1.99
BRAXX BLUFF	£1.99
HEATHROW A.T.C.	£2.95
ADVENTURELAND/SECRET MISSION	£3.95
ROBIN OF SHERLOCK	£3.95
KOMPLEX	£1.99
VIDEO POOL	£1.99
SPACE RAIDER CARTRIDGE	£1.00
INTERNATIONAL KARATE	£5.95
CYBERUN	£3.95
GOLFING WORLD	£2.50
PINBALL WIZARD	£3.95
SUPERCHES	£3.95
BEAMRIDER	£2.99
MICRO PROLOG BY SINCLAIR	£4.95
SPACE SHUTTLE	£3.50
3D LUNAR ATTACK	£1.99
EQUINOX	£4.99
10 MEGA HITS	£5.95
SPIDERMAN/HULK	£2.99
FRANK BRUNOS BOXING	£4.25
STARBIKE	£2.95
PSYTRAXX	£2.95
WILLIAM WOBBLER	£3.99
TOY BIZARRE	£2.95
TWISTER	£3.99
TALOS	£2.99
JUGGERNAUT	£2.99
BLADE RUNNER	£2.99
THE COVENANT	£3.50
MANTRONIX	£3.99
DALEYS SUPERTEST	£4.99

WAY OF THE EXPLODING FIST	£4.99
FRIDAY 13th	£2.99
GUNFRIGHT	£3.99
JET PAC	£2.99
KNIGHTSHADE	£3.99
RAID OVER MOSCOW	£3.95
ZORRO	£3.50

## EDUCATIONAL PACKS

PHYSICS 'O' LEVEL and 'A' LEVEL, MATHS 'O' LEVEL, CHEMISTRY 'O' LEVEL, BIOLOGY 'O' LEVEL	£9.95
<b>COLLINS 4-11 YEARS PACK</b>	
WHAT'S THE TIME, KNOW YOUR TABLES, FIRST NUMBERS	£7.95
<b>COLLINS PADDINGTON PACK</b>	
PADDINGTONS EARLY VISIT, PADDINGTONS GARDEN GAME, PADDINGTON AND THE DISAPPEARING INK	£7.95
<b>HILL McGIBBON PACK</b>	
PUNCTUATION PETE, BALLOONING, CAR JOURNEY, SPECIAL AGENT	£7.95
<b>LONGMAN SOFTWARE 6-10 YEARS</b>	
SUM SCRUNCHER, ROBOT RUNNER, WILD WORDS, A.B.C. LIFT OFF	£6.95
<b>SPECTRUM EDUCATIONAL BY SINCLAIR/McMILLAN</b> - ALL TITLES £2.99 EACH	
PLANET PATROL, CARGO, GLIDER, MAGNETS, SOUNDABOUT, SPELLBOX, DISEASE DODGERS, WEATHERMASTER, WORDSETTER, OIL STRIKE, MACMAN & THE CABER EATER, MAC MAN IN THE TREASURE CAVES, ALPHABETTER, MACMANS MIRROR IMAGE, MACMAN AND THE GT ESCAPE, BODYSWOP	
<b>GRIFFIN SOFTWARE PACK INC.</b>	
5 YEARS AND OVER	£5.95
TABLESUMS, NUMBERFUN, GET SET	
<b>GRIFFIN PYTHAGORAS PACK INC.</b>	
10-15 YEARS	
THEOREM OF PYTHAGORAS, FORMULAE & COMPOUNDS, FUNDAMENTAL ALGEBRA	£5.95

<b>GRIFFIN MATCHS &amp; CHEMISTRY PACK</b>	
10-15 YEARS	£2.99
ATOMS & MOLES, INTRO TO TRIGONOMETRY, MENTAL ARITHMETIC	£5.95

## GAMES PACKS

<b>SILVERSOFT PACK INC.</b>	
SUPERMUTT, ARCADE ACTION ORBITER, STARSHIP ENTERPRISE, CYBER RATS, ARCADE ACTION, SLIPPERY SID	£5.00
<b>CODENAME MATT II, VIEW TO KILL, FRIDAY 13th, TEST MATCH, BEAKY &amp; THE EGG SNATCHERS, THEY PYRAMID</b>	£5.95
<b>IMAGINE PACK INC.</b>	
STONKERS, PEDRO, ALCHEMIST, ZOOM, ZIP ZAP, CONQUEST	£3.95
<b>ON THE OCHE INC.</b>	
SNOOKER, WORLD CUP FOOTBALL, OLYMPICS, GOLF, DERBY DAY	

## UTILITIES

SPECTRUM	£25.00
QUICKSHOT II WITH M/S	£10.95
ALPHACOM PAPER 5 ROLLS	£ 8.95
CURRAH MICRO 5 SLOTS	£ 2.95
COMPUTER TO T.V. LEADS	£ 1.50
MICRODRIVE CARTRIDGES	£ 1.99
ALPHACOM/TIMEX 32 PRINTERS	£31.95

p&p 75p all orders  
overseas - £1.00 per tape,  
£2.50 packs, £5.00 peripherals

## LOGIC SALES LTD

6 Midgate - Peterborough Cambs  
24 hour ordering on 0733 313870

# HIRE SPECTRUM SOFTWARE

- OVER 500 different titles available for hire including **ARCADE, ADVENTURE, BUSINESS, EDUCATIONAL**, etc.
- OVER 10,000 tapes in stock. All publisher's originals.
- **LOWEST HIRE CHARGES** - hire up to 3 tapes at a time, from only 63p (plus P&P and VAT) for 2 weeks hire.
- **FREE** printed CATALOGUE.
- **FREE** newsletter with hints, tips, reviews, etc.
- **TAPES** for sale at **DISCOUNT** prices, (eg **MANIC MINER £2.00**).
- **FAST, FAST SERVICE.** All tapes sent by 1st class postage.
- **HALF-PRICE OFFER - LIFE membership ONLY £3.00** (normally £6.00).
- **FREE** first hire tape. (For limited period).
- **EUROPEAN MEMBERS WELCOME.** (Payment in Sterling).

Have you ever been disappointed with software you've purchased? Now you can hire it first. If you like it, buy it at £1.00 off our already discounted prices. If you don't, send it back and it will only cost you the hire fee.

NSL is the best SPECTRUM library, with over 8,000 delighted members, the largest range of tapes and controlled by our computer with 22 mb hard disc. **JOIN TODAY**, or, if you don't believe our claims write or 'phone 01-661 9240 for a catalogue, and check our competitors. We're confident you'll join NSL.

## NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, Cheam, Surrey SM2 7NE.

I enclose £3.00 for **LIFE MEMBERSHIP**. Please rush my membership kit to me. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name \_\_\_\_\_

Address \_\_\_\_\_

# RELAX!

This issue's programs are already on tape...

Save your time, energy and sanity when you load direct from **Digitape** cassette, this month's program listings (as marked).

Create your own collection of games and utilities which will prove invaluable for years to come and will look superb when added to your own library.

This unique service, provided by **Digitape** in conjunction with **YOUR SINCLAIR**, is to increase the enjoyment for the readers. This service will be available every month.

Back issues, from July 1985 on, will be available on request.

Telephone Orders: ACCESS  
CARD Holders ring  
(0792) 799193



**DIGITAPE™**

Please rush me my official copy of YOUR SINCLAIR Digitape cassette issue No. \_\_\_\_\_ (see front cover). I have enclosed a cheque/P.O. for £3.50 (£4.50 for overseas)

OR please debit my ACCESS Card No. \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Code \_\_\_\_\_

Send to: Digitape, Freeport, Swansea SA5 5ZJ (no stamp required)

# DATA-SKIP

PRESENTS:



£69=



These are real Spectrum screen-shots!

# VIDEOFACE

## DIGITISER

With the Videoface you can transfer television pictures into Spectrum SCREENS. With this SCREENS you can do whatever you like. You can LOAD them into a drawing program or make hardcopies on a printer (see examples). For the Videoface a video-out signal is needed so you can use a video recorder, camera or scart-television.

You can even use another computer as a transmitter. What would you think of a Commodore screen in your Spec??

The Videoface scans continuously and because of it's speed, it appears you're watching a digitised movie!

The Videoface produces a high-res 256 x 192 x 4 bit screen.

The software is fully menu-driven and is Beta and microdrive-compatible.

Slice adjustable while scanning. Always stores the latest six screens for animations!

The Videoface digitises a picture in 0.27 seconds!

And you can use it for fun, computer art or professional aims.

So why hesitate? Rush to the mailbox and order now!

The Data-Skip Videoface digitiser is £69, including P&P and VAT.

**Birdoon**, the coin-up version of the well-known "Pooyan" only .£4.95  
Fast, Funny & Addictive.....



**Centauri Challenge**. Play your joystick to pieces with this 3 games on one cassette: Birdy, Bounzai & Catchy. Only....£3.95

**Stratego**, the board-game. Just for.....£3.95

**Fruit-fruit**, the complete fruit machine. The fastest, the best.....£4.95

**Dbase AMX**, database for use with AMX-mouse. Full search-facility en very user-friendly £3.95

**Topo AMX**, helps your children to learn their topography. 10 fine maps already supplied on cassette. (Mouse required). Only ..... £4.95

**Desktop AMX**. Here's your mouse-driven desktop (Opus disk-drive only), also includes screen-dumping. Just for.....£5.95

3 1/2" discs. Just 10 for only.....£15.00

To order any of the above, please send cheque (P&P included) made payable to Data-Skip, Gouda in Holland. Also cash-on-delivery is possible.

The Videoface Digitiser is also obtainable in — U.K. from Romantic Robot, London — Germany: ABC Electronic, Bielefeld — Italy: Micro Shop, Rome.

Trade Enquiries welcome, please contact us on 1820 — 20581.

**DATA-SKIP** L. Willemsteeg 10, 2801 WC Gouda, The Netherlands

# ACADEMY

CRL/£9.95

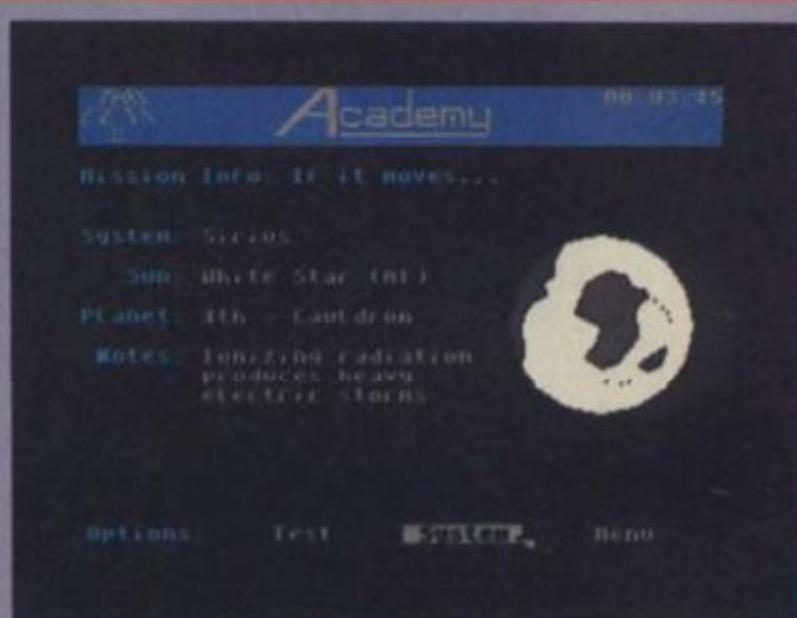
**Phil** So you completed your training, eh? You thought that was tough, wait till you see what Galcorp have got lined up for you this semester, wiseguy! Four tough scenarios to be going on with, plus another 16 or so to come in a multi load format, CRL's leading game is going from strength to strength.

You play the part of an ace skimmer pilot, who's legendary skill as a fighter has landed him in the unenviable position of being a sort of intergalactic troubleshooter. Since he was so successful in clearing up the *Tau Ceti* problem, he's now been sent to trouble spots all over the universe, to zap the offending aliens on whatever planet he happens to be despatched to. To assist him, he has a choice of the best skimmers available to Galcorp, plus the opportunity to design his own if he feels they're not up to scratch.

Just when you thought it was safe to hop back into your

skimmer, summink like this comes along. As if the *Tau Ceti* universe wasn't large enough already, they have to go and add 20 new planets (with all their attendant problems) to it. Redesigning and naming your own ships is a lot of fun. I've just made two new ships, subtly blended to my own taste, the so-so GCS SINCLAIR and the mighty GCS FRANTIK. You can select the equipment on the ship and (the best bit) design the control panel, arranging the sexy little dials and displays so you've got room to hang your furry dice up.

Supplied with the master program are missions that are very tough indeed and considering there's four of them, it's gonna take you a real long time to master them all. Enough of a challenge to keep you in sleepless nights (if that's what you crave, pervy) until the data for the remaining 16 mega tough assignments becomes available. Although this was a pre-release copy, I've seen enough to make me think that *Tau Ceti II*, as well as being an honest to god hit, is going to make *Tau Ceti I* look like a pleasure cruise.

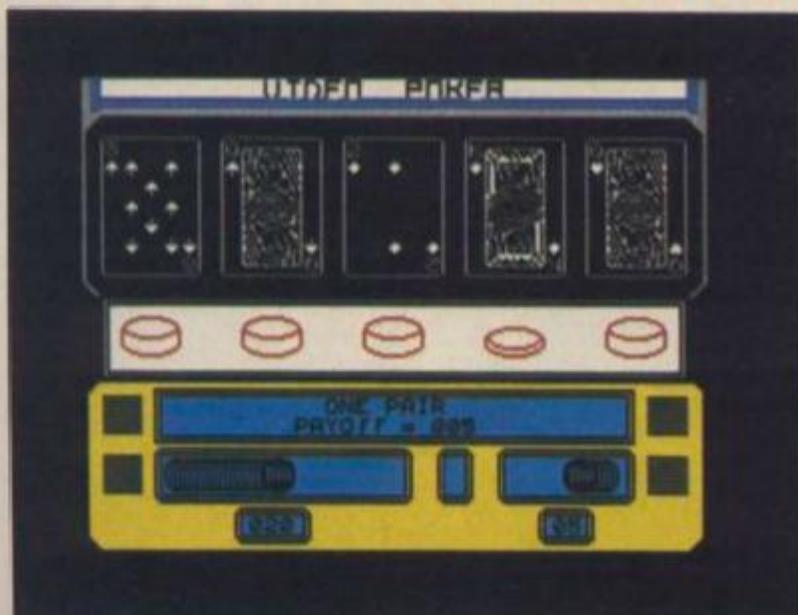


Here's where you face the action, in the cockpit of your home-brewed skimmer. This is one of my own humble designs, the very hunky GCS FRANTIK, seen here thrashing it's way through the 'If it Moves...' scenario. It's nice to be able to lay out all the instruments where you can use them. Yup, frantic really is the word for it!



What's on the menu? A little shake-up on Sirius, by the look of it. On all the scenarios you get a report to look at which outlines all the problems you'll face. You have a page of text containing details of your mission (should you decide to accept it), plus a lot of info on the system (avec un yummy little pic of the planet). Fortunately you don't have to eat the telly when you've read it.

# VIDEO POKER



Mastertronic/£1.99

**Rick** Who on earth would want to try and top Sam Fox's *Strip Poker*? Certainly not Mastertronic which keeps to a poker simulation without the stimulation in this little number. Sure, it's good, clean family fun — and dead boring with it. If you're a fan of the Cincinnati Kid rather than kinky underwear you'll still be disappointed. *Video Poker's* similarity to the saloon bar game is simply superficial. All it actually does is copy one-armed bandit poker games and as such has all the average skill quotient of a fruit machine.

There's only one screen and unfortunately you can only play against the Speccy — a real cheat if ever I knew one. All bets are made blind (you start with twenty coins), thus cutting out any chances for bluff, double bluff and upping your stakes — in other words no Blind Man's Bluff!

You can hold any of the five cards dealt and there's one re-deal for an exchange. As in card poker you're looking for all the classic hands, from pairs (and we're not talking Sam Fox here) to Royal Flushes. Each winning hand has set odds — a pair is evens, two pairs 2-1 and, if you're lucky enough to get one, a Royal Flush is 250-1. Odds, of course, favour the house but your best bet is still to dive right in there with the big stakes as you won't get a chance to change your mind once you're playing. Your kitty is appropriately adjusted with each hand played.

*Video Poker* has no frills, or thrills, unless you're an ardent addict of the one-armed bandit — and there's no nudges or big knobs to play with here! If you are it might save you a few 50p's otherwise you'd be better off buying a pack of Sam Fox playing cards.







# ORBIX

## THE TERRORBALL



Orbix is the codename for your tactical planetary warfare craft.

Spectrum 48/128  
£7.95

STREETWISE SOFTWARE IS A DOMARK LTD LABEL  
204 WORPLE ROAD, SW20, LONDON 01-947 5626

Streetwise



# DRAGON



Spectrum in October, Amstrad in November, Commodore 64 in December.

All £9.95

## DURELL

*software getting harder . . . .*

Sales dept.,  
Castle Lodge, Castle Green,  
Taunton, Somerset TA1 4AB  
England Telephone (0823) 54489 & 54029

# EAT WORM

## *blows a sparky*

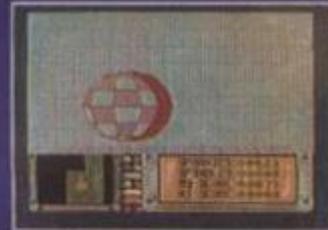
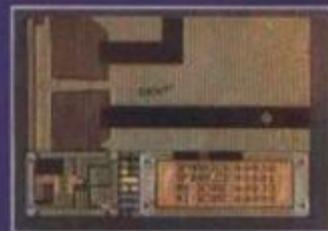
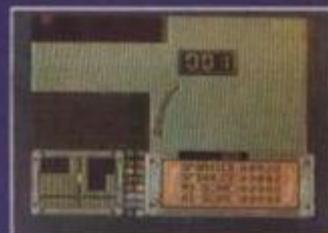
Now for something completely different. You are an insidious little WORMIE being chased through a micro-electronic labyrinth (you guessed it - a Sinclair Spectrum!) by CREEPERS in SPUTNIKS and CRAWLERS on foot (feets?). Defend yourself by shooting BURPER SPARKIES at the CRAWLERS and BLASTER SPARKIES to take-out the SPUTNIKS. You'll see the computer board in a smooth-scrolling 3D viewed from above (yawn, yawn - just another bit of mega-programming) as you crawl around in search of a DISK DRIVE on which to CLONE yourself. First you'll need to find fifty SPINDLES to eat, which will replenish your supply of SPARKIES to shoot at the BUGS. How long can you crawl down a DATA BUS? Find out how refreshing a DE BUGGER feels when you're stuck in a Spectrum and covered in CRAWLIES. This game is like WELL CRUCIAL MAN.

Available **October 20th**

Trade enquiries to **Centresoft**

on **021 356 3388**

Any Spectrum **£9.95**



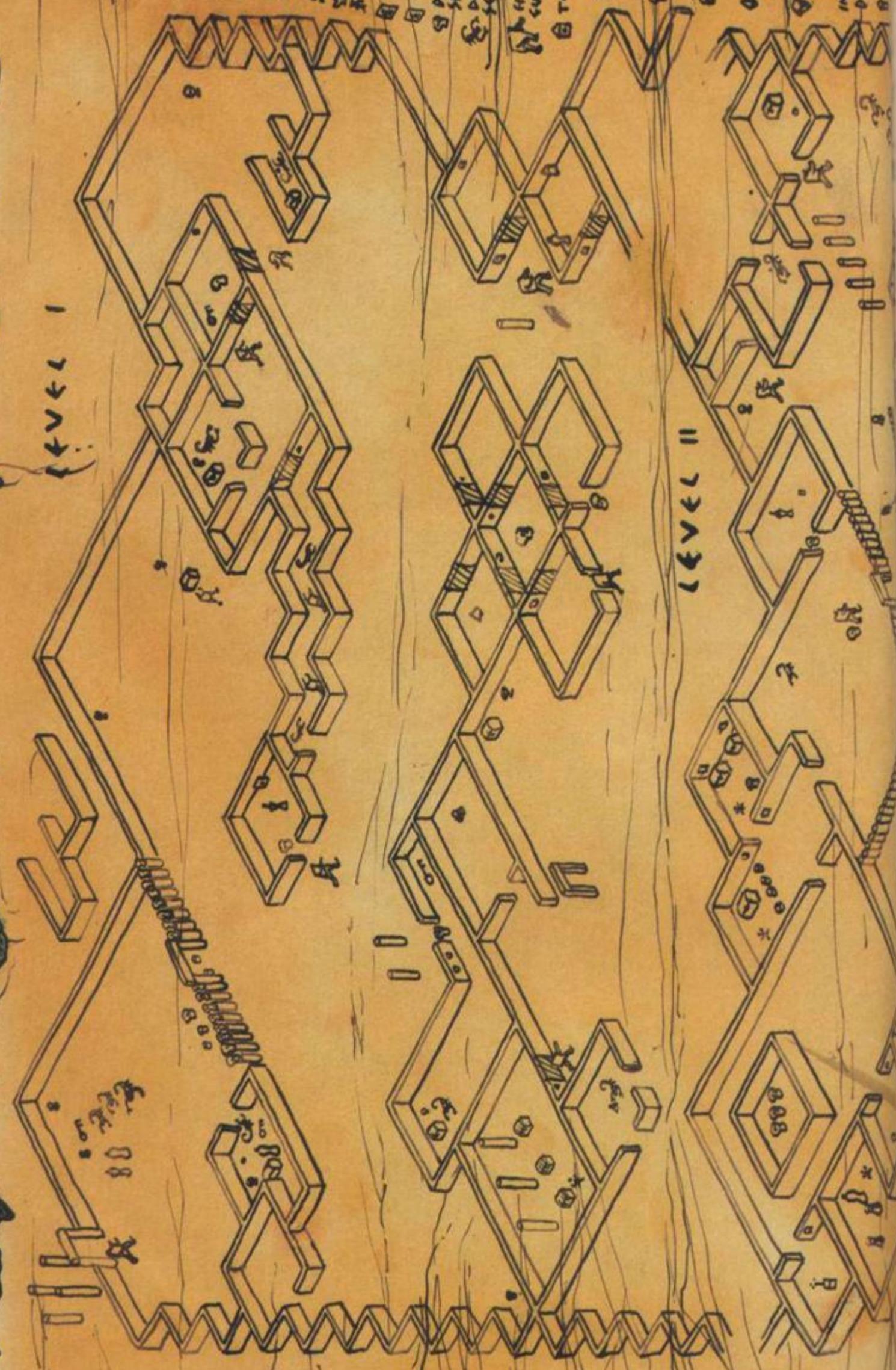
# DURELL

*software getting harder . . . .*

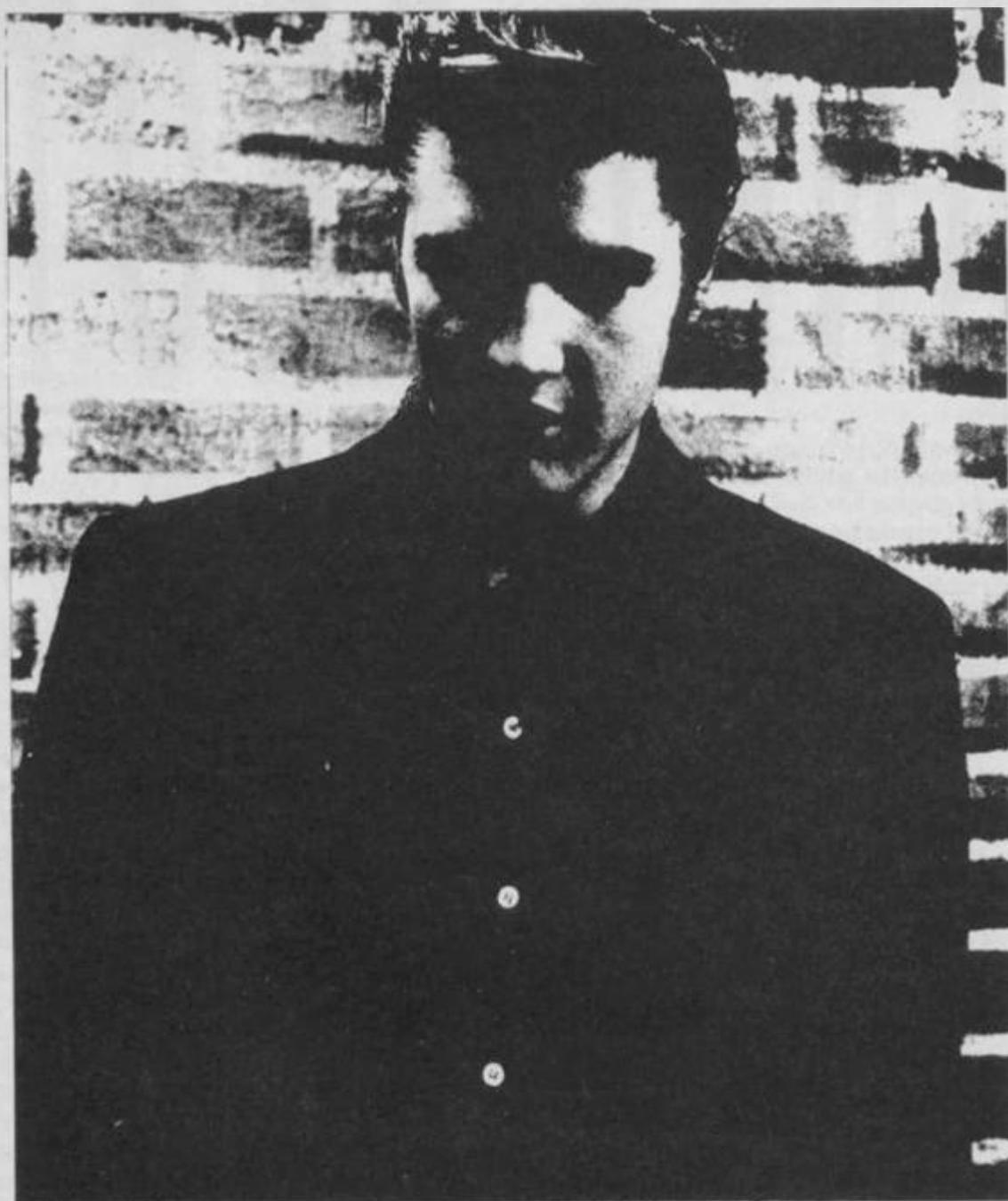
# PARACURFE

- ANCIENT SIMY STORAGE POT
- MASSIVE SIMY CHEST
- REMAINS OF STORAGE VESSEL
- SACRED COBLET OF XIPOTEC
- SPINNING ORB
- LEVER
- PECTORALS OF SIMY CIVILIZATION
- KEY PLATES
- DEADLY WARNING SKULL
- DEADLY SCUTTLER
- HEADLESS GUARDIAN
- TOUWSTONE
- ELECTRIC CONTROLLING DEVICE
- ROBOTIC DROPS
- SECURITY DROIDS
- TECHNOLOGICAL DEVICES
- MULTI-PURPOSE INSCRUTABLE DEVICE
- STORAGE

LEVEL I



LEVEL II



# PROGRAM POWER

**PULL-OUT**

---

**ROCK'N'ROLL TUNER  
PLANET PROTON**



# PLANET PROTON

by Mark Rawson

The Game Planet, Proton, is once again the scene of the Tournament. The favourite game is, as always, the Gold Rush scenario, a strategy game for 2-4 players where the players burrow underground in suits equipped with powerdrill gloves. The powerdrills don't allow the player much control, mind you. You can just specify the direction you want to go in and off you blast, in a straight line through the soil until you hit the sides of the arena, or an opponent's tunnel. Although you get points for any tunnel you drill, it's handy if you can pick up a few gems along the way, as these are worth many more points. And you get to keep them!

## Graphics Key

R=◆ C=♁ E=⊙  
B=⊕ D=♁ F=♁

## Loader Program

Type this in and save it first on your tape as SAVE "PLANET" LINE 1. This loads the character set and then the main program.

```
20 CLEAR 63999
30 LOAD ""CODE 64000
40 POKE 23607,INT (64000/256) -
1
50 POKE 23606,64000-256+INT (6
4000/256)
60 LOAD ""
```

## Hex Loader

Oh boy, another General Hex Loader program! (Well, I s'pose if you missed it in the *Bubble Trouble* issue you could use this one instead!) Type it in and save it to a different tape for future use. Then run it and type in the Hex Dump.

```
1 REM General Hex Loader
2 POKE 23658,8
3 INPUT "Start Address ";start
4 POKE USR "a",INT (start/256)
5 POKE USR "a"+1,start-256*INT
(start/256)
5 CLEAR start-1
6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
7 INPUT "Length ";length
8 INPUT "File Name ";f#
10 FOR i=start TO start+length
STEP 8
20 LET cs=0
30 PRINT AT 0,0;"Address ";i
40 INPUT "Hex B Bytes", LINE a#
60 IF LEN a#<>16 THEN GO TO 1
000
80 LET f=0: FOR j=1 TO 16
90 IF (a#(j)<"0" OR a#(j)>"9")
AND (a#(j)<"A" OR a#(j)>"F") TH
EN LET f=1
100 NEXT j
105 IF f=1 THEN GO TO 1000
110 FOR n=0 TO 7
120 LET y=CODE a#(1)-48: IF y>9
THEN LET y=v-7
130 LET z=CODE a#(2)-48: IF z>9
THEN LET z=z-7
140 LET va=16*y+z
150 LET cs=cs+va
```

```
160 POKE i+n,va
165 PRINT AT 2,n*3;a#( TO 2)
170 LET a#=#a#(3 TO )
180 NEXT n
183 INPUT "Checksum "; LINE a#
184 PRINT AT 2,25;a#
185 IF VAL a#<>cs THEN GO TO 1
000
187 CLS
190 NEXT i
200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER." ""REMOVE EAR LE
AD"
210 SAVE f#CODE start,length
220 CLS : PRINT "VERIFYING"
230 VERIFY ""CODE
240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

## Hex Dump

Tap this Hex Code into your Hex Loader and save the resultant block of machine code next on your tape as SAVE "FACE" CODE 31774,768. And yes, I know the program above loads it at 64000, but that's the way it works. Trust me.

```
31744: 0000000000000000=0
31752: 0008101010002000=88
31760: 0012240000000000=54
31768: 00127F2424FE4800=543
31776: 00043F283E0A7E10=321
31784: 0062640810264600=330
31792: 001828102A447A00=312
31800: 0008100000000000=24
31808: 000608080808080C00=50
31816: 0030101010106000=208
31824: 000016083E083400=152
31832: 000004083E081000=95
31840: 0000000000080830=64
31848: 000000003E000000=62
31856: 0000000000181800=48
31864: 0000020408102000=62
31872: 003E464A52627C00=510
31880: 001C280810107E00=234
31888: 003E42023C40FE00=508
31896: 003E420C02447800=330
31904: 00041828487E1000=282
31912: 003F407C02427C00=443
31920: 003E407C42427C00=506
31928: 003F020408102000=125
31936: 003E423C42427C00=444
31944: 003E42423E047800=380
31952: 0000000800001000=24
31960: 0000080000101020=72
31968: 0002040810080402=44
31976: 0000003F007E0000=189
31984: 0020100804081020=116
31992: 003E420408001000=156
32000: 003E4A525C407C00=498
32008: 003E42427E428400=518
32016: 003E427C4242FC00=636
32024: 003E424040427C00=446
32032: 003C44424244F800=576
32040: 003F407C4040FC00=631
32048: 003F407C40408000=507
32056: 003E42404E427C00=460
32064: 0021427E42428400=489
32072: 001F040808107C00=191
32080: 0001020242427C00=261
32088: 0026487048448400=494
32096: 002040404040FC00=540
32104: 0021665A42428400=489
32112: 002162524A468400=489
32120: 003E424242427C00=450
32128: 003E42427C408000=510
32136: 003E4242524A7C02=476
32144: 003E42427C448400=518
32152: 003E403C02C23C00=442
32160: 007F101010102000=223
32168: 0021424242427C00=421
32176: 0021424242243800=323
32184: 00214242425A6C00=429
32192: 002324181824C400=351
32200: 0043442810102000=239
32208: 003F04081020FC00=375
32216: 000F080810101C00=91
32224: 0020201010080800=112
32232: 007808081010F000=408
32240: 0008385410102000=212
32248: 00000000000000FF=255
32256: 001E22782020FC00=500
32264: 00001C043C447800=280
32272: 0010203C22227C00=300
32280: 00001E2020203C00=186
32288: 0002043C44447C00=326
32296: 00003C4478407800=432
32304: 000E101810102000=118
32312: 00003E44443C0478=382
32320: 0020407844448800=488
32328: 0008003010107000=200
32336: 0002000404042438=106
32344: 00102C3030284800=268
32352: 0008101010101800=96
32360: 00002C545454A800=464
32368: 00003C4444448800=400
```

**Planet Proton**



• Typing time: 2hrs 5mins



• Loading time: 1min 7secs



• Serves: 48/128K

```

32375:00003C4444447800=384
32384:00003C4444784080=508
32392:00003E44443C080C=278
32400:00001E2020204000=190
32408:00003C403804F800=432
32416:0008381010101800=136
32424:0000224444447800=358
32432:0000224428283000=230
32440:0000225454547C00=410
32448:000026281028C800=334
32456:00002244443C0478=354
32464:00003E081020F800=366
32472:000E083010101C00=130
32480:0008080808080800=48
32488:0038080C10107000=220
32496:0014280000000000=60
32504:3E429DA1A1B9427C=982
32512:0000000000000000=0
STOP

```

### Basic Program

This is the guts of the program itself (urgh!) containing all the necessary operations for the game, UDGs and so on. Thrash it in and save it last on your tape as SAVE "PROTON" LINE 1.

```

10 BORDER 0: PAPER 0: INK 7:
   BRIGHT 1: POKE 23658,6: CLS
20 GO SUB 160
30 GO SUB 250
40 GO SUB 300
50 BORDER 0
60 CLS
70 GO SUB 390
80 GO SUB 430
90 GO SUB 610
100 GO SUB 690
110 GO SUB 730
120 GO SUB 770
130 GO SUB 810
140 GO SUB 890
150 GO TO 970
160 PRINT AT 0,9: INK 6: INVERS
   E 1:"PLANET PROTON"
170 PRINT AT 3,3:"A Game For 2
   To 4 Players" TAB 7;"© Mark Raw
   son 1986"
180 PRINT "Collect As Many cry
   stals as you can, Avoiding block
   ing yourself into a tight corner
   ."
190 PRINT "As you collect the c
   rystals, youmake holes which can
   not be crossed over."
200 PRINT INK 6: FLASH 1:"Golde
   n": FLASH 0: INK 7:" gems are wo
   rth the most": PRINT "points BUT
   greed is not the object of
   this game,STRATEGY is."
210 PRINT "Try to block your op
   ponents intoa small area whilst
   keeping a large area to yourse
   lf."
220 PRINT "TAB 10: FLASH 1:"HA
   PPY MINING"
230 PAUSE 200
240 RETURN
250 FOR i=USR "a" TO USR "f"+7
260 READ a
270 POKE i,a
280 NEXT i
290 RETURN
300 INPUT "No. Of Players (2/4)
   ": LINE n$
310 IF n$("2" OR n$)"4" THEN GO
   TO 300
320 LET n=VAL n$
330 IF n<2 OR n>4 THEN GO TO 30
   0
340 DIM s(n): DIM x(n): DIM y(n)
   : DIM q(n): LET rp=INT (RND*n)
350 FOR i=1 TO n
360 LET s(i)=0: LET q(i)=0
370 NEXT i
380 RETURN
390 FOR i=1 TO 20

```

```

400 PRINT AT i,1: INK 1:"♦♦♦♦♦♦
   ♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦"
410 NEXT i
420 RETURN
430 FOR I=5 TO 21
440 PRINT AT I,22;"
450 NEXT I
460 PLOT 255,126
470 DRAW -72,0
480 DRAW 0,-(n+32)
490 DRAW 72,0
500 DRAW 0,(n+32)
510 PLOT 0,0
520 DRAW 175,0
530 DRAW 0,175
540 DRAW -175,0
550 DRAW 0,-175
560 FOR i=126 TO (126-(n+32)) 5
TEP -32
570 PLOT 255,i
580 DRAW -72,0
590 NEXT i
600 RETURN
610 PAPER 2: INK 7
620 PRINT AT 0,25:"1 2 3"
630 PRINT AT 1,25:" \ / "
640 PRINT AT 2,25:"4-+-6"
650 PRINT AT 3,25:" / \ "
660 PRINT AT 4,25:"7 8 9"
670 PAPER 0: INK 7
680 RETURN
690 FOR i=0 TO (n-1)
700 PRINT AT 6+(i+4),23: INK (i
   +3):"Player ";(i+1)
710 NEXT i
720 RETURN
730 FOR i=0 TO (n-1)
740 PRINT AT 6+((i+4)+1),23: IN
   K (i+3):"Score: ";CHR$ (146+i)
750 NEXT i
760 RETURN
770 FOR i=0 TO (n-1)
780 PRINT AT 6+((i+4)+2),23: IN
   K (i+3):"0 "
790 NEXT i
800 RETURN
810 RANDOMIZE
820 LET g=INT (RND*(N+3))+N
830 FOR i=1 TO g
840 LET rnx=INT (RND*20)+1
850 LET rny=INT (RND*20)+1
860 PRINT AT rnx,rny: INK 6: BR
   IGH 0:CHR$ 145
870 NEXT i
880 RETURN
890 FOR i=1 TO n
900 LET rcx=INT (RND*20)+1
910 LET rcy=INT (RND*20)+1
920 PRINT AT rcx,rcy: INK (i+2)
   :CHR$ (145+i)
930 LET x(i)=rcx
940 LET y(i)=rcy
950 NEXT i
960 RETURN
970 LET i=1
980 IF i>n THEN GO TO 970
990 IF q(i)=1 THEN LET i=i+1: I
   F quit<n THEN GO TO 980
1000 GO SUB 1410
1010 IF check=9 THEN LET check=0
   : LET i=i+1: GO TO 980
1020 LET i=i+rp: LET rp=0
1030 BEEP .1,(10+i)
1040 INPUT "Player ";(i):" Direc
   tion:": LINE d$
1050 IF d$("1" OR d$)"9" OR d$="
   5" THEN GO TO 1040
1060 LET d=VAL d$
1070 IF d<1 OR d>9 OR d=5 THEN G
   O TO 1040
1080 GO SUB (1140+(d-1)*10)
1090 LET move=0
1100 GO SUB 1230
1110 IF move=0 THEN PRINT #0: FL
   ASH 1:"You Can't Move In That Di
   rection": BEEP 1.2,-6: GO TO 103
   0
1120 LET i=i+1
1130 GO TO 980
1140 LET dx=-1: LET dy=-1: RETUR
   N
1150 LET dx=-1: LET dy=0: RETURN

```

```

1160 LET dx=-1: LET dy=1: RETURN
1170 LET dx=0: LET dy=-1: RETURN
1180 REH
1190 LET dx=0: LET dy=1: RETURN
1200 LET dx=1: LET dy=-1: RETURN

1210 LET dx=1: LET dy=0: RETURN
1220 LET dx=1: LET dy=1: RETURN
1230 IF ATTR (x(i)+dx,y(i)+dy)=6
   THEN LET s(i)=s(i)+50: BEEP .1,
   32: GO TO 1250
1240 IF ATTR (x(i)+dx,y(i)+dy)<>
   65 THEN RETURN
1250 LET x(i)=x(i)+dx
1260 LET y(i)=y(i)+dy
1270 GO SUB 1340
1280 GO SUB 1360
1290 PRINT AT x(i),y(i): INK i+2
   :CHR$ (145+i)
1300 LET s(i)=s(i)+10
1310 LET move=move+1
1320 GO SUB 1390
1330 GO TO 1230
1340 PRINT AT x(i)-dx,y(i)-dy:CH
   R$ 32
1350 RETURN
1360 BEEP .005,x(i)
1370 BEEP .005,y(i)
1380 RETURN
1390 PRINT AT 4+((i+4)),23: INK
   (i+2):s(i)
1400 RETURN
1410 LET check=0
1420 FOR d=1 TO 9
1430 GO SUB (1140+(d-1)*10)
1440 IF SCREEN$ (x(i)+dx,y(i)+dy)
   =" " OR ATTR (x(i)+dx,y(i)+dy)<
   >65 AND ATTR (x(i)+dx,y(i)+dy)<>
   6 THEN LET check=check+1
1450 NEXT d
1460 IF check=9 THEN GO SUB 1480
1470 RETURN
1480 BEEP .4,-4: BEEP .4,-8
1490 PRINT #0:TAB 7: FLASH 1:"Pl
   ayer ";(i):" Is Trapped"
1500 LET q(i)=1
1510 PAUSE 100
1520 GO SUB 1550
1530 INPUT ""
1540 RETURN
1550 LET quit=0
1560 FOR c=1 TO n
1570 IF q(c)=1 THEN LET quit=qui
   t+1
1580 IF quit=(n-1) THEN GO TO 16
   10
1590 NEXT c
1600 RETURN
1610 LET hs=0
1620 FOR i=1 TO n
1630 IF s(i)>hs THEN LET hs=s(i)
   : LET player=i
1640 NEXT i
1650 INPUT ""
1660 PRINT #0:AT 1,0: FLASH 1:"P
   layer ";player:" Has Won"
1670 FOR i=0 TO 10
1680 BEEP .05,(i+4)
1690 NEXT i
1700 PAUSE 100
1710 INPUT "Another Game? (Y/N)
   ": LINE a$
1720 IF a$="n" OR a$="N" THEN GO
   TO 1630
1730 INPUT "Same Players? (Y/N)
   ": LINE a$
1740 IF a$="n" OR a$="N" THEN GO
   SUB 300
1750 GO SUB 340
1760 GO TO 70
1770 DATA 24,60,126,255,126,60,2
   4,0
1780 DATA 24,36,90,165,90,36,24,
   0
1790 DATA 60,60,24,255,24,36,36,
   102
1800 DATA 153,169,126,60,60,126,
   153,129
1810 DATA 60,126,219,255,169,66,
   126,60
1820 DATA 60,60,24,126,60,60,24,
   60

```





ACTIVATING DEVICE

LEVEL III

MIRACLES

START



# THEY \$TOLE A MILLION



**“Plan the Robbery of a Lifetime!”**

Commodore 64/128 (cassette £9.95, disk £14.95)

Amstrad 464/664/6128 (cassette £8.95, disk £14.95)

Spectrum 48/128 (cassette £8.95)

## OUT THIS MONTH

Marketed & Distributed by  
© 1986 Ariolasoft UK Ltd



AVAILABLE FROM ALL GOOD SOFTWARE RETAILERS - IF IT'S NOT THERE, PLEASE ORDER IT - OR IN THE CASE OF DIFFICULTY SEND YOUR CROSSED CHEQUE/P.O. MADE OUT TO ARIOLASOFT UK LTD, INCLUDING YOUR OWN NAME AND ADDRESS, TO ARIOLASOFT, P.O. BOX 461, LONDON NW1 2ND



Ocean/£7.95

**Gwyn** Help! A robbery! But never fear, here's... (ra-ta-ta-ta-ta-taaa!!) ... Here's... (ra-ta-ta-taa?) Here... oh, never mind!

If you'd been looking down a shotgun, waiting for *Street Hawk* to save you, you might well have decided to hand over the money after all. It was obviously such a nice day that *Street Pigeon* decided to walk. Of course *Street Budgie* put in an abortive appearance last year, but this was so dire it flew out almost immediately it had flown in.

Twelve months later and cue *Street Cuckoo* — version two — swooping in with all the grace of an ostrich wearing wellies. If I was Ocean I'd have let this one fly south for the winter. It's a real *Street Dodo*.

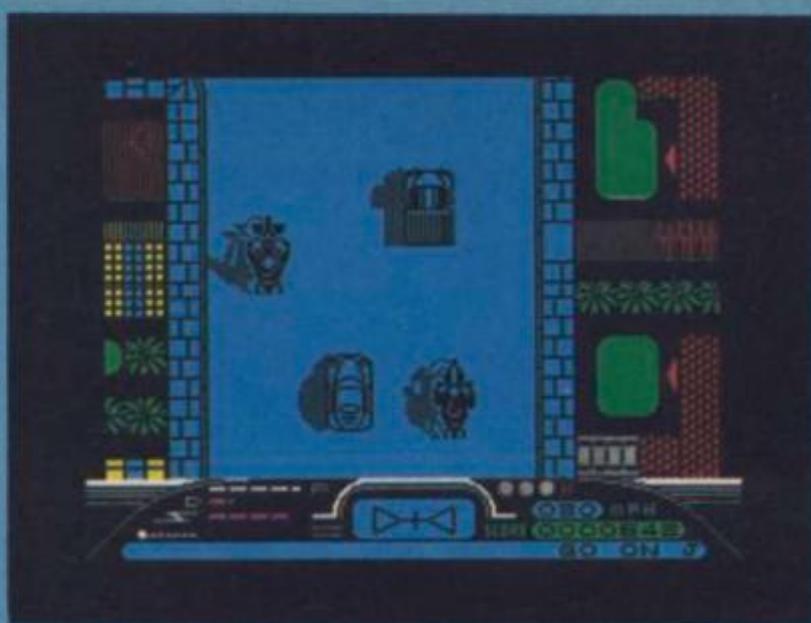
So what's it all about? Screen one and you're astride that throbbing monstrosity, *Street Sparrow*, racing to a heist. Seen from above, it's a case of dodge the innocent Sunday drivers and shoot up the criminals' cars, which calls for little skill and offers less

excitement. It plays so slowly you'll soon understand why *Street Penguin* took so long to arrive.

After dicing with death in that section — and I do mean death... have you ever fallen asleep while driving a motorbike? — you have to shoot the baddies as they run from the scene of the crime. Criminal is certainly a term that comes to mind. Shooting fish in a barrel is another.

After that... well, just re-read the last paragraph but one. In its favour, *Street Peacock* looks pretty good, but it's as threatening as a three day old chick. And it isn't even particularly well programmed. Even when you've received maximum damage and can't do anything it continues to urge you on.

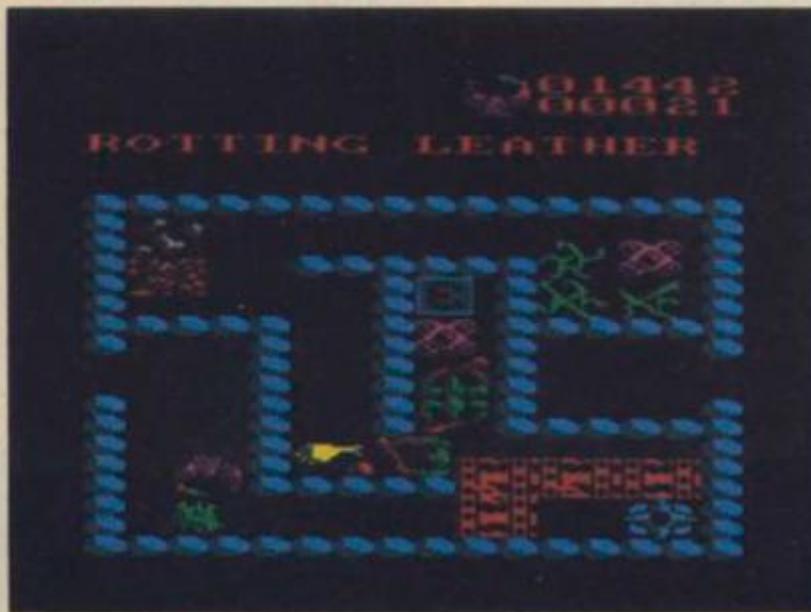
Really, if I want some two wheel action, I'd prefer *Paperboy's* BMX. Never has a game been more aptly titled than *Street Turkey*.



The thrilling traffic jam game. Accelerate, swerve, shoot and even jump, while at the bottom of the screen messages keep exhorting you to 'Go to it, Jesse.' Listen, I don't like anybody calling me a Jesse — especially a computer!

# STREET

# STORM



Mastertronic/£1.99

**Chris** *Storm* is an attempt to implement a *Gauntlet* style game on the good old Speccy — yes *another* one. Unfortunately, whilst I admire the sentiment, the game itself falls decidedly short of the mark. Briefly, the idea of the game is to penetrate an underground labyrinth and rescue Storm's wife. The game can be played by either one or two players. If two players are playing then both Agrava and the Undead and Storm can be used simultaneously, each being controlled by different parts of the keyboard.

The game is fairly standard arcade adventure format with items to find and baddies to kill. Unfortunately the action is viewed from above and the graphics are a bit too chunky to make the game special.

Overall, a nice idea but poorly implemented.



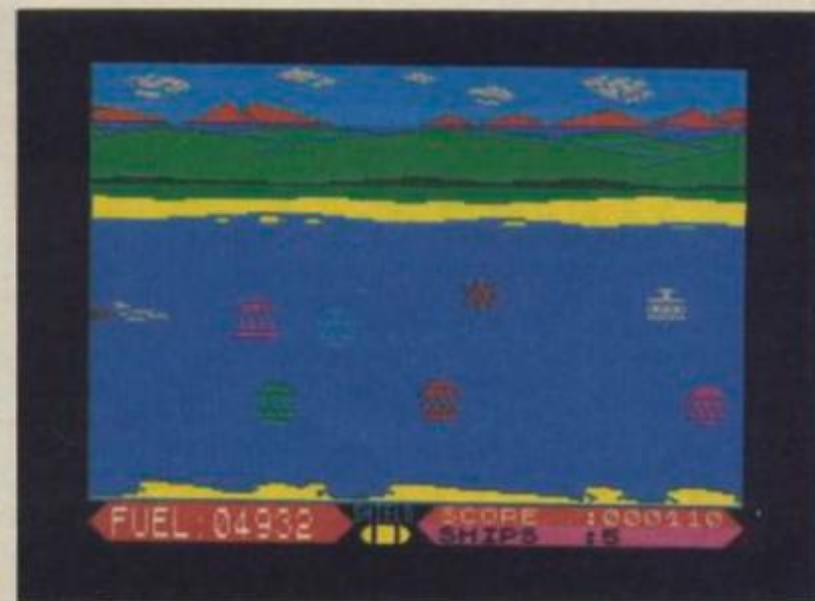
Firebird/£1.99

**Chris** Sideways scrolling shoot 'em ups may be flavour of the month again, but this re-released cheapie didn't get my raspberries rippling. I scream every time I see it now.

This game doesn't even warrant a budget status as all it consists of is a ship which you can move up or down the left side of the screen and wave after wave of pretty boring aliens to zap. As far as playing goes, I found that you could kill most of the waves by just sitting in one place with the fire button down. Yawn!



# BUCCANEER





Firebird/£7.95

**Rachael** An owl calls in the night. The mistletoe twines around an old oak in the clearing. Suddenly a prolonged shriek cuts the Celtic mist! Rachael is loading her Spectrum again!

While we're all currently gaunt-less, everyone is throwing down the gauntlet and producing multi-player games. Everyone, it seems, except Firebird, who doesn't appear to think that we Spectral types have friends. But more of that in a minute. Meanwhile, back in the clearing...

Dressed in her white robes, bewitching Rachael takes charge of Dafyd the daffy Druid and guides him through the labyrinthine woods in search of mystic caskets. A-maze-d at the fact that the trees form such sharply defined passages, there's little time to think as ghosts, ghouls and crawlies of the creepiest kind bamboozle our bearded bard.

Luckily our holy man is armed with an arsenal of elemental spells. This is a real pain in the arsenal for the supernaturals who can only hover around sapping strength and getting zapped.

But it takes a little science to survive as a druid. Some spells are better suited to certain foes



than others, so if you don't want to waste time and energy, find out what swots what.

Our be-robed Rambo doesn't

pack an endless supply of magic either, but by searching out a well-stacked chest he

can replenish his three missile

# DRUID

spells or stock up on specialities, such as Key or Chaos.

This is where the second player comes in. One spell is for Golem, a big dumb wandering brute who acts as minder to our hero. Big and dumb... oi, Gwyn, c'm 'ere! But hang on... the two player option isn't available on the Spectrum. You can only control Golem in the auto mode, with Wait, Follow and Send commands. Better Send boyo away and struggle on.

Nope, it just don't work! I've seen this on the Amstrad and it's a lot of fun with a friend bopping the beasties, but playing with yourself just isn't as satisfying. For one thing, you've not got time to order Golem into a suitably offensive position. It's all rather *Gauntlet*... but without the -let.

Quite why Firebird failed to include the two player option I have no idea. Perhaps now it's seen that the Plus Two includes two joystick ports it'll think about updating it. Because until it does, I don't wish to be ruid, but *Druid* lacks any sort of magic.



# PUB GAMES (HIC)

Alligata/£9.95

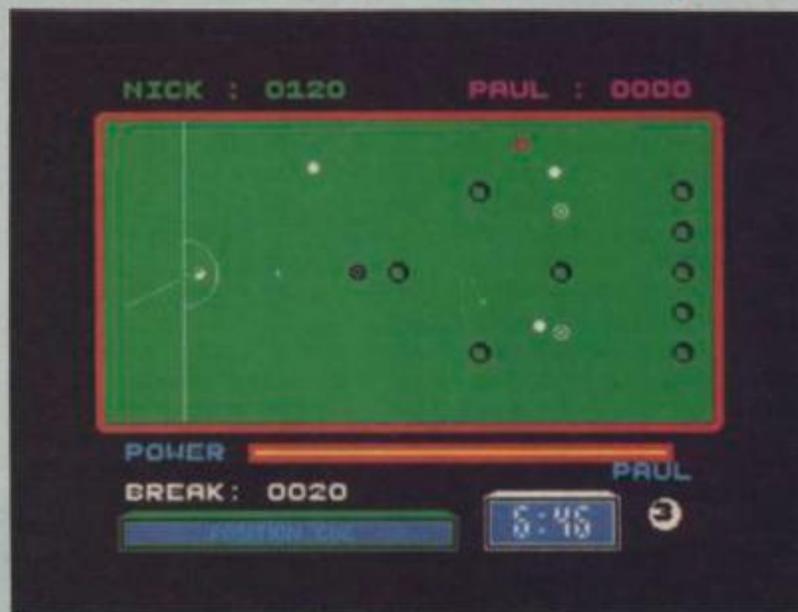
**Rick** Honest hofficer, (hic!) ish like thish (prar-ar-p), I've been researching the background to Alligata's new *Pub Games*. You don't know the hell I've been through (brudd-dup). I've had to check the accu-, accura-, — make sure they're like the real thing.

See, Alligata has got all these games on the one tape, — I don't mean toff wine bar games like wet t-shirt compos and get the top off Grolsch bottles, but classic Brit games like what you'd play down the Rovers or Queen Vic — darts, bar billiards, dominoes, table footie, pontoon, poker and skittles. You can play them as individual games or run your total together for an aggregate score measured in pounds

(green drinking vouchers to you, tosh). You can play on your tod, or with muckers, (though it don't say nothing about bears), repeatedly on practice mode or in full competition. Ish great! (Brr-pppp).

The darts is 501 straight start, best of three, (d'you really spell Oche like that?) It's easy enough to move yer arrer over the target, but there's a built-in wobble (bit like in my legs) which means more than a little skill is required. The bar billiards is brill — you have to adjust your cue ball position, cue angle and power to make a decent break, and just like in the real thing, the bar drops after ten minutes, (but it never closes. Geddit? Oh, never mind).

The dominoes is boring (that's my theory) but you can cheat like hell, which livens it up a bit. The table footie is a high speed reaction and reflex game, (Don Howe just wouldn't understand) where the secret is all in the wrist action. Them guys wiv the waistcoats on and aces up their holes, should enjoy the pontoon and poker. My mate Robbie B. says the pontoon is unbelievably accurate, with stakes kept to a



fiver so you can keep enough for when you're next in the chair. The poker's a bit bland (and some of the hands keep repeating themselves, just like me) with no chance of betting, but then the high odds hands come up pretty frequently so that adds to the glam.

An' it's all wrapped up by skittles which is a bit of a come down after the others — you just line the ball up and let it go. The pins fall down more often than me. It don't 'alf make you jump 'cos out of the blue

some bloke shouts 'Strike!'. It's a shame actually, 'cos that's about all this game lacks — decent sound effects. That, and soup in a basket.

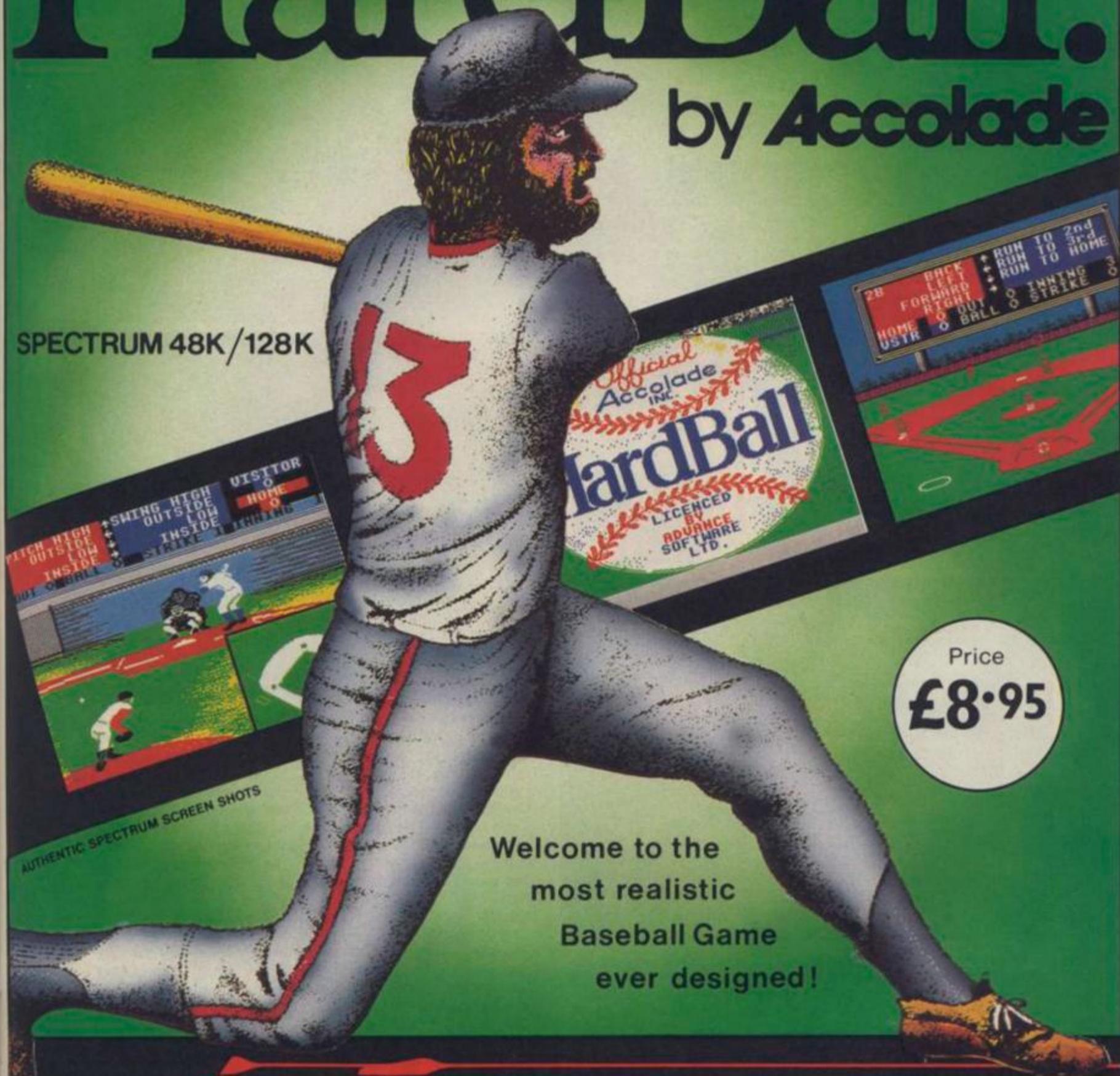
Accompany you to the station offisher! I do not require a train. Can't I stay here with my head against this nice cosy kerb. Please?



# HardBall!

by Accolade

SPECTRUM 48K/128K



Price  
**£8.95**

Welcome to the  
most realistic  
Baseball Game  
ever designed!

SOFTWARE PROMOTIONS LIMITED

17 STAPLE TYE, HARLOW, ESSEX CM18 7LX TEL. (0279) 412441



# SHEKHANA COMPUTER SERVICES

OUR PRICE	OUR PRICE	OUR PRICE			
EXPLODING FIST II	6.75	DESERT FOX	5.95	DANDY	5.95
PAPER BOY	5.95	LIGHTFORCE	5.95	STREET HAWKS	5.95
MIAMI VICE	5.95	ASTRIXS	6.75	ROOM 10	5.95
DAN DARE	7.50	NAPOLEAN AT WAR	7.50	CYRUSS II CHESS	9.95
CITY SLICKER	6.95	TRIVIAL PURSUIT	11.95	ACADEMY	7.50
BOBBY BEARING	5.95	GALLUPOLI	7.50	ZYTHUM	5.95
THEATRE EUROPE	7.50	SHAD LINS ROAD	5.95	CONQUESTOR	6.75
QUAZATRON	6.75	DRAGONS LAIR	7.50	AVENGERTIGER II	7.50
STRIKE FORCE COBRA	7.50	TENNIS	5.95	DRACULA	7.50
COLOSSUS CHESS 4.0-CI	7.50	GALVIAN	5.95	ATMO SKIMMER	5.95
ACE	7.95	COMMANDO 86	5.95	ARTIST II	9.95
1942	5.95	PSI-TRADING	5.95	DODGY GEEZERS	6.75
PUB GAMES	7.50	STRIKE F HARRIER	7.95	BAZOOKA BILL	6.75
URIDUM	6.75	GHOST AND GOBLINS	5.95	HEROQUEST	7.50
KONAMIS GOLF	5.95	DRUID	5.95	TDRUK	7.50
BOMB JACK	5.95	DURELL BIG 4	7.50	MASTER OF UNIVERSE	6.95
ELITE	11.95	HARDBALL	6.95	TEMPLE OF TERROR	6.75
FRELORD	6.75	MINDSTONE	7.50	BREAKTHRU	6.95
SCOOBY DOO	5.95	STOLE A MILLION	7.50	SUPER CYCLE	6.95
CYBORG	6.95	DESERT RATS	7.50	CRYSTAL CASTLE	6.95
IT'S A K.O.	5.95	WINTER GAMES	5.95	LABARYNTH	7.50
TOMAHAWK	7.50	LEADER BOARD	5.95	XEVDUS	6.75
SWORD AND SORCERY	7.50	HEAD COACH	6.95	MAG MAX	5.95
HIGHLANDER	5.95	WAR	5.95	SUPER SOCCER	5.95
THE GREAT ESCAPE	5.95	TERRA CRESTA	5.95	YIE AR KUNG FU II	5.95
THANATOS	6.75	MONOPOLY	7.50	DOUBLE TAKE	5.95
REVOLUTION	7.50	SILENT SERVICE	7.95	GLIDER RIDER	6.95
STAR STRIKE II	5.95	FOOTBALLER OF YEAR	5.95	BOMB JACK II	5.95
FARLIGHT II	7.50	GRAPHIC CREATOR	19.95	* IKARI WARRIOR	6.75
T T RACER	7.50	SHOCKWAY RAIDER	5.95	FROST BYTE	6.75
HEARTLAND	7.50	CAPTAIN KELLY	6.95	PARALLAX	5.95
INHERITANCE	7.50	JACK THE NIPPER	5.95	TOP GUN	5.95
CAMELOT WARRIORS	6.95	SOLD A MILLION 3	7.50	SWORD OF SAMURAI	6.95
ROGUE TROOPER	7.50	KAYLETH	6.75	GAUNTLET	6.95
DEACTIVATORS	6.95	PGI CHESS	7.50	JAIL BREAK	5.95
TARZAN	5.95	DARK SEPTRE	7.50	FUTURE KNIGHT	5.95
HI JACK	7.50	VERA CRUZ	7.50	TRAILBLAZER	5.95
TUJAD	6.75	GARTES INFERNO	7.50	STAR TREK	7.50
UCHI - MATA	6.95	INFODROID	7.50	SPACE HARRIER	5.95

ALL PRICES INCLUDE P&P IN U.K. EUROPE ADD £1.00 PER TAPE. ELSEWHERE AT COST. CHEQUES/POs PAYABLE TO: S.C.S. (YSZ), PO BOX 354, LONDON NW1 6LR. TEL: 01-800 3156.

IF YOU WOULD LIKE TO PICK UP YOUR DISCOUNT SOFTWARE FROM OUR SHOP, PLEASE PRODUCE YOUR COPY OF THIS ADVERT FOR ABOVE DISCOUNTS. TO: S.C.S., 221 TOTTENHAM COURT ROAD, LONDON W1R 9AF. NEAR GODDGE STREET STATION. OPEN 6 DAYS A WEEK. 10.00-18.00.

BARCLAYCARD AND ACCESS HOTLINE RING 01-809 4843/01-631 4627. CREDIT CARD ORDERS DESPATCHED SAME DAY - SUBJECT TO AVAILABILITY. \* NEW RELEASES SUBJECT TO AVAILABILITY FROM SOFTWARE HOUSES. PLEASE RING FOR AVAILABILITY.

# HEH HEH HEH



Haylp! Haylp! Faw thuh last tahn. Haylp!  
 Heh heh heh!  
 Why are you being so cru-el, you foul cur! Unhand me, sir, set me free, you cad!  
 You have no choice but to pay me the Four Pounds and Ninety-five New Pence you owe me for the YS Binder . . .  
 I cayn't!  
 Oh yes you can, Sweet Caroline. Let me ripple your raspberries . . .  
 Haylp! Leave mah ice cream out of this, you swine. You Pee-ug!  
 Heh heh heh. Let me peach your melbas . . .  
 (diddle-liddle-um, diddle-little-um . . .)  
 Oooooo, do thayt again . . . Ooooo, okay, you've convinced me . . .  
 (sigh)

Please rush me .....  
 Please tick the appropriate box:

UK £4.95  
 Europe £5.95  
 Rest of the Earth £5.95



I enclose my personal cheque/postal order made payable to Sportscene Specialist Press Ltd. for £..... Alternatively, charge my \*Access/Visa/American Express/Diners Club/Mastercharge Card Number.....  
 (\*Delete as applicable)

Signature.....  
 Full Name.....  
 Address.....

Send the completed form or (to avoid mutilating your mag) a photocopy of it, complete with payment or credit card number, to: *Your Sinclair Binder Offer*, PO Box 320, London N21 2NB. Price includes postage and packing.

**SPECTRUM — AMSTRAD — COMMODORE**

## NOBLES COMPUTER REPAIRS

\* Repairs carried out by our own engineers on site.  
 \* All repairs carry a 4 MONTH GUARANTEE

For estimates phone or send your computer to Derek at NOBLES.

Spectrum Plus .....£14.95 inc parts  
 post and pack

48K upgrade ..... £24.95

TV repairs .....from £17.50 plus parts

Also repair specialists for Amstrad, Commodore 64/Vic 20,  
 BBC and MSX computers

**NO HIDDEN CHARGES**

**★ SPECIAL OFFER ★**  
**5 FREE GAMES WORTH £25**  
 with each Spectrum repair Trade/School and Club discounts arranged.

\* For free, no obligation estimates phone or send your computer to NOBLES for the fastest, cheapest repairs in ESSEX and Nationwide!

FULL RANGE OF SPECTRUM GAMES eg Z games £1.99  
 PLEASE PHONE FOR ORDER DETAILS

**NOBLES**  
 14-17 Eastern Esplanade  
 Southend-on-Sea  
 Essex

0702 63377/8      63336/7/8/9  
 7 days a week, 24-hour Answering Service

**SPECTRUM — AMSTRAD — COMMODORE**

# 24 HOUR

# COMPUTER REPAIRS

and

# COMPUTER SPARES

## HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

**THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW**

**WHILE YOU WAIT SERVICE CALL FOR APPOINTMENT**

**SPECTRUM (only) KEYBOARD REPAIRS £8.95 THE CHEAPEST AROUND**

**WHY NOT COME AND VISIT US AT OUR NEW 2,500 SQ. FT. WORKSHOP. YOU CAN EVEN HAVE A CUP OF COFFEE WHILE YOU WAIT.**

**MANCHESTER CITY CENTRE BRANCH NOW OPEN. CALL FOR DETAILS**

### SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only **£31.50** including fitting, VAT and return post and packing. Normal recommended retail price **£49.95**. Replacement printed DK Tronics key sets **£7.50** including post & packing.

### SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as **£17.95** including VAT, post and packing. If you would like us to fit the kit for you, just send us **£19.95** which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.

**Update Your Rubber Keyboard to a New Spectrum+**  
Fitted for only **£29.95 + £1.50** post & packing.  
(Also D.I.Y. Kit available for only **£23.00 + £1.50 p & p**)  
Same day service LIMITED OFFER

## TEN ★ REPAIR SERVICE

- While you wait service including computer spare parts over the counter.
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- Fixed low price of **£19.95** including post, packing and VAT. (Not a between price of really up to **£30.00** which some of our competitors are quoting).
- Discounts for schools and colleges.
- Five top games worth **£33.00** for you to enjoy and play with every Spectrum repair.
- We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- The most up to date test equipment developed by us to fully test and find all faults within your computer.
- Keyboard repairs, Spectrum rubber key boards only **£8.95**.
- 3 month written guarantee on all repairs.

**BEST SERVICE - BEST PRICES!**

**ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?**

Need your computer repaired fast? Then send it now to the **Number One Repair Company** in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00**. Please note we gave you a 100% low fixed price of **£19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills **£30.00** upwards. We don't just repair the fault and send your computer back, we give your computer a:-

**FREE OVERHAUL WITH EVERY REPAIR WE DO:-**

We correct Colour, sound, Keyboard, Check the loading and saving chip, Put new feet on the base if required, Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of **£19.95** including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.

### VideoVault D.I.Y. CORNER

We regret we cannot show all the components available. Just give us a call and we can quote you over the phone, delivery by 1st class post.

#### SPECTRUM SPARES

Z80B CPU	3.00
4116 Rams	1.00
ZTX 650	0.80
ZTX 215	0.80
Power Supply Transformers	9.95
ULA 6C001	16.50
Rom	16.50
Keyboard membrane Spectrum	5.50
Keyboard membrane Spectrum Plus membrane	12.90
Metal Templates	5.50
Keyboard Mats	5.50
ZX81 membrane	5.00
Service Manual	£30.00

#### COMMODORE SPARES

6526 - C.I.A	19.00
6510 - Processor	19.00
6581 - Sid Chip	19.00
906114 - House Keeper	19.00
901225 - Graphic Rom	19.00
901226 - Basic Rom	19.00
901227 - Kernal Rom	19.00
6569 - VIC	19.00
4164 Rams - Memory	3.00
Power Supply Transformers	29.00

All our prices include VAT, but please add £1.50 on each order to cover post, packing and handling charges.

#### VIDEOVAULT HEALTH WARNING!!!

Sending your computer to any other Repair Centre can seriously Damage its Health

# VideoVault Ltd.

140 High Street West, Glossop, Derbyshire SK13 8HJ  
Tel: (04574) 66555/67761 & Manchester 061-236 0376

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

OPEN 7 DAYS A WEEK  
MANCHESTER MON-SAT ONLY

ORDER NOW!

SPECIAL OFFER

**5 GREAT FREE GAMES**  
NORMAL RECOMMENDED RETAIL PRICE **£33.00**  
YOURS FREE WITH EVERY SPECTRUM REPAIR

NEW

**SPECIAL OFFER!**  
Gun Shot II Rapid Fire Joystick and interface complete outfit. Normal recommended retail price **£19.95**, if purchased together, Special offer of only **£16.50** including p & p. Joystick available as separate item **£10.95**, plus interface available as separate item **£9.00** plus £1.50 p & p.

**KEYBOARD MEMBRANES**  
Spectrum keyboard membranes **£5.50** plus £1.50 p & p  
Spectrum Plus spare keyboard membranes **£12.90** plus £1.50 p & p  
ZX 81 membranes **£5.00** plus £1.50 p & p

**COMMODORE POWER SUPPLY**  
Commodore replacement power transformer **£29.00** plus £1.50 p & p

**EXTENSION RIBBON**  
56 Way ribbon cable to extend your ports for your peripherals **£10.95** plus £1.50 p & p

**KEYBOARD TEMPLATES** **£5.50** plus £1.50 p & p

**RUBBER MAT** **£6.50** plus £1.50 p & p

**REPLACEMENT POWER SUPPLY**  
Spectrum replacement power transformer suitable for all makes of computer **£9.95** plus £1.50 p & p

ZX81 SPARES NOW IN STOCK

TRADE REPAIRS most welcome

# THRUST

Firebird/£1.99

**Rachael** Have you ever been picked up by the fuzz? No, but I've been swung around by the pods.

The resistance is about to launch an attack almost as offensive as that last joke, and though they've captured the all powerful battle-grade starships, they've not got the all important Klystron Pods... which is why they walk that way!

What resistance, you ask? Well, the plot inside the packaging fails to fill you in on that minor detail, but this is a budget game so you can't have everything. Just presume that they're good guys and take on the mission.

What little you can wrinkle out of these muscle-bound clams is that there are limpet guns that rock the pool, so don't be

shell-fish about the crustaceous puns... you sea, they shore are relevant.

There are batteries of blasters protecting the planets, but you're every ready to take them on. Or maybe you'd rather wreak havoc with their power supplies. Shoot the reactors and you knock them out for a while, but too many hits only lead to a Chernobyl sacrifice as the atomic piles go up in smoke, which is a real pain in the posterior.

So here goes nothing as you let fly with the lead shot until you can safely hover over a pod and make like a farmer with your tractor beam. Then it's time to leg it for a few feet as you pay out your toe rope and up, up and away into space. Deal the death blow to the reactor as you go for a mass destruction bonus.

Level after level it continues... getting harder and harder as you thrust away, penetrating the planets' caves, spurring laser death at the domed defences. And there's only one thing about this game that is an anti-climax. It's bugged!!!

Yes, *Thrust* fails to get a megagame rating because pressing too many keys at once causes it to crash, and the high score table doesn't always work. Still, *Firebird* seems to like the odd bug, even in its full price releases... remember *Elite*? So, if you promise to be careful where you put your fingers, all I can say to you is, More thrust, Spotty!

Graphics	8
Playability	8
Value for Money	8
Adaptiveness	8

If I felt a little boulder I'd say *Asteroids*, as that's the obvious inspiration for your craft, which has controls to rotate right and left. Guess they could have called the game *Spin*!

Any fuel can see the use of this can. Shooting it for a small score is simple, but hovering over it to pick up muchos points calls for skill.

Easy pee-ey says you, as you see the pod. But you'll be a has bean if you don't do a runner once you've picked this, mes petits pois.

Keep an eye on the fuel and sup those supplies, because there ain't no service stations for seventy thousand light years. And don't go in for fancy acrobatics, which guzzle the gallons.

Inconveniently placed round the mouth of the cave, you'd normally blast these on the way in. Disabling the radioactive doo-dah on the surface of this level, for a while, doesn't do any harm either.

Swinging time for Klystron's but that pendulous payload has all the potential of a pendulum to put you off course.



Damaging the domes is a damn good idea if you want to stop the shots for a while. But on an easy level like this it's better just to knock out the gun itself.

Though the landscapes are simple in the extreme, they're just right for this sort of arcade game. Hey...anybody else out there remember the Vectrex games console with its vector graphics?



Nobody gets out of here alive! Keeping on the straight and narrow on the way down isn't too bad, but with the pod in tow you'll have to watch for the walls.

This isn't a game to rush into. You'll need minimal rotation and thrust adjustments to keep on course. Try to pre-judge the parabola of that pod so you can counteract its momentum.

Strip Teasers

# Star Raiders II™

The Great Galactic Adventure Continues

COMING SOON ON

SPECTRUM  
COMMODORE  
& AMSTRAD  
HOME COMPUTERS

Electric Dreams

SOFTWARE

Electric Dreams Software,  
31 Carlton Crescent,  
Southampton, Hampshire SO1 2EW.  
Tel: (0703) 229694

# ROGUE TROOPER

## ONE MAN WAR MACHINE

*You are Rogue Trooper, last of the blue-skinned Genetic Infantrymen. In the eternal and bloody war raging across Nu Earth, your comrades have been betrayed and slaughtered, reduced to microchips that you still carry with you. Find the traitor, destroy the enemy and rescue your friends from electronic limbo.*

*Step into Rogue's boots and try to survive this action-packed arcade battle!*

**SPECTRUM**

**COMMODORE**

**AMSTRAD · £9.95**

*Available from your local stockist.*

*In case of difficulty, order from:*

*John Darvill*

*Macmillan*

*Distributions Ltd*

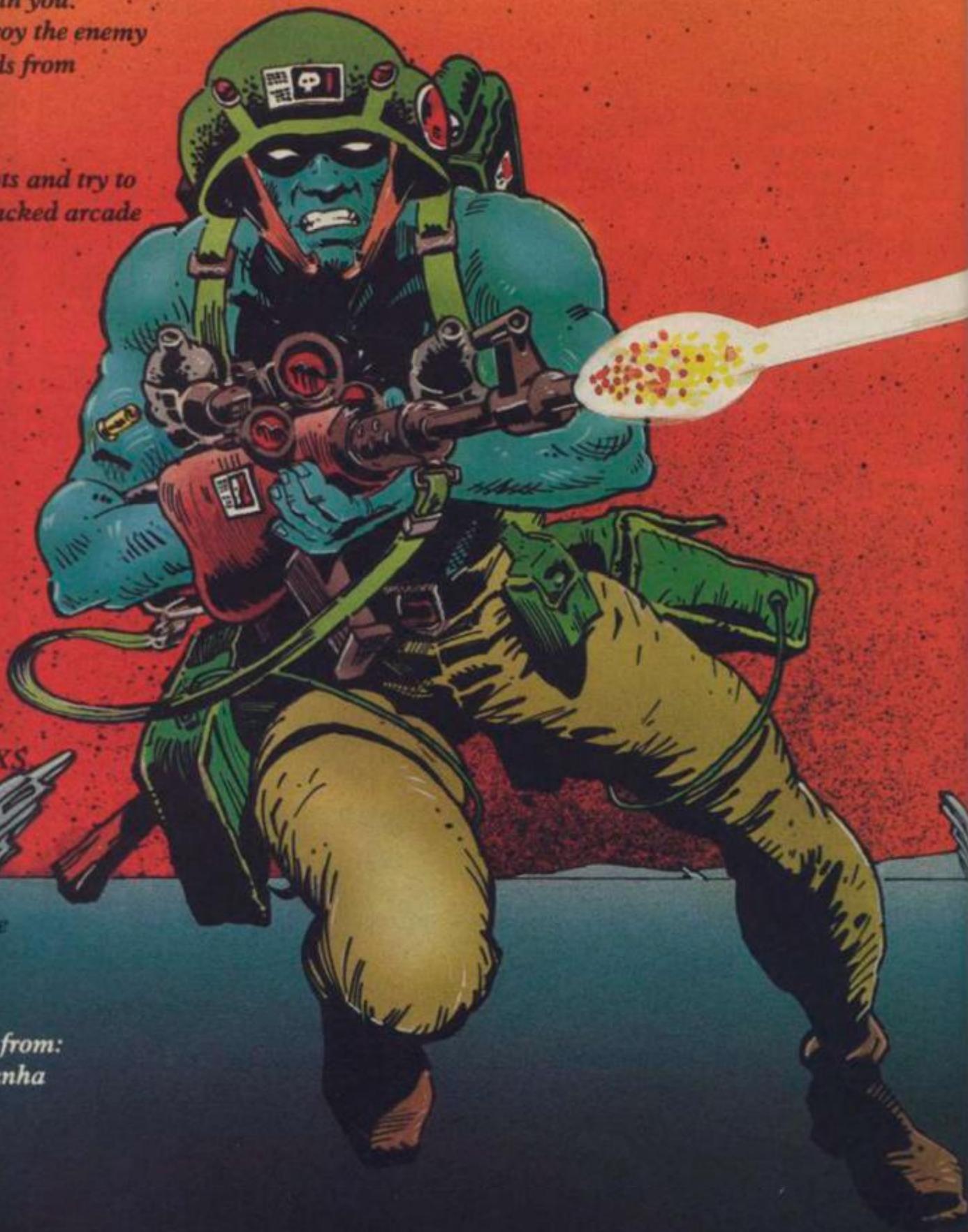
*Houndmills*

*Basingstoke RG21 2XS*

*Make cheques or postal orders*

*payable to Macmillan Limited*

*and state the machine*



*Further information from:*

*Richard Bason, Piranha*

*4 Little Essex Street*

*London WC2R 3LF*

*Tel: 01-836 6633*



YS/ELECTRIC DREAMS COMPETITION

# ALIENS

30 really yeeurchy *Aliens* T-shirts and games are bursting out all over!



**D**arkness descends as you stumble through the desolate space station, the dank smell of burning flesh filling your nostrils until you gasp for breath. Sweat trickles down your brow as you wind your way through the mucus dripping caverns

in suffocating heat. Suddenly you hear the noise of scabbling claws and feel a drip of hot gooey saliva run down the back of your neck. Then it starts. . .

You writhe in agony, your body convulsed in pain and terror as your stomach begins to move rhythmically with a life all of its own. You thrash wildly, unable to scream when suddenly. . . you realise you really shouldn't have eaten that fifth quarter pounder at lunchtime.

Everyone remembers that really, really disgusting bit in the film *Alien* where the Kentucky fried chicken bursts out of crew member Kane's stomach as he writhes in agony, his entrails spurting out blood. If you thought that was bad you want to go and see the new sequel, *Aliens* — yeeurch! Or even better get your hands on a copy of Electric Dreams' new game that's based on the film. And if that isn't revolting enough for you what about an *Aliens* T-shirt with a real life alien bursting bloodily from the stomach — gory or what?

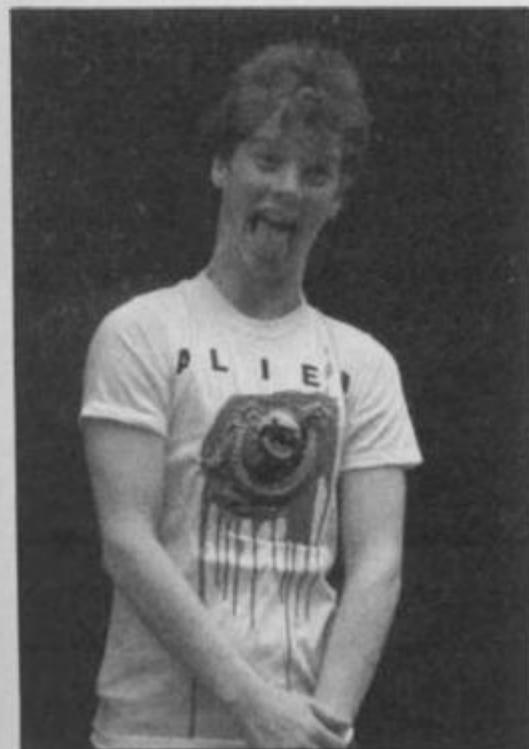
And you don't even have to blast an alien to bits to win one of these spine-chilling prizes! No, as usual we've made it dead easy for you — all you've got to do is fill in the bubble on the picture taken from the film *Aliens*. But make sure it's either witty, wacky or wild. When you've done that just fill in the coupon and let rip with the page, or a photocopy and send it to The Most Disgusting, Revolting And Gruesome Compo Ever, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

## RULES

Aliens from Sportscene Specialist Press (have you seen the Ed?) and Electric Dreams are not permitted to enter this competition.

Get those entries in by 31st December or you won't have a chance of being seen dead in an *Aliens* T-shirt.

You'll need more than guts if you're gonna get into a ruck with the Ed.



Bloody Hell!

Name .....
Address .....
.....
.....
..... Postcode .....

# YSA adventures



Illustration: Bucket

**I**t seems about six million readers are stuck at the start of *The Boggit*, unable to get out of Bimbo's door, which more or less limits you to going to the toilet, which can get a bit boring after a while. So, for everyone who wrote in about that, here goes: it looks like a lot of you are failing first of all to simply examine the door, which reveals that it has a combination lock. Obviously you need a combination to open it. If you TSEHC BMILC you'll find something which has lots of dates in it. Doesn't take a genius to work out that one of these might be useful, so simply try them in turn, entering the numbers in one go (for example, 51265 if the date is 5/12/65). Once you've learned the right combination, you can just type it in at the start of the game without going through the rignarole of examining the door and finding the object again.

From Bimbo to Bilbo and Jonathan Winfield of Bedford who recently started playing *The Hobbit* again after re-reading the book. Trouble is, he can't get into the barrel in the Elvenking's cellar, even after the butler's drunk the wine. It should be a simple LERRAB OTNI BMILC, Jonathan. Anyone know any reason why that might not work?

A complaint from Pete Erskine of Colchester who couldn't get anywhere with John Wilson's DigiTape adventure, *The Secret Of Little Hodcome*. He said he'd tried about 500 inputs and has so far discovered just two locations. His final input was NAIL JOHN WILSON'S NOSTRILS TO THE GATE, and then he gave up. He reckons there'll be severe trouble next time he and his Kawasaki are passing through Little Hodcome. Anyone with similar feelings should contact the author himself at 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX. And it's Mr Wilson who provides me with this month's example of an impossible input. In *Claws Of Despair* to pass the Fire Room you have to DISBELIEVE ILLUSION.

Several readers have obviously bought the re-released *Valkyrie 17*, the commonest question being how to pay the hotel bill in order to get out. The answer to that for everyone who's asked: TNOD OUY. It's the old WODNIW EHT FO TUO STEEHS DETTONK routine, but don't jump to conclusions as to which WODNIW it is.

Malcolm Bennie of Glasgow says that the commonest problem he sees asked about *Ground Zero* is to do with finding the cupboard in the hall just outside the living-room. Though it doesn't appear in the description, in this location you OPEN CUPBOARD to find something extremely useful indeed.

Adrian Kennelly of Huddersfield is stuck in *Urban Upstart* — almost literally, as he keeps sinking in the mud on the building site. He also wonders where the airport is, and how to get into the deserted house. Well, concentrate on the house as in there you'll find something to help you with the mud, and that'll than help you locate the airport. To get into the house? Before you try to open the door you need KLIM KNIRD DNA DOOF TAE.

Just up the road from Adrian in Leeds is Peter Bates, who's trying to set up a helpline club though so far he's only managed to round up three members. Well, there's a lot of competition, Peter. Maybe starting a local adventure club might be easier, but anyone interested contact Peter at 21 Bedford Gardens, Tinshill, Leeds LS16 6DH. Meanwhile he suggests a few things you can try typing in Delta 4 adventures. In *Bored Of The Rings* there's FERGUS, MANDY, JUDITH, JON and CHRIS, and in *Robin Of Sherlock* there's MENTIONS in part one and MENTIONS, JUDITH, FERGUS and MANDY in part

three. I'm thinking of writing another adventure about Robin, in which he falls into a vat of varnish. It'll be called *Robin Of Shellac*. (Groan! Ed)

**Graham Carling** from Peterborough wants to know what he's trying to establish in *Robin Of Sherlock*, and the easy answer to that is to send an sae for my freebie on that adventure. In *Robin Of Sherwood* he wants to know where to find the thief. SEHSUB HCRAES south of Leaford Grange, and if Marian is with you you should find a new location, in which you'll discover a thief-type person. Finally, Graham asks where is the final object, Grimnir, in *Valhalla*. I like these easy questions! To give a simple answer, it's in Ecstasy, not a million miles from the location where you start the game.

**Lee Hodgson** of 54 Church Street, Tewksbury, Glos. GL20 5RZ couldn't wait to win a GAC in our compo so he bought one. Now he thinks he's reasonably proficient in using it, but is not so good at coming up with adventure ideas and storylines. He'd like to hear from anyone who is good with stories but not so good with GAC, with a view to collaborating. Contact Lee if you're interested, especially if you live near him. And thanks for the *V. Big Cave* clues, Lee.

On the subject of *Very Big Cave* I've been asked if it's possible to complete the text version of *Space Invaders*. Not only is it possible, it's essential! Keep plugging away at the LEFT-RIGHT-FIRE routine till you get somewhere. A few readers have also asked what the hairy figure in part two wants, and the answer is a round black disc with a hole in the middle. Is this a record? **Andrew Sawyer** from Winsley wants to know how to open the clam (MALC YMMEJ), how to contribute to the plate (ETALP FO ECEIP A EVIG) and use the utility belt (ETANOBRACIB LAID/TAUQARAP LAID). He also asks if you can use the sponge for anything (WONK TNOD I). **Ken Hansen** says that if you think the swear-word routine in part one is funny, try swearing again in part two.

Help also needed by **Bill** of no surname from Dunleary, Co. Dublin, who's stuck in *The Mural* from Fourmost Adventures. First question is how to get the coupon from the New Orc Times. Make sure you're carrying the scissors and type TUO NOPUOC. Where is the paint and brush? Just the brush will do, I think, for which you need to EPOLEVNE TSOP. You might also try getting into the bucket and the postbox.

An anonymous reader writes from 2 Longridge Avenue, Lambton, Washington, Tyne and Wear, just begging to be a Kind Soul. Maybe next month. Meanwhile, your horse trouble in *Sinbad* can be dealt with if you ESROH OOSSAL then ESROH EDIR. In *Zzzz* you get the bucket by digging and lifting and digging and getting. To catch the bus you need to NGIS TCERE then SUB POTS.

**Matthew Hunter** from Wisbech asks lots of questions, including wanting to know what use the genie has in *Sinbad*. At the start of part two, EXA HTIW PMAL TIH when the genie appears. How to get through the doors in *Se-Kaa Of Assiah*? ROOD EDILS. How to make the chicken lay an egg in *Seabase Delta*? MUG HTIW ELBBUB WOLB.

**Arthur Simons** reports that he received lots of help after appearing as a *Lost Soul*, and thanks for sending me the help sheet on *Barsak The Dwarf*, Arthur. Or Jer, as he prefers.

Finally the perfect example of how to get on my wrong side. **Philip Hendry** writes asking for a freebie without enclosing an sae, and to add to the cheek he calls me Death's Door! However, I'll forgive him as he comes up with the interesting information that if you type WHY in *The Boggit* you get the answer '42'. And why not indeed?

# News

*Nothing adventured,  
nothing gained. Mike  
Gerrard's your man.*

**T**his month a letter arrived in a BBC envelope. What could it be? An invitation to appear on *Wogan*? *Dirty Den* stuck in the *Goblins' Dungeon*? No, 'fraid not, just news of the "Adventure SOS" column recently launched on Ceefax in the computer section, *Next*, on page 266. You might wish to twiddle your remote control and tune in, though as it's updated only every three weeks there are quicker ways of getting your questions answered...so be sure to stay tuned to *YS* as well.

**I**n order to publicise its adventure-ish game based on *The Archers*, *Mosaic* took a sheep to the PCW Show in September. Makes a change from the usual turkeys. *Eddie Grundy* and *Jack Wooley* also made an appearance, two of the characters who feature in the game, along with *Nelson Gabriel* and *Elizabeth Archer*. You take the part of the story editor, and your decisions affect the development of the plot. Will you cope with the memos from the Controller of Radio 4? Can you make *Eddie Grundy* have an affair with *Nelson Gabriel*? Who gets to play the part of the sheep? All this and less will be revealed when the game is actually released.

**S**everal letters of complaint came in during the summer from readers about The Adventurers' Club Ltd, who'd sent out no dossiers since April, and were no longer answering the phone or replying to letters. One reader was also waiting for the arrival of some software he'd ordered. Honorary President Pete Austin of Level 9 then wrote to disassociate himself from the club, and it certainly looked like we'd seen the last of our dossiers and subscriptions. Latest news is a letter from MD Henry Mueller in September, with talk of lengthy take-over battles that makes the club sound like ICI or IBM. It promised, however, that normal service would be resumed at the end of October, with the next dos-

sier due out then. It's up to the club now to prove to existing members that it's on the level, before I'd recommend anyone sending any more money its way.

**T**he Secret Of St Bride's, incidentally, is about to be translated into German. For sale in Germany, that is. The English version has done so well that a translation is being done by *Manfred Kleimann*

**C**RL is also releasing *The Adventure Builder* on its new budget range called Alpha-Omega. Games will be on the Omega label, utilities on the Alpha one. *The Adventure Builder* is therefore Alpha, and costs £4.95. It's written by faithful *YS* reader Tom Frost, who marketed it himself for a while, till CRL made him an offer he couldn't refuse. So it'll be yachts, villas in Mustique, Rolls Royces and dancing girls for Tom from now on. The program has a graphics facility incorporated and is more of a programmer's aid than the reasonably user-friendly GAC and *Quill*. It enables you to construct adventures mainly in Basic, but they'll run almost as efficiently and quickly as machine code games.

**A**fter its re-launch of the Level 9 Middle Earth trilogy as *Jewels Of Darkness* *Rainbird* is now working on bringing us *Silicon Dreams*. This'll bring together *Snowball*, *Return To Eden* and *Worm In Paradise*, so if you're thinking of buying any of those titles hold on to your pennies a little longer, as this trilogy is still 'under development'. I've seen a picture of the box, though you probably need a *Lenslok* before you're allowed to open it.



## ADVENTURERS INTERNATIONAL

**M**y first letter from a Malteser? Yes, from **Silvio Abela**, 72 Hal-Bajjada str, Rabat, Malta, and he asks me to print some of his letter to prove that I answer everyone. Not quite sure how it does that but never mind, Silvio's asking for help on *Espionage Island*, which I can't give him: how to communicate with the native woman, where to go when you've killed the guard and what does the graffiti on the table means. He's also having trouble with *The Hobbit*, getting rolling drunk in the cellar and killing Gandalf, Thorin and Elrond when they all refused to help him. I've suggested he start behaving himself if he wants to get anywhere with that one.

**Paulo Mendes** wrote from Portugal with an assortment of queries. In *Sherlock*, to open Basil's safe without being killed you must: THGINDIM REFTA LLIT TIAW. To get out of the dungeon at the start of *Robin Of Sherwood* is a real headache, and I'm going to print that one forwards (I just get these reckless urges sometimes): STAND ON PRISONER, EXAMINE GRATING, GRAB LEG, STRANGLE GUARD, EXAMINE GUARD, GET SWORD, UNDO BOLT, OPEN GRATING, GO OUT. Sometimes you fall, but if you do just STAND ON PRISONER again. In *Rebel Planet* the sewer cover you're trying to get off might not be the right one. ENOHP OTNI KSID TRESNI to discover another then TOTCARTLED ESU on that one.

Two letters from Holland, one from **Peter Pijnacker** asking for freebies, and I mention that just because I like his name, the other from **Ben Maas** thanking me for a previous mention which resulted in him making three new Sinclair friends in Holland and a few in England too. Thanks for the solution to *Eye Of Bain*, Ben, and as to your questions on *Temple Of Vran* my suggestions are: get an axe, chop a tree, get a club, kill a wart and hit a door.

Slowly heading north through Europe we reach **Bjorn Holmgren** of Topasvagen 32, 240 21 Löddeköpings, Sweden. Bjorn offers help on *The NeverEnding Story*, *Urban Upstart*, *The Hobbit* and *Eureka*, all of which he's solved, and needs help in return. In *Red Moon*, how to cross the red line: TUO TIBUR. In *Golden Baton* how to sail the lake: DEDEEN TFAR. In *Grenlins* how to cut the mailbox: TSRIF THGILHSALF EHT TSOP.

**Karsten Welding** of Denmark mentions a bug we've already had on *The Price Of Magic*, but worth a repeat (well the BBC does it all the time). If you're killed in a monstrous fight, enter RESTORE to go into the Lenslok routine and input three wrong codes. This puts you back where you were but with high stamina points. I only mention this out of interest, I'm sure none of my fine upstanding honest trustworthy readers would try doing that...would you?

Finally to the frozen north itself, and **Bjarki K. Petersson** of Skerjabraut 9, 170 Seltjarnarnes, Iceland. Bjarki, whose address looks like its already written backwards, asked for help on *The Helm*, — what to do with the Psyak (HCROT ENIHS) and with the Griffin (EPIWOLB ESU) and he also sent in a cartoon showing my steaming reaction to being asked for help on an arcade adventure. Apart from not quite capturing my handsome features to perfection, it was very good. And if I knew the Icelandic for 'Ta muchly, squire' I'd say it.

## KIND SOULS

**N**ot so many *Lost Souls* this month, so there's room for a bumper collection of kind-hearted creatures, but I'll have to repeat yet again that you should always send an sae if you're writing to any *Kind Soul* offering help. Some readers still aren't bothering, and while you might think it's okay 'cos you're only sending one letter, think of the person at the other end who might be receiving dozens of requests for help. I don't want my *Kind Souls* becoming *Poor Souls*, so never forget that sae, and overseas readers an International Reply Coupon.

You can still be a *Kind Soul* even if you're only offering help on one adventure, like **Richard Baker** of 16 Leckwith Rd, Canton, Cardiff CF1 8HL, who's solved *The NeverEnding Story* and will help on that. How he finds time to play adventures will all those TV programmes to introduce I'll never know.

Another adventurer who admits to modest successes, but is still willing to share them with others, is **Wren Bull** of Ty Loch, Llanddarog Rd, Carmarthen, Dyfed SB32 8BP. Write to Wren if you're stuck in *Ship Of Doom* or *Mountains Of Ket*.

Now let's make use of this extra space by mentioning those who've polished off tons of titles, and are taking their lives in their hands by offering to help readers on any of them. Like **Philip Hancock**, 144 Charlemont Road, East Ham, London E6 4HE, who at the last count

had notched up: *Golden Baton*, *Percus & Andromeda*, *Time Machine*, *10 Little Indians*, *Arrow Of Death I*, *Circus*, *Wizard Of Akyrz*, *Feasibility Experiment*, *Waxworks*, *Hobbit*, *Ket Trilogy*, *Grenlins*, *Invincible Island*, *Inferno*, *Urban Upstart*, *Bored Of The Rings*, *Eye Of Bain*, *Hampstead*, *Seas Of Blood*, *The Golden Apple*, *Robin Of Sherwood*, *Robin Of Sherlock*, *Lords Of Time*, *Mafia Contract I & II*, *Terrormolinos*, *Message From Andromeda*, *Subsunk*, *Jewels Of Babylon* and *Henses Of Karn*.

I don't know how **Harvey Lodder** finds time to write adventures when he's so busy solving them — watch out for a review of his excellent (or should that be excellent) *Quest For the Golden Eggcup*. But the ones he has solved, including a few arcade interlopers, are: *Hobbit*, *Bored Of The Rings*, *Espionage Island*, *Velnor's Lair*, *The Thompson Twins Adventure*, *Snowball*, *Red Moon*, *The Hulk*, *Planet of Death*, *Inca Curse*, *Waxworks*, *Herbert's Dumpy Run*, *Hampstead, LD.*, *Super Spy*, *System 15000*, *Everyone's A Wally*, *Pyjamarama*, *Shadowfire*, *Enigma Force*, *Max Headroom*, *The Sorcerer*, *Subsunk*, *Mindbender*, *Staff Of Zaranol*, *Spyplane*, *The Curse*, *Magic Castle*, *Devil's Island*, *Diamond Trail*, *Barsak The Dwarf*, *Africa Gardens*, *Terrormolinos*, *Lord Of The Rings* (tape 1) and *Quest For the Golden Eggcup*. What's that last one again?? Well I should hope you have solved your own adventure, Harvey! But anyone stuck in it, or in any of the others, write to 35 Shelley Avenue, Bullbrook, Brackness, Berks RG12 2RP.

Finally, I've had a letter from a loony. Well he must be a loony because he says not enough readers are writing to him asking for help, so can I do something about it by printing a list of all the adventures he's solved? So I hope you'll do your best to help me keep this nutter quiet (for a few weeks at least) by writing to **James Elliott**, 266 Carseview, Tullibody, Alloa FK10 2SU if you've any problems on: *The Hulk*, *Spiderman*, *Robin Of Sherwood*, *Grenlins*, *Sorcerer Of Clamorgue Castle*, *Adventureland*, *Secret Mission*, *Time Machine*, *10 Little Indians*, *Arrow Of Death I*, *Return To Eden*, *The Boggit*, *Bored Of The Rings*, *Robin Of Sherlock*, *Tower Of Despair*, *The Fourth Protocol*, *Shadowfire*, *Enigma Force*, *Sorderon's Shadow*, *Lords Of Midnight*, *Doomdark's Revenge*, *Ruinstone*, *Subsunk*, *Seabase Delta*, *Twin Kingdom Valley*, *Kenilla*, *Mountains Of Ket*, *Temple Of Vran*, *The Final Mission*, *Hobbit*, *Lord Of The Rings*, *Sherlock*, *Hampstead*, *Terrormolinos*, *Dun Darach*, *Heavy On The Magick*, *Urban Upstart*, *System 15000*, *Jewels Of Babylon*, *Heroes Of Karn*, *Warlord*, *Forest At World's End*, *Message From Andromeda*, *Mindshadow* and *Valkyrie 17*.

As you can see, James isn't really a very good adventurer, so if you can offer him any tips as well when you write I'm sure he'd appreciate it.

## LOST SOULS

**F**ewer *Lost Souls* this month, and the first one, **Mark Thomas**, isn't even totally lost, it's just that he's completed 95% of *Mafia Contract II* and wonders where the remaining 5% comes from. Any Mafiosi out there to tell him, at 47 Elford Crescent, Colebrook, Plymouth, Devon PL7 4BT?

**Penny** (no surname) is going off her rocker at 1 Larch Close, Woodingdean, Brighton, East Sussex BN2 6TT. Before she's separated from her rocker completely, does anyone know how to open the hourglass in *Runes Of Zandos*? I know what kind of adventure that is, but I'll always bend a rule to help a lady.

A bit of grovelling from **Stephen Folly** to get himself in these pages, wondering how to get past the enchanted door and past the rabid rats in *Sorcerer Of Claymorgue Castle*. Clues to 11 Hatch Lane, Harmondsworth, Middlesex. **Paul Dixon**'s tired and desperate, he reckons, being a beginner at adventure games and unable to get very far with them. Amongst Paul's problem games are *Spiderman* and *Holy Grail*, for which I can provide solutions in exchange for an sae, and *The Shrewsbury Key*, in which he's stuck at the start beside the 22.30 train (CLIMB ABOARD, Paul). But if anyone can tell him to get out of St Bride's, write to Paul at 98 Somerset Road, Norton, Stockton-on-Tees, Cleveland TS20 2ND.

**Ricardo Mapp** seems to appear in this section so often that I'm thinking of charging him rent. This month's problems are in *Moron* (how to get the penny and escape the escape room) and *Return To Ithaca* (how to remove the sword from the fire). Send your Mapp-Aid to Ricardo at 10 Chaffinch Drive, Chelmsley Wood, Birmingham B36 6GH.

And finally I'm relieved to see there's a Scotsman who's actually stuck in an adventure. . . well, in several, which is even better. And there I was beginning to think they were all superhuman adventurers. **Gary Collins** is human like the rest of us, and stuck in *Souls Of Darkon* (how to get the crystal after zapping the robot), *Zacaron Mystery* (how to get the rabbit) and *Zzzz* (stuck all over the place). De-stick Gary at 14 Deanpark Square, Balerno, Edinburgh EH14 7LN.

# BUG



OF THE MONTH

**T**he aptly-named *Claws Of Despair* from **Players Software** has provided this month's bugs, courtesy of **Mark Thomas** from **Plymouth** and **John Wilson** from **Rochdale**. *Bugs* in the plural note, as this adventure is apparently riddled with them like woodworm in an old wardrobe.

If you rescue the woman she thanks you and gives you a flagon of wine...but no flagon of wine appears. If you HIT DOOR it not only results in you opening the door but it transports you back to the hall from some other locations. You're told that SAY THGI should do something, but it never does and you can complete the game without it. Finally (though there are others), you can kill the guards without having to carry a weapon, and you can cut hair without carrying anything sharp.

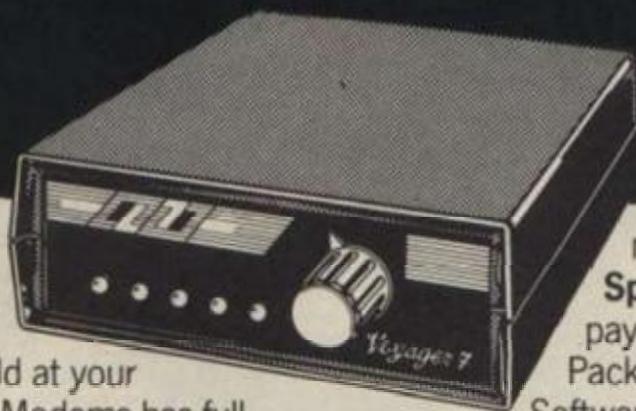
Definitely nominated as a bug of an adventure, that one.



It's his hairyness chasing a bug around a game. Caught in the act by **Krazy Kez Gray**, of **Warrington**.

# WORLD DOMINATION BY FRIDAY

...for only £79.95



...or Tuesday...or Thursday... the sooner you send off the coupon, the sooner you'll have the entire knowledge of the world at your fingertips. The Voyager range of Modems has full BABT approval and is fully compatible with just about any micro throughout the world. And you could pay twice the price for a modem and still not get these features:

- Multi Speed – including 300/300, 1200/75, 75/1200 full duplex, and 1200/1200 half duplex.
- Full Function LED Display ● More software support than any other modem – and the best.

**The VTX 711 Software/Interface gives you:**

- Auto Dial/Auto Answer as standard (with built in telephone directory) ● Auto Logon as standard (with multiple/I.D. store) ● Carousel – A 26 frame rotating display ● Frame Editor – Create off-line graphic mailboxes or design your own frames.
- Full Electronic Mail Support – 40 characters per line, Data, Parity, Stop Bit Setting and many more.
- X-Modem – Yes! On a Spectrum! Full X-Modem protocol supported ● X-On/X-Off – Now it's possible ● Windowing – Restoring Windows: yet another first on a Spectrum ● Macros – Eight of them, and you define the tasks ● All this and much

more for only £39.95 (ex-VAT).  
**Special Introductory offer:** We'll pay your VAT. A complete Spectrum Pack – Voyager 7 and VTX 711 Software/Interface – for just £119.90.

Fill in the coupon then stand by to access mainframes and micros – worldwide and multispeed.

## MODEMHOUSE

**THE SINGLE SOURCE SOLUTION**

Modem House, 70 Longbrook Street, Exeter, Devon EX4 6AP

As Stocked by *Boots*

Please send me: (Tick which required)

1. Voyager 7 Modem ..... £91.94 (inc VAT)

2. Complete Spectrum Pack - Voyager + VTX 711 £119.90

I enclose cheque/PO payable to Modem House for \_\_\_\_\_

OR Access No: \_\_\_\_\_

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Post to:- Modem House, 70 Longbrook Street, Exeter,  
Devon EX4 6AP Tel: (0392) 213355

YS10 86

# VEST END GIRLS\*

Special limited edition T-shirts — only £4.50 each.

What's more trendy than Tina Turner, more stylish than Paul Weller, more flexible than Rolf Harris's didgeridoo, more colourful than Madonna's make-up, more washable than Simon le Bon, more hip than Shakin' Stevens, got more coverage than Freddie Mercury's toupée? Well, it's not this lot for sure. It's the YS T-Shirt!

**A**t last, after all your requests, here's what you've been waiting for. A full-colour piccy of the YS team? Nope. Better than that — it's the brand new YS T-shirt. Now you can look just like this Mötley Crüe — though fortunately, it's not obligatory.

You can forget your C&A, M&S, BHS, DMs and all the rest. The only letters that stand for fashion this year are YS. Fully washable, 100 per cent cotton, hi-style YS T-shirts will be covering all the best bodies from Paris to Penge, from Milan to Morecambe Bay.

And they're not only the hippest things with four holes but they have a hundred and one uses too. You can wear them, hang them in your wardrobe, fold them up and keep them in a drawer . . . Well, that's three uses to start you off.

But best of all, they only cost £4.50 each including post and packing, so you can afford to wear nothing else. Well, perhaps you'd better wear a pair of trousers if you don't want to get arrested!



Vest friends.

## VEST OF THE BEST

I'd like to in-vest in a fabulous YS T-shirt. I'm sending you the paltry sum of £4.50 to cover the cost of the most stylish piece of soft wear since the flare.

Name .....

Address .....

.....

.....Postcode.....

Now send me.....T-shirts at £4.50 each including post and packaging. (Please make all cheques or Postal Orders payable to SportsScene Specialist Press.)

For the perfect cover up, I'd like the following sizes:

Small  Medium  Large  XLarge

The vest is yet to come — so please allow 28 days for delivery.

**(AND BOYS)**



# MAGMAX



**Nichibutsu  
instnqihisu  
Nichibutsu**

SPECTRUM

**£7.95**

COMMODORE 64

**£8.95**

AMSTRAD

**Nichibutsu's arcade hot shot on your home computer now!**

If you haven't already played it in the arcades then you're in for a *real* surprise – if you have then you'll be going Mag Max to load it into your micro.

Mag Max could be a mean machine if you've got what it takes to put him together. Build him up and his fire-power increases – you'll need it! – believe it!

**Imagine**  
...the name  
of the game

# EXPLORER



Aaargh. Something just woke you from a cryogenic sleep right in the middle of your favourite dream.

Your ship has dropped out of warp and you are forced to make a glide-in landing on a very strange looking jungle planet. Equipped with jet pack for flying, navigation and weapons systems, fight your way through the jungle taking on it's strange and none-too-pleasant inhabitants. Only by finding vital parts stripped in your ship's unscheduled descent can you ever hope to escape.

Explorer is huge. There are literally billions of views and an enormous scrolling map.

If you ever wanted to get lost in a simulation this is the one to do it in.

## FEATURES

- 4 way scrolling landscape
- 40 billion graphic locations
- Inertial navigation system
- Rotovision™ animated landscape
- 360 degree views

## AVAILABLE ON:

ZX Spectrum 48K/128K+ cassette...£7.99  
Coming soon for Amstrad and Commodore home computers

*Electric Dreams*

SOFTWARE



SPECTRUM SCREENS

ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT, SOUTHAMPTON SO1 2EW TEL: (0703) 229694  
Mail Order: Electric Dreams Software, 23 Pond Street, Hamstead, London NW3 2PN

**S**eems to me that there's someone writing a Spectrum adventure in every house in the land, and eventually they'll all end up in my in-tray. The adventures, that is, not the people. Actually the in-tray's a cardboard box but it's still stuffed up with jiffy bags and I've decided it's time to do something about it, even if each adventure only gets a quick once-over.

First out of the box is —**Dome Trooper**, £2.95 from Matand Software, 29 Moorland Road, Mickleover, Derby DE3 5FX. It's got a well thought-out storyline set in a future where most people live in domed cities, except for rebels who live in the vast deserts around them. Instead of being on the side of the rebels and out to infiltrate the city, you're a dome trooper — your job is to find what the rebels are doing and stop them doing it!

There's a nice use of graphics, and I especially liked the cute robot and the buildings with flashing Coca-Cola signs. Even so, it's a pity the pictures are so constantly re-drawn, and the numerous spelling mistakes don't help either.

Just inside the city walls there's a transporter disk to take you to any of the city's six levels, each with different functions, the most interesting and dangerous being Level 4 where the people live. As a dome trooper you're not very welcome there, and you'll have to decide what to do with the various characters you'll meet.

If you prefer your adventures to be a bit more light-hearted try **The Quest For The Golden Eggcup**, written by Harvey Lodder and Paul Cook and available for £1.99 from Harvey at 35 Shelley Avenue, Bullbrook, Bracknell, Berks RG12 2RP. Some people try to be funny and fail dismally, but not in this adventure. Though it's got lots of in-jokes and characters like Dandalf and Thoron wandering around, it's all wittily and originally done.

You've been mown down by a Pink Panther driving a pink C5, and you awake in a Golden Temple to be greeted by God, no less. He promises to reincarnate you if you bring him back his Golden Eggcup, which it seems someone has poached. As you move about, God reappears from time to time, and even sits down and starts singing about gold. The game is Quill'd, though you'd never guess it with the pleasant cyan background and neat white block of location description at the top of the screen.

Make a thorough search of the heavenly areas (don't forget the rubber duck) before you climb down the beanstalk to more mundane places — a sign at the bottom of the beanstalk gives the opening hours of God's Temple (closed Sundays, half-day Wednesdays) and you're unlikely to be able to get back up again. I like the high-powered beans, which have quite an effect so watch who you give them to, and the swear-word routine is very nicely done. Just when you think it's safe to swear and you know how to get out of the dungeon, the routine changes. Enough to make you swear again. Worth every penny of its £1.99, this one.

## FANCY A Quickie!

**So many adventures, so little space to review them in. 'Bout time we caught up on the backlog then. So, out with the magnifying glass and on with the show...**

Wish I could say the same for **Shrewsbury Key** from Players at the same price. Your aim here is to travel from York to Shrewsbury and find the jewel-trimmed treasure chest hidden in the abbey church. You begin outside York station and must first do exciting things like examine a rubbish bin and buy a ticket, the major problem initially being the fussy vocabulary. Finding yourself with a train to catch, what command would you enter? GET TRAIN, CATCH TRAIN, ENTER TRAIN, GO TRAIN, ENTER CARRIAGE, ENTER DOOR... something along those lines? No, what the program wants is CLIMB ABOARD, which took me quite a bit of finding. The train's about to leave, but if you type WAIT before you SIT DOWN you fall over and break your neck as it moves out. Ho-ho-ho, end of game. Football hooligans climb aboard and you all get flung off at Huddersfield, and from there you should be able to get to Oldham, Stockport and Manchester. The game comes across as a pale imitation of Urban Upstart, and even a British Rail train journey's got more excitement than this adventure.

Better by far from the budget chappies is **Moron**, not from outer space but from Atlantis, also £1.99. Can you teleport aboard a Moron spaceship, find the three missing Pillars of Time and teleport back to earth again? You've a RAMSAVE facility to help you, graphics (which are generally good) can be on or off, and even the HELP command occasionally works. Once you've activated the teleport and reached the ship's flight deck, you find a variety of coloured buttons, that perform different functions... Okay, so one of them's bound to self-destruct the ship, but with RAMSAVE that's not too annoying. The ship itself has three levels, each of them fairly large, and as your oxygen and torch batteries don't last very long you have to make sure you locate the replacements for each as you explore. Finding the fuse to fix the lighting system would help as well. You'll encounter friendly robots and cuddly

droids, also not-so-cuddly wolves, though goodness knows how they got on board. No matter, the whole thing gives you plenty of exploring and plenty of fun.

All manner of creatures rear their ugly heads in **Futurezoo** from Clwyd Adventure Software, 14 Snowdon Avenue, Bryn-y-Baal, Nr Mold, Clwyd CH7 6SZ. At £7.95, it's a bit pricey because there's lots of good budget stuff around, but it does come with a booklet and is a two-part game, though it's text only. The text is good, though, with detailed descriptions of the various life-forms in this 22nd century Whipsnade. Most of them could do with a bit more supervision, however, as they all seem out to make you extinct before you can get on with your task of tracking down the Great Seal of Senissa, for reasons it would take pages to explain. The Great Seal of Senissa is not the type that swallows fish by the bucketful; rather it is a 'revered artefact', or so it says here. This game would be quite buyable if nothing special at £1.99, but as it is I'll look forward to future releases at cheaper prices from the Welsh adventurers.

Are the Welsh taking over from the Scottish in these adventure pages? Last of this month's bumper bundle is an adventure based on the TV series **The Prisoner**, from the episode entitled **The Girl Who Was Death**. Hope the author's got copyright permission to do it. This one's £5.50 from Stephen Preston at 5 Ty Mawr Estate, Priory Lane, Holyhead, Gwynedd LL65 2DN, and this time I reckon it's worth the asking price.

The story involves Professor Schnipps, the crazy scientist, who has spent the last 26 years building a super-rocket to destroy London. He obviously doesn't believe in rushing things, and I believe he's now in charge of sending out the cheques from YSI (He was sacked for being too prompt. Ed) Be that as it may, you've got to stop him and also watch out for his tall blonde daughter. I certainly will, thank you very much. Oh, it seems this is the one known as the girl of death. Maybe she's not my type after all.

You begin in a cricket field holding a bomb disguised as a cricket ball, and with one fairly obvious command to enter before you become not so much an adventure game, more a jigsaw puzzle. Down in town, Benny's Turkish baths are closed, and a hanky with a message written on it promises a rendezvous at the local hostelry, whose beer sadly cannot be recommended. Neither does Doris the barmaid fancy you, while in the fairground there isn't even a boat to take you into the tunnel-of-love. Oh woe is me, the hapless adventurer. And Number Two no doubt watching all the time, while Number Six plods on. Definitely not a plod of an adventure, though and I recommend you take a look.

And now at last the in-tray is empty, the jiffy bags have been recycled and I can put my feet up and get back to playing a few of my favourite adventures... what... what's that... oh no, it's the second post just arrived, the poor postie staggering under 16 Quill'd adventures, 13 GAC'd ones and three originals. Aaarrggggghhhhh.....



**GOEL COMPUTER SERVICES**  
**45 BOSTON ROAD, LONDON W7 3SH**  
**TEL: 01-579 6133**

**THE COMPLETE COMPUTER SHOP**

	RRP	PRICE		RRP	PRICE
DAN DARE	9.95	7.20	ANIMATOR 1	9.95	7.20
TIME TRAX	9.95	7.25	TUJAD	8.95	6.60
XARO	9.95	7.30	DEACTIVATORS	8.95	6.60
TENNIS	7.95	5.75	CAMELOT WARRIORS	8.95	6.60
GHOSTS N GOBLINS	7.95	5.75	VERA CRUZ AFFAIRS	8.95	6.60
KNIGHT RIDER	7.95	5.75	FALKLANDS' 82	9.95	7.10
I.C.U.P.S.	8.95	6.60	A.C.E.	9.95	7.10
VECTRON	7.95	5.75	STREETHAWK	7.95	5.75
THEATRE EUROPE	9.95	7.25	WAY OF THE TIGER	9.95	7.25
ELITE	14.95	11.25	GLIDER RIDER	8.95	6.60
TRIVIAL PURSUIT	14.95	11.25	URIDIUM	8.95	6.60
BOUNCES	9.95	7.20	PUB GAMES	9.95	7.20
SIEGE ON VOLGA	14.95	7.40	GREEN BERET	7.95	7.20
PAPERBOY	7.95	5.75	MISSION OMEGA	9.95	7.20
TOAD RUNNER	8.95	6.60	COLOSSUS 4.0 CHESS	9.95	7.20
HEARTLAND	9.95	7.20	AFTERSHOCK	8.95	7.20
SPLIT PERSONALITIES	7.95	5.75	LIGHTFORCE	7.95	5.75
BOBBY BEARING	7.95	5.75	SHOCKWAY RIDER	7.95	5.75
JEWELS OF DARKNESS	14.95	11.25	TRAPDOOR	7.95	5.75
ZYTHUM	7.95	5.75	DANTE'S INFERNO	9.95	7.20
1942	7.95	5.75	GALVAN	7.95	5.75
STRIKE FORCE HARRIER	9.95	7.20	T.T. RACERS	9.95	7.20
NIGHTMARE RALLY	7.95	5.75	HARDBALL	9.95	7.20
REVOLUTION	7.95	5.75	PRODIGY	7.99	7.20
COMPUTER HITS 3	9.95	7.25	ROOM 10	7.95	5.75
BEST OF BEYOND	9.95	7.25	GRAPHIC ADV CREATOR	22.95	17.50
MOONLIGHT MADNESS	7.95	5.75	MAG MAX	7.95	5.75
THEY SOLD A MILLION 3	9.95	7.25	THANATOS	8.95	6.60
BIG 4 (DURELL)	9.95	7.25	SCOOBY DOO	7.95	5.75
STRIKE FORCE COBRA	9.95	7.25	GLADIATOR	9.95	7.25
WINTER GAMES	8.95	6.60	DRAGON'S LAIR	9.95	6.60
LEADERBOARD	7.95	5.75	GREAT ESCAPE	7.95	5.75
UCHI MATA	8.95	6.60	DARK SCEPTRE	9.95	7.25
MINDSTONE	8.95	6.60	TRAILBLAZER	8.95	6.60
COSMIC SHOCK	*		FOOTBALLER OF		
ABSORBER	7.95	5.75	THE YEAR	7.95	5.75
DYNAMITE DAN II	7.95	5.75	HIGHLANDER	7.95	5.75
SAS STRIKE FORCE	9.95	7.20	FIST II	8.95	6.60
MIAMI VICE	7.95	5.75	FROST BYTE	8.95	6.60
TASWORD THREE (MDR)	16.50	12.50	PSI CHESS	9.95	6.60
NEXOR	7.95	5.75	IT'S A KNOCKOUT	7.95	5.75
CONQUESTADOR	7.95	5.75	CAPTAIN KELLY	8.95	6.60
ANY 3 MASTERTRONIC	@ 1.99	@ 1.80	ANY 2 CLASSIC M.A.D.	@ 2.99	@ 2.50

MULTIFACE ONE - BEST BACK-UP UTILITY R.R.P. £39.95 + P.O. FOR ONLY £38.50

REPAIRS . . . 5 YEAR COVER AGAINST BREAKDOWNS FROM £32 FOR NEW COMPUTERS.

This is just a small selection from our stock. Just write the titles required with a second choice and enclose Cash/Cheque/P.O. payable to Goel Computer Services, for RRP £9.95 @ £7.25, £8.95 @ £8.60, £7.95 @ £5.75. Add 75p for overseas orders per tape. All prices include delivery. Or send 30p for list (refundable on first order).

**THIS IS THE UPGRADE!!**

You may have superb programs with brilliant graphics you may spend hours with text on designs. . . IT IS ALL WASTED OR HARD WORK WITHOUT A HIGH RESOLUTION COLOUR MONITOR and by 'high' I mean 585 895 pixels. The Spectrum uses 176x256, the QL gives 256x256 on 256x512. So why use a high res. screen you ask; because the pixels on the screen are not the same as from the computer. On an ordinary unit pixels get lit that should not or extend beyond the point intended so giving fuzzy images. Also the spaces are bigger causing colours to be weak. The CHROMA 1 SHOWS TEXT AND GRAPHICS BRILLIANTLY!!

Send £299.00 including carriage & VAT.  
 Sound from the monitor £19.00 inc.  
 Spectrum 48 needs RGB interface £28.75 inc.

**Chromagraphics,**  
**135, Cliff Road, Hornsea,**  
**North Humberside. HU18 1JB.**  
**Telephone: 04012 4699.**

*If you need more convincing (yes, it's a lot of money - but for that picture??) send for more details.*

THE AWARD WINNING  
**GRAPHIC ADVENTURE CREATOR**



Will change the face of the adventure software market.  
 AMSTRAD ACTION

THE ANSWER TO YOUR PRAYERS!  
 C&VG

A very clever utility . . .  
 very easy to use.  
 KEITH CAMPBELL, COMMODORE USER

Highly recommended.  
 ACORN USER

A very impressive and sophisticated adventure generator.  
 SINCLAIR USER

Now everyone can write professionally illustrated adventure games. The Graphic Adventure Creator - THE adventure writing utility of the eighties.  
 \* Unleash the Power of your imagination \*



AVAILABLE AT ALL LEADING RETAILERS or direct from:  
 INCENTIVE SOFTWARE LTD.,  
 2 Minerva House,  
 Calleva Park,  
 Aldermaston,  
 Berkshire RG7 4QW.  
 Telephone: (07356) 77288.

PLEASE RUSH ME (1st Class Postage FREE)  
**THE GRAPHIC ADVENTURE CREATOR**  
 Tape £22.95  Disc £27.95

Winter Wonderland graphic adventure . . . . . £7.95   
 Apache Gold (Except BBC B) . . . . . £7.95   
 The GAC Adventure Designer Pad . . . . . £7.95   
 SPECTRUM  COMMODORE 64  AMSTRAD CPC   
 BBC B  GAC extra information - free with any order

I enclose Cheque/P.O. for £. \_\_\_\_\_  
 or please debit my credit card No. \_\_\_\_\_  
 Name \_\_\_\_\_  
 Address \_\_\_\_\_

**O**ne thing's for sure, 8th Day won't be getting its MBE this year! But it won't be worrying too much as I'm sure it'll be getting lots of orders for this regal romp to compensate. I found it a hoot, from start to... well, as far as I got.

Another Wednesday morning dawns, and you rip open your giro cheque as per usual. What's not as per usual is the name and amount on the cheque. A quarter of a million... payable to Queen Elizabeth? Is this the local pub? No, it's a DHSS cock-up and a half... or should that be a cock-and-a-half up? No matter. Down you go to the Post Office and you notice Princess Di queueing behind you to claim the Family Allowance. Prince William zooms about wearing a pair of falsies... false ears, that is. I bet he's been watching *Spitting Image* again. Well he must be getting bad habits from somewhere, as he kicks you in the leg and half-inches the giro. Can you recover it and get it back to the Palace before the Queen has to pawn the corgis? This is the adventurer's task.

In a call-box nearby you hear a scandalous message concerning Prince Andrew and a certain Cynthia (which I advise you to remember and

pass on), while at the Dancing Kebab Greek restaurant Prince Philip is reminding Edward that you only smash the plates *after* you've eaten the food.

Can you have the necessary chats with Charles, can you catch Di in the bath and flog the photos to Fleet Street, and where does the moussaka fit in? Presumably not in the naughty knickers. There are some intriguing problems early on, and full use has been made of *The Quill* and *The Patch*, though not so *The Illustrator* as graphics are few and far between, and pretty poor when you find them. I like the regular London bus service, like the tube trains in *Sherlock*, and the number of seemingly independent characters that appear to have been crammed in is impressive. Someone at 8th Day certainly knows their way round *The Quill*, and whether they soon also know their way round the dungeons at the Tower of London remains to be seen. *H.R.H.* might not get the royal seal of approval, but it gets mine.

Graphics	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	7
Text	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Value for Money	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Personal Rating	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	

<b>FAX BOX</b>	
Title .....	H.R.H.
Publisher .....	8th Day, 18 Flaxhill, Moreton, Wirral L46 7VH
Price .....	£6.95

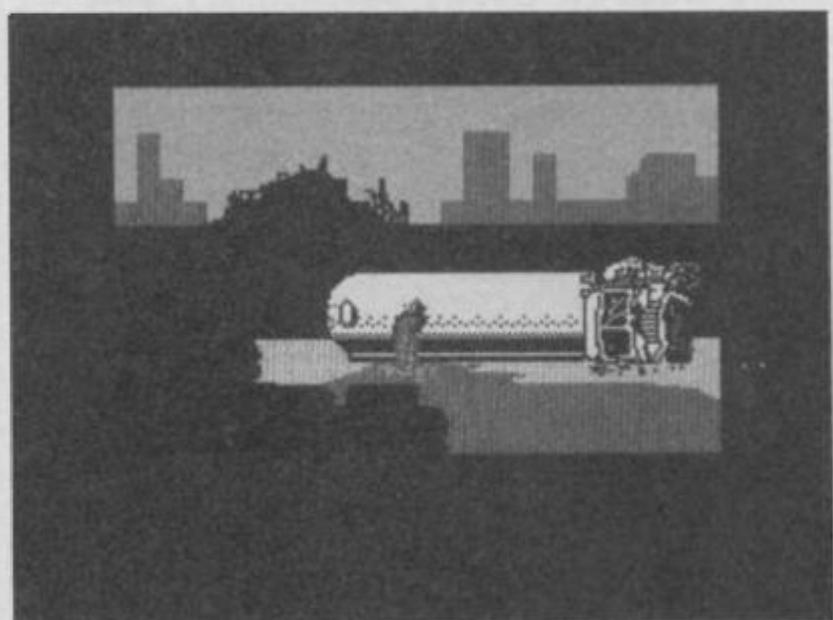
# H · R · H ·



You are amongst wax effigies of famous murderers. Pride of place is a dummy of Margaret Thatcher.

What Next?  
EXAM DUMMY  
The dummy wears a wig.

What Next?  
↶ ↷



## AFTERSHOCK

**A**ftershock may not quite be a shock, but it certainly comes as a surprise if you've been following the *Interceptor* adventures from Banner & Greer. And it's a pleasant surprise in some ways, though I certainly don't include the price in that. At £9.99 it's unbelievably high for what seems to be a pretty conventional adventure.

Dave Banner's text has never exactly been in danger of filling the screen. His ideas of atmosphere is, 'You are in a green room' rather than, 'You are in a room'. That's all changed now, though. What's this we read in the first location? A shattered city...distorted shapes... fires blazing out of control... sirens... and so on for a screen's worth. Not bad at all.

The reason for the fires and sirens? A series of earthquakes, perhaps prompted by underground nuclear tests. You are the bod who helped design the local nuclear power plant that's in danger of exploding thanks to a fault in the cooling system. Where are the plant's loyal and faithful staff? Bugged off at the speed of light, that's where. So who has to fix the fault? Got it in one.

Your first problem is how to get out of your office, as there's been a power failure in the lift system and the stairs are blocked by flames. Well, the text might be longer but it seems to be the fussy old *Interceptor* parser we know and don't love. In your office there's a pen on your desk. GET PEN. 'Try another command.' TAKE PEN. 'Okay' Come on chaps — even with

Greer's greedy graphics there must be room for both GET and TAKE. Search the lift and you discover a panel in the ceiling, too high to reach but a nearby chair can be dragged over to assist. Having removed the panel, the text doesn't tell you what's revealed. Is it a hole, a passage or what? I sat for several yonks typing GO HOLE, JUMP UP, CLIMB UP, GO PASSAGE, ENTER PASSAGE, LEAVE LIFT before hitting the right combination of words. As I've passed on the solution to a few friends unable to get beyond this point, I think it fair to tell you that the right phrase is: TFIL FO TVO BMILC. Easy when you know it, but it takes a long time to find.

Thankfully, the adventure then opens out, as you roam around the city streets, down the flooded underground, into the storm drain and the maze of sewers, walking cautiously round the zoo.

The graphics I've seen have proved to be a mite disappointing from the usual impeccable pen of my hero Terence Greer. They concentrate more on detail than effects, but this is definitely one of those adventures I'll plug away at, rather than put away after reviewing. Pity 'bout the price, though.

Graphics	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	7
Text	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Value for Money	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Personal Rating	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	

<b>FAX BOX</b>	
Title .....	Aftershock
Publisher .....	Interceptor
Price .....	£9.99

# ocean

WORLD PUBLISHER OF  
COMPUTER SOFTWARE  
OFFERS YOU A GREAT  
CHANCE TO

# KEY INTO SUCCESS

With tremendous opportunities for  
**FIRST CLASS PROGRAMMERS**

in the fields of  
SOFTWARE DEVELOPMENT  
PROGRAM TRANSLATION  
GAMES DESIGN

Expansion in all the Group's activities  
requires constant HIGH QUALITY SOFTWARE  
and we now

## URGENTLY REQUIRE

products for Autumn/Winter 1986.  
If you would like to work with the Best for  
Maximum Reward either Directly or on a  
Freelance Basis contact in confidence:  
Software Development Manager

# ocean

6 Central Street, Manchester M2 5NS.

Tel: 061-832 6633 Telex: 669977

Completed programs also wanted for:  
SPECTRUM · AMSTRAD · COMMODORE 64 · C16

ATARI · BBC and ELECTRON Micros

Cash or Royalty Payments · Immediate Decision

## CONTACT US TODAY!

THE LEGEND OF

# APACHE GOLD

by  
Peter Torrance

Lonesome Cowboy 'LUKE WARME', not a  
Dime to your name and only dreaming of riches.  
But there is a LEGEND. A legend of great riches  
in an Indian Burial ground.

The legend of . . . APACHE GOLD!



From the  
producers of  
**THE GRAPHIC  
ADVENTURE  
CREATOR**

Available from all  
leading retailers.  
Or direct from:  
INCENTIVE SOFTWARE LIMITED  
2 Minerva House, Calleva Park,  
Aldermaston, Berkshire RG7 4QW.  
Telephone: (07356) 77288.

## PRIORITY ORDER FORM

Please rush me for my Spectrum

Commodore 64  Amstrad CPC

Apache Gold £7.95  Winter Wonderland £7.95

Graphic Adventure Creator { Tape £22.95   
Disc £27.95

I enclose cheque/PO or please debit my credit card

No. \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_



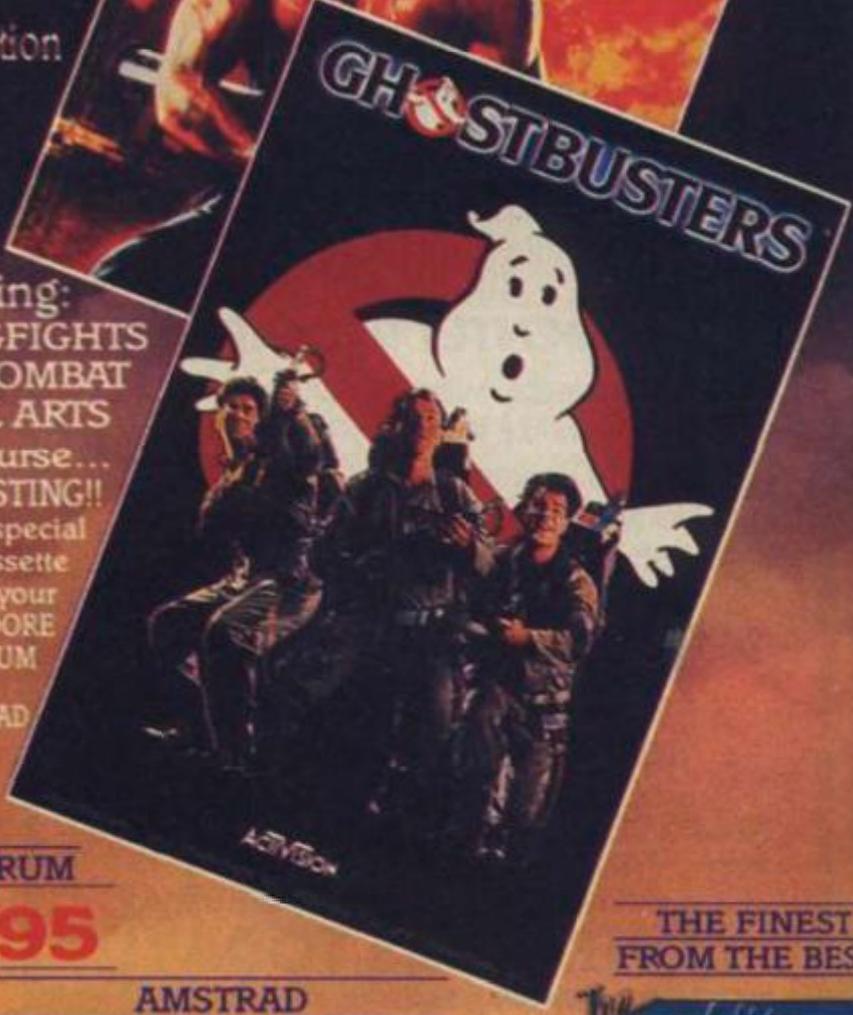
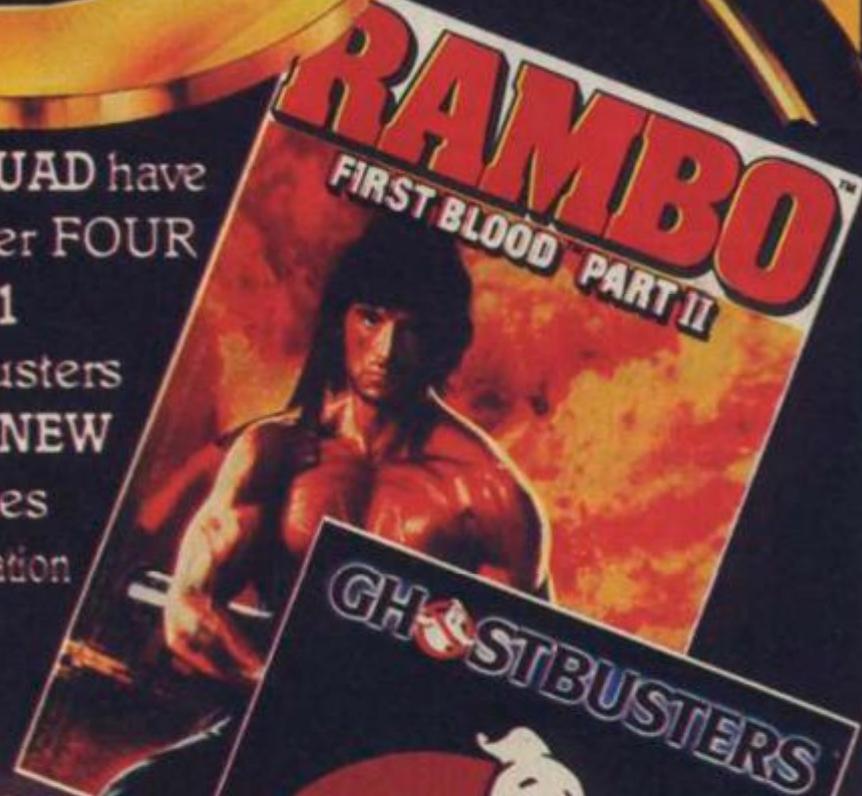
ocean

# They sold a

DIGITAL INTEGRATION 

ACTIVISION  
HOME COMPUTER SOFTWARE

# MILLION



The HIT SQUAD have put together FOUR No.1 Blockbusters for this NEW games compilation.

Featuring:  
ARIEL DOGFIGHTS  
JUNGLE COMBAT  
MARTIAL ARTS  
and of course...  
GHOSTBUSTING!!  
All in one special twin - cassette pack for your COMMODORE SPECTRUM or AMSTRAD

SPECTRUM

**£9.95**

FROM ALL GOOD SOFTWARE DEALERS

THE FINEST FROM THE BEST



COMMODORE		AMSTRAD	
CASSETTE	DISK	CASSETTE	DISK
<b>£9.95</b>	<b>14.95</b>	<b>£9.95</b>	<b>14.95</b>

QUAL-SOFT

# THOUGHTWARE

Sports simulations

ADJUDGED JOINT NUMBER ONE SOCCER SIMULATION FOR ALL HOME COMPUTERS.

The June and July issues of COMPUTER GAMER magazine reviewed 16 soccer simulations, including Ocean's MATCHDAY and INTERNATIONAL MATCHDAY (128K SP), Addictives FOOTBALL MANAGER, Artic's WORLD CUP and WORLD CUP 2, US Gold's WORLD CUP CARNIVAL, Virgin's FA CUP, etc etc. MEXICO '86 was given a NOVA overall rating and 5 "planets" from 5 for Value for Money. Only one other game could equal this, Commodore's classic INTERNATIONAL SOCCER.

ARE YOU STILL PLAYING THE SECOND RATERS?

**TAPE 1  
QUALIFIERS**

## MEXICO '86\*

**TAPE 2  
FINALS**

### A WORLD CUP MANAGEMENT SIMULATION

On June 22nd, 1986, England's bid to become World Champions for the next four years came to an end in the Azteca stadium, Mexico City. How well did Bobby Robson do? Can YOU outperform him? MEXICO '86 gives YOU charge of the England team two years before the start of the Mexico finals. You must experiment with a demoralised squad who failed to qualify for the European Nations' Cup, drafting in players as you see fit, and nurse the team through the Qualifying stages of the World Cup. If you qualify, you must choose your squad for Mexico, play through Phase 1, the groups of four, into the last 16. Can you now take England two stages further than Bobby Robson and then win the big one? It takes a thorough understanding of International Football to win in MEXICO '86.

### ENGLAND'S GAMES: FULL PITCH, 22 MAN, 3D GRAPHICS & SOUND EFFECTS

QUAL-SOFT comments: With 5 levels of play, 12 depths of sophistication, and "fun" graphics, this game can be enjoyed by an 8 year old youngster as a "fun" game, and by the most sophisticated as a tactical/strategy challenge of the highest order.

**PACKAGE:** Tape 1 plus Tape 2 plus 20 Page Manual in "Video Cassette" style pack. Only **£9.95** (90K RAM usage. Some would call this a MEGAGAME. YES IT WILL RUN ON YOUR 48k & 128k SPECTRUM.

**QUALSOFT GUARANTEE:** Sent by 1ST CLASS POST on the day the order with P.O., Cheque, Access payment is received.

Telephone Access orders accepted.

\* The use of the name MEXICO '86 does not imply any association with FIFA

QUAL-SOFT  
Dept. YS  
18 Hazelmere Road,  
Stevenage, Herts. SG2 8RX

Tel: 0438  
721936

Please supply:  
MEXICO '86  
48K/128K  
SPECTRUM

Name: .....  
Address: .....  
.....  
Access No. (if applicable) .....

\*\*\*\*\*

## T H E T F O R D M I C R O S

\*\*\*\*\*

21 GUILDHALL STREET,  
THETFORD,  
NORFOLK.  
IP24 2DT  
(0842) 61645

SERVICE DEPARTMENT  
2 LEYLAND CLOSE,  
FISON INDUSTRIAL ESTATE,  
THETFORD, NORFOLK.  
(0842) 65897

### SPECIALIST COMPUTER REPAIR SERVICE

\*\*\*\*\*

WE'VE LEAD OTHERS HAVE FOLLOWED. Thetford Micros offers you their experience and a fast efficient repair service with our guarantee that your computer is being diagnosed by the best and most up-to-date test equipment.

WE ALSO OFFER YOU:

- ★ ON THE SPOT SPECTRUM & COMMODORE 64 REPAIRS
- ★ SAME DAY REPAIRS ON MAIL ORDER
- ★ THREE MONTH WARRANTY ON ALL REPAIRS
- ★ ALL FAULTY COMPONENTS RETURNED TO CUSTOMER SO YOU THE CUSTOMER CAN SEE WHAT'S WRONG
- ★ ALL ICs REPLACED ON CARRIERS — Makes life easier
- ★ ALL COMPUTERS RETURNED POST PAID AND INSURED IF POSTED IN THE U.K.
- ★ FREE — ON-OFF SWITCH FITTED TO ANY SPECTRUM REPAIR (fitted in Spectrum Casing — Please state if required)

- ★ SPECTRUM REPAIRS — £16.00
- ★ KEYBOARD REPAIRS — £10.00
- ★ INTERFACE I — £19.50
- ★ MICRODRIVE — £19.50
- ★ ZX PRINTER — £19.50
- ★ SPECTRUM 128 — £19.50

(Prices inclusive of Parts, VAT and Postage)

Repairs undertaken on Commodore, BBC, Amstrad, IBM, and Atari — We are an approved ATARI SERVICE CENTRE.

Quotes given on repairing any Printers and Disk Drives.

SORRY NO FREE SOFTWARE — YOU'VE PROBABLY GOT IT ANYWAY! — ON-OFF SWITCH IS HANDY THOUGH.

For fast delivery service — Securicor £6.90

Payments can be made by Cheque, Postal Order, Barclaycard, Access or American Express.

# I BET SHE USES YS MEGABASIC...



- 50 New Commands ● Named Procedures ● On-Screen Windows ● 64 Column Text ● Full Screen Editor ● Smooth Moving Sprites
- Programmable Function Keys ● Machine Code Monitor ● Multi-tasking Subroutines ● Background Sound ● Line Number Tracing
- AUTO Line Numbering ● REPEAT . . . UNTIL Loops ● DELETE Line Range ● Full Machine Code CALLs ● Double-Length POKE ● Break Key Control ● Three Fonts ● User-Defined Character Sizes ● Downwards Printing ● Character Stipples ● Attribute SWAP, FADE and CHANGE ● Window PAN, SCROLL and INVERT ● Improved Line Editor ● . . . And 22K User Memory and of course everything that's in ZX Basic! ● PLUS FREE Sprite Designer

## YS MEGABASIC

YS MegaBasic is only available direct from the Your Sinclair Mail Order department. It comes on cassette complete with 30 page manual and is fully microdrive compatible. To order, complete this coupon and mail it with a cheque or postal order for £7.95, payable to Sportscene Specialist Press, to YS MEGABASIC OFFER, PO BOX 320, LONDON N21 2NB. (BLOCK CAPITALS PLEASE)

Please allow up to 28 days for delivery.

Name .....

Address .....

.....

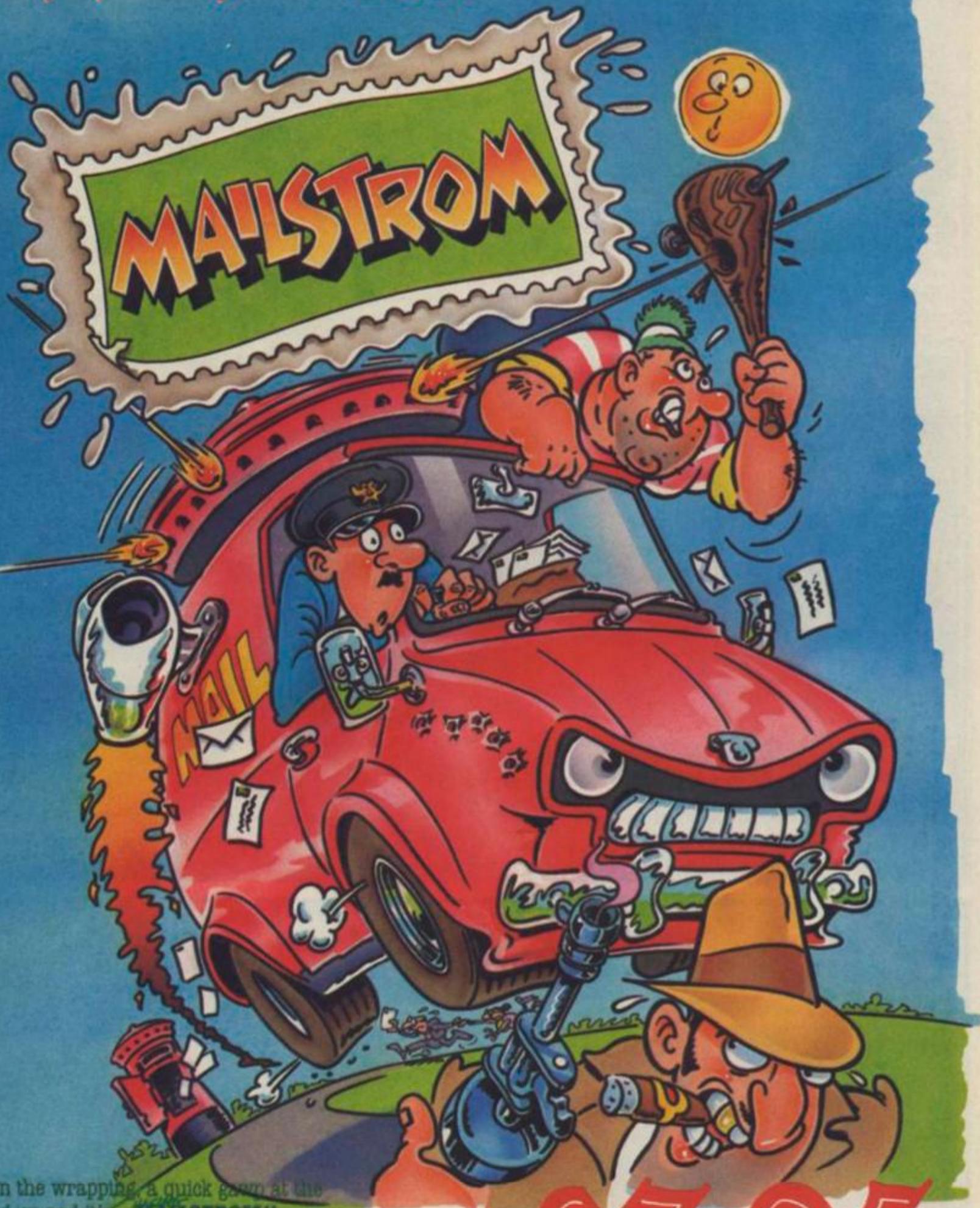
.....

..... Postcode .....

Phone .....

Te  
lin  
Re  
a c  
me  
ex  
the  
you  
mu

# On route for your SPECTRUM...



Tear open the wrapping, a quick gaze at the liner, load-up and it's... **MAILSTROM!!**

Remember when you were, or still are!, a punky paper boy with a dream of slinging a motor on your bike? Well now you're a real mean mail man and you've got a terrifying truck with an explosive delivery! You're the only mail man left on earth and there are plenty of baddies who are determined to make this your last post! So pack your punches and don't forget... **the post must get through!**

# £7.95

# ocean

Ocean Software · 6 Central Street · Manchester · M2 5NS  
Telephone: 061 832 6633 · Telex: 669977 Oceans G

# SCROLL ON



Suddenly scrolling shoot 'em ups are back in style, so we shot off to our very own stylish lovebirds and asked Gwyn Hughes and Rachael Smith whether they've got the scrolls, or if they always walk like that?

# URIDIUM

**F**rom the depths of space they come . . . and they want our minerals. With a cry of 'Land — mine!' they prepare to plumb the planetary depths in search of metals, precious and otherwise. They are . . . the interplanetary scrap merchants!!!

They put their rag and bone carts into orbit round each of the planets of our solar system. But these aren't flea-bitten horses dragging Steptoe wagons. These aren't even interstellar skips. These are sooper-doooper Dread-noughts. And they're bi-i-i- g!!!

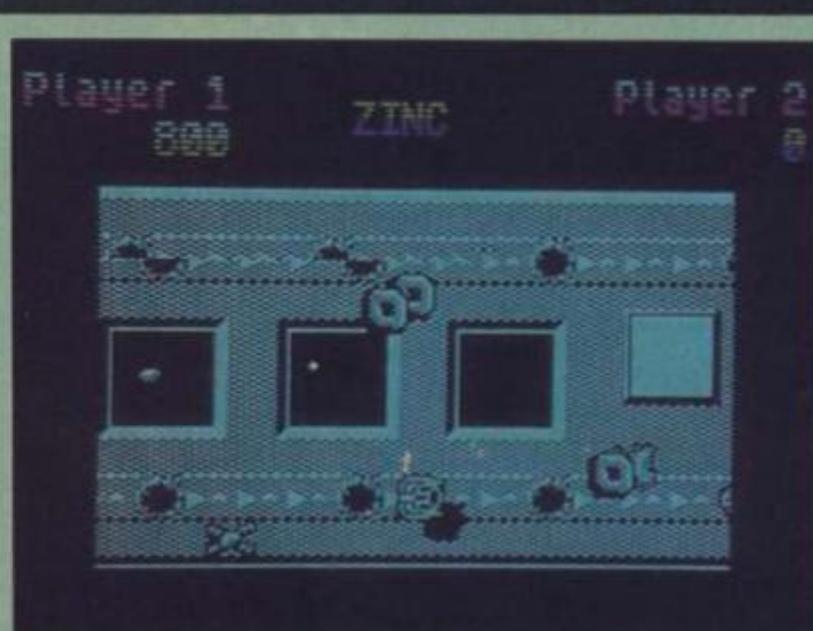
This is obviously the sort of situation that calls for a hero. And you are the sort of person who volunteers to fly a low level mission in a teensy weensy Manta fighter, against a huge, heavily defended hulk . . . aren't you? Stop trying to hide behind that potted palm — I can see you!

Strapped into your cockpit — to stop you running away — you set off on what will be the flight of your life. The last flight of your life. So long, suicide jockey. It's been good to know ya!

Or to put it another way — *Uridium*, the Commodore (boo) smash hit, has found its



**1** Take off! If it's blue it must be Zinc, the elementary level of the game. Not too much trouble from this first flight of fighters either. Best strategy is to do a U-turn then chase them into space because they don't follow their noses — they let their missiles go first.



**2** As you'd expect, interstellar miners have mines. Only these aren't holes in the ground but the ballistic type, like the one at the bottom that's closing in. The secret of duffing up the doughnuts is to wait for them to go into their victory dance, then pick them off.

# WAR

Martech/£7.95



**W**AR — what is it good for? Absolutely nothing — except your Spectrum. A shot in the dark, but this shoot 'em up is going to be a biggie, even though we've only seen a preview version.

*WAR* bears several similarities to *Uridium*, including its graphics style. But while there's a basic unity to Hewson's galactic scrapships, the facets of *WAR*'s mechanical world are wildly different. From rusting planes to almost organic gullies, you'll be making a scenic tour that's a real blast

Martech hasn't used a horizontal scroll, but it's placed the action in a narrow window, centre screen, which

gives you a good view of what's ahead, even if the spacecraft are a bit small.

The major innovation here is the addition of a trading element. This clever facility lets you swop points for extra features on your ship. You can buy multi-lasers, rear lasers, side photons and, of course, 'go-faster' stripes and fluffy dice.

There's lots to shoot at as the enemy swoops down around you, and a fair bit to dodge too. Plus the game's blurb promises that, 'actions at an early stage can make later levels easier — or downright murderous'. So if you're feeling even vaguely psychotic, hold onto your hat and we'll give this a full review when it appears!

# PREVIEW

way onto the Spectrum, and it's difficult to imagine a faster blast everything up. It's one of those rare, perfectly balanced games. One that'll keep you up into the early hours, unable to pull the plug because next time you might just make the next level.

So what makes *Uridium* the megagame, it undoubtedly is? Could it be the turn-on-two-and-a-half-new-pence handling of your Manta, as it twists, turns and spins through space? Perhaps! Not only is the manoeuvrability of the little ship a joy to behold, it soon becomes second nature as you wrench the joystick round for another 180 degree turn. You're really in touch with the on-screen action.

Then there's the strategy element. Of course you can plough on in, taking pot shots at anything and everything, but if you do you'll soon be just another entry in an alien junk man's inventory. This calls for a little subtlety, see.

For one thing you need to know your way round the behemoths, because their surfaces are covered in aerials, fortifications and even the odd outside loo (for your convenience). If you don't want to wrap yourself round one of these obstacles you'll need a fairly close knowledge of the best path... particularly since you'll be flying fast!

Second trick is to learn what class of fighter's going to make your life a misery next. Some are fairly easy,

flying a nice neat pattern, but others cause more of a problem. You'll have to decide whether there's a chink in their strategy or just to avoid them.

Eventually you'll beat a behemoth and see that welcoming message flashing at the top of the screen, telling you it's time to land. But not to relax. Never relax! Within seconds you'll be spacebound again, battling against a new foe, with a whole new flight path to learn.

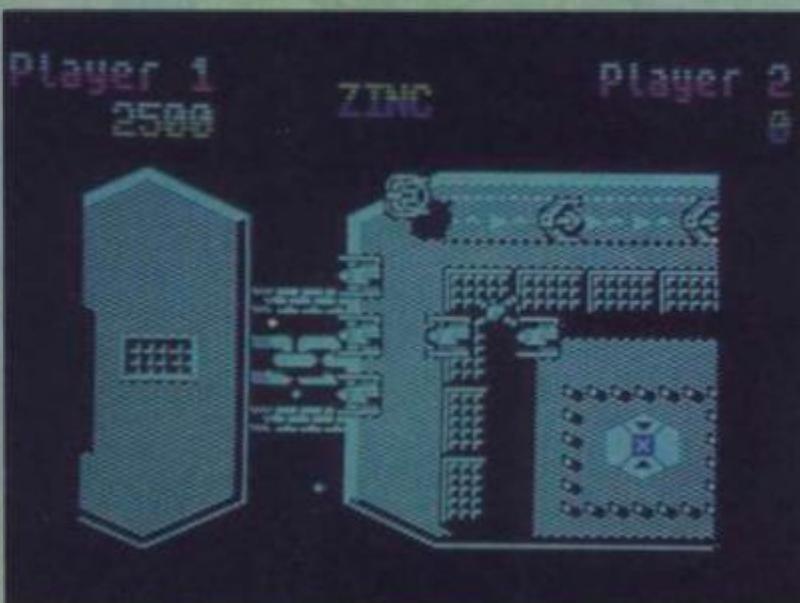
The most obvious omission, compared to the Commie original, is the colour. Hewson has sensibly opted for monochrome backgrounds, though the stars still sparkle most colourfully. This sometimes

causes problems if you're trying to spot small bombs against a textured surface. But the horizontal scrolling, never easy on the Speccy, is superfast and smooth.

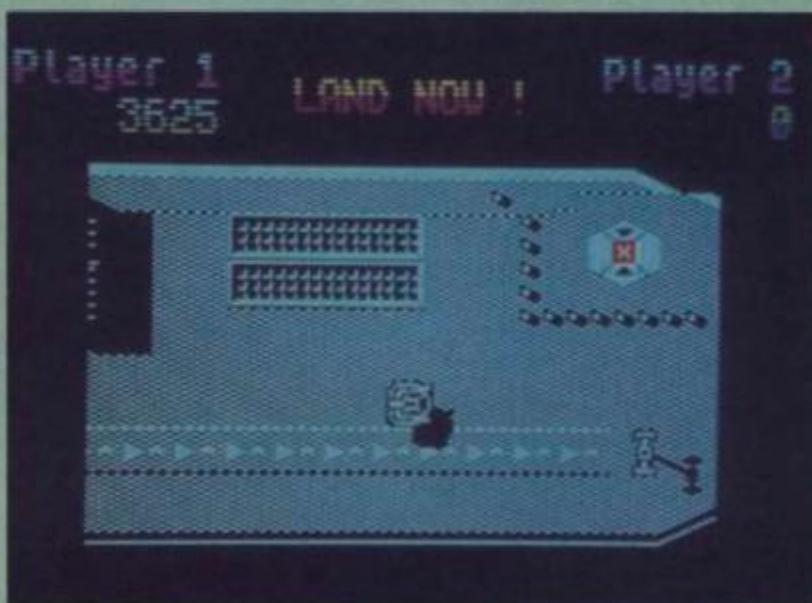
*Uridium* has to be the ultimate shooting match. So remember — in space nobody can hear you scream... but your folks will tell you to shut up every time your ship gets shot to smithereens!

Graphics	□□□□□□□□□□	9
Playability	□□□□□□□□□□	
Value for Money	□□□□□□□□□□	
Addictiveness	□□□□□□□□□□	

<b>FAX BOX</b>	
Game	<b>Uridium</b>
Publisher	<b>Hewson</b>
Price	<b>£8.95</b>
Keys	<b>Z-Left; X-Right; L-Up; Symbol Shift-Down; Enter-Fire</b>
Joystick	<b>Kempston</b>



**3** Tricky, this one. There's one of those nice mine launchers below the wall and the fighter fly-past is a particularly tricky problem. Seems like the ideal time to pick off a bit of the scenery as you'll score points for pointless vandalism.



**4** At last, a neat little landing — but watch out for yet more mines. Usually you'll have to fly around in the dreadnought's wake, dodging waves of warriors until you get the message 'Come in 26, your time is up.' Don't get shot up on your home run — it's most depressing.

# LIGHTFORCE

FTL/£7.95



**L**ightforce is the first release from the new Gargoyle label, Faster Than Light, and it's a shoot 'em up. Remember Imagine's *Arcadia*? Well, this is the same thing three years on, with the addition of vertical scrolling and super-large characters.

You start the game in an asteroid shower, which should warn you that things can only get worse. Your simple choice is to dodge them or blast them. The way to survive is a combination of these two, which should get you through to the first alien craft. You then have to score multiple hits on its control chambers if you want an extra life.

But, of course, the enemy is well protected, with craft that drop down — only you can't blast these! And things have hardly started to get

difficult yet, because the enemy fighters perform elaborate little dances. Before you can say Red Arrows, they're weaving all over the place dropping bombs on you.

Nobody could deny that *Lightforce* looks nice, and you'd expect nothing less of a Gargoyle game. But it doesn't quite seem to have captured the elements that make a shoot 'em up totally addictive. Instead it becomes frustrating and though the graphics move fast for their size, they seem rather sluggish on-screen. So though it's definitely not a 40 watt bulb on a snail, it's not Faster Than Light either.

Graphics	□□□□□□□□□□	7
Playability	□□□□□□□□□□	
Value for Money	□□□□□□□□□□	
Addictiveness	□□□□□□□□□□	

# PUB GAMES



AND THEY CALL THEMSELVES  
ADULTS!!!

YOUR SINGULAR  
MEGAGAME

The times they've left you at home because 'you're not grown up' or 'not old enough to come to the pub' and look what they get up to when they get there! Here's your chance to find out what it's really like in those smoke filled haunts of adulthood. The opportunity to see how good you are at these ADULT?? games. Why let the mums and dads have all the fun. Pub Games can be a laugh for everyone.



# PUB GAMES

a compilation of  
BAR BILLIARDS · DOMINOES  
DARTS · TABLE FOOTBALL  
POKER & PONTOON  
BAR SKITTLES

£9.95

available on  
Commodore 64/128 · Spectrum 48K · Amstrad  
Available soon BBC · MSX

Alligata Software Ltd., 1 Orange Street,  
Sheffield S1 4DW.

Tel: (0742) 755796

OUT NOW!



ALLIGATA BITES BACK

ALLIGATA BITES BACK

ALLIGATA BITES BACK

ALLIGATA BITES BACK · ALLIGATA BITES BACK · ALLIGATA BITES BACK · ALLIGATA BITES BACK

# WALLY MONTHLY

THE LEGEND OF AMAZON WALLY



DAN DIDDLY-DAN! (WHO HE? ED.) ... ACCRAWS THE AMAZON BASIN, THROUGH MIGHTY BRAZIL, ROARS THE AMAZON RIVER...



GRRRAW!

.. AND BRAYING THIS VICIOUS AND RATHER WARM CLIMATE, FEARLESS PITH-HELMETED ADVENTURERS TEST THEIR LUCK ON THE TREASURE TRAILS...



ARE WE NEARLY THERE YET?

I'VE GOT A HEADACHE. AREN'T THERE ANY ASPIRINS IN THIS JUNGLE?

NOPE, THE PARROTS-ETAMOL.

BOOM BOOM



CRASH! CRACK! TRAMPLE PAINT.



SUDDENLY!

EEEK! A PYTHON



BY ECK! WHO ARE YOU?

MONTY'S THE NAME.

(MONTY WAS QUITE A CIVILISED GEEZER ACTUALLY.)



HE INTRODUCED OUR HAPPY WANDERERS TO HIS CHUM, ZBO, THE SILICON CHIMP...

BAH GUM, YOU'RE VERY WELL DEVELOPED.

DON'T GET ANY IDEAS.

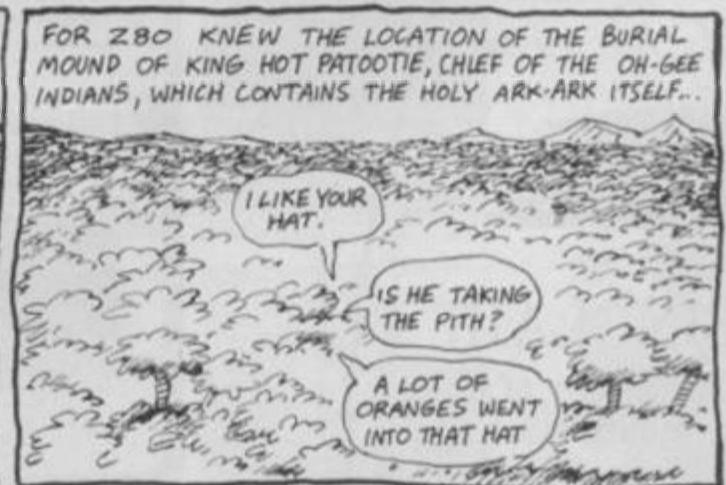


FOR ZBO KNEW THE LOCATION OF THE BURIAL MOUND OF KING HOT PATOOTIE, CHIEF OF THE OH-GEE INDIANS, WHICH CONTAINS THE HOLY ARK-ARK ITSELF...

I LIKE YOUR HAT.

IS HE TAKING THE PITH?

A LOT OF ORANGES WENT INTO THAT HAT



THE JOURNEY WAS LONG AND ARDUOUS... THEY CAMPED ON FOR FOUR DAYS AND FOUR NIGHTS...

OOH! GET YOU!

DID YOU SEE THE NUTS ON THAT TREE? I FELT QUITE FAINT!

HARK AT HIM!



UNTIL THEY REACHED THEIR DESTINATION... DAN DAN DAANAAANN! (WHO HE? ED.)

TIP OF BURIAL MOUND.

BLIMMIN' ECK.



INSIDE...

I KNEW WE SHOULD HAVE BROUGHT A TORCH

HANG ON... I THINK I'VE FOUND SOMETHING.

OUCH!



AND LO, IN THE GLOOM IT GLINTED, CENTURIES OLD ... AND SOLID GOLD... THE FABULOUS ARK ARK.

GLINT GLINT

WELL I CAN'T SEE IT...

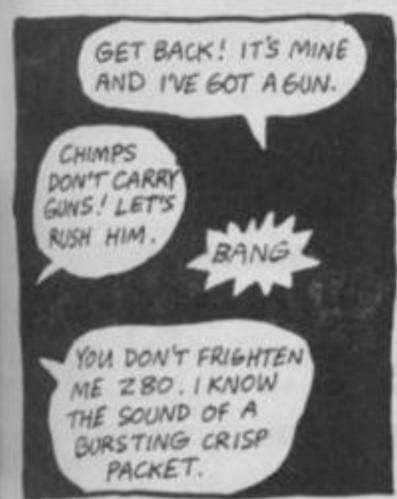


GET BACK! IT'S MINE AND I'VE GOT A GUN.

CHIMPS DON'T CARRY GUNS! LET'S RUSH HIM.

BANG

YOU DON'T FRIGHTEN ME ZBO. I KNOW THE SOUND OF A BURSTING CRISP PACKET.



GRUMP

BLIMMIN' ECK! THE MONKEY HAS TURNED INTO A BIG BALL MADE OUT OF STONE.

I'M UNDERNEATH IT YOU FOOL. URGH.



BY ECK! I'VE GOT IT! THE ARK ARK!

LET'S GO!



AND SO TO THE VICTOR THE SPOILS...

YIPPEE!

ACTUALLY MY NAME'S MONTY.

REAL ARK ARK.





A white horse goes into a pub. The barman says "Hey, we've got a whisky named after you". The horse says "What, Eric?"

Can't get a regular copy of *Your Sinclair*? Don't bottle it up, don't whine to your newsagent! Just take this YS Special Reserve ad to your local News Cellar and he'll lay down a copy of *Your Sinclair* for you every month to be sampled at your convenience. It's a must!

## For Your SPECIAL OFFERS SPECTRUM/PLUS/128K

### QuickShot II

INCLUDING INTERFACE  
PLUGS STRAIGHT INTO SPECTRUM/PLUS

ONLY **£13.99** POST FREE

- TOP + TRIGGER FIRE BUTTON
  - AUTO FIRE MODE
  - KEMPSTON COMPATIBLE
  - STABILIZING SUCTION CUPS
  - SPECTRUM OR PLUS • UNBEATABLE OFFER
- SEND FOR INSTANT DESPATCH



### PRICE BREAKTHROUGH SWITCHABLE JOYSTICK INTERFACE

ONLY **£8.99** POST FREE

- ALL THREE SYSTEMS AT THE FLICK OF A SWITCH
- 'KEMPSTON' - 'CURSOR' - 'INTERFACE II'
- ACCEPTS ANY 9 PIN JOYSTICK - INCLUDING RAPID FIRE MODELS • SPECIAL OFFER!!

Buy with QUICKSHOT II complete for only **£14.99** SEND NOW



Now you can backup all your Spectrum Games to Microdrive or Tape.

- Simply press a button to "freeze" the program.
- Save to micro drive or tape
- Special program connecting techniques
- Code Inspector allows you to freeze the action, add jokes and restart the game again.
- Also peak facility.
- All backups will restart from the point they were saved.

IMPROVED MODEL!

ONLY **£24.99**

POST FREE

### ROBOTICS & MODEL CONTROL

Made easy on your Spectrum

- 4 independently controllable outputs for robotics, motors, lights, etc.
- 8 independent inputs for sensing etc.
- This is the unit that the "Logo" publication "Make and Program your own Robots" was based on • Complete with all cables • Easy to use

**£29.99** POST FREE



Now you can create Superb Graphics easily with



the New Lightwriter

NOW ONLY **£14.99**

POST FREE

Lightpen comes complete with

Interface & Software

- Just plug in the Datel Lightwriter and draw circles, squares, rectangles, make superb hand drawings, paint, fill, erase, choose inks, paper colours.
- Save your results into memory (48K) and use in animation or save onto tape to use in your own games.
- All functions selected from screen menu with the lightpen.
- Unbeatable value. • Nothing more to buy

SEND NOW AVAILABLE FOR IMMEDIATE DELIVERY

### Digital Sound Sampling Technology. NOW Available on your Spectrum



New Fully Integrated Software Supplied - Previous purchasers can upgrade for £5.00

Complete unit and Software Package **£49.99** POST FREE

- Digital Sound Sampling has only previously been available for large music and costing at least 50 times the amount • The Sound Sampler allows you to record "Digitally" any sound into memory and instantly replay it at any pitch, forwards, backwards, speeding up, compressed, expanded, with echo, endlessly looped, etc.
- Supplied complete with software package to facilitate the above operations, click on screen, Voice Print, Frequency Plotting • With on screen keyboard • drum kit • a whole system symphony could be produced from a single Sample Sound • This is a professional unit featuring 8 Bit D to ADC converters as used in Digital equipment now sweeping the music world • Although the unit is not a toy, giving truly astounding results for the musically inclined, we have incorporated a games interface to allow you to add Sound Sampling to your own games etc., as the Sound Sampler would be of interest to everyone



HOW ABOUT WITH SOUND

### Centronics Printer Interface

ONLY **£24.99** POST FREE

AVAILABLE NOW!! UNBEATABLE OFFERS



- Games Ace features:
- KEMPSTON COMPATIBLE • JOYSTICK INTERFACE
  - ACCEPTS ANY 9 PIN JOYSTICK INCLUDING RAPID FIRE MODELS
  - PLUS DELIVERS THE SOUND FROM YOUR GAMES THROUGH TV SPEAKER. (Fully controllable)
- ONLY **£10.99** or complete with QuickShot II only **£17.99** POST FREE

- Suitable for any Centronics Printer
- Complete with Printer Cable
- Microdrive Compatible
- Teletext Compatible
- Hi-Res Screen Dump (Edson)  Easy to use



USUALLY SAME DAY DESPATCH ON ALL ORDERS  
SEND ORDERS POST TO  
UNITS 8/9  
FEN1 ON INDUSTRIAL ESTATE,  
DEWSBURY ROAD, fenon,  
STOKE ON TRENT TEL: 0752 273815  
FAX: (0782) 264510

24 HR CREDIT CARD LINE



FORWARD ORDERS ADD POSTAGE

# BACK ISSUES

I'm in eleven every time I look at you! Get all the *Your Sinclair* back issues and you could be there too!

**JAN** Games: *Rasputin* • *Commando* • *Saboteur* • *Never Ending Story* • *Winter Sports*.  
Features: Interview — with David Crane • *Droid Wars* • Program Power Pull-Out — *Chopper Mission* • *Worm* • *Morse Saga*.

**FEB** Games: *The Young Ones* • *Bladerunner* • *Three Weeks In Paradise* • *Beach Head II* • *The Worm In Paradise*.  
Features: *Maclone* • Joysticks — ten best test • Interview — with Matthew Smith • *Art Attack* — *Art Studio* reviewed.

**MAR** Games: *V* • *Movie* • *Zoids*.  
Features: *Switcha* — run three programs at once • *SpecDrum* — Cheeta's drum kit in a box • *Wham! Music Box* — make beautiful music with Melbourne House.

**APR** Games: *Max Headroom* • *Skyfox* • *Lord Of The Rings*.  
Features: *Art Studio* — get the most out of it • 128 Review • *Dimmer Switch* — protection for your telly.

**MAY** Games: *Batman* • *The Planets*.  
Features: *Micronet* — communications explained • *Turbo Loader* — load more listings in less time • Interview — with the Elite programmers • *Adventures* — Mike Gerrard joins YS.

**JUN** Games: *Ghosts 'n' Goblins* • *Way Of The Tiger* • 128K Games — review round-up.  
Features: *SuperColour* — multi-coloured character squares • *Hardware Bonanza* — the latest Speccy add-ons • *Tasword III* — reviewed by Max Phillips.

**JUL** Games: *Rock 'n' Wrestle* • *Heavy On The Magick*.  
Features: *Music Hardware* — make music with your Speccy • *Saga 2001 Keyboard* • Interview — with Greg Follis and Royston Carter of Gargoyles.

**AUG** Games: *Paperboy* • *Pyracurse* • *The Price Of Magick*.  
Features: *Hardware Special* — get the most for your money • *Animator 1* — draw your own conclusions • *Speech Melba* — speech synthesis on your Speccy.

**SEP** Games: *Miami Vice* • *Jack The Nipper* • *Hijack*.  
Features: Free — wild 'n' wacky YS stickers • *It's All In The Wrist Action* — T'zers action-packed arcade special • *Heavy On The Magick* poster map — to plot your route.



**OCT** Games: *The Great Escape* • *Trap Door*.  
Features: Free *Trainspotter's Guide Booklet* — all the maps, hints, tips and POKEs you'll ever need • *Elite* — the complete hacker's guide • *Hard Facts Special* — the 128K Speccy exposed.

**NOV** Games: *Scooby Doo* • *TT Racer* • *Dan Dare*.  
Features: *Spectrum 128+2* — the new Sinclair contender • *3D Game Maker* — CRL's arcade dream • *Adventures* — a complete clue list for the completely clueless.

Programs for these issues are available on Digi'Tape. See the ad on page 49



Order your back issues now!

Please send me the following back issues of *Your Sinclair* — UK £1.10 inc. p&p, Europe £1.50, Rest of the world £1.70.

January <input type="checkbox"/>	May <input type="checkbox"/>	September <input type="checkbox"/>
February <input type="checkbox"/>	June <input type="checkbox"/>	October <input type="checkbox"/>
March <input type="checkbox"/>	July <input type="checkbox"/>	November <input type="checkbox"/>
April <input type="checkbox"/>	August <input type="checkbox"/>	

I enclose a cheque/postal order for £... made payable to SportsScene Specialist Press Ltd.

Name .....

Address .....

..... Postcode .....

Please fill in this form and send it to *Your Sinclair*, Back Issues, PO Box 320, London N21 2NB. Use a photocopy if you don't want to cut up the mag.

# COULD THIS BE YOUR PROGRAM?



ARCADE  
SIMULATION  
STRATEGY  
ADVENTURE

SPACE  
SPORTS  
WAR  
ACTION

Is your program good enough to fill this spot?

Will your game be the next No. 1 hit?

Are you looking for **top** royalties?

Are you writing for leading computers such as Commodore 64/128, C16/Plus-4, BBC/Electron, Atari, Amstrad, MSX, Spectrum or any other 6502/Z80 Micro.

Answer YES to any of these questions and we would like to hear from you. Send your program tape or disc, together with full instructions for fast evaluation. Be sure to state your computer type, memory, peripherals used and your name, address and telephone number.



34 BOURTON ROAD GLOUCESTER GL4 0LE  
Tel (0452) 412572

P.S: We are also looking for 6502/Z80 programmers for urgent conversion work.

# FREE!

A GREAT NEW OCEAN/IMAGINE GAME — FREE WHEN YOU SUBSCRIBE TO YS!

**A free game? Whaat! You cannot be serious! And you've got the bare faced temerity to slouch there and tell me all I have to do is take out a subscription to YS? Where is the catch?**

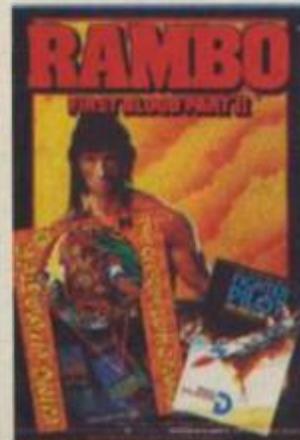
No catch. No joke. No temerity. Just a good deal! In a moment of blush-making integrity, we struck a deal with Ocean/Imagine, the upshot of which is that if you take out a subscription for 12 beautiful glossy issues of YS, you get a FREE game, worth at least eight smackers!

Just think, **12 T'zers, Hack Free Zones, Hit Lists**, about 30 trillion megagames, plus utilities and **Program Powers! Maps, Adventures, Task Forces, Hard Facts', Backlashes**, (and indeed any other kind of lashes you might desire . . .) and much much much much more. (Pant, wheeze). Every month, right on the button (or even on your doormat) you'll get your issue of YS without having to wrestle the trainspotters in your newsagent.

And you won't have to lift a finger . . . well, unless you want to open it and read it, of course. And on top of this teetering pile of joy, is the matter of your free game. Not a budget game. No sirree! But a 100% bona fide top flight Ocean/Imagine megagame! Need we say more?

Are we potty as a greenhouse? Are we mad as a max? Are we nutty as a choccy bar? Do the sleeves on our jacket tie up at the back? Yes, but you still get a free game, 'cos we might be larry loop, but we're still in the driving seat . . . (Evenin' all. Can I see your licence for this magazine, sir?)

PICK ANY ONE OF THESE GAMES. EACH WORTH AT LEAST £7.95. TO YOU, COMPLETELY FREE!



**They Sold A Million 3**  
Blockbuster compilation with Rambo, Kung Fu Master, Fighter Pilot and Ghostbusters. Worth £9.95.



**Highlander**  
There can only be one . . . well, two if you count the one you're going to get!



**Mag Max**  
Build a robot to fight the foes in this latest coin-op conversion.



**Galvan**  
All shooting coin-op classic. Is it a mission you cannot complete?

## YOUR SINCLAIR SUBS

How can I refuse this amazing offer. Please start my subscription to YS from the ..... issue.

Please tick the appropriate box:

- One year £15 UK and Eire
- One year £20 Europe
- One year £25 rest of known cosmos. (Unknown cosmos, rates on application.)

The free Ocean/Imagine game I'd like is:

- Highlander
- They Sold A Million 3
- Galvan
- Mag Max

Your free game will be sent separately from your first copy of YS. Please allow 28 days for delivery.

I enclose my cheque/Postal Order payable to SportsScene Specialist Press Ltd for £.....

Please charge my Access/Visa/American Express/Diners/Mastercharge card number .....

(Delete where applicable)

Signature .....

Name .....

Address .....

.....

.....

Now send the completed form with payment or credit card number to:

Your Sinclair Subs, 14 Rathbone Place, London W1P 1DE. If you don't want to cut up your magazine, use a photocopy of this coupon.

OFFICE USE ONLY

SPY

Start

1 1 1 1

C9999

End

Rate

D D M M Y Y

A MISSION YOU CAN NEVER COMPLETE?

# GALLOMAN

GOLDEN  
COIN-OP  
*Hot Shot*



*The name  
of the game*

SPECTRUM  
**£7.95**  
SPECTRUM

Imagine Software (1984) Limited  
6 Central Street · Manchester M2 5NS  
Tel: 061 834 3939 · Telex: 669977

AMSTRAD  
**£8.95**  
COMMODORE 64

**KONIX**



**VROOM!**  
**CAN YOU**  
**HANDLE THIS**  
**MUCH POWER?**  
**POW!**  
**BLAT!**

The **KONIX SPEEDKING** packs more punch. That's why it's fast overtaking ordinary joysticks to become one of the world's most popular hand control.

As it's name suggests it's built for fast handling to give you lightening fast control. Micro switches await your slightest movement, and fly into action - ZAP, POW, SPLAT, BLAM - giving you instant reactions to every command. Tough, rugged and made in Britain to the very

**ZAP!**

highest standards, the **KONIX SPEEDKING** comes with a twelve month guarantee.

Available for:- Spectrum and Spectrum Plus, Commodore 64, 128 Vic20. All Atari Computers, Electron, M.S.X. Computers, Amstrad and Oric at **£12.99**.

Also:- BBC, Commodore C16, Plus 4, and Dragon at **£14.99**.

Trade and export enquiries contact Wayne or Sandra on **049525 5913**.

Please send me \_\_\_\_\_ Speedkings at **£12.99** each.  
\_\_\_\_\_ Speedkings at **£14.99** each

(Price includes postage and packing in the U.K. Overseas orders please send **£2.50** per Speedking.)

Computer make and model \_\_\_\_\_

I enclose a Cheque/Postal Order for \_\_\_\_\_ made payable to **KONIX**.

Please charge my Access/Visa No. \_\_\_\_\_

Card holders can telephone on **049525 5913**.

Signature \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Telephone \_\_\_\_\_

Send to Konix Computer Products, Unit 13, Sirhowy Hill Industrial Estate, Tredegar, Gwent NP2 4QZ. U.K.



If you own a BBC Micro, Commodore 64 or Spectrum 48k/128k - you could have a totally automated home at your command.

It's time your computer grew up and realised its full potential - as something more than a data base, a word-processor or an expensive toy for your kids. From now on, your home computer can do a lot more than play games.

The Red Boxes control system lets your computer earn its keep defending your home against intruders, acting as a round-the-clock security system, giving you control over any electrical appliance whether you are in, or out.

The Red Box starter system takes you right into the exciting world of home automation from as little as £129.

#### Just plug in for a more efficient home.

Simple to operate, it plugs straight into your home's ring main and needs no other wiring. You don't need any programming experience to operate it.

The system can control internal and external lighting, on/off switches and dimmers in different rooms in different sequence. It can activate washing machines, tumble driers, dishwashers, hi-fi, television, heaters - in fact, everything operating through your mains via a 13 amp plug.

#### Prevent daylight robberies.

Most burglaries happen during the day, so the Red Boxes control system works just as hard then as it does at night.

If an intruder enters your home, the Red Boxes control system will see him off sharply.

As soon as its sensor is disturbed, the alarm will raise the roof.

However, more importantly this system can also deter people entering your home by creating an appearance of constant activity.

#### Turn your home computer into a command terminal.

The Red Box starter system comprises three red boxes.

RED LEADER is a complete 6502 based microcomputer with 16 kbytes ROM, 8 kbytes RAM, peripheral controller with 2400 baud mains modem and host computer link, with an integrated power supply. Its powerful micro-processors turn your micro-computer into a command terminal. This is the heart of the system - its even sophisticated enough to recognise which type of computer you own!

RED ONE is a micro-processor controlled 13 amp mains outlet working under the supervision of Red Leader. With Red One at a socket you have power over domestic appliances and lights connected to that outlet.

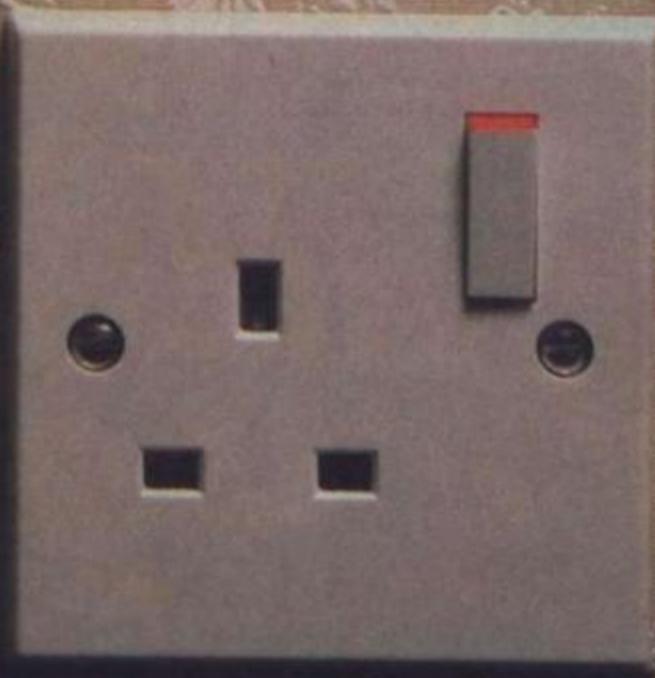
RED TWO is a complete micro-processor controlled movement detector which feeds back data to Red Leader via mains borne signals - raising the alarm on intruders as soon as they enter its heat seeking zone.

#### Unique tamper-proof security.

Our Red Boxes operate a secure communications protocol. Incorporating tamper-proof PIN codes. All 'slaves' - outlets, sensors, switches - are first introduced to Red Leader using their own secret 24 bit address. Secret 'keys' are assigned to every device - lights, TV etc., known ONLY to you, and messages between devices are also encoded using random numbers to further secure the system.

No other Red Leader knows your slave codes; therefore no unauthorised person can interfere with the operation of your system.

# You already have a home automation network. Plug in for £129.



#### Computer to computer communication.

Communication is a vital aspect of our Red Boxes system. Controllers are not isolated from one another - they are connected with each other, through the mains borne system and so communicate with each other and with Red Leader. If Red Two sends a message to Red Leader indicating an intruder, Red Leader responds by telling a switch unit to activate the alarm.

If you operate two home computers, they can communicate with each other through the system, enabling you to set them more complex tasks. And because Red Boxes have integral micro computers, this leaves your home micro free for normal use outside Red Boxes programming.

#### The possibilities are endless.

Our Red Boxes are ready for them. With humidity detectors, sensors or additional motors, this system can be used for weather monitoring, aerial rotation, home brewing, greenhouse thermostat control, keyless access via electronic door locks, remote access

control via a telephone modem - even a robotic arm for performing simple mechanical tasks like tea making and shoe polishing. One day we might even invent one to iron shirts, why not. Our Project Manual at £9.95 describes a whole series of exciting applications.

#### Trial run.

For a FREE 14 day trial of the Red Boxes control system WITHOUT OBLIGATION complete the coupon and post to: Electronic Fulfillment Services Ltd., Chesterton Mill, French's Road, Cambridge CB4 3NP.

Your Red Boxes control system will be delivered within 28 days and if you are not delighted for any reason just return it to us for a full refund.

The Red Box starter system costs £129.

And additional Red One and Red Two Boxes are £34.95 each.

JUST PLUG IN AND SEE WHAT YOUR HOME COMPUTER IS MADE OF.

To: Electronic Fulfillment Services Ltd., Chesterton Mill, French's Road, Cambridge CB4 3NP.

Please send me the Red Box starter system at £133 (inc. £4 p.&p.)

My microcomputer is a BBC Micro/Commodore 64/Spectrum 48k/Spectrum 128k. (Delete as applicable.)

Also include: \_\_\_\_\_ Project Manuals at £9.95

\_\_\_\_\_ additional Red One control boxes at £36.95 each. (inc. £2 p.&p.)

\_\_\_\_\_ additional Red Two infra red sensor boxes at £36.95 each. (inc. £2 p.&p.)

I enclose a cheque for a total of £ \_\_\_\_\_ made payable to General Information Systems Ltd. Readers' Account.

Signature \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

(S1)

Enquiries on technical specifications and special applications, contact the address above.



# RED BOXES

# TASK FORCE

The force behind programming, Ian Hoare takes you to task with some routine hints.

Let's start straight in this month with a request from **The Anonymous Wally** (yes, that's what he signed himself - honest!) from Halesowen - 'how do I type in machine code?'

Right then, here's what you need to do. As I've explained, all machine code in *Task Force* is listed in assembler mnemonics. Now the computer doesn't really understand them, and since we don't either, that leaves us all square!

However, we can learn to understand them, and when we do, we can begin to program in code. To start with get yourself an Assembler/Monitor. Depending on the type, when you run it, you'll either have to type in the instructions in a series of REM statements or better still, enter them directly using a special screen editor.

With *The Code Machine* or *Devpac*, you'll do the second. There are a series of special commands you give to the Editor and Assembler which tell it where you want the code to be assembled, to save the mnemonics (known as the Source Code). Once you've written and saved the Source, you can then assemble it and save the code that's produced (the object code). I hope that helps a bit.

While we are waiting for the Interrupt Mode 2 program I talked about last month, here's a bit of explanation about the Kempston joystick problem, and the way Andy Glaister of *Fourth Protocol* fame solves the problem. This was sent to me by **Jonty Hallard** of West Bromwich who heard it from

Andy himself on Micronet.

Very briefly, when IM2 is selected, the computer takes the number in the Interrupt register (every time there's an interrupt) and combines it with the number currently on the Data bus in order to make a two byte address. It then looks at this particular address and starts executing code at the address found at that, and the next byte.

Right, now that should be as clear as mud! So what's the problem again? Well the Kempston joystick sometimes leaves a value on the Data bus and since you don't know what that value is, it's difficult to cope with things as the machine can jump at random to any one of 256 addresses! Worse still, you don't even know if it'll jump to an odd numbered or even numbered byte! If you knew that it always goes to an odd numbered byte, you could construct a table with the address of your actual code in it, repeated 256 times.

Give up? No! You construct a table with both bytes the same - you can use any values as long as it's in memory. The trouble with that, is that you have to use a load of memory (257 bytes) just to make up a table. This is where Andy's trick comes in.

In the ROM, there's an area containing a whole load of bytes with FF (255), so Andy uses that as the table! So what happens? Every interrupt, the machine gets the address in the table (FFFF) and starts to run code there!

Trouble with that is, there isn't a lot of room, before it runs out of space and continues with the code in the ROM, and that's the code to do a complete reset! However, there is room just to put a single instruction at FFFF and if you choose the right one, it can be made to work out alright.

At 0000, there's a byte of 243. Now if we put the instruction JR at FFFF the computer knows it has to do a jump and so looks at the next memory location to see whether to jump backwards or forwards and how far to jump. The next byte in this case is at 0000 and the value of 243 is taken to be an instruction to jump backwards 12 bytes! If we put a little bit of code at 65524 to make the machine jump to our real interrupt service routine, we are home and dry. Surely?

No? Now what? One little thing, what if we have

Interface 1 connected? As this routine is serviced 50 times a second, we can't be sure whether the Interface 1 is paged in or not, can we? If you look at the first byte in IF1, it holds a different value to the first byte in the normal ROM! Which is? 227. This will be interpreted as a command to jump back 28 bytes, so all we have to do is to put the same jump at 65508 as we put at 65524 and now we really have cracked it! Let's turn all that into a program. I'll call the start of the real interrupt service routine 'START' and will make it 60000 for the sake of example, though you could alter that to any value you like. Here goes then.

```
0000 START EQU 60000
0010 JUMP EQU 24
0020 JUMP EQU 195
0030 ORG 65400
0040 LD HL,START
0050 LD (65525),HL
0060 LD (65509),HL
0070 LD HL,65535
0080 LD (HL),JR
0090 ; "That's set up
the two vectors and the JR
instruction at FFFF.
0100 LD A,JUMP
0110 LD (65508),A
0120 LD (65524),A
0130 ; "Now to set up
IM2
0140 LD A,57
0150 LD I,A
0160 IM 2
0170 EI
0180 RET
0190 END
```

I know it's a bit complicated. But if you read through it a couple of times, you should understand exactly how to use IM2 and also if you wish to have just the set up routine as a library file, you can use it to produce a working IM2 routine whenever you like. And it'll work even with a Kempston type joystick and with an Interface 1 connected. Not bad for a morning's work! Well done Jonty and congratulations to **Andy Glaister**.

As you may know, I'm a Micronet subscriber and one of my fellow 'Netters', **Del** has sent in a nifty bit of code to help with joysticks. I'll leave it to him to explain. "I wanted to make the software work with both keys and joystick, without having to ask what the user wanted. Easy - just check for both, you might say. Not so, cos I'm sure you know what happens if you read the Kempston port if there is no interface connected. That's right. *Crash!* So I wrote this short bit of code to find out."

```
0000 LD DE,2000H
0010 LD BC,31
0020 BITK IM A,E
0030 AND 14
0040 JR NZ,NONE
0050 LD A,E
0060 OR D
0070 JR NZ,STICK
0080 INC A
0090 LD (FLAG),A
```

```
0100 JP START
0110 XOR A
0120 LD (FLAG),A
0130 JP START
0140 FLAG DEFB 0
0150 END
```

This doesn't have an ORG address as it's designed purely as a fragment to live with other code programs. To use the information, you'd have a little routine like this:

```
0010 KEYS "Check keyboard"
0020 LD A,(FLAG)
0030 BIT 0,A
0040 RET Z
0050 "Check joystick"
0060 RET
```

Very neat Del and thanks. Del also points out that DE doesn't have to contain 2000 hex as a loop counter, but he guarantees it'll work a number that large! Now have a look at this routine also from Del. Try and work out what it does!

```
10 BORDER 7:FOR I=11 TO 21:PRINT
AT 1,0:INK 7:PAPER 0:
(32 spaces) "NEXT I
20 PRINT INK 9: PAPER 7: "Your
Sinclair is BEC....."
30 PAUSE 1: BORDER 0: BORDER 0
BORDER 0: BORDER 0: BORDER 0:
BORDER 7: BORDER 7: BORDER 7:
BORDER 7: BORDER 7: GOTO 30
```

Quite a boy that Del!

Whoopsie! Due to a slight cock-up in the October issue we omitted to print the program sent in by **Tycho Pandelar** from Holland. To refresh your memory Tycho's routine generates an italic character set. Once you've run the program you can save the code on it's own with SAVE 31571,32511-31572 and reload it to any convenient address. Don't forget that you'll need to POKE 23607 so that the ROM knows where to find new characters!

```
10 CLEAR 31407: FOR A=31752 TO
32511
20 LET B=C
30 LET B=B+(A-INT (A/6)*6)2
40 LET B=B+(A-INT (A/6)*6)4
50 LET C=PEEK (A-16126)*6
60 LET C=C-255*(C/255)
70 POKE A,C
80 BEEP -OUT,20: NEXT A
90 PRINT AT 0,0:"POKE 23607,60
for Sinclair Charset"
100 PRINT AT 1,0:"POKE 23607,125
for Italic Charset"
110 PRINT AT 2,0:"Press any key"
120 PAUSE 0
130 NEW
```

That's the lot for this month. Remember to let me have your routines, problems and comments. Send them to Task Force, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

**ALL LETTERS  
WIN A YS  
BADGE**

We asked you to tell us —

# YOU TOLD US!

Way back in YS6 we asked you to tell us a bit about yourselves and what you thought of Your Sinclair. And you did, you did. In fact, from the deluge we received it seemed like nearly all of you did. Even more surprising, the replies weren't that rude, well not all of them, well there was the one about ... (Oh, get on with it! Ed)

So, what are you like? Well, you're mostly male and mostly in your teens. Though plenty of you are neither. (And we even had a couple of aliens from outer space writing in.) You've mostly got Spectrums, surprise surprise, though there were more than a few 128s and QLs in there. And you've nearly all got joysticks so we weren't too surprised when you told us that you spend most of your time playing arcade games. That activity was way out in front with programming and adventure playing coming in second and third.

And now for the bad news. It has come to our notice through the readers' survey that some of you — and we won't name names this time but let it be a warning to you — yes, some of you have the audacity, the sheer bare-faced cheek, indeed the bare-cheeked face to read other magazines. Some of you may even buy them. We'll say no more about it for now but be warned — we have primed a series of exploding newsagents up'n'down the country who'll go off when one of these other magazines is requested. Then you'll go out with a bang and a crash ...

Reading non-computer magazines is just about forgivable, s'pose. Smash Hits got a fair few mentions and as for the comics, the Beano and 2000AD did all right, oh, and Kerrang! But we don't want to upset Raymond Smith of Fife who buys Kerrang but says about YS that he's "put off buying it and most other mags by the comic-like covers. Very embarrassing." Course, sitting on the bus reading a mag with a piccy of Ozzy Osbourne decapitating an entire farmyard with his teeth is okay. Funny lot in Fife! And then there were all those Men Only, Penthouse and Playboy readers. And funny enough, they were all about twelve. Presumably they have to stand on each other's shoulders to reach the top shelf.

And so for your favourite (and least favourite) articles. Trouble is, every one of you plumped for a different thing. For every one who hated Letters, two more people loved it. (They know what's good for them. Ed) All those of you who want to pull the plug on Hex Loader would have to deal with the readers who want him to take over the magazine. Course, he just wants to take over the world! And you seem fairly evenly divided between those who wouldn't even use Program Power to wipe their shoes ... and those who wanted the pull-out to be even larger.

You're a bit more decided about some things though. The new-look YS Adventure is a hit. Frontlines ditto. But head and shoulders above the rest, specially now her head's swollen so much, stands T'zers. Acclaimed throughout the land and universally loved. (Don't start her off! Ed)

So, all that's left are your comments on the mag — thousands of them.

Just a shame that the Ed had to get his hands on them first ...

## OH GOODY! HERE ARE THE WINNERS

Yes, here are the names of the ten lucky YS readers who'll all take away a YS goody bag including a £10 Virgin voucher just 'cos they took the trouble to fill in the survey. Oh, and 'cos they were first out of the Ed's hat ...

Mark Phillips of Manchester, Matthew Beavis of Norwich, Caroline Robertson of Stirlingshire, S Allen of South Ruislip, Gary Thorn of Littlehampton, Peter Hendry of Kempston, Shaun Few of Rotherham, John Jenkins of Glasgow, Mark Cole of Charfield and Gary Waller of Biggin Hill.

## STOP PRESS

After the last readers' survey, we changed the name of YS to Your Sinclair from Your Spectrum. The big question this time is, will we be changing to Your Amstrad? And the big answer is... NO WAY!

Sack the Editor! And get a better one! (Oh, that's a nice one to start us off! Ed)

**Keith D Whitmore, Basildon**  
Where did you get your Ed. He must truly be the best editor there is. (That's better. Ed)

**Ian Fleming, Whitley Bay, Tyne and Wear**

Take out some of the corny adverts. **Ben Cowdall, Cirencester, Glos**

Why have you got adverts in your excellent computer magazine? (So you don't have to pay a liver an issue! Ed)

**Bryan Praker, Coleford, Glos**  
Get rid of the advertisements.

**Stephen Bayne, Fife**  
Could we have a nude piccy of Rachael or even a date. (10/4/1953 Ed)

**Gwyn Jones, Abbeydore, Hereford**  
I've got a crush on Clare Hirsch of Activision. (Orange or lemon crush? Ed)

**Daniel Gritz, Blackpool**  
Why does Tim Hartnell look like he's just pulling up his fly. What was he doing behind those books?!

**Mark S Harper, Rotherham**  
I would like more program print-outs please.

**T Noble, Milton Keynes**  
Could you have everything sensible and not daft.

**John Riddoch, Byhuntly, Aberdeenshire**

Keep up the good work!!! Tell the Ed not to be so sarky. (Who, me? Ed)

**Peter Hendry, Kempston, Bedford**

Your magazine is ace, wish it was a bit ruder! ('S'it? Ed)

**Shaun Williamson, Westhoughton**

Please don't put so much swearing in — Mum might stop me from reading YS!

**Andrew Usher, Selby, N Yorks**

Get rid of that damned Program Power rubbish! Bigger adventure column. More swearing in reviews.

**Gregor Young, Inverness**

Please please let the Ed put more things in brackets. It really makes me laugh.

**Tim Thompson, Gainsborough, Lincs**

Someone please take the Ed's brackets away.

**Andrew Norris, Cullingworth**

Can we please have more pictures like the one at the bottom of page 16, of the June issue.

**Peter Turner, Cambridge**

Have a pin-up of sexy T'zer in your mag.

**Justin Fuller, Telford, Shrops**

My Sinclair 128 keeps untuning itself from the TV. Is there a remedy for this problem? (Yes, write to Steve Adams! Ed)

**Paul Edwards, Frome, Somerset**

Why do different computer mags say different things about each game. Who do we believe? (YS, of course! Ed)

**Christopher Evans, Chandlers Ford, Hants**

Tell the Art Ed that his front cover for the magazine is brilliant. Your reviews are always right.

**Pui Hong Chu, Kirby-in-Ashfield, Notts.**

Please get rid of QL News. Who is T'zer? What is a trainspotter award? I'm ace!

**Wayne "Ace" Birch, Caistor, Lincs.**

My son thinks this is my comic because of the covers! Any chance of improvement. Sorry, I told you I was old!

**N F Owen, Gt Missenden, Bucks.**

For God's sake drop listings and Hacking Away — Rubbish! However, the rest of YS is just about okay — more posters?

**David Watkins, Blandford, Dorset**

If possible some kind of quality control over letters printed. (You should see the ones I don't print! Ed)

**P Verillo, Cardiff**

You print some reely, reely, reely, really stupid letters! (Favourite article: Hacking Away) (There's something very fishy about your spelling. Ed)

**Graham Burlinson, Oldham**

Letters often stupid. Ed's comments keep butting in the flow of reading.

**James Bolton, South Cave, East Yorks**

It took me two hours to suss out how to fold this.

**Phillip Eiden, Farnborough, Hants**

The Ed is secretly working for Amstrad (hush!) as an undercover secret agent!

**Craig Jones, Cardiff**

Why do you have to put the poster map behind the program pull-out (I don't do programs).

**Derek Doig, Kirkcaldy, Fife**  
Ever thought of taking up writing gardening mags? (Oooh-ar! Ed)

**Name and address not supplied**

I wish you would review games as soon as they are launched. I completed Rambo before I ever saw a review. (We do review games as soon as we receive them but we usually see them at about the same time as they arrive in the shops. To get round the problem, that's why we do previews. Ed)

**Donald Gilchrist, Pitlochry, Tayside**  
Please don't tell my mum about question 8. (Or my dad come to think of it.) (And the answer to which non-computer mags do you read? Escort and Razzle! Car magazines by any chance? Ed)

**Name and address withheld to protect the guilty**

Please give us more perry cartoons.

**G Campbell, Darlington, Co Durham**  
I want your plastic pacman from your Fab'n'Gear in YS5 please!

**Ian Howell, Great Walsingham, Norfolk**

Is T.P. a slave? (I am, I am! T.P.) Show a piccy of all the YS team or else!

**Mark Walton, Rotherham, S Yorks**

Very good on the whole. Keep up the comments Ed. Love the extra big previews.

**D P Dellow, Chessington, Surrey**

Why can't we have more free demo cassettes (like Rasputin on issue 1)? (Mostly money but you never know what the future holds, he says enigmatically. Ed)

**Andrew Paine, Keighley, W Yorks**

I like the humour in YS. (The Ed seems a funny bloke in more than one sense).

**Alan McGregor, Killin, Scotland**

Why not have a flop of the month and send the publishers a can of raspberries.

**Noel Wallace, Wandsworth, London**

What about a Your Sinclair megaflop as well as a megagame?

**Steven Harrahan, Brentwood, Essex**

I am really a small green man with three eyes, eight feet and three ears, left, right and wild front-ear.

**Martin Whale, Ruislip, Middlesex**

I think your mag is ace but can we have more POKES and tips and maps? And how about letting me win a compo for a change!

**Alistair Fulcher, Goole, North Humberstide**

Your magazine is just a kid's comic and a poor one at that as it isn't educationally based. I buy it on the market surplus stall. At full price I wonder you sell any except to children.

**Name and address not supplied.** (Age: 68. Computer: QL.) Great laugh!

**T.S. Heame, Newport, I.O.W.**  
There's too much cheap 'humour' and not enough of what you are supposed to be doing.

**James Kennedy, Cramlington, Northumberland**

Well, it's like this — my parents' have just re-done my bedroom and I haven't got any money. Hacking Away is good but it's all about new games.

**Joanne Ryall, Axminster, Devon**

I live in a small village in Holland and every month I can buy YS — it's a wonder. Please send YS also in 1987.

**S Nuyten, Heinkenszand, Holland**

Can you show a piccy of the Ed. I need a new dart board!

**Glen Gilchrist, Raglan, Gwent**

Please shoot the Ed.

**Michael Fiddy, Canvey Island, Essex**

I thought YS MegaBasic was well worth the money!

**D R Overy, Winchester, Hants**

Please identify the dark-haired young lady who has appeared in several of your photos — could she be the fabled Miss Smith? (Nope. As yet Rachael is protecting her identity — and can you blame her? Ed)

**R Sutton, Congleton, Cheshire**

Gollum was a Dane!!!

**Bo Ramsing, Tonder, Denmark**

Ban the Batman lingo and oil the rusty robot. (Holy erm something or others. Ed)

**James Curtin, Southdene, Kirkby**

Send me a photo of T'zer otherwise I'll buy another mag.

**Mr Fisher, London NW10**

I'd better win the Paperboy compo 'cos I'm one. And I'm now getting quite pee'd off by the covers. (Although good artwork.)

**S Andrew, Tonypandy, Mid-Glamorgan**

I sack the Art Ed for his jumbled, messy pages. 2 Stop wasting paper and trees on puerile letters.

**Carl Dodds, Erdington, Birmingham**

I think YS is brill, fab, wow, smacko, heavy, ace, cool, trendy, groovy, and other cool words.

**Christopher Shutter, Weymouth, Dorset**

I think the mag is fab! And I will get it ordered regularly.

**Graeme Hughes, Bromborough, Wirral**

This magazine is too childish and is poor in grammar. (Great vocabulary though! Ed)

**Kevin Mooney, Banbridge, Co. Down**

You should have a new release list and the dates the games will hit the street. Okay! (Good ideas. We'll try to include a release date on all previews in future. Ed)

**Peter Johnston, Belfast**

Can't you say Spectrum instead of Speccy! (Speccy ... Spictr ... Speccy. No can do. Ed)

**Richard Harding, Whitchurch, Bristol**

What's the point of previewing a game if it isn't finished? More serious articles please and less childish writing eg trainspotter, megagame and letters pages.

**J Clarke, Dudley, W Midlands**

Keep on writing! Belgium likes it!

**Ben Mandium, S.H.A.P.E. Belgium**

An excellent all round mag, plenty of humour and down to earth info. How about a pic of T'zer's legs?

**Tony Blaver, Colchester, Essex**

The price of YS ought to be rounded up to £1. About time. (Here we are producing the cheapest Spectrum mag on the market and you want us to put the price up! You might not be too popular with the rest of the readership. Ed)

**Bimal Pankhania, Cambridge**

I think the covers of all YS issues are amazingly colourful and weird!

**David Graham, Sedburgh, Cumbria**

I'm a perverted dwarf from outer space and love Your Spectrum. (Deliveries haven't been getting through to outer space then! It's Your Sinclair now. Ed)

**Stuart Baker, Wargrave, Berkshire**

Can we have a few more pictures of Samantha Fox?

**Martin Atkins, Reading, Berkshire**

No topless girls on page three. (Is this a request or an observation? Ed)

**Nicholas Mason, Glasgow**

I often have trouble reading YS because ink and paper colours clash (Art Ed please note). (Right, this calls for violence ... Pass my white stick! Art Ed) Otherwise YS is brilliant.

**John B Austin, Fulham, London**

AMSTRAD £8.95  
ZX SPECTRUM £7.95  
COMMODORE 64 £8.95

# Yie Ar KUNG FU II



The name  
of the game

The officially endorsed game by

**Konami**®

**Sequel to the hugely successful Kung Fu simulation.**

Eight more deadly opponents to combat as you develop your karate skills and advance to become a black-belt master.

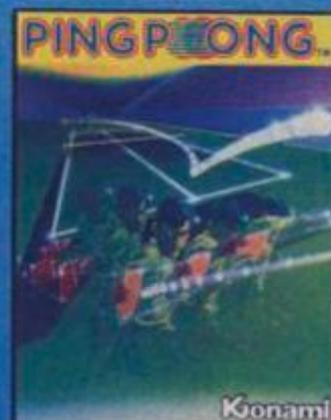
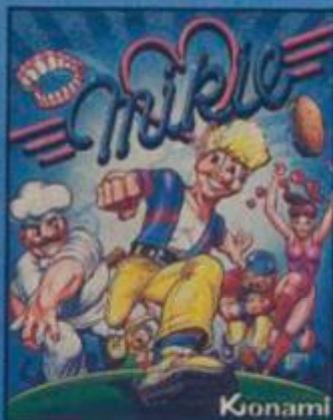
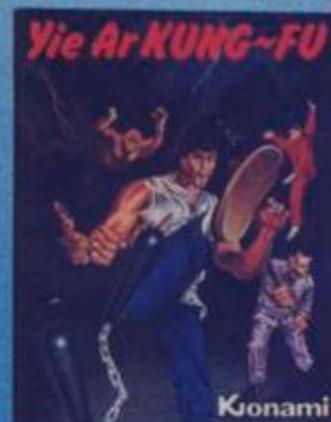
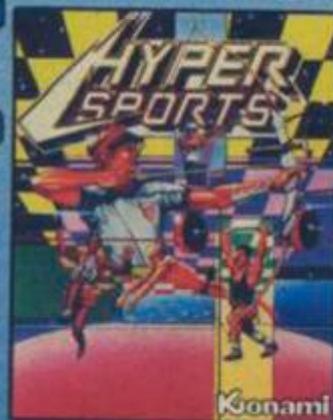
Authentic fighting moves with 4 different locations create an outstanding and realistic atmosphere.

Imagine Software (1984) Limited • 6 Central Street • Manchester • M2 5NS • Tel: 061 834 3939

KONAMI'S  
COIN-OP HITS

# FIVE GREAT ARCADE GAMES FOR THE PRICE OF ONE

IT MUST BE CHRISTMAS



## KONAMI'S COIN-OP HITS

	Cassette	Disk
SPECTRUM	£9.95	-
COMMODORE	£9.95	£14.95
AMSTRAD	£9.95	£14.95

Twin Cassette Pack



...the name  
of the game

Imagine Software (1984) Limited, 6 Central Street, Manchester M2 5NS. Telephone: 061-834 3939 Telex: 669977.

Distributed in France by Ocean France. Telephone: 93-42-7144. Distributed in Germany by Rudowin. Telephone: 2101-71640.









**FLIGHT SIMULATOR OF THE YEAR!**  
**OUT NOW — £9.95**  
**SPECTRUM VERSION — £12.95**  
 (FULL 64K PLUS/4 VERSION)  
**PLUS/4 DISK VERSION**  
**FREE POSTER WITH EVERY COPY**

# ACE



**"AT LAST YOU CAN REALLY FLY!"**

"I JUST COULDN'T BELIEVE HOW MUCH THERE WAS IN IT" ZZAPI 64

"ACE IS ONE OF THE BEST SIMULATORS I HAVE EVER PLAYED" CCI

"THERE ARE FLIGHT SIMULATORS AND THERE ARE FLIGHT SIMULATORS — AND THEN THERE'S ACE"

RAF PILOT



CASCADE GAMES LTD.,  
 HARROGATE, HG1 5BG,  
 ENGLAND.  
 TEL: (0423) 504663

COMPUTER AND VIDEO GAMES

Screen shots are taken from the 64 version.

Available from all good software suppliers or direct from  
 Cascade - 24 hour ordering service on (0423) 504663  
 Versions available for: SPECTRUM 48K,  
 COMMODORE 64/128, 16, VIC20, PLUS/4.  
**CASSETTE £9.95**  
**DISK £12.95**  
 (© 84/128, Plus4 only)

# SUPER SOCCER

## THE GAME OF THE SEASON



We think Super Soccer is the best computer soccer simulator yet. Be Maradona on screen.

You can dribble past opponents, slide tackle, make crosses, even attempt diving headers. But what makes this game outstanding in its own field is the control you can exercise over the ball. No other game allows you to control the strength of your sharp shooting and ball passing like Super Soccer does.

What's more, when taking free kicks you can organise the whole team with the "full team positional play" feature.

This is a 1 or 2 player game and there's an optional

extra which allows up to 8 separate players to participate in a tournament competition.

So get on the ball in the game of the season.

**£7.95 SPECTRUM ONLY.**

**IMAGINE**

6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 669977

Distributed in France by Ocean France. Telephone: 93-42-7144. Distributed in Germany by Rushware. Telephone: 2101-70040.

SAG  
SAG  
SAG  
SAG  
LO-F  
128K  
up-g  
LTR  
COM  
MIC  
DUS  
(plea  
FLEX  
GEN  
SAG  
SAG  
THE  
TLW

VAT is

Cal



## SAGA WORD PROCESSOR

"The author... has succeeded in surpassing the quality of all word processors on the Sinclair market and many in the MS-DOS and CP/M markets... you lucky Spectrum people..." John Gilbert, Sinclair User. Outstanding facilities: Standard commercial 80 characters on screen, over 60 commands, massive range of printer options, full on-screen help facility, full feature expression evaluator/calculator, over 24K text space in memory, compatible with tape and microdrive, wafa and: KDOS, BETA, Gordon and Opus disk systems. The Last Word will convert files from other word processors such as Tasword. Database and spreadsheet will be available soon. The Last Word is free with the Saga 3 Elite and the Saga 2001 if they are purchased by mail order.

PRICE £13.95 (incl. VAT and Manual)



## THE LAST WORD SOFTWARE EXTENSION

- International characters/graphics key-define program
- Basic mail merge • Software to allow use of Saga Star Mouse
- SPDOS Disc System software interface
- Extended software for page numbering, headers & footers etc

£4.95 (incl. VAT)



## SAGA KEYBOARDS

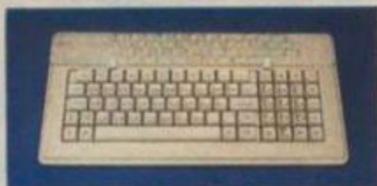
If you want the best for your Spectrum, ensuring it advances with technology, the Saga Systems' collection of keyboards and peripherals is essential. And they are all compatible with the 48K and + Spectrum.



### SAGA 1 EMPEROR

"... Good looks... works remarkably well..." - Sinclair User.  
"... remarkable... value for money." Sinclair User Annual 1985.  
"particularly like the extra caps and symbol shift keys... brought the computer to life in quite an unexpected way..." Primary Teaching and Micros.

PRICE £39.95 (incl. VAT)



### SAGA 2+

"If I had not already seen the Saga 3 Elite I would have awarded the 2+ a Sinclair User Classic. As it is I'll simply say 'Well done, Saga' - Sinclair User.

PRICE ONLY £54.95 (incl. VAT)



### SAGA 3 ELITE\*

"Devastatingly smart... the opposition looks like toys... the best." - Popular Computing Weekly.  
"It transforms the humble Spectrum" - Sinclair User.  
"Will release the full potential of your Speccy... superdooper..." - Your Sinclair.

At its new low price of:

£69.95 (incl. VAT)

The Saga 3, with its own number pad is also ideal for the 128K Spectrum, with up-grade kit.

PRICE £4.99 (incl. VAT)



### SAGA 2001\*

With its infra-red transmission, the Saga 2001 can be used while you walk around the room. No wires link it to the Spectrum. It has 101 keys and it is simply out of this world.

PRICE £119.95 (incl. VAT)

\*The Last Word Software is available free with the Saga 3 Elite and the Saga 2001, if purchased by mail order.

The Saga Lo-Profile is still in stock PRICE £39.95 (incl. VAT)

## SAGA SYSTEMS' PRINTERS

### THE LTR1 PRINTER

The LTR1 is a letter quality printer, 12 c.p.s. with RS232 and centronic ports built in. The LTR1 prints in ink onto standard paper and requires our interface to work. The LTR1 is ONLY £119.95 (incl. VAT) Centronics Interface. To drive your printer. £34.95 (incl. VAT)



### THE COMPLIMENT LQ PRINTER

The Compliment LQ Printer can print at 150 c.p.s. in draft mode, 120 c.p.s. in standard mode, 60 c.p.s. in correspondence mode and 25 c.p.s. in LQ mode. It has a parallel printer interface, with 2K buffer, pin and friction paper feed and a front panel switch display. 9 international character sets are available to be printed by a bi-directional 9 pin replaceable print head in many styles. It is very compact, attractive and offers superb value for money.

Let this printer compliment your pocket. £199.95 (incl. VAT and Manual)



## SAGA DISK DRIVE INTERFACES



The Saga Disk Drive Interface 1 can run 3", 3 1/4", or 5 1/4" disks. It can also run 40 or 80 track single or double sided disks of single or double density.

The drive interface is extremely fast and has a greater storage capacity than any competitors'. It supports microdrive software. Simplified, user-friendly syntax or normal Sinclair Microdrive syntax is available.

The interface also incorporates a magic button. This button allows everything in the computer memory to be transferred to disk at a typical transfer time of 3 1/2 seconds.

Any number of snapshots can be taken and this can be done as many times as you wish up to the capacity of the disk. This is a particularly useful facility for loading screens of machine code games.

THE PRICE IS A MERE £69.95 (incl. VAT)

The Saga Disk Drive interface 2 has all the facilities of interface 1, plus a printer interface which supports any parallel centronics printer and uses Sinclair basic syntax and provides Epson graphic compatibility.

It has a joystick interface which is Kempston and Sinclair compatible and also provides a facility for a network connection. This connection allows up to 64 Spectrums to share disk and printer resources.

Finally a standard expansion connector means other Spectrum peripherals may be connected.

THE PRICE IS £89.95 (incl. VAT)

FOR DETAILS OF OUR DISK DRIVES AND DISKS - CALL NOW.

## SAGA SYSTEMS' PERIPHERALS

Microdrive extension cable. For use with your Saga 3.

£4.95 (incl. VAT)

Flexicable enables you to drive two interfaces.

£11.95 (incl. VAT)

Dust cover. To keep your computer and Saga keyboard clean.

£4.95 (incl. VAT)

Centronics Interface. To drive your printer.

£34.95 (incl. VAT)

## COMPETITION

If you spot our poster in a computer shop you may win a SAGA 2001 KEYBOARD. Simply: Send us the name and address of the shop, and your name and address and you could be lucky!

SEND YOUR ORDER TO: Dept. SU1 Order Desk Saga Systems Ltd.,  
2 Eve Road, Woking, Surrey GU21 4JT.  
State Spectrum Model  
Mr/Mrs/Miss  
Address

Telephone: 04862-22977

My Credit Card No. is  Amount enclosed £

Please tick method of payment: PO  Cheque  Draft  Credit Card

Signature  Date

Overseas orders, please deduct 15% VAT add £4 for postage excess. Please allow 28 days for delivery.



Item	Quantity	Price	P&P
SAGA 1 EMPEROR	<input type="checkbox"/>	£39.95	£1.50
SAGA 2+	<input type="checkbox"/>	£54.95	£1.50
SAGA 3 Elite	<input type="checkbox"/>	£69.95	£1.85
SAGA 2001	<input type="checkbox"/>	£119.95	Free
LO-PROFILE KEYBOARD	<input type="checkbox"/>	£39.95	£1.50
128K Keyboard	<input type="checkbox"/>	£4.99	Free
up-grade kit (for Saga 3 only)	<input type="checkbox"/>	£119.95	Free
LTR1 PRINTER	<input type="checkbox"/>	£199.95	Free
COMPLIMENT LQ PRINTER	<input type="checkbox"/>	£4.95	Free
MICRODRIVE EXT. CABLE	<input type="checkbox"/>	£4.95	Free
DUST COVER	<input type="checkbox"/>	£4.95	Free
please specify which keyboard)	<input type="checkbox"/>	£11.95	Free
FLEXICABLE	<input type="checkbox"/>	£199.95	Free
CENTRONICS INTERFACE	<input type="checkbox"/>	£4.95	Free
SAGA DISK DRIVE INTERFACE (1)	<input type="checkbox"/>	£4.95	Free
SAGA DISK DRIVE INTERFACE (2)	<input type="checkbox"/>	£11.95	Free
THE LAST WORD	<input type="checkbox"/>	£34.95	Free
TLW SOFTWARE EXTENSION	<input type="checkbox"/>	£69.95	Free
	<input type="checkbox"/>	£89.95	Free
	<input type="checkbox"/>	£13.95	Free
	<input type="checkbox"/>	£4.95	Free

TOTAL

Callers are invited to our shop

ADVANCE WITH SAGA SYSTEMS LIMITED

TEL: 04862-22977 FOR FREE CATALOGUE



- T**wo worlds – the mirror image of each other, touch in space through a Time-Warp.
- ©**ne is positive, good, familiar – our World; the other is negative, evil yet unnervingly familiar.
- T**heir interface – a time window through which objects and beings can pass; contact has resulted in the beginning of exchange.
- R**estore our World – stop the invasion, but do it now, for as the exchange accelerates, the time window grows larger – domination is a hand!

# DOUBLE DONBTE TAKE

STARTLING ACTION · INNOVATIVE GAME PLAY · STATE OF THE ART 3-D GRAPHICS

SPECTRUM  
**£7.95**  
 COMMODORE 64  
**£8.95**



6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 669977

# HARDWARE

■ For sale — Currah MicroSpeech and MicroSlot, still boxed and vgc. Only £15. Also for sale — Trojan light pen, still boxed and vgc. Only £10. Write to Thomas Ashurst, 4 Oak Street, Patricroft, Eccles, Manchester M30 0GE.

■ Spectrum for sale with 51 tapes, a Quickshot 2 joystick, a programmable interface and a tape recorder — £100 the lot on. Phone (0592) 745335 and ask for Martin.

■ Spectrum+, HR5 Brother printer, interface, tape recorder, mags, £450 worth of games. All together worth £780, will sell for £425. Phone 01-549 8110 after 6pm.

■ Your Spectrum issues 3,4,5,8 and 9. Swap for hardware/software, or highest offer secures. Phone (0782) 335650.

■ For sale: keyboard membrane — £4. Rubber keyboard mat — £4. Keyboard metal template — £2. All for the Spectrum. Phone (0349) 852041 after 5pm and ask for Alistair.

■ 48K Spectrum, Hitachi tape recorder, Kempston joystick and interface, new DkTronics keyboard and over 100 games. Worth over £400, will sell all for a bargain £115 on. Phone 051-639 3088.

■ Datel Electronics light pen, only two months old. Cost £17 new, selling for £10. Phone (0742) 465245 between 4.30 and 6.30pm and ask for Matthew.

■ Sinclair QL with version 2.3 software and MicroPeripheral disk interface £170. Currah MicroSpeech £10. VTX 5000 modem £15. All in new or perfect condition. Phone (0302) 22661 evenings or weekends.

■ Spectrum+ with switchable interface and Quickshot joystick, Dixons tape recorder, magazines and £100 worth of software. Cost over £250 but will accept £95. Phone Steven on (0706) 342258.

■ 48K Spectrum in good condition, with leads, manual, Kempston Pro joystick and interface. Also many top games including *Batman*, *Cauldron II*, *Quazatron*, *Ping Pong*, *Bomb Jack* etc. All worth £320, will sell for £135. Write to Ben Forrest, 23 Minster View, Wimborne, Dorset BH21 1BA.

■ Spectrum with DkTronics keyboard, Pro interface, Atari joystick, Sinclair expansion system and £200 worth of software including GAC, *Arcade Creator*, *Green Beret* etc. All in vgc. Only £160 on. Phone Simon on Coventry 463425.

■ Spectrum 48K, DkTronics keyboard, microdrive and 14 cartridges, Amstard DMP2000 printer (unused), Kempston E printer interface, Mirage microdrive, Kempston joystick and interface, cassette recorder, many games and utilities, and lots of mags. £280. Phone Paul after 5pm on Chandlers Ford 61544.

■ For sale: ZX81 16K Rampack, ZX81 power pack and leads plus 30 games and three books. Phone (0536) 62733 and ask for Karl after 4pm.

■ Spectrum+, Formula 1, Quickshot, Junior-Pro joysticks, Kempston interfaces, lightpen, cassette recorder, £65 worth of games including *Elite*, magazines, books — all in vgc. Worth £240, asking £90. Preferably, buyer collects. Phone Oliver (0242) 518524.

■ VTX 5000 modem for sale £30 or swap for Teletext adapter — must work. Vgc with software. Phone Jason on Leicester 880568 after 5.30pm. Also have an add-on light pen for sale — £5.

■ For sale: Spectrum+, GP50 printer, light pen, cassette recorder, about 30 games and

a few magazines for £160. Phone 01-898 7011 and ask for Bobby.

■ ZX Spectrum, interface 1, microdrive, ten game cartridges, four ROMs, 75 games, Turbo interface, joystick, tape deck, three manuals, lots of mags. Will split. £135 on. Phone Leicester 312343 and ask for Jason.

■ Five rolls of ZX printer paper for sale, or exchange for software. W Finesy, 11 Margaret Street, Coatbridge, Lanarkshire ML5 4DR.

■ Swap 15 games including *Kosmic Kanga* for a Currah Speech or a DkTronics light pen. Swap 20 games for a 1K ZX81 and 30 games for a 16K ZX81. All items must be vgc. Boxed with instructions. Write to D Newbold, 225 Stapleford Road, Trowell, Notts NG9 3QE.

■ 48K Spectrum, Saga 1 keyboard, Kempston joystick interface, data recorder, carry case with on/off switches and loading switch. £110. Colin Myers, 61 Broad Acres, Carlton, Goole DN14 9QB.

■ 48K Spectrum+, two ports Kempston joystick interface with joystick. All boxed. SpecDrum system. 80 games including *Elite*, *Tau Ceti*, *Back To Skool*. Worth over £300. Will only swap for a good electronic keyboard — please give brief details in your letter. Write to N Dan, 20 Whinsmoor Drive, Harraby, Carlisle, Cumbria CA1 3PX.

■ 48K Spectrum with Saga 1 keyboard interface, one microdrive and cassette player, Alphacom printer, numerous games and books. £195 on. Phone 01-840 2086.

■ I want to swap 40 new games for a parallel printer interface or a complete SpecDrum. Please make your choice of games. Dan Nielsen, Tornskadevaenget 4, 5210 Odense nv, Denmark.

■ 48K Spectrum+ for sale. Boots tape recorder, 75 mags, 50 games, Kempston Pro joystick interface, Quickshot 2 joystick. Games include *Elite*, *Pyraourse*, all Ultimate games, *Starstrike II*, *Swords 'n Sorcery*. Cost £500. Will accept £175. Phone (0905) 612877 and ask for Alex.

■ Spectrum+, bought for £139.99, will sell for £70. 300 software titles worth £581, will sell for £350. Will sell software and computer together for £380. Phone Frinton on Sea 3869 after 6pm and ask for Philip.

■ Kempston joystick interface, hardly used — £5.50 on. Phone Brentwood 229809 and ask for Peter (evenings).

■ 48K Spectrum, interface 1, microdrive, Multiface 1, Timex printer, joystick interface and joystick, tape recorder, over £350 worth of software, six books, magazines — all for only £250 on. Phone 01-573 2366 and ask for Shaun.

■ 48K Spectrum, 146 games, data recorder many mags, joystick (but no interface), latest games including *Max Headroom*, *Hijack*, *Batman*, *Green Beret* and many more. Offers around £90. Phone Chris Shanks on Bishopston 863902.

■ Currah Speech for sale £15 on, includes instructions and game tape still in original box, or swap for Comcon (twin) joystick interface. Phone 091-237 3386 after 5pm and ask for Chris.

■ 48K Spectrum, two Kempston joysticks and interface, Currah Speech, over £220 worth of software, 55 to 60 games and 25 mags. Worth over £470, will sell for £280. Phone (0784) 259273 and ask for Simon.

■ Spectrum+, microdrive, interface 1, interface 3, Kempston interface joystick, 30 cartridges, 50+ games, including *Fairlight*, *Gunflight*, most Ultimate, *Midnight* set, most programs were in top ten. £170 on. Phone (07356) 6676 after 6pm.



**Where can you find cheap hardware, stunning software, and people to be penpals with? Input Output, of course, so put your free ad in YS and see what happens!**

# SOFTWARE

■ Will swap *Monty On The Run* for *Match Day*, *Spellbound* for *Caves Of Doom* and *Codename Mat* for *Automania*. Write to Carl Lewis, Stone House, Moel y Garth, Welshpool, Powis, Mid Wales SY21 9DA.

■ Will swap *Bruno's Boxing* or *Hypersports* or any two of *Planetoids*, *Orbiter*, *Flight Simulation*, *Transversion* for your *Laser Basic* or *Laser Compiler* or *Shadow Of The Unicorn*. Phone Graeme on Brinscall 831017.

■ Swap *Horace And The Spiders*, *Cassette 50*, *Daley Thompson's Decathlon* and *Survival* for *Formula 2* joystick or *Spectra-Video Turbo* joystick and *Art Studio* or *Icon Graphix*. Phone Tim on Hindhead 5546.

■ Will swap *Back To The Future*, *Cassette 50*, *Androids* and *Daley Thompson's Decathlon* for *Spindizzy*, *Green Beret* and *Boulder*. Write to David McCaughey, 9 Arran Gardens, Lame, Co Antrim, N Ireland BT40 2JU.

■ Help! I want *Escape From Pulsar 7*, *Time Machine*, *Midwinter*, *After The Fire* and *Beyond The Infinite* — all Mysterious adventures. I have the rest. Can anyone help me? Phone (0773) 608926 or write to L Singleton, 10 Windmill Rise, Somercotes, Derbyshire DE55 4LF.

■ Will swap *Jasper* and *Black Crystal* for *Movie* and *Kentilla*. Will swap *Mega Run* and *Android* for V. Write to David Sinclair, 12 Manet Gardens, South Shields, Tyne and Wear NE34 8LS.

■ Will swap hardly used *Kung-Fu Master* and *Frenzy* for *Glass* or *Back To Skool*. Write to J Cossigny, 4 Westmains Cottages, Gordon, Berwickshire, Scotland TD3 6JL.

■ Swap my *Mafia Contract*, *Timezone*, *Marie Celeste*, *Subterranean Stryker*, *Korth Trilogy* and *Hobbit* for *Pyjamarama* and either *Back To Skool* or *Mined Out*. Phone (026485) 286 after 6pm and ask for Ian.

■ Will swap *Elite* for *Tomahawk*, *Cyberun*, *Gunflight*, *Zoids*, *Ghosts'n Goblins*, *Red Hawk*. Write to P Roberts, 3 Well Avenue, Malpas, Cheshire SY14 6QA.

■ Piles of old and latest software to swap. Send your list for mine. Am especially

interested in getting *Back To Skool* or *Saboteur*. All letters answered. Write to Liam Wynne, Drynan, Ballymahon, Co Longford, Ireland.

■ I have *Sarlimoor*, *Desert Burner*, *Attack On Atlantis*, *Realm Of The Undead*, *Death Star Interceptor*, *Underwulde*, *Commando*, *Nonteraqueous*, *View To A Kill* to swap. Phone Peter on (0703) 617475.

■ Will swap *Fighting Warrior* and *Spectrapede* for *Cauldron II* or *Jack The Nipper*. Also *Frankie* and *Blade Alley* for *Quazatron* or *Three Weeks In Paradise*. Phone 061-339 4835 after 3.30pm.

■ Will swap *Daley Thompson's Decathlon* for your *Back To Skool* and *Way Of The Tiger*, or one for one. Phone 041-641 1316 and ask for Iain after 5pm.

■ Swap *Rapsallion*, *Match Day*, *Technician Ted*, *Worm In Paradise*, *Enduro* and *Ping Pong* for *Quazatron*, *Hampstead* and other titles. Phone (0475) 30529 and ask for Chris.

■ I have over 200 games to swap. Send your list for mine. Write to Brian Walsh, 38 Carndonagh Drive, Donaghmede, Dublin 13, Eire.

■ Swap *Zzoom* and *Finders Keepers* for *Pool*. Write to Paul Brooks, The Cabin, 73 Shore Road, Greenisland, Carrickfergus, Co Antrim, N Ireland.

■ Will swap V or *International Karate* for *Ghost Busters*. Also many more titles to swap. T. Shepherd, 37 Hopkinson Avenue, Denton, Manchester M34 3NY.

■ Swap *NeverEnding Story* for *Ghosts'n Goblins* and *Soul Of A Robot* for *Ninja Master* or *Molecule Man*. Write to Grant Ross, Whinhill, Castle Road, Cruden Bay, Peterhead, Aberdeenshire.

■ Many titles to swap, lots of them new games. Write to D Wheatley, 20 Tudhoe Moor Estate, Spennymoor, Co Durham DL16 6HA with details.

■ Will swap my *Commando*, *Dambusters*, *Starion* or *Saboteur* for your *Gladiator*, *Spittire 40*, *Rock'n Wrestle* or *Superbowl*. Swap one for one. Phone 061-456 7211 after 4pm and ask for Colin.

■ Will swap *Batman*, *Commando*, *Hypersports* and many others. Write to Manesh Kumar, 20 Eva Road, Winson Green, Birmingham B18 4NQ.

■ Swap my *ACE* for *TLL* and *Starion* or *Tomahawk* in good condition. Phone Bryan on Cheltenham 45120.

■ Calling all 30,000 Speccy owners in Denmark. I want to swap games with all of you! Send your list for mine. Write to Allan Noergaard, Pilevej 2, Sunds, Denmark.

■ Lots of games to swap including *HOTM*, *Jack The Nipper*, *CORE*, *Tantelus*, *Turbo Esprit*, *Spindizzy*, *Equinox* — mostly 1986 titles. Write to David Stone, 17 Lambourne Close, Tilehurst, Reading, Berkshire RG3 5BE.

■ Over 400 games to swap. Many new titles. Send your list for mine. T Brokelman, Rolklaver 92, 8265 KW, Kampen, Holland.

■ Swap *Starstrike II* for *Quazatron*. Also swap *Knight Tyme* for *Spellbound*, *Cyfu*, *Soft Aid* and *Mountains Of Ket* for *Fairlight*. Write to Martin Johansson, Banjavagen 11, 54400 Hjo, Sweden.

■ Swap *Airwolf* and *Hypersports* or *Sir Fred* for *Jack The Nipper* and *Ghosts'n Goblins*. Phone (0905) 354640 and ask for Simon.

■ Software to swap. Must be in Mid Glamorgan area. Please send your list for mine. Write to Christian Driver, 50 Taldwyn Terrace, Troedyrth, Merthyr Tydfil, Mid Glamorgan, S. Wales.

■ Anyone want *Elite*? If so, Write to Alix McAlister, 1 Kennet Road, Hadock, St Helens, Merseyside with a decent offer of a new game to swap.

■ Great games to swap. Phone (0724) 852468 or write to Mark Roberts, 51 Chiltern Crescent, Scunthorpe, South Humberside DN17 1TJ.

## BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output Your Sinclair, 14 Rathbone Place, London W1P 1DE — oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:  
 Hardware  Software  Wanted  Messages & Events  Pen Pals

Name .....

Address .....

Postcode .....


MAGAZINE HEALTH WARNING: Think before you snip — most people use a photocopy instead. **YS12**

## "THE ADVENTURERS HANDBOOK"

The monthly book no self-confessed adventurer should be without

"Stunning value" — Tony Bridge, PCW issue 12 available now!

**44 pages of adventure help and news for just £1**

**FOR EVEN BETTER VALUE TAKE ADVANTAGE OF OUR SUBSCRIPTION RATES**

3 issues for £2.75  
6 issues for £5.00  
12 issues for £9.00

Issues 1 to 11 are still available and cover hints, maps and solutions to over 200 adventures (issues 1-6 for £5, issues 7,8,9, 10 and 11 £1 each).

## SPECTRUM ARCADE HANDBOOK

If you enjoy arcade games why not take a look at our other Spectrum handbook — JUST £1 each.

Available now — Issue 12 containing: 40 action packed pages of hints, pokes, mags, reviews and news.

Issues 1-11 are still available and cover game help on over 275 of the most popular Spectrum games.

Subscription and back issue rates as for adventurer (see above.)

**H&D SERVICES (YS)  
1338 Ashton Old Road  
Higher Openshaw  
Manchester M11 1JG  
Tel: 061-370 5666**

## EMPIRE SOFTWARE

(FREE GAME WITH EVERY ORDER)

SPECTRUM	RRP Price	Our Price	SPECTRUM	RRP Price	Our Price	SPECTRUM	RRP Price	Our Price
Paper Boy	7.95	5.90	Mega Hits	5.90	5.90	Battle of the Planets	5.95	7.40
Ten Cent	5.95	7.45	10 Star Strike			Quasatron	8.95	6.70
They Sold a Million II	9.95	7.45	Blue Thunder			Zoom 10	7.95	5.90
Three Weeks in Paradise	9.95	7.45	Son of Slagger			Way Of The Tiger	9.95	7.40
Saboteur	8.95	6.70	Automania			Bobby Bearing	7.95	5.90
Gladiator	7.95	5.90	Bugaboo			Jack The Nipper	7.95	5.90
Skyfox	8.95	6.70	Peytron			Graph Ad Creator	22.95	16.90
Ping Pong	7.95	5.90	Wheelie			Kung Fu Master	7.95	5.90
Sir Fred	9.95	7.40	Fall guy			Theatre Europe	9.95	7.40
Knight Rider	7.95	5.90	Blade Alley			Action Reflex	7.95	5.90
Tomahawk	9.95	7.45	Penetrator			Ghosts 'n' Goblins	7.95	5.90
The Goonies	7.95	5.90	Arcade Hall of Fame	Only	5.90	Twister	7.95	5.70
Starstrike II	7.95	5.90	Raid			Bouncer	9.95	7.40
Winter Games	7.95	5.90	Blue Max			Hyper Sports	7.95	5.90
Roller Coaster	6.95	5.20	Rocco			Dambusters	9.95	7.40
They Sold a Million	9.95	7.40	Flak			Skool Daze	6.95	5.30
Heavy on the Magic	9.95	6.95	Hunchback			Computer Hits III	9.95	7.40
World Series Basketball	9.95	5.50	Sold a Million II	Only	6.95	Dynamite Dan	7.95	5.90
Quill	9.95	3.95	Bruce Lee			Ace	9.95	7.40
Dan Dare	8.95	7.40	Knights Lorn			Sword and Sorcery	9.95	7.40
Mountain Quest	7.95	5.90	Match Point			Never Ending Story	9.95	7.40
Quill II	7.95	3.95	Match Day			F. Bruno's Boxing	6.95	5.20
Quill III	7.95	3.95	Crash Smashers	Only	6.90	Fair Light	9.95	7.40
TT Racer	9.95	7.40	Spy Hunter			Mindstone	8.95	6.70
Nightmare Rally	7.95	5.90	Night Gunner			It's a Knockout	7.95	5.90
Konami	7.95	5.90	Dun Dersgh			Footballer of the Year	7.95	5.90
Xarg	9.95	7.40	Alien 8			Highlander	7.95	5.90
Dragons Lair	9.95	7.40	Sports Pack	Only	5.90	Shockwave Rider	7.95	5.90
Seat of Beyond			Snooker			Cosmic Shock Absorber	7.95	5.90
4 great titles	9.95	7.40	On the Oche			Dracula	7.95	5.90
Leaderboard	7.95	5.90	World Cup Football			SAS Strike Force	9.95	7.40
Pat Trading Co.	7.95	5.90	Olympics (14 events)			Tazsan Lord of Jungle	7.95	5.90
Lew of the West	7.95	5.90	Golf			Trailblazer	7.95	5.90
Cross Escape	7.95	5.90	Derby Day			Fist II	8.95	6.70
Light Force	7.95	5.90	Speed Kings			Mean Vice	7.95	5.90
Dark Sceptre	9.95	7.40				War	7.95	5.90
Gyth Mags	8.95	6.70				Any Mastertronic	1.99	1.99
Revolution	9.95	7.40				1042	7.95	5.90
Astrex	9.95	7.00				Sold a Million III	9.95	7.20
Taba Hot Shot	9.95	3.95				Computer Hits I	9.95	7.20
						Computer Hits II	9.95	7.20
						Pro 5,000	7.95	2.95
								6.80

Please send SAE for a catalogue of games for the Spectrum  
Please make cheques or postal orders payable to Empire Software.

**EMPIRE SOFTWARE YS 12**  
118A Palmers Road, New Southgate, London N11 1SL

## YOUR SPECTRUM

# COLLECTORS' ITEMS

There's not a moment to lose — Your Spectrum is now a rare species. You'd better hurry 'cos copies are disappearing fast! Snap up a back issue at £1.10 using the coupon below. Your Sinclair back issues — have a look at Contents for the page number of the ad.



**Issue 1**  
Cross Check — five chess packages put to the test • Speaking of Spectrums — the ins and outs of speech synthesis • Machine Code Breakout — escape from those infinite loops!

**Issue 5**  
Thrills From The Quill — create your own adventures • ZX Phone Home — computerised bulletin boards hooked up • Getting Attached To Printers — producing full character sets.

**Issue 12**  
Into The Music — five music packages compared • Anyone Seen A Ghost — Ghostbusters reviewed.

**Issue 13**  
Return Of The Heroes — Kong Strikes Back and Hunchback II reviewed • Screen Scrungler — save your screens in half the bytes.

**Issue 14**  
It's A Cracker — become a real hacker • A Space Oddity — Alien 8 explored.

**Issue 15**  
Painting By Numbers — art packages compared • Hot Heads — the hottest thermal printers around • Space Ace — Starion, the space-age shoot 'em up.

**Issue 16\***  
Disko-Tech — mini disk drives road-tested • Firefighters — Shadowfire blazes a new trail.

**Issue 17\***  
I Spy... A View To A Kill — cloak and dagger stuff • Celtic Ranger — cast an eye over Dun Darach • The Generation Game — using games creators.

**Issue 18\***  
Dam'n'Blast — Dambusters going down a bomb • JSW II — POKEd apart • The Ghostwriter — a DIY adventure designer.

**Issue 19\***  
Fist Fight — Way Of The Exploding Fist — black-belts begin here! • Sprite High, No Limit — designing big sprites on the Speccy • Movin' and Groovin' — pan, zoom and scroll your screens.

**Issue 20\***  
Elitism — join the Elite • Gothic Horror — Fairlight reviewed • Play It Again, Sam — synthesise your Speccy.

**Issue 21\***  
Rambo — you've seen the film, (No I haven't! Ed) now play the game • Impossible Mission — read the review and make it possible • Game Plan — write the game of your dreams.

\*Programs for this issue are available on DigiTape — see the ad in this issue of Your Sinclair.

### Order your back issues now!

Please send me the following back issues of Your Spectrum — UK £1.10 inc. p&p, £1.50 Europe, £1.70 rest of the world.

Issue 1  Issue 14  Issue 18   
Issue 5  Issue 15  Issue 19   
Issue 12  Issue 16  Issue 20   
Issue 13  Issue 17  Issue 21

I enclose a cheque/postal order for £.....made payable to SportsScene Specialist Press Ltd.

Name .....

Address .....

Postcode .....

Please fill in this form and send it to Your Spectrum, Back Issues, PO Box 320, London N21 2NB.  
You can use a photocopy if you aren't into mutation.



## WANTED

- Wanted — any Pools prediction programs eg *Rombest*, *Poolwinner*, *Punters Partner*. Also want logic games such as *Think by Ariclasoft*, or any new games such as *Paperboy*, *Ian Botham's Cricket* or *Alien Highway*. Phone (0942) 44894 and ask for John.
- Wanted — GAC. Will swap for *Laser Basic* and *Laser Compiler*. I also want ideas for adventure games. All ideas will be considered. Write to RLS, 39 Pond Close, Overton, Hants RG25 3LZ.
- Wanted — Opus Disk Drive. Will pay up to £70. Phone (056884) 461 and ask for Andrew.
- Wanted: *Nomad by Ocean!* Will swap for *Nonterraqueous*, *Finders Keepers* and *Fighting Warrior*. Wot a bargain! Write to A Wood, 61 Linzee Road, London N8 7RG. Help! *Nomad* withdrawal symptoms!
- Wanted — printer for ZX Spectrum 48K plus rolls of paper. Write to P Dhalwal, 29 Carlton Road, Smethwick, Warley, W Midlands B66 2HL.
- Microdrive and interface 1 wanted. Must be good condition. Also have DkTronics light pen for sale, still boxed with software, as new £10. Please write to Maic Higgins, 27 Avon Close, Higham, Barnsley, S Yorks S75 1PD.
- Will swap *Fist*, *Gyroscope*, *Turbo Esprit*, *Highway Encounter*, *Tasword II* for almost anything original. Swap list for list. Write to K Maclean, 15 Tom Na Taidhar, Fort William, Scotland.
- Urgent: I need a Cadmaster light pen package in excellent condition. Will exchange for eight top software titles including those by Ultimate, US Gold, Melbourne House and Elite. Phone Jon on (0742) 375418 now!
- Wanted — *Brank Bruno's Boxing* or *Barry McGuigan's Boxing* for *Mikie* or *Zoids*. If you have both, all the better! Phone Gavin on Portsmouth 264193.
- Wanted — *Robin O' The Wood* and *Skyfox*. Will swap for *Frankie*, *Saboteur* and *Spellbound*. Phone (0332) 752380 and ask for Neil.
- Wanted: *Starion*, *Match Day*, *Spy Hunter*. Will swap *Tir Na Nog*, *TGSR*, *Off The Hook*, *Arcade Hall Of Fame*, *Quest For The Holy Grail*. Write to J Birley, Eryl Don, Mona Terrace, Criccieth, Gwynedd LL52 0BU.
- Wanted — ZX or Alphacom 32 printer. Will pay £15 plus four games. Choose from *Buige*, *Their Finest Hour*, *Starion*, *Brian Bloodaxe*, *Broad Street*, *Mugsy*, *Beach Head* and *Monty Mole*. Gavin Mills, 13 Hawthorne Avenue, Wetherby, W Yorks LS22 4QX.
- Wanted — Currah Speech Synthesiser or Sinclair B/W pocket TV. Swap for *Kung-Fu Master*, *Gnasher*, *Planetoids*, *Horace Goes Skiing*, *Chequered Flag* and *Empire Fights Back*. Phone James on York 51948.
- Wanted — Currah MicroSpeech. Will swap for games such as *Elite*, *Back To Skool* etc. Please write to Martin Kelly, 35 Ashford Drive, Sacriston, Durham DH7 6BB.
- Wanted AMX Mouse and microdrive compatible Art Studio for 40 games plus monitor and disassembler, programs, books and interface 2. Phone 01-998 0147 after 5pm and ask for Lee.
- Wanted: *Graham Gooch Test Cricket*. Will swap for one of *Everyone's A Wally*, *Rambo*, *Dambusters* and *FA Cup Football*. Phone 061-445 9795 and ask for Simon.
- Wanted — a Brother HR5 printer with paper if possible. Please phone me soon on (0837) 3612, ask for Ian.
- I want a *White Lightning* book or instructions. Exchange considered. Write to Roy Montgomery, 98 Erskine Park, Ballyclare, Co Antrim BT39 9DA.
- Wanted — Alphacom 32 printer and paper. Will swap *Cyberun*, *Gunflight*, *Sweevo's World*, *Zaxxon*, *Spellbound*, *Fist*, *Splat*, *Confuzion* and *Starion* for one. Write to Nicky Arrowsmith, 8 Norfolk Close, St Johns, Worcester WR2 5RA.
- POKEs for *Wriggler* by RR urgently needed. Please help me out! Also want *The Rats*, will swap for other games. Write to T Rogers, 26 Harry Price House, Oldbury, Warley, W Midlands B69 1EQ.
- Bary McGuigan's Boxing*, *Turbo Esprit*, *Kung-Fu Master* or *Alien 8* or *They Sold A Million II*. Andrew Stanford, 15 Fields Park Drive, Alcester, Warks B49 6QR.
- Wanted — DkTronics 3 Channel sound synthesiser. Will swap for *Ye Ar Kung Fu*, *Winter Games*, *Lord Of The Rings* and £10!! Phone Sheringham 824805 and ask for Max.
- Great games to swap. Would like any new/good games. Phone (0724) 852468 or write to Mark Roberts, 51 Chiltern Crescent,

- Scunthorpe, S Humberside DN17 1TJ.
- Wanted — someone to swap games. I have all the latest games. Phone Dan on (09276) 2673.
- Swap *Starion*, *Rally Driver*, *Tapper*, *Spec Chess II*, *Moon Cresta*, *Cosmic Warlord* for *Green Beret*, *Mikie*, *Ye Ar Kung Fu*, *V* and *Bomb Jack*. Write to Barry Reay, 26 Arran Gardens, Lame, Co Antrim, Northern Ireland.
- Wanted — a SpecDrum. Will swap for *Gladiator*, *Tapper*, *Grumpy Gumphrey*, *JSW II* and *DT's Super Test*. Phone (0705) 464616 after 4pm and ask for Ali.
- Wanted — *Quill* and *Illustrator* (or GAC). Will swap Alphacom 32 printer and four rolls of paper plus a DkTronics light pen. Write to C Smith, 102 Bullock Crescent, Denny, Stirlingshire FK6 5AL.
- White Lightning*. Will swap for hardware. Make me an offer. Write to Purv, 41 Limekiln Estate, Limekiln Lane, Holbury, Southampton SO4 1HF.
- Kirel*, *Pyraourse*, *Mindstone*, *Cauldron II*, *Mindshadow*, *Spiderman*, *Enigma Force*, *Heavy On The Magick*, *Three Weeks In Paradise* and *Marsport* for *Alien Highway*, *Rambo*, *Fairlight*, *Bobby Bearing*, *Ninja Master*, *Red Hawk*, *Jack The Nipper*, *Pentagram*, *Knight Tyrme*, *Ghosts 'n' Goblins*, *Hijack*, *Hulk*, *Sherlock*, *Batman* and *Spy Hunter*. Write to Stephen Ward, 147 Bodmin Crescent, Westwood Estate, Leeds LS10 4NB.
- Wanted — *Graphic Adventure Creator*. Swap for Currah Speech, *Quicksilva Games Designer* and *Zaxxon*. Phone 868723 and ask for Chris.
- Wanted — *Wham! Music Box*, *Ghosts 'n' Goblins*, *Jack The Nipper* and GAC. Will swap *Now Games II*, *Incredible Shrinking Fireman*, *Ping Pong* and *Commando*. Write to James Beibin, 41 The Warren, Chesham, Bucks.
- Wanted — QL users to start a club. Speccy users, please tell your QL friends to phone Peter on 01-205 2408.
- Wanted: *Eddie Kidd Stunt Challenge* or *Sold A Million II*. Will swap for *Hypersports* and *Sports Hero*. Write to Ian Moore, 15 Maes Padrig, Cemaes Bay, Anglesey, Gwynedd LL67 0EY.
- Wanted! Light pen with *Hurg* or *Animator I* for ZX printer. I also have *Jack The Nipper* and *Movie*. Has anyone got *Shadow Of The Unicorn*? Phone Ric on Brinscall 830745.
- Swap *Graphic Adventure Creator* for *Zaxxon* with one other good game. Phone Runcorn 61914.
- Wanted — ZX printer. Will swap *Cassette 50*, *Incredible Shrinking Fireman* and *Space Walk*. Write to Peter Young, 10 Reay Street, Widnes, Cheshire WA8 6RJ.
- Wanted — war management strategy games, especially *United Spectrealm* etc. Send your list for mine. Rodney Tregale, 95 Howard Avenue, Slough SL2 1LB.
- Wanted — Slomo in exchange for my Currah MicroSpeech. Also swap my arcade/adventure games for your utility programs. Phone Dave on 091-265 6185.

## MESSAGES, CLUBS & EVENTS

- DSU (Danish Speccy Users) want members from all over the Universe. Free membership! Including club paper every month. Swapping games, tips, hints and other progs. All you have to do is write to me. Dan Nielson, Tornskadevaenget 4, 5210 Odense NV, Denmark.
- Adventurers! Writing, solving or etuck? Send a large sae for details of our writers newsletter, players magazine and exchange club to AES, 78 Merton Road, Highfield, Wigan, Lancs WN3 6AT.
- Hi Bill, Ame. Stop playing on those computers and get doing your maths homework. Slugs and Ladders is rubbish. What about a game, Ame? WALL is for computer buffs. MR.
- Stuck in that game? Need more lives? Too many nasties? Just send an sae to Help! 74 Duke Street, Windsor, Berkshire SL4 1SQ. *Equinox*, *Ghosts 'n' Goblins*, *Bomb Jack*, *Pentagram* and many more.
- Special notice. Lawrence Pick is without doubt a cad. He is not (contrary to popular belief) the manager of rock superstars Afterimage! Das ist Afterimage huh. Jim — Dobby — Roy.
- Information exchange. Any POKEs, hints, maps etc. All types of game, adventure, arcade etc. Write to B Pittman, 10 Kings Avenue, Lorton, Cheshire WA3 2BV.
- Do you like frozen crumpets with marmite, French lessons and luminous wellies? If so go and see your doctor! Hello to everyone in Red 3 in Wigby. Long live King Speccy!
- Piles of information needed on *Lord Of The Rings* — write to Rohan Baboolal, 37 Bothwell Road, Hamilton, Lanarkshire ML3 0AS. Hurry, please!
- Does anyone out there know where I can

- get hold of the soundtrack to *Alien*? If so, please phone (0703) 617475 and ask for Peter.
- Hey Chris! I'm in the mag! Say hello to Tony, Alex, Derek, Jack, John, Sandra and Andrea for me. Love from me and my Speccy, Mandy.
- POKEs tape, playing tips and adventure help for distressed games players! Send an sae to Adventure Helpline, 125 Newton Avenue, Tonbridge, Kent TN10 4RR for details.
- Do you live around Thanet? Thanet Co-op Computer Club meets every Friday night, 6.30 to 8.30 at the Co-op Hypermarket. Phone Mike Tew on (0843) 225053 (evenings only) for details.
- POKEs, tips, maps needed in Speccy mag. Please write to Mark Wiltshire, 22 Mill Lane, Cheshunt, Herts EN8 0JH.
- Mr Banim Minzu. If you want a reply to your letter, please send an international reply coupon. Thanks. Philip Hancock, 144 Charlemont Road, East Ham, London E6 4HE.
- Hi! Derek Tate. Hope you're feeling okay! Won any more comps recently? I haven't. Hello Guilder, Clark, Barber, Manall, Harold, Cammock, Wayne, Sufhey, Fury, Lodge, Read, Wooden, Byel Christian Counsel.
- Are you a Buccaneer? Send blank C60 tape and sae to receive your copy of the best Speccy tape mag available. Programmers willing to help out learners wanted urgently. Write now to Buccaneer, 24 Eric Close, Forest Gate, London E7 0AY.
- Hey you! Yes, you! Want to play a play-by-mail game? Then send a character name plus sae to The Game Master, Littlewoods, Mountview Crescent, St Lawrence, Southminster, Essex CM0 7NR.
- Lost in a game? We can help. We can map any game for you. Send sae now for details to Map Makers, 27 Hillside Road, Ashtead, Surrey KT21 1RZ. Hurry!
- Coming in November. *Friday The 13th Part 6*. See it. From a Jason fan with an axe in his head and all his brains up a wall. Don't be scared! (Oh! How horrid! Ed).
- THORNE — I love you. H.
- Help! Can you tell me how to do Hex, machine code and fab graphics? Yes? Please write to me. Best one gets a quid! Please send your address. My address is Dave Thompson, 42 Glencoe Street, Anlaby Road, Hull, N Humberside HU3 6HS.
- Have you seen my white jacket, the one with the straps, it's got long sleeves, that tie at the back, I no mad, by Him. (Are you sure about that? Ed).

## PEN PALS

- Hijack*. I'm a *Lazy Jones* so if you're *Mad Martha* don't go *Stonkers*, pick up a *Paper Boy*. I'm 15 and would like a male/female penpal, so write to Mark Jones, 274 Trossachs Road, Cathkin, Rutherglen, Glasgow G73 5PH.
- 15 year old male seeks a French penpal (male or female). Interested in learning machine code and music. Please write in French. Alwyn Conway, 49 The Laurels, Avondale Estate, Portlinton, Co Offaly, Ireland.
- I've 300+ games including *Green Beret*, *Way Of The Tiger* and *Batman*. If you're about 13 and want a fun loving penpal I will reply, so get writing to Steven Fairclough, 16 Brandfort Street, Lidget Green, Bradford BD7 2ES.
- 15 year old Speccy owner wants lots of games to swap! Any penpal will do! Please enclose your list with reply. Games are dealer in Ireland! Dominic Early, Finara, Celbridge Road, Leixlip, Co Kildare, Ireland.
- Penpal wanted to swap POKEs, games etc. My games include *They Sold A Million*. All letters answered. Adam Cochrane, 1 Westford, Ainess, Ross-shire, Scotland.
- Wanted — 14 to 16 year old female penpal who likes having fun, good music. Speccies etc. Please include a photo. I'll answer every letter if possible. Scribble to Stephen Griffin, 34 Walton Park, Pannal, Harrogate, N York HG3 1EJ.
- Wanted — a sexy 15 year old girl to write to often and to swap POKEs, hints etc. Write to Martin Cathcart, 17 Robertson Avenue, Craigs Road, Dumfries, Scotland DG1 4EY.
- A French Speccy owner wanted for a 13 year old male. Either male or female and aged between 12 and 14. I have many games to swap. Write to Greg Shaw, 119 Wynn Road, Penn, Wolverhampton, W Midlands WV4 4AW.
- Penpal wanted from anywhere in the world. I'm interested in arcade, adventure and strategic games for the Speccy. Will swap POKEs and tips. Write to Paul Aistrop, 100 Handworth Crescent, Sheffield S9 4BR.
- French penpal wanted, aged about 16, to swap games and help me with my French. Write to Simon Page, 9 Lawn Avenue, Birstall, Leics LE4 4EQ.
- Paranormal investigations and — eliminations. We destroy all pests and vermin. Eg: Commodore users, Acorn users, Amstrad users etc. Interested? Then write to

- R Shoe, 39 West Lane, Burn, Nr Selby, N Yorks YO8 8LR.
- I am 13 and I would like an American penpal the same age. I like arcade games. Write to D Rogers, 138 Sutton Lane, Hounslow, Middlesex, England TW3 4JR.
- Wanted. Football fans for swapping everything about football, especially football programs. Write to R v d Berg, Zijlsingel 97, 23 15 kh Leiden, Holland.
- Seeking attractive female penpal 13+ to swap games, hints etc. Send a photo and a list of games for mine to Stephen Taring, 10 Orchard Place, Harvington, Evesham, Worcs WR11 5NF.
- I'm 13 and I want a female penpal to swap games, POKEs etc. All letters will be answered. Please send a photo. I'm into pop music, electronics, computers etc. Write to Stephen Lewis, 35 Clumber Avenue, Edwinstowe, Notts NG21 9PE.
- Wanted — a penpal to swap software, tips and POKEs. If interested write to Jonathan Cook, 217 Crescent Road, Brentwood, Essex CM14 5JB now.
- Wanted — pretty girl, 14+ who likes a laugh. If you fit the bill write to me with no delay. I like computers and sport. Paul Aistrop, 100 Handworth Crescent, Sheffield, S Yorks S9 4BR.
- Untidy penpal wanted, either male or female. Swap POKEs, games, maps, hints. Please send photo. Write to Glenn Sumter, 30 Athlone Avenue, Bolton, Lancs BL1 6OS.
- Calling all 16+ males. Would you like a female penpal aged 15? Yes? Then write to Sara, 3 Lipson Road, Cheltenham, Glos. Please send a photo.
- Very pretty female badly wants a male penpal. I'm 16 and love Speccies. Please hurry and write to P.J., 32 Southfield Park, North Harrow, Middlesex.
- I'm 12 and have 150 games and would like to swap with anyone, anywhere. Every letter will get a reply. Write to Dax, 1 Cranham Court, Off Cranham Drive, Warrndon, Worcs WR4 9HA.
- 14 year old male seeks 14 to 16 year old female penpal. Interests are: FGTH, The Smiths, modems and not handing in homework on time. Write to Andrew Lang, 11 Penfold Drive, Great Billing, Northampton NN3 4EQ.
- 17 year old GAC user would like a penpal to exchange ideas, tips and possible game ideas. Also willing to swap software. Write to Simon Kimberley, 115 Yelverton Road, Radford, Coventry, W Midlands CV6 4AG.
- Spectrum 128K owner (17) would like to hear from any 128 or +2 owners, especially microdrive users. It'd also be handy if you live nearby. Write to Ian Edwards, 202 Sterling Road, Sittingbourne, Kent ME10 1ST.
- If you are female between 25 and 35, like rock and heavy metal, then write to Mike Vukasinovic, 3 Stanhope Street, Ashton under Lyne OL6 9QY.
- I am 12 years old and would like a penpal to swap games. Send your list for mine. I have over 120 games and I will answer all letters. Write to Hody Olivier, Rue Henry Bies, 78 B3, 5000 Namur, Belgium.
- Hi! I'm a 20 year old Speccy basher from NZ. My interests include music, videotapes and Dark Star. All letters replied to except eraucs! Martin Haynes, 7 Mahupuku Street, Greytown, Wairarapa, New Zealand.
- Spectrum owners seeks foreign penpal, male/female, 15+ anywhere in the world. Please write to Paris Storey, 831/2 Newgate Street, Morpeth, Northumberland, England NE61 1BX. Loads of games, hints and tips to swap.
- Fun questionnaire for Your Sinclair readers — just send sae and 50p and I will use my computer to come up with your ideal penpals. Open to anyone, anywhere, any age. Write to Patrick Walsh, 36 Verney Road, Langley, Slough, Berks SL3 6NX.
- I'm 18 and would like to swap the latest games, tips and POKEs. Write to Marc Rutterdam, Eliotplaats 211, 3068EK Rotterdam, Holland.
- Will someone of minimal intelligence please write to me. I am an addict of James H Reeve. Somebody (local) please write to Nick Frost, 180 Brantingham Road, Chorlton, Manchester M21 1TS.
- 16 year old Speccy owner, interested in programming, playing arcade games, wants penpal to swap games, hints and POKEs. All the better if you're not from England! Write to Scott Stevenson, 101 St Stephens Road, Acomb, York, England YO2 3EE.
- Lonely male (13) seeks an attractive French female penpal aged 13. I like girls, outdoor activities and fun. Photo would be appreciated. Write to Richard Constable, 140 Park Road, Guiseley, Leeds LS20 8EH.
- 9 year old Speccy owner seeking penpal of same age to swap hints, tips etc. Will answer all letters. Please write to Martin Johnson, Sliewood, Broadwood, Lifton, Devon PL16 0ER.
- 14 year old boy seeks female penpal 13+. I am interested in sport, music and computers. Write to S Harborow, 72 Silverston Way, Stanmore, Middlesex HA7 4HR.

SPECTRUM · BBC · COMMODORE · AMSTRAD · APPLE · IBM · PC  
 PRINTERS · EPSON · SEIKOSHA · MOST MAKES OF DISK DRIVES

# EXPRESS REPAIRS

COMPARE OUR GUARANTEE  
 TERMS - YOU DON'T FIND  
 ANY 'HIDDEN CATCHES'  
 AFTER THE REPAIR!

WHY PAY HIGH  
 "FIXED" PRICES?  
 OUR PRICES INCLUDE VAT, P&P AND INSURED DELIVERY!  
 MANCOMP SETS THE STANDARDS AND  
 PRICES - OTHERS FOLLOW!  
 THE FIRST AND STILL THE BEST.

WHEN WE SAY 'NO HIDDEN COSTS'  
 WE MEAN IT!  
**NO HIDDEN EXTRAS**

**FIRST-**  
 To provide 'While-U-Wait' Service.  
**FIRST-**  
 With international repairs and discounts for Schools,  
 Hospitals and H.M. Forces.  
**FIRST-**  
 To provide Insured/Recorded Delivery on return journey.  
**FIRST-**  
 With **LOW CHARGES** (e.g. £9 for keyboard faults).  
**FIRST-**  
 For **PROFESSIONALISM**... "Of all the repair companies  
 'Sinclair User' spoke to, MANCOMP seemed the most  
 professional when it came to advice and a helpful attitude".  
 AUGUST 1985.

**FIRST-**  
 For **ADVICE & HELP**... "I have come across a firm that will be  
 more than willing to advise you as to how to remedy your  
 problem. They are called MANCOMP and as well as repairing  
 faulty Spectrums, are also quite willing to discuss your  
 problems with you, and offer reasonably cheap and (more  
 importantly) CORRECT cures". Phil Rogers, 'POPULAR  
 COMPUTING WEEKLY', JANUARY 1985.  
**FIRST-**  
 For **LOW PRICES**... "My Spectrum blew recently. I took it to  
 MANCOMP, who fixed it in 8 mins. and for less than £10. they  
 are local, 'clued-up', and blindingly efficient!" COMPUTER  
 COLUMN, '4 HEATONS DIGEST', (Vol. 1, No. 11).  
**FIRST-**  
 For **HONESTY**... Call in and watch your computer being  
 tested and repaired 'While-U-Wait'. Our engineers don't  
 disappear into a back room. If there is nothing wrong, we will  
 tell you!  
**FIRST-**  
 For **REPUTATION**... We have a reputation built on 2 1/2 years  
 of successful Spectrum, BBC, Commodore, Apple and IBM  
 repairs.

**SPECTRUM REPAIRS  
 BETWEEN £9 and £20**

**COMMODORE  
 REPAIRS BETWEEN  
 £14 and £35**

**BBC REPAIRS  
 BETWEEN £14 and £45**

**AMSTRAD REPAIRS  
 BETWEEN £14 and £55**

**ESTIMATES GIVEN ON  
 PRINTERS/DISK DRIVES  
 ETC.**

(Terms and conditions available on request.)

**MANCOMP GUARANTEE**  
 IF THE SAME FAULT  
 OCCURS WITHIN 90 DAYS  
 OF OUR REPAIR, WE WILL  
 REPAIR IT FREE OF  
 CHARGE AND REFUND  
 THE POSTAGE.  
 (TERMS AND CONDITIONS AVAILABLE  
 ON REQUEST.)

**MANCOMP  
 ARE MOVING  
 PLEASE ENSURE  
 CORRECT  
 ADDRESS BY  
 TELEPHONING**

**FREE  
 GAMES  
 WORTH £39  
 (WITH EVERY SPECTRUM  
 REPAIR)**

PHONE OR SEND  
 YOUR COMPUTER (without  
 power supply or leads) FOR  
 FREE, NO OBLIGATION  
 ESTIMATE!



**MANCOMP LTD.**  
 (Dept. (YS 12 86))  
 PRINTWORKS LANE, LEVENSHULME,  
 MANCHESTER M19 3JP.  
 Tel: 061-224 1888/9888

**OPEN  
 MON-SAT  
 9AM-8PM**

	MANCOMP PRICE
JOYSTICKS	
PRO JOYSTICK	16.50
QUICKSHOT II	9.50
INTERFACES	
TRISTATE I/F	12.50
PRO JOYSTICK I/F	16.50
RAM TURBO I/F	17.99
STD. JOYSTICK I/F	7.50
SWITCHABLE	9.50
J/S I/F & THRO CONNECT	12.40
MULTIFACE I	38.50
CENTRONICS E I/F	38.50
DISC I/F	80.00
KEMPSTON MOUSE I/F	64.50
PARALLEL PRINTER I/F	28.50
AMX MOUSE	65.00
RGB I/F	35.00
TASMAN	
TASWORD 3	16.50
TASWORD 2	12.99
TASMERGE	10.50
TASPRINT	9.50
TASDIARY	8.99
TASWIDE	5.00
TASCOPY	9.50
MEGA SOUND	
SWEET TALKER	10.50
RAT	22.15
SPECORUM	18.99
	28.50

ROBOTEK	28.50
LIGHT PEN & I/F	18.99
CURRAH SPEECH	19.50
CURRAH MICROSLIT	6.50
WAFADRIVE DISC SYS.	120.00
ROTRONICS 128K WAF	3.50
ROTRONICS 64K WAF	3.35
ROTRONICS 16K WAF	3.25
MICRODRIVE CARTRIDGE	1.99
RS232 CABLE FOR I/F. 1	13.99
PRINTERS	
EPSON FX804	442.75
EPSON LX80	225.00
JUKI 6100	350.00
BROTHER HR10	274.85
BROTHER M1009	149.00
DISK DRIVES	
OPUS DISCOVERY 1	149.50

**68K SPECTRUM UPGRADE  
 CTR FITTED  
 THE BEST KEYBOARD FOR  
 YOUR SPECTRUM -  
 THE SAGA I EMPEROR -  
 £29.95 INCLUSIVE!**

**MONITORS**  
 STD. RES. M'VITEC RGB 201.50  
 PHILIPS GREEN BM7502 79.00  
 PHILIPS COLOUR CM8501 209.95

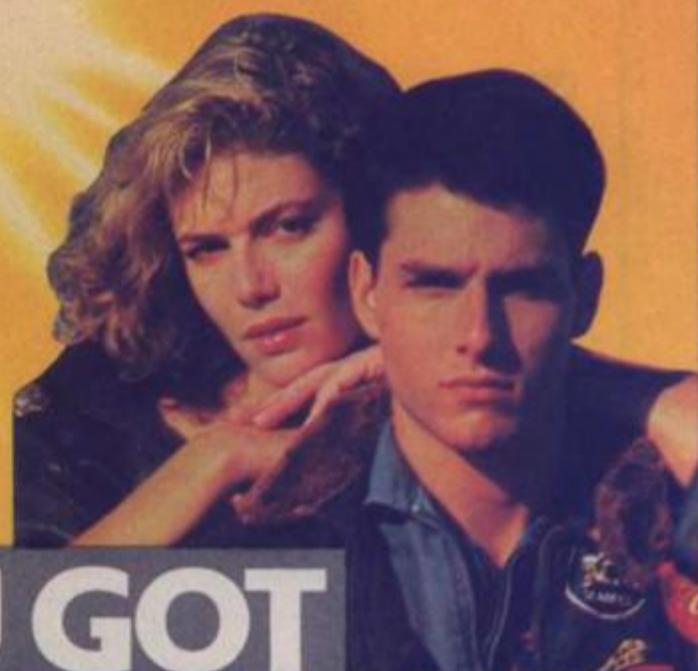
**DISKETTES**  
 BOX OF TEN INCL. FREE  
 LIBRARY CASE

**LISTING PAPER**  
 60 g.s.m. 11" x 9 1/2"

**PRINTER RIBBONS**  
 PLEASE PHONE.  
 ALL PRICES INCLUDE  
 VAT/CARR. EXTRA.

SOFTWARE & ORDERS ABOVE £5.00 add £1.80 P&P  
 SOFTWARE ORDERS BELOW £5.00 add 50p P&P

WE REPAIR HUNDREDS OF  
 COMPUTERS EVERY WEEK, SO WE  
 CAN PASS ON OUR BULK-BUYING  
 DISCOUNTS TO YOU - Z80 CPU -  
 £1.50, 4116 RAM - £0.50,  
 COMMODORE CHIPS: 906114 - £23,  
 6526 - £23, 6510 - £23 (INCLUSIVE  
 OF VAT & P&P).



**HAVE YOU GOT  
WHAT IT TAKES TO BE A**

# **TOP GUN**

TM

Top Gun puts you in the fighter pilot's seat of an F-14 Tomcat. Vector graphics and a split screen allow 1 or 2 players to play head to head, or against the computer.

Your armaments in this nerve tingling aerial duel are heat seeking missiles and a 20mm rapid fire cannon. Can you feel the force! Top Gun mavericks! Enter the danger zone.

**£7.95**  
SPECTRUM



**£8.95**  
AMSTRAD/COMMODORE

Ocean Software Ltd., 6 Central Street, Manchester M2 5NS. Telephone: 061-832 6633. Telex: 669977 OCEAN G.

Ocean Software. Distributed in France by Ocean France. Telephone: 93-42-7144. Distributed in Germany by Rushware. Telephone: 2101-70040.

TM DESIGNATES TRADEMARK OF PARAMOUNT PICTURES CORPORATION and used by OCEAN SOFTWARE, LTD. under authorization

# BACK LASH



**B**acklash believe-it-or-not; some kind inmate of Weston-Super-Mare has just opened a pub called "Jet Set Willy's". Weird or what?

So okay, you might not have a clue where the game got its name but it doesn't half sound like fun. It's better than sitting in the Jet Set Willy night after night and still not knowing where in tarnation it got its name from.

And even if you know it's one of the all-time Speccy greats, you still don't know quite where Miner Willy got his name from in the first place.

After all, he isn't much of a hero. Sylvester Stallone has never donned a top hat and played him in a film. Willy's

## "Just add a programmer and stir. . ."

never hosted a chat-show, sung on the Band-Aid record, ridden an ultra-fast nuclear powered motorbike or strolled into *EastEnders*.

But in the Speccy world, he's not only a hero, he's an idol. Star of two of the biggest

games ever. A name everyone knows. A cult that most programmers would give their hex loader to have created themselves. For a while, Willy's programmer was a star too.

We've had our Wallies and Sabre-men since but there's not been anything quite like him.

How do you take a backstreet boy like Willy and make him into the ultimate working class hero? An almost completely brand-new type of game? Or superb programming, great graphics and sound? Maybe just a silly sense of humour. None of

They cost money. . . lots of it. Around £7.95 a hit. And because you're paying for the name not just the game, that's a lot of pennies just for a pretty title screen and some words about someone who might be as famous as Sigie Sigie Sputnik in two weeks time.

What matters more is gameplay. New games and better games. More playable versions of really boring oldies — even *Master Mind* and *Battleships*. Or cruddy first attempts at a whole new style of game.

## "I'm a Doodah"

them are things that really ought to be that difficult to do again. And again and again.

Yet no-one's trying. Instead, your average software house is into buying ready-made heroes. They're expensive but you get guaranteed success and stardom instantly. Just add a programmer and stir. . .

We've got film tie-ins, TV tie-ins, pop tie-ins, comic tie-ins, cartoon tie-ins, book tie-ins, arcade tie-ins, tie tie-ins. . . you name it, and a software house is looking to buy the rights, parcel it up, hype it up and cream it off.

Not that tie-in games are all that bad. Most of them have got the latest in superb graphics and sound. Most of 'em are pretty and will take you some time to finish. Most of 'em have a few tricks that make it worth playing them. Most — but not all.

And even the better ones are pushing their luck. Change the name and photo on the box, alter the sprites, move a few things around and it could just as well be a different game about a different hero.

No-one could say that *Elite* was the most original of games — two golden oldies bolted together into one superb fantasy that's as famous and successful on other machines as it is on the Speccy. And while Automata's *Deus Ex Machina* may have been the most simple of games or New Wave's *ID* the most uninteresting, both tried new things and both were worth a go.

Me, I got hooked on a cheapie from Americana by the name of 'Thingy And The Doodahs'. What kind of a name is that? Who'd even want to admit they'd heard of it? Let alone wear a T-shirt with 'I'm a Doodah' on it. People don't even believe that it's called that — they think you've just forgotten what it's called.

But I spent a decent sunny weekend going blind hobbling my way through it. Not at all original, not very funny. Graphics just about okay? But absolutely brilliant fun to play and utterly addictive.

What we need is less of the imported heroes and some more of our own. If TV, films, pop, books, comics and everyone else in the world can produce their own stars, why can't Speccy games?

After all, it's about time more than just the innocent bystanders in Weston-Super-Mare got to hear about the Speccy.

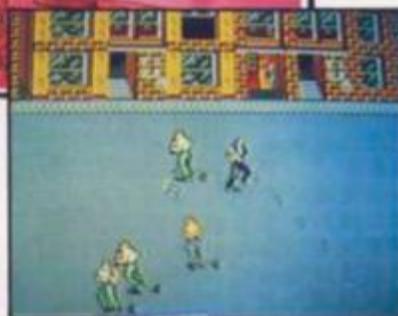
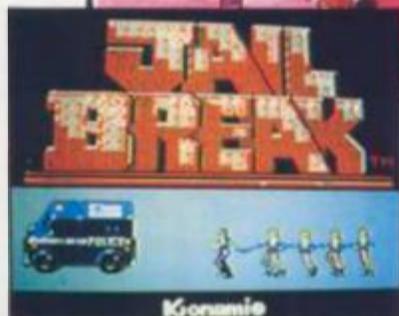
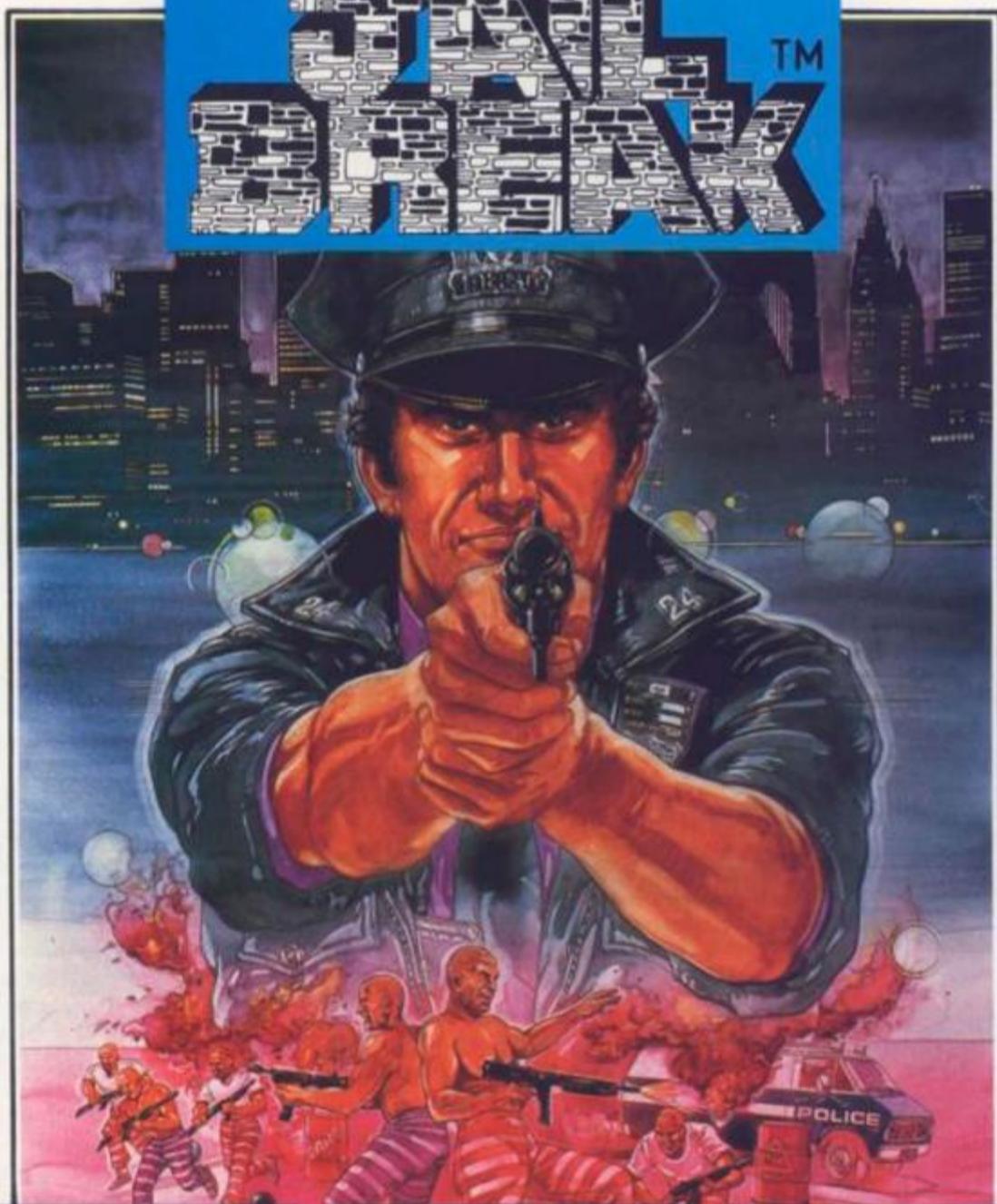
Anyone pay good money to go see Jet Set Willy at the flicks?

**Editor** Kevin Cox; **Art Editors** Martin Dixon, Caroline Clayton; **Deputy Editor** Teresa Maughan; **Production Editor** Sara Biggs; **Staff Writer** Phil South; **Technical Consultant** Peter Shaw; **Contributors** Steve Adams, Mike Gerrard, Ian Hoare, Gwyn Hughes, ZZKJ, Steve Marsden, Tommy Nash, Chris Palmer, Max Phillips, Rick Robson, Rachael Smith; **Advertisement Manager** Mark Salmon; **Advertisement Executive** Julian Harriott; **Production Managers** Sonia Hunt, Judith Middleton; **Publisher** Roger Muntford; **Publishing Director** Stephen England; **Published by** SportsScene Specialist Press Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone (all departments)** 01-631 1433. **Telex** 8954139 BunchG. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web Offset, St Austell, Cornwall; **Distribution** Seymour Press, 334 Brixton Road, London SW9. Telephone 01-733 4444. All material in *Your Sinclair* © 1986 Felden Productions, and may not be reproduced in whole or part without the written consent of the publishers. *Your Sinclair* is a monthly publication.

*The Latest Smash Hit*  
*from*

# KONAMI

## STREET BRAWL™



Screen shots from Arcade version

*Coming Soon for*

SPECTRUM £7.95

COMMODORE 64/128 CASSETTE £8.95 DISC £14.95

AMSTRAD CPC CASSETTE £8.95 DISC £14.95

MSX CARTRIDGE £15.95

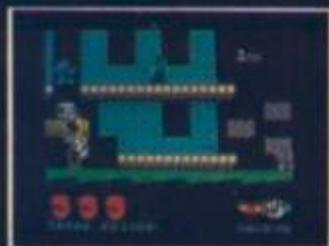
Available from all leading retailers and  
in case of difficulty send cheques or  
postal orders to:

NMC LTD., PO Box 67, London SW11 1BS.  
Tel: 01 228 6730

**Crime is a disease. He's the cure.**



**STALLONE**  
**COBRA**



© 1986 Warner Bros. Inc.  
All rights reserved.

**ocean**

SPECTRUM  
**£7.95**  
COMMODORE 64  
**£8.95**  
AMSTRAD

6 Central Street • Manchester M2 5NS  
Tel. 061 834 3939 • Telex: 669977